

Lands of Theia

A Shattered Worlds Campaign Setting

Steven Rasheed James



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Made in collaboration with Name's Games™

Published by Samurai Sheepdog

Name's™



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Introduction

Welcome to the first in a series of campaign and player options and their related adventures from Name's Games™ and Samurai Sheepdog.

Lands of Theia, written by Steven Rasheed James and developed by Kevin Glusing, explores the eponymous world, offering players new character options including a menagerie of races, classes, feats, and spells. For Game Masters (GMs), *Lands of Theia* offers a look at the countries of this shattered world, prominent members of those countries' societies, and areas where adventure can best be found. Plots, rumors, and storylines can be played through on your way into Theia's future adventure modules or adjusted to meet the needs of your own campaign.

The Shattered Worlds

The Shattered Worlds mythos is a collection of different realities that have bled together at different points in their history. What started with the world of Gothos and its connection to the reality of Earth as we know it became the catalyst for a multiverse-spanning anomaly that led to the war between order and the Chaos.

While the Chaos was ultimately defeated, the gateways its subjects created between countless worlds destroyed many of them, forcing the creatures that called them home to seek help on those that remained.

Years later, the shattered worlds have begun to stabilize again. Those displaced by the event have grown used to their new homes, and most have incorporated themselves with the natural denizens easily enough.

The Lands of Theia

Theia was affected by the shattered worlds event just as the Liezanred Revolution began that would lead to Dragonfall and the Age of Fire. As with many other realities, it began in Theia's Overrealm plane where the fey held court. The fey overlords didn't heed early warning signs and portents, leading their homeland to fall to the efforts of their mirror-reality, the Shadow Realm. This forced many fey, including the gnomes, to escape to the first safe place they could find, Theia.

Theia herself is a fickle world, full of deserts and mountain ranges, where life learns to adapt, dies, or manipulates its environment through the use of potent magic. At present, Theia is divided into 14 different countries, each of which is as foreign to its fellows as the next. From the law-enforcing Idon Re, to the magical schools of Percimum, there's no shortage of opportunity to become an adventurer here.

Chapter Summaries

Chapter 1: This chapter details the new races that can be found on Theia. Each is given a full write up of information, including racial traits, alternate traits, and favored class bonuses. New twists on existing races can also be found in this chapter, such as elves whose bodies change whenever they stay in one location for too long, humans bred for magical superiority in Percimum, and Hunatii halflings that live as farmers or hunter-gatherers on the plains of their homeland.

Chapter 2: This chapter details the new classes that can be found predominately on Theia. While all of the existing classes are available as options in one country or another, many of the adventurers traveling the world have picked up the unique training opportunities that it offers.

Chapter 3: This chapter details additional class options, such as alternate features and archetypes that can be chosen in place of those typical to any given class. Each of the new classes presented in Chapter 2 offers one or more regional variants, and many of the core and base classes have something new to be found here as well.

Chapter 4: This chapter details additional character options that players can look at when building their own adventurers. It includes dozens of new feats and traits, variant multiclassing options for all of the new classes presented in Chapter 2, and new weapons such as the dire chakram, the poi, and the sandthumper.

Chapter 5: This chapter details magic in *Lands of Theia*. Spell lists for censors, necromancers, and zealots can be found here, as can several new spells that help make spellcasting in Theia considerably more interesting. Suggested thaumaturge synthesis spells finish out this chapter, offering an easy-to-reference way to cast those otherwise complex spells.

Chapter 6: This chapter details the world of Theia, including its history, countries, pantheon, and planes. Sidebars in this section highlight specific areas of a given topic, lesser-known races that may live there, or other relevant information. Finally, rules for sky racing close out the chapter, giving players and gms a fun new way to explore the region of Borboto and the flight/vehicle rules.

Chapter 7: Our final chapter details enemies & NPCs encountered throughout Theia. Simple templates for new classes can be applied during monster creation, and a list of some of the monsters found in each country demonstrate how dangerous the world can be when going off the beaten path.

Sidebars

Several sidebars exist throughout the book. They include

Expanded Race Options (ERO): Theia has an astounding variety of races that we could go into detail on, but rather than eat up the entire book with race content and stories, we present the most populous of ancestries, heritages, and species in Chapter 1. We then expand on those options in individual areas of the world in Chapter 6.

For Your Information (FYI): These sidebars draw attention to additional rules surrounding the current topic, such as highlighting something presented in another book, or offering game options in a chapter where they are not otherwise located (such as the sound domain in pantheons). They also provide a reason for players looking to enjoy such an option to read the content surrounding it and get a better feel for how it exists in Theia to start.

Spotlights: These are stories that jump into the world itself and help to build character arcs for our iconic heroes and villains presented in Chapter 2. To get a good idea of what it looks like to live in Theia, the spotlights are a perfect medium.



1 Character Races

The races of Theia are a diverse mix of the common races detailed in the *Pathfinder® Roleplaying Game Core Rulebook* and five new takes on different races that make them unique to this world while still balancing them so they can be used in any Pathfinder 1st edition campaign. Each race has its own spin, giving it a purpose all its own in *Lands of Theia*.

This chapter contains a brief look at how each core race differs from its counterparts on other shattered worlds.

The new races presented in this chapter are:

Cabaro: Cabaros are best known for their lack of history before the Age of Fire. They have pieced together bits of their past, but the greatest portion remains a mystery.

Gnolls: Taught how to be civilized and later granted the ability to see color, the gnolls of Borboto raise mounts and lead caravans to safety.

Half-Dwarves: The progeny of human and dwarf, half-dwarves are tough like their dwarven parent, but with some of the flexibility their human side offers.

Lizardfolk: The gilahn are venomous, jungle-dwelling lizardfolk, and kerata are strong, thick-skulled warriors found in deserts.

Orcs: Theian orcs are monstrous creatures with savagery in their blood. They stand head and shoulders above most of the other races, and make great guards, for a price.

Cabaros (Preview)

The race of owlfolk known as the cabaro is all but extinct. An event nobody can remember killed all but a few thousand members of the race, and it's taken until the Age of Adventure to finally get their numbers back to a point where they can do more than stay safely out of danger for fear of disappearing forever.

While they have no memory of their past before the Age of Fire, the cabaro do have depictions of their kind to look back on. Ruined temples throughout Borboto display grandiose images of cabaro visiting the dwarves in Wutente, aiding the gnolls of their homeland, and ruling peacefully over the orcs back when the race was little better than the monsters they fought against during Dragonfall. Most interestingly, however, is Pared del Cielo, the Wall of Heaven.

The cabaro have spent actual ages studying the wall, trying to decipher the meaning behind the history it tells. They know that it somehow ties into the Fuschian Gift that affects the members of every race from time to time, but what exactly that link is may be forever out of their grasp.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 2 in.	130 lbs.	2d6	x3 lbs.
f 5 ft. 6 in.	125 lbs.	2d6	x3 lbs.



Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15	40	70	100	+3d20 years

Society: Without a solid grasp of what their society used to be like, the cabaro have instead adopted a lot of their current outlook on the gnoll's nomadic way of life. Brightly tailored clothing, large, ornamental necklaces, and myriad artifacts collected from the temples of their region adorn most of the larger females of the race. Males, who are generally smaller, but no less fierce, prefer simpler stylings and functional attire. Centuries of growth and learning have made the cabaro no less matriarchal in their cultural practices.

Relations: Cabaro get along well enough with the gnolls who accepted them when they were in need, and they strive to emulate that race's outlook when interacting with others. When they believe themselves right, however, the cabaro have been known to become overbearing or outright mean. This high and mighty way of thinking has gotten members of the race into trouble on many an occasion. Most try to curb the instinct to some degree, but even the best attempts still fail from time to time.

Alignment and Religion:

The cabaro worship their interpretation of the goddess Theia as the Sky, Sun, and Stars; the great light that will guide them to remembering their past. They are often good, or at least neutral. While there are certainly evil cabaro out there, they are usually exiled when found out in order to protect the rest of the still-recovering race.

Adventures: Cabaro love adventure, and now that the threat of them being wiped out of existence isn't so strong they can get out and enjoy it again. As a race, cabaro make decent clerics, inquisitors, marshals, nobles, paladins, rangers, and shamans.

Female Names: Amaya, Celeste, Maiye, Serine, Tam

Male Names: Buho, Corbin, Enir, Lias, Sederel, Yama

Cabaro Racial Traits (12 RP)

+2 Dexterity, +2 Wisdom, -2 Constitution: Cabaros are an agile, insightful race, but as far as they can tell, their physical health has never been the greatest.

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

Normal Speed: Cabaros have a base speed of 30 feet.

Limited Flight: Cabaros have a fly speed of 30 feet with clumsy maneuverability. When they fly, they must land before the end of their turn or fall the remaining distance.

Darkvision: Cabaros can see in the dark up to 60 feet.



Size Comparison to a dwarf (4 feet tall)

Tengu: Cabaros are humanoids with the tengu subtype.

Cautious: Cabaros gain a +2 racial bonus on Perception and Sense Motive checks. Perception and Sense Motive are always class skills for a cabaro.

Swiveling Head: A cabaro can turn its head up to 270 degrees before having to turn it back, granting them a +2 bonus to AC against flanking opponents.

Languages: Cabaros begin play speaking Common and Gnoll. Cabaros with high Intelligence scores can choose from the following: Draconic, Dwarven, Orc, Terran, and Undercommon.

Cabaro Highborn (14 RP, advanced)

Cabaros have long studied an almost exclusively female segment of their race they referred to as highborn, but until recently, those cabaros were believed lost to history along with the race's memories. A cabaro highborn's height modifier is 3d6, rather than 2d6. They also gain all of the cabaro's racial traits, except as noted here.



+4 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Strength: Highborn are faster, smarter, and physically healthier, but not as strong as their lowborn counterparts. This alters the cabaro's ability scores.

Gliding Wings: Highborn take no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, members of this race can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A member of a race with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

This ability replaces limited flight and swiveling head, although the cabaro can regain those abilities by spending feats to do so.

Alternate Racial Traits

Arrogance: Cabaros who embrace their status as better than others unlock some deep-seeded emotions and talents. These cabaros gain a +2 racial bonus on Intimidate checks and skill checks made with up to 2 Knowledges of their choice. Those skills are always class skills for the cabaro. They also suffer a -2 penalty on Diplomacy checks, as they believe groveling to be beneath them.

This ability replaces cautious.

Expert Hunter: A cabaro's owl-like instincts come in handy occasionally, granting them an advantage when on a hunt. These cabaro gain a +2 racial bonus on all Knowledge (geography) and Survival checks. Knowledge (geography) and Survival are always class skills for them.

This ability replaces cautious.

Flightless: Some cabaros give up their ability to fly entirely, preferring instead to focus on making their bodies stronger. These cabaros gain +2 Dexterity, +2 Wisdom.

This alters the cabaro's ability scores and replaces limited flight.

Nightowl: Cabaros who prefer to sleep during the hottest part of the day are experts at navigating the dark of night. They can see perfectly into natural darkness and shadow as if it were daylight, but abrupt exposure to bright light blinds them for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

This ability replaces darkvision.

Opulent: Some cabaros love their brightly colored and shiny objects. They gain a +2 racial bonus on Appraise and Sleight of Hand checks. Appraise and Sleight of Hand are always class skills for opulent cabaros.

This ability replaces cautious.

Favored Class Bonuses

Astrologer: Add +1/4 to the astrologer's caster level when casting spells from the kingdom constellation.

Cleric: Add +1 on caster level checks made to overcome the spell resistance of outsiders.

Inquisitor: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

Marshal: Add +1/4 to the marshal's banner bonus.

Necromancer:

Noble: Gain +1/6 of a new noble talent.

Ranger: Add +1/2 round to the duration of the bonus

granted to the companions of the ranger using his hunter's bond ability.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Canites (Preview)

When Theia's Overrealm was on the verge of collapse, waves of raw, mystical energy shook the planar boundaries. These metaphysical quakes drew the attention of the canites, a race of dog-like humanoids that reside in the Realm of Dreams.

Canite legends speak of a being known to the canites as the Dreamer. The Dreamer is the path through which living creatures dream of the many beautiful things they ultimately create in the waking world. Astrologers and sages have long studied the idea that some schools of magic, including conjuration, illusion, and transmutation has ties to dreamscapes, and that creation and summoning magic manifests those dreams as reality for varying lengths of time.

The canites believe the destruction of the Overrealm began when the Dreamer's thoughts turned negative and nightmarish, twisted by a chaotic power from beyond Theia's reality. So powerful were the nightmares that they woke the Dreamer, transforming that being forever. Now the Awoken stood face to face with their nightmares made manifest. The battle that ensued shook the foundations of reality, but in the end, the Awoken won. The Awoken sacrificed a piece of itself to lock away what was now known as the Slumberer. That piece was all that remained of the fey's homeland, forever ruined for the sake of saving the rest of Theia's reality.

As Theia entered the Age of Steel, the Awoken was finally able to dream again, inspiring the people of the world to create once more. The canites guarded the Slumberer for 800 years until a young gnome opened the way into their realm and unwittingly caused it to stir once again. To keep the Slumberer at bay, the canites have entered Theia themselves to help drive positive dreams and events. For every nightmare they can prevent, Theia will survive another day.

Society: Canite society is as strange and enigmatic as the race itself. When interacting with their own kind, canites rarely talk, preferring physical gestures and simple sounds to communicate. Direct translation of this "language" comes out as questions, riddles, and rhymes. When they speak in Common or other reality-based languages, the canites are a little better about cohesion and making sense, but not much.

Canites have no cities on Theia itself, preferring a nomadic lifestyle. They travel from country to country, seeking to reinforce positive living and fighting back the nightmares where they can. The largest collections of canites travel in caravans across Theia's caverns, deserts, oceans, and plains.

Relations: Canites have an odd relationship with the waking people of Theia. They try to let others make their own decisions, but can sometimes butt in on a situation when they feel it might bring about overly negative emotions and nightmares. This comes off as nosey or overhelpful at times,

but is ultimately harmless if taken in stride. Of all the races on Theia, gnomes are surprisingly distrustful of canites. The canites believe this is due to the Dreamer's actions within the Overrealm, but they have no time to dwell or fix relations with the gnomes. There are too many other important things to be done, and the smaller society has survived fine in the waking world.

Alignment and Religion: Canites may be of any alignment, but their goal of feeding positive emotion into the world to keep the Slumberer at rest paints them largely as good beings. How they go about doing so is where some could see them as otherwise.

The way canites see alignment is strange. A traditionally lawful canite may ignore orders from a superior or commit generally chaotic acts for the betterment of a larger number of people. A chaotic canite may swear a lawful oath to protect freedom. A good canite may allow evil creatures to act freely if they do so for the good of others.

On rare occasion, a canite might be evil from the perspective of those around him, but even he sees what he does as good, so long as the Slumberer remains at peace. Canites try to not imagine one of their own seeking to rouse the Slumberer, since doing so would itself be a nightmare.

Canites believe in the concepts of the Dreamer and the Slumberer, but do not truly worship either. The few that do practice religion usually offer worship in odd ways to Lady Shinzosui and Theia.

Adventurers: Most Canites seek to keep the Slumberer from waking and putting Theia at risk. Some wish to use it as a weapon, their goal to drain its influence by drawing its power away to do good deeds.

Canites have an affinity for dream, illusion, reality altering magic, and problem solving. These talents and their overall personalities lead most canites to becoming astrologers, bards, kineticists, monks, summoners, and thaumaturges. Different breeds of canites, particularly lupin, may also be druids, rangers, and shifters. Those who travel to technological countries like New Onilaar or Idon Oh have been known to become alchemists and gunslingers as well.

Canite Racial Traits (12 RP)

+2 Constitution, +2 Wisdom: Canites are physically and spiritually attuned to their bodies.

Medium: As Medium creatures, canites receive no bonuses or penalties due to their size.

Fast Movement: Canites have a base speed of 40 feet.

Dogfolk: Canites' are humanoids with the dogfolk subtype.

Canite Immunities: Canites are immune to magic sleep effects and gain a +2 racial bonus on saving throws made against illusion spells and effects.

Scent: Canites can detect opponents within 30 feet by sense of smell.

Dream: When a canite reaches 9th level in any combination of classes, he gains *dream* (self only) as a spell-like ability usable once per day. The canite's caster level is equal to his character level.

Languages: Common. Canites with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Gnome, Sylvan.

Alternate Racial Traits

Canite Breed	Ability Scores	Speed	Canite Traits
Small	+2 Constitution, +2 Charisma, -2 Strength	30 ft.	<i>Dream</i> 1/day (Sp), Improved Trip, linguist
Medium	+2 Constitution, +2 Wisdom	40 ft.	<i>Dream</i> 1/day (Sp)
Full-Size (Medium)	+2 Strength, +2 Constitution, -2 Intelligence	30 ft.	Improved Bull Rush, +2 racial bonus on Will saves (+4 vs. illusion)
Lupin (Medium)	+2 Dexterity, +2 Constitution	40 ft.	Run

Bite: Some canites fight the nightmares more directly as warriors. They gain a primary bite attack that deals 1d4 piercing damage (or 1d3 if Small) on a hit. This reduces the canites' speed by 10 feet and replaces the +2 racial bonus they gain no saving throws against illusions.

A canite without canite immunities can still gain a bite that deals 1d3 damage instead (or 1d2 if Small).

Breed: Canites' similarities to dogs and wolves don't just end at physical appearance. Different breeds of canite have different strengths and weaknesses compared to others of their kind, as noted in Table: Canite Breed, above. These traits alter the canite's ability scores and speed, and may replace the dream racial trait.

Emissary: Small canites sometimes act as the first contact with other races, to help ease them into the idea of working with the canite people. With larger races, such as Theia's orcs and giants, full-size canites play a similar role. Once per day, a small or full-size canite can roll twice when making a Bluff or Diplomacy check and take the better roll.

This ability replaces a small canite's linguist racial trait, or a full-size canite's +2 racial bonus on Will saves.

Shadow Resistance: Canites who interact more frequently with the Nightmare Void and the Shadow Realm develop protection against the magic there. They gain cold resistance 5 and electricity resistance 5. This replaces canite immunities.

Spell Resistance: When percimum began teaching dream magic, they brought some canites into their colleges to help train new thaumaturges and wizards in the art. In exchange, the magelords helped these canites and their kin to guard themselves against the arcane and divine power around them. These canites gain spell resistance equal to 6 + their character level. This replaces canite immunities.

Canite Favored Class Bonuses

Alchemist: Add +1 on Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.

Astrologer: Add a +1/2 bonus on Knowledge (planes) checks.

Cleric: Add a +1/2 bonus on Knowledge (planes) checks.

Druid: Add a +1/2 bonus on Knowledge (planes) checks. At +1, you can make those checks untrained.

Inquisitor: Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle: Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list.

Ranger: Add DR 1/magic to the ranger's animal companion. Each time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the canite ever replaces his animal companion, the new companion gains this DR.

Sorcerer: Add +1/4 to the DC of illusion spells.

Thaumaturge: Add +1/4 to the DC of illusion spells.

Canite Feats & Traits

Blink-Dog

Prerequisites: Cha 13, character level 5th, canite race.

Benefit: You can draw on the dream realm from which you hail, casting *blink* once per day as a spell-like ability. Your effective caster level is equal to your character level.

Blink Dog Lineage [Race Trait]

Prerequisites: Good alignment, canite race.

You were born amongst the blink-dogs of your realm and have learned to twist dreams around yourself. A number of times per day equal to your Constitution or Charisma modifier (whichever is higher), you can use an immediate reaction to gain a +1 dodge bonus to your AC.

Bloodhound

Prerequisites: Perception 1 rank, Survival 1 rank, canite race.

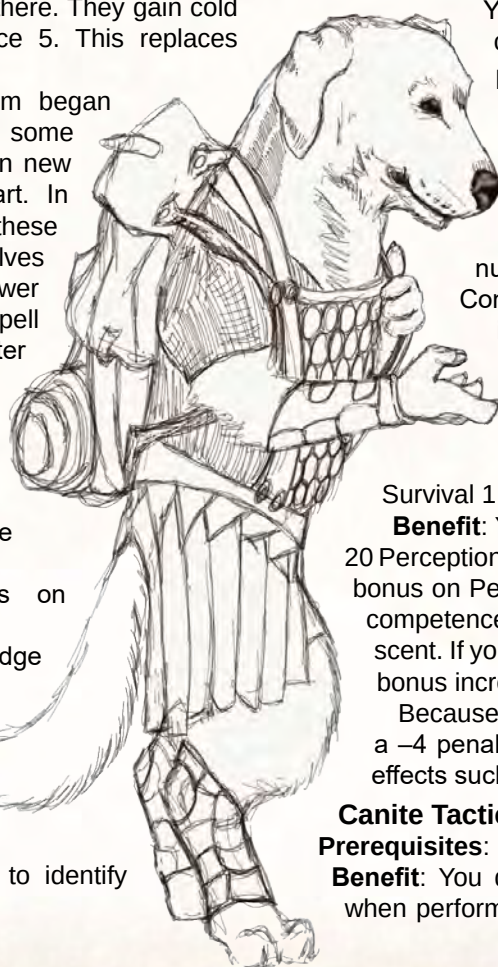
Benefit: You can detect poison by scent with a DC 20 Perception check. You also receive a +3 competence bonus on Perception checks involving smell and a +3 competence bonus on Survival checks to track using scent. If you have 10 or more ranks in either skill, this bonus increases to +6 in that skill.

Because your sense of smell is so strong, you take a -4 penalty on saving throws against odor-related effects such as the stench ability and *stinking cloud*.

Canite Tactics

Prerequisites: Base attack bonus +1, canite race.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition,



you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Special: This feat counts as and does not stack with Improved Trip. A canite with both feats and bite can make a trip attempt as a free action when he hits a creature with his bite attack.

Deathless (Preview)

When the Blood Emperor's failed gambit to become immortal turned half his country into undead, they drove the living to a small corner of their homeland, where they continue to assault them daily. One of the greatest soldiers the army of True Xaotawn will ever know was Aria Longmarch. The warrior poet famously sacrificed herself by drawing the undead to her while her allies escaped fate.

Aria's reward was ascension to godhood on the thankful prayers and cries of her people. She remains an ever-present piece of Theia's history, but her divine power is not without flaw.

With each passing year, it is increasingly difficult to resurrect any creature on Xaotawn. Whatever spell the Blood Emperor used only grows stronger; and those few souls returned to life with the magic granted by Aria and the Philosophy of the Light find their unliving bodies infused with positive energy. They are alive, yet not. They are deathless.

Deathless Racial Traits (13 RP)

Deathless exist outside of the cycle of life. They made some great sacrifice for a greater good and honored their gods in such a way that they were returned to the realm of the living. Their story continues, their physical bodies transformed seemingly into undead, but their souls are still healed by the magic that cured them in life. They remain on the whim of the fates, but they must proceed with greater caution now, for to die again means the destruction of their very soul.

+2 Strength, — Constitution, +2 Charisma: Deathless are a strong, charismatic sort. As undead, deathless have no Constitution score. They use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.

Medium: As Medium creatures, deathless have no bonuses or penalties due to their size.

Base Movement: Deathless have a base movement speed of 30 feet.

Deathless Being: Deathless are humanoids with the deathless subtype. They are still healed by positive energy and damaged by negative energy as normal, and they do not count as undead for the purpose of effects such as a ranger's favored enemy.

Former Life: During creation, choose another humanoid race. The deathless gains that subtype in addition to their own and counts as a member of that race. The deathless also gains one racial trait from that race worth no more than 2 race points. Common traits include:

Darkvision, elven magic, fearless, gnome magic, low-light vision, keen senses, multit talented, or weapon familiarity.

If human is chosen, the deathless can instead choose an additional trait for which they qualify, Skill Focus in a skill of their choice, or Toughness as a bonus feat.



Undead Traits: Deathless retain their consciousness, but their bodies are transformed, giving them the undead traits listed here.

- Immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, Constitution drain, or energy drain, and are immune to Constitution damage.
- Do not risk death from massive damage. Immediately destroyed if reduced to 0 hp or fewer.
- They are not affected by *raise dead*, *reincarnate*, or *resurrection* spells or abilities. Only *true resurrection* can affect deathless creatures. These spells have a 50% chance to turn deathless back into the living creatures they were before becoming deathless.
- They do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a deathless can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required to survive or stay in good health.

Alternate Racial Traits

Slower Deathless: Deathless who were dwarves or other, slower races in their previous life might retain the race's slower speed. Their base movement is 20 feet. If they are Medium-sized, their speed is never reduced by armor or encumbrance. In addition, the deathless gains a +2 racial bonus to its CMD against trip attempts. This alters base movement.



Size Comparison to a dwarf (4 feet tall)

Dworgs (Preview)

In Wa-hat and Wutente, the dwarves and orcs have collaborated with and lived together for many years. Naturally, this has led to intermingling between those races. Dworgs are strong, honorable craftspeople who also do quite well as gladiators, marshals, and mercenaries.

Physical Description: Most dworgs appear as stocky orcs with wild facial hair and short, brawny legs. Their skin tones vary between slate and bronze, and their eyes seem to glow red when they anger or stand in bright light.

Base Height	Weight	Base Modifier	Weight Modifier
m 4 ft. 9 in.	185 lbs.	2d10	x7 lb.
f 4 ft. 7 in.	180 lbs.	2d10	x7 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
27 years	67	116	155	+1d% years

Dworg Racial Traits (9 RP)

+2 Strength, +2 Constitution, -2 Dexterity: Dworgs are both strong and tough, but can be physically awkward.

Medium: Dworgs are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Dworgs are humanoids with both the dwarf and orc subtypes.

Slow and Steady: Dworgs have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Stable: Dworgs gain a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Darkvision: Dworgs can see in the dark up to 60 feet.

Orc Ferocity: Once per day, when a dworg is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Origin Magic Font: Dworgs with levels in a spellcasting class that utilizes Wisdom or Charisma treat that ability score as 2 points higher for the purpose of determining their spell save DCs and the bonus spells they gain. Once they gain their first level in one of these classes, this benefit applies only to that class and no other.

Oversized Grip: Dworgs' hands are larger than the average human or dwarf. They can wield

Large simple weapons as martial weapons and Large martial weapons as exotic weapons. A dworg with at least 15 Strength, a +1 base attack bonus, and Exotic Weapon Proficiency can spend a feat to improve his oversized grip on a Large exotic weapon.

Languages: Dworgs begin play speaking Dwarven or orc. Dworgs with high Intelligence scores can choose Abyssal, Draconic, Dwarven, Giant, Gnome, Goblin, and Orc.

Alternate Racial Traits

Dworgs can select any dwarf or orc alternate racial traits that replace traits listed here. In addition, dworgs can select the following racial traits.

Defensive Training: Dworgs lucky enough to be saved by their dwarven families early on pick up the training that race gives their warriors to beat larger enemies. They gain a +4 dodge bonus to AC against monsters of the giant subtype.

This replaces oversized grip.

Hardy: Some dworgs gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. This racial trait replaces either orc ferocity or origin magic font.

Stonecunning: A dworg can inherit the dwarven ability to notice unusual stonework. It gains a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. The dworg also receives a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking. This replaces stable.



Vardatch Training: Dwargs are sometimes raised to harvest the salt trees of Wutente using a special axe known as a vardatch. This two-handed martial axe functions as a bastard sword, except that it deals slashing damage with a 20x3 critical threat range and multiplier. Dwargs are proficient with the vardatch and can wield it as a one-handed weapon.

This replaces oversized grip.

Dworg Favored Class Bonuses

Astrologer: Add +1/4 to the astrologer's caster level when casting spells from the warrior constellation.

Barrier Sentinel: Deal +1/3 damage with attacks of opportunity.

Cleric:

Dragonspeaker: Add +1 to the dragon speaker's energy resistance to one kind of energy (maximum +10).

Gladiator: Add +1 to the gladiator's CMD when resisting two combat maneuvers of the character's choice.

Marshal: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the marshal's choice (maximum bonus +5). This bonus does not stack with Critical Focus.

Monk: Add +1/4 point to the monk's ki pool.

Paladin: Add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on himself.

Ranger: Add +1/2 on critical hit confirmation rolls made while using a dwarven weapon, orcish weapon, or vardatch (maximum bonus of +4). This bonus does not stack with Critical Focus.

Shaman: The shaman gains 1/6 of a new shaman hex.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Thaumaturge: Add a +1/2 circumstance bonus on critical hit confirmation rolls with origin shard (maximum bonus +5). This bonus does not stack with Critical Focus.

Gnolls

When the country of Borboto was still young, would-be settlers hired the indigenous gnolls to guard them from the desert's myriad predators. During a return trip from one of these caravans, a band of gnolls stopped to tend their bulette and wyvern companions at a previously undocumented oasis. It was there they encountered a family of gnomes who had exited the fey realm through the trees into what was an alien landscape for them. With no way back, the family had lived in exile at the oasis for some time. Recognizing this, the gnolls helped the family get back to civilization.

As thanks for saving them, the matriach of the gnomish family gifted the gnolls with the ability to see in more than just shades of blue and green. The world around them exploded with color in a million shades and hues.

The gnolls quickly found great appreciation for their adapted sense of sight. They began accepting multi-colored blankets and dyed cloth in trade for their services, and their families became some of the chief purveyors of trained wyverns for the Borboto racing circuits when it became a pastime for the residents of that country.



Physical Appearance: Gnolls on Theia appear as humanoid jackals, hyenas, and pharaoh hounds. Those native to the country of Borboto dress in sophisticated colors, while their more feral cousins in Wutente prefer tans and grays that aid them while hiding in and around dunes.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 6 in.	130 lbs.	2d6	x5 lbs.
f 5 ft. 5 in.	125 lbs.	2d6	x5 lbs.

Aging Effects

Adult	Age	Old	Venerable	Maximum Age
15	35	53	70	+2d20 years

Society: Gnolls are not known to keep their own society, preferring small packs and families, either as hunters or when protecting caravans. The closest structure the race has to leadership comes when one must make decisions. If a fight breaks out, the rest of the pack does things the winner's way, while those opposed are either killed or shunned.

Relations: Borbotos Gnolls get along with the other races that live in or frequent their country. Since they raise some of the best mounts for the sky races and caravans that travel the country, they are treated well by their hosts when a family visits a city between jobs.

Gnolls outside of Borboto continue to live in tribal communities, where they are known to fight with dwarves and orcs over patches of desert. While still willing to act as protection for those seeking passage across wastelands or salt flats, they lack the connections to other races that their cousins have developed and cultivated over time.



Size Comparison to a dwarf (4 feet tall)

Alignment and Religion: The feral gnolls in Wutente are chaotic neutral, bordering on evil. In contrast, their cousins in Borboto lean more toward good, although they can still be a challenge to work with when there's a misunderstanding. Gnolls capable of understanding religion often worship Brutus Peregrin, Theia's god of travel and luck, or Blazoke, the Passionate Devastation.

Adventures: Exiled gnolls and those without family will adopt a pack and adventure with it. Borbotos gnolls are natural barbarians, clerics, rangers, and zealots.

Names: Gnolls often have a name by which their family refers to them and another representing who they become as they mature. It is this name that many gnolls present to the world.

Family Names: These tend to describe either a task the family is known to do well, or a physical distinction between them and other gnolls. Examples include: Brokenearth, Chipgrin, Spot-Bearer, Sunseeker, Treefinder, and Worldpainter.

Borbotos Gnoll Racial Traits (11 RP)

+2 Strength, +2 Wisdom, -2 Charisma: Borbotos gnolls are physically intimidating, and their survival skills are very well known, but they can be selfish and difficult to get along with when not doing something they want.

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

Sand Walker: Borbotos gnolls have a base speed of 30 feet. They can move through natural difficult terrain at their normal speed while within desert terrain. Magically altered terrain affects them normally.

Darkvision: Borbotos gnolls can see in the dark up to 60 feet.

Gnoll: Borbotos gnolls are humanoids with the gnoll subtype.

Desert Runner: Gnolls receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Beast Taming: Borbotos gnolls famously raise bulettes and wyverns for travel and guard work, but their knowledge is easily adapted to other beasts. They add their Wisdom modifier on Handle Animal checks



in addition to Charisma, and Handle Animal is always a class skill for them. A gnoll with wild empathy also adds its Wisdom bonus to that check.

Borboto Weapon Familiarity: Borbotos gnolls are proficient with all bows (including crossbows) and the sandthumper (as an exotic weapon).

Natural Armor: Gnolls have a naturally thick hide, which grants a +1 natural armor bonus to their Armor Class.

Languages: Gnolls begin play speaking Common and Gnoll. Gnolls with high Intelligence scores can choose from the following: Draconic, Dwarven, Orc, Terran, and Undercommon.

Alternate Racial Traits

Caravan Driver: Some gnoll families have become experts at making long treks between locations. When traveling overland, these gnolls and a number of their allies equal to 10 times their character level reduce the amount of nonlethal damage taken as a result of a forced march by half. Creatures benefiting from this racial trait can delay the fatigued effect of a forced march for a number of hours equal to the gnoll's Wisdom modifier (minimum 1). A creature that delays this effect becomes exhausted instead of fatigued when the condition takes effect. This counts as the Motivated March feat for the purpose of meeting prerequisites. This ability replaces desert runner.

Merchant Family: Gnolls born into merchant families are expert tradespeople. They gain a +1 racial bonus on all Appraise and Craft checks of one type. They always treat Appraise and Sense Motive as class skills. This trait replaces beast tamer.

Spire Walker: Borboto is well known for its vast canyons and soaring spires. The gnolls of that region sometimes master its terrain in order to get through it quickly. They can move through natural difficult terrain at their normal speed while within mountain terrain. Magically altered terrain affects them normally. This ability replaces sand walker.

Favored Class Bonuses

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the superstition rage power.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Cultist: Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +5). This bonus does not stack with Critical Focus.

Druid: Add +1 hit points to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Mercenary: Gain 1/6 of the next protection job training option.

Ranger: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Zealot: Add +1/4 to the amount of damage dealt when the zealot uses outburst.



Half-Dwarves

Dwarves on Theia sometimes spend months on the water, isolated from the affections of all but their crew. When called to port, they are naturally inclined to seek out such companionship, which over the years has led to a healthy population of half-dwarves founding and maintaining a good number of the towns and villages that send imports to Theia's land-locked regions.

Physical Description: Humans often mistake half-dwarves for tall dwarves, while dwarves consider them short humans. Neither is wrong, but if one looks more closely at the short beard and strong facial features, they can begin to recognize the difference.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 4 in.	135 lbs.	2d8	x6 lb.
f 4 ft. 0 in.	102 lbs.	2d8	x6 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15	80	120	160	+2d20 years

Society: Half-dwarves blend in well with the society they call home, be it dwarf or human in nature. They don't tend to make too much fuss about representation of their kind, preferring to live quietly, letting others think what they will of the circumstances of their birth.

Relations: Other races don't have much problem with half-dwarves, seeing as it can be difficult to distinguish them from common dwarves or humans at times. For their part, the race holds a firm stance on building trust first, so they can sometimes fall to arguing with halflings, lizardfolk, and other roguish types.

Alignment and Religion: Half-dwarves raised by dwarves tend to worship dwarven gods, while those raised around humans may pick up any religion that suits them. Half-dwarves are more often than not a lawful race.

Adventurers: Half-dwarves lean toward adventuring as warrior-types such as barrier sentinels or marshals, but censors, clerics, and paladins are not unheard of. In the costal regions many call home, half-dwarves are commonly seen as nobles and swashbucklers.

Half-Dwarf Racial Traits (9 RP)

Half-dwarves gain the following racial traits.

+2 to One Ability Score: Half-dwarf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-dwarves are Medium creatures and thus receive no bonuses or penalties due to their size.

Well-Balanced: Half-dwarves have a base speed of 30 feet, and their speed is never modified by armor or encumbrance.

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

Dwarf Blood: Half-dwarves are humanoids with both the dwarf and human subtypes.

Hardy: Half-dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stable: Half-dwarves gain a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Toughness: Half-dwarves receive Toughness as a bonus feat at 1st level.



Size Comparison to a dwarf (4 feet tall)

Languages: Half-dwarves begin play speaking Common and Dwarven. Half-dwarves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

Half-dwarves can select any dwarf or human alternate racial traits that replace hardy or their bonus feat (the half-dwarf loses both Toughness and stable in exchange). In addition, a half-dwarf can select the following racial traits in place of the typical half-dwarf racial traits.

Battle-Ready: Theian half-dwarves can be as capable of surviving as their human parents. They gain battle-ready. This replaces stable and Toughness.

Darkvision: Some half-dwarves maintain their racial darkvision. This racial trait replaces Toughness and low-light vision.

Greedy: Half-dwarves raised by dwarves gain the greedy racial trait, but they can only choose from dwarf language options.

Stability: Half-dwarves are sometimes stockier, granting them their full +4 bonus from stability, but their speed is reduced to 20 feet.

Half-Dwarf Favored Class Bonuses

The following options are available to all half-dwarves characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a half-dwarf can pick any dwarf or human favored class bonus.

Barrier Sentinel: Gain 1/6 of a new focus power.

Barbarian: Gain 1/6 of a new rage power.

Censor: Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Earth and creatures with the earth subtype.

Cleric: Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Earth and creatures with the earth subtype.

Fighter: Add +2 on rolls to stabilize when dying.

Marshal: Add +1/3 to the marshal's natural armor bonus when using her battle plan ability (max +5).

Mercenary: Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.

Noble: Gain +1/6 of a new noble talent.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Swashbuckler: Gain a +1/3 bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.



Leporines (Preview)

Leporines are one of many animalistic races to originate from around the areas of Avemor, New Onilaar, and Percimum when the world was young. They are an honorable, society-oriented race who believes that family is what you make it, whether or not they are related by blood.

Many leporines still live in their original regions, studying druidic magic, but a fair few have found their way south to the fighting pits of Wa-hat or west to study under sohei masters in Idon Re.

Physical Description: Leporines are typically anthropomorphic rabbits. Different cultures and variations of the race may have standing or floppy ears, different colored fur, and longer or shorter fur. Some even have dangerously strong teeth. All leporines have powerful legs.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 2 in.	68 lbs.	2d8	x2 lbs.
f 4 ft. 0 in.	68 lbs.	2d8	x2 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
18 years	36	54	72	+2d10 years

Society: Leporines on East Theia live hermetic, somewhat solitary lives. They prefer to enjoy nature for what it is, and only interact with other races out of necessity. The rabbitfolk of West Theia are more social, claiming their own districts within larger cities. These boroughs, as they are called, have their own leadership structure, usually centered around an elder leporine, often female, who guides her people's decisions without holding back their individual needs.

Relations: The humans of Avemor respect the leporine's ties to nature. Those in Idon Re appreciate their balance of wisdom and combat prowess. In the arenas of Wahat, leporines are a welcome challenge with their swift movements and mastery of different weapons.

Alignment and Religion: The leporines of Theia are most often lawful, and usually neutral or good. Because of this expectation, evil leporines can often go unsuspected of any wrongdoing if they're careful enough.

Religious leporines are often druids of Theia or paladins following the teachings of Testament.

Adventurers: As druids, gladiators, paladins, rangers, and sohei, leporines adventure for their cause or when sent on a mission by their order. Few leporines leave the comfort of their homes without purpose and a good enough reason.

Names: Aldis, Cosme, Roch, Sirocco, Spezie, Verdura

Leporine Racial Traits (13 RP)

+2 Dexterity, +2 Wisdom, -2 Strength: Leporines are graceful and incredibly perceptive, but not as strong as other races.

Size: Leporines are Medium creatures and thus receive no bonuses or penalties due to their size.

Speed: Leporines have a base speed of 30 ft.

Rabbitfolk: Leporines are humanoids with the rabbitfolk subtype.

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

Guardian Training: At 1st level, choose Exotic Weapon Proficiency (bastard sword) or Point-Blank Shot. The leporine gains that as a bonus feat, even if it doesn't meet the prerequisites.

Keen Hearing: Leporines gain a +2 racial bonus on Perception checks. This bonus increases to +4 against creatures attempting to move silently.

Fleet-Footed: Leporines receive Run as a bonus feat and a +2 racial bonus on initiative checks.

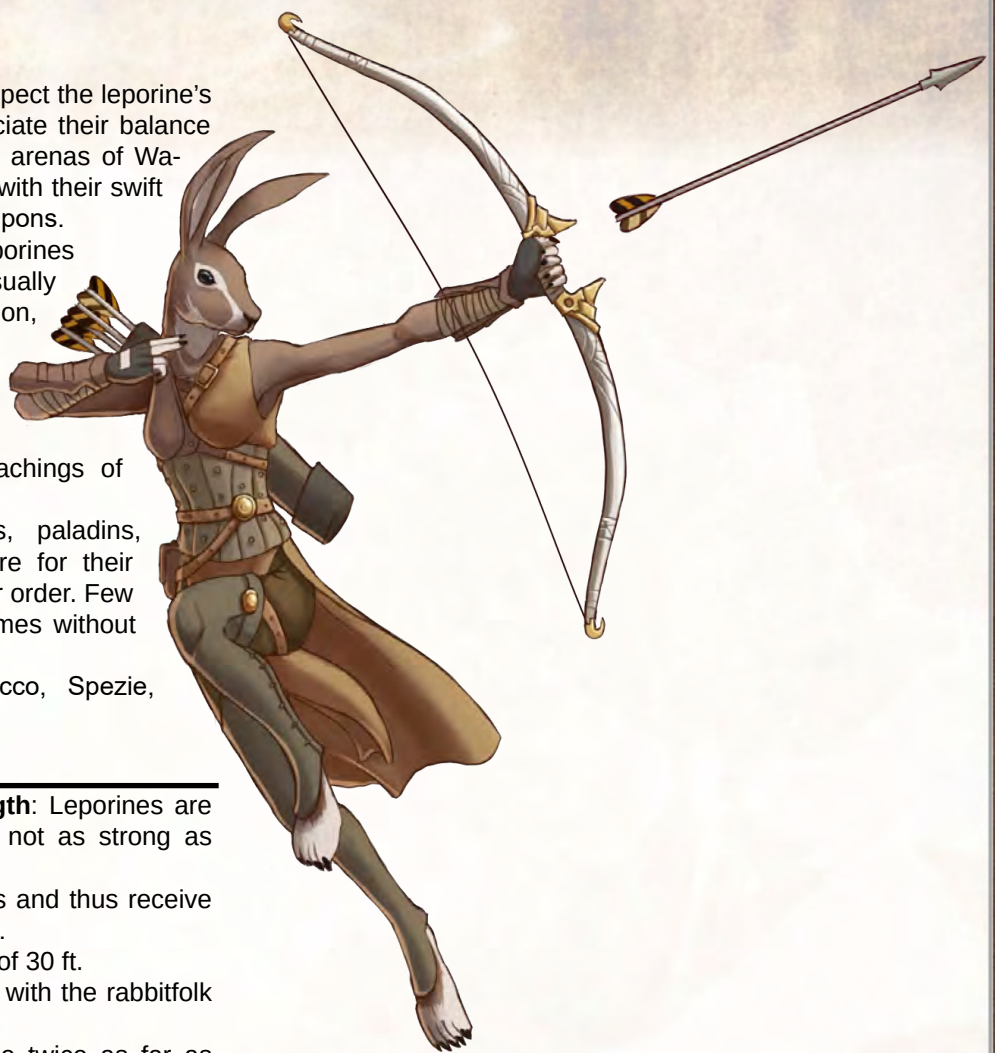
Lucky: Leporines gain a +1 racial bonus on all saving throws.

Weapon Familiarity: Leporines are proficient with bastard swords as martial weapons, as well as longbows (including composite longbows), short swords, and shortbows (including composite shortbows).

Alternate Racial Traits

Deathless Spirit: Leporines raised in areas where the undead are more common gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school. This replaces guardian training.

Rabbit Traits: 5 Leporines with rabbit traits gain a burrow speed of 20 ft. They are always considered to have a running start when making Acrobatics checks to jump. This replaces fleet-footed and weapon familiarity.



Spirit Caller: Leporines' hearing is sometimes so good, they can even hear and pinpoint creatures on the ethereal plane as if they were on the same plane. This doesn't allow the leporine to communicate with a creature on the ethereal plane unless that creature can perceive the leporine as well. A leporine with a 13 or higher Charisma can also cast *speak with dead* once per day as a spell-like-ability. This replaces keen hearing.

Swarming: 2 Leporines are raised to fight communally alongside other members of their race. Up to two leporines can share the same square at the same time. If two leporines that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

This replaces guardian training.

Leporine Favored Class Bonuses

All Classes: The leporine chooses one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds +1/5 of her Dexterity modifier instead of her Strength modifier to the damage roll (this has no benefit until she chooses it 5 times for the same weapon).

Necromancer: The leporine can cast *speak with dead* 1/6 times per day as a spell-like ability. Her caster level is equal to her necromancer level.



Size Comparison to a dwarf (4 feet tall)

Lizardfolk, Gilahn

Gilahn, or blue tongues as their enemies would call them, are lizardfolk who produce a natural poison with which they can coat their weapons. They are originally from the jungles of Jahu-fe'awla, where the natural metal content in the soil raised the potency of their venom. Over the ages, some gilahn have migrated west into Percimum and Avemor before finally settling again in Wa-hat.

Physical Description: Gilahn are about as tall as humans, but the exaggerated bend in their legs makes them appear shorter. Their scales are bright, denoting their venomous nature, and their teeth overlap to better hold their prey in place once it is captured.

Society: For living in a tribal situation, gilahn are surprisingly forward-thinking. Their villages have distinct roles and responsibilities, and they are capable craftspeople; able to take advantage of the tools the jungle provides. Outside of the raxic, the gilahn have demonstrated a reasonable grasp of alchemy, and often act as a town's apothecary.

Relations: A bittersweet history with elves and humans has left the gilahn few allies in the west besides those to whom they can prove their worth. In the east, they fair better on an individual basis, but few accept them as anything more than what they can offer a group or settlement.

Alignment and Religion: When they first set foot on Theia, gilahn were unquestionably evil, actively seeking a return to the days when forgotten dragons flew through the skies and great dinosaurs roamed the land and sea.

Nobdody is sure why, but since the end of the Age of Earth, the gilahn's hatred has been tempered, and they even aided in the rebelling against their former masters during the Age of Fire. While old wounds mend slowly, the race has been far more forthcoming since that time.

If the gilahn worship anything, it's the ancient spirits of their ancestors, the saurians, although the odd member with access to the Philosophy of the Light or the Heresies of the Dark may turn to those faiths instead.

Adventurers: Gilahn without a specific role in their village are free to leave if they wish. They often train as alchemists, cultists, mercenaries, necromancers, rangers, rogues, sorcerers, and wizards.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	130 lbs.	2d10	x5 lb.
f 4 ft. 5 in.	90 lbs.	2d10	x5 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
20	62	93	125	+3d20 years

Names: Gilahns' actual names are taken from a derivative of draconic and can often be too hard to pronounce without their unique facial structure. Because of this, those who do leave their lands keep the name given by their people, and a name that is a rough translation of its meaning in elven.

Gilahn Racial Traits (10 RP)

Gilahn gain the following racial traits.

+2 Constitution, +2 Intelligence: Gilahn are both tough and cunning.



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

Base Speed: Gilahn have a base speed of 30 feet.

Reptilian: Gilahn are humanoids with the reptilian subtype.

Natural Armor: A gilahn's scales are strong enough to protect the lizardfolk from some punishment. They gain a +1 natural armor bonus.

Bite: Lizardfolk gain a natural bite attack, dealing damage equivalent to that of a creature two size categories lower than normal for their size (1d2 for Small races, 1d3 for Medium, etc.). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Claws: Lizardfolk receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size (1d4 for Medium creatures.)

Gilahn Venom: Gilahn gain the following extraordinary ability: A number of times per day equal to its Constitution modifier (minimum 1/day), a gilahn can envenom a weapon that it wields with its toxic saliva or blood (using blood requires the creature to be injured when it uses this ability). Applying venom in this way is a swift action.

Weakening Venom: Injury; save Fort DC 10 + 1/2 the gilahn's Hit Dice + its Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Lizard Brain: Gilahn gain a +2 racial bonus on all Will saving throws.

Languages: Gilahn lizardfolk begin play speaking Draconic and Common. Gilahn with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, and Orc.

Alternate Racial Traits

Gilahn can select any lizardfolk alternate racial traits that replace bite, claws, or natural armor. In addition, a gilahn can select the following racial traits in place of the typical gilahn racial traits.

Raxic Native: Gilahn that grow up in the raxic sometimes learn more defensive techniques from their time there. They gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made in forests and jungles. They also gain a +4 racial bonus on Stealth checks while within those terrain types. This replaces natural armor.

Saurian Blood: Gilahn who possess the latent blood of their ancestors can learn to tap into it for power. Gilahn sorcerers with the serpentine bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Gilahn clerics with the scalykind domain (or one of its subdomains) use their domain powers and spells at +1 caster level. This trait does not give gilahn early access to level-based powers; it only affects powers that they could already use without this trait. This replaces claws.

Gilahn Favored Class Bonuses

Alchemist: Add one extract formula from the alchemist's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Cultist: Add +1 on caster level checks made to overcome the spell resistance of dragons.

Mercenary: Gain 1/6 of the next assassination job training option.

Necromancer: Add +1 on caster level checks made to overcome the spell resistance of dragons.

Ranger: Add a +1/2 bonus on Perception checks while in a forest or swamp.

Rogue: Add a +1/2 bonus on Perception checks while in a forest or swamp.

Sorcerer: Add +1 on caster level checks made to overcome the spell resistance of dragons.

Wizard: Add +1 on caster level checks made to overcome the spell resistance of dragons.

Lizardfolk, Kerata

Kerata lizardfolk once hunted anything they could kill on the plains of Idon Oh, west of Jahu-fe'awla. To curb their bloodlust, the forgotten dragons that ruled during the Age of Fire traded them across the sea for several orc tribes.

After being moved halfway across the world, the keratas learned to love their new home in northern Wutente and the area that would become Wa-hat. They would chase unexpected gnolls and orcs into the waiting jaws of the gray dragons that led them.

After Dragonfall, the kerata that hadn't fought alongside the kyver dragons in the revolution were offered the chance to embrace society. Those who accepted adapted to life with the ever-accepting gnomes and the still wary orcs. The kerata who still wished to return to the rule of the scaled races went into hiding, and their brethren continue to hinder their plans well into the Age of Adventure.

Physical Description: Keratas are stockier than other lizardfolk, with dark scales ranging between black, brown, or beige. The larger scales on their heads are considerably thicker around the crown, forming into one or more horns with which a kerata can gore its enemies.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 6 in.	135 lbs.	2d10	x6 lb.
f 4 ft. 0 in.	102 lbs.	2d10	x6 lb.



Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
20	62	93	125	+3d20 years

Society: Like the steropus and cyllaros dragons who once ruled them, some keratas can still be quite feral in their actions and practices. Others have woven themselves into the fabric of Wa-hatan society, gaining an appreciation for firearms and other technological advances.

The leaders of the kerata are those with the largest, strongest crowns around their head and down their backs. To break one's crown is to establish dominance, but to insult it without action is the worst kind of offense.

Relations: Keratas relate best to action over discussion, but woe be the enemy that thinks them brash or stupid. In truth, the keratas who have developed relationships outside of their own kind have shown a penchant for great intellect and understanding. One of Percimum's graduate courses involves living for no less than six months among keratas and learning from their arcane practices.

Alignment and Religion: Like any race on Theia, keratas run the gamut on alignment. Their natural instincts are actually closer to animals in their distinction of others. If they trust somebody, it's with their life. Otherwise, they could just as soon eat an ally who gets itself killed by doing something wrong.

Adventurers: There are many who expect keratas to be barbarians, and while there are some, most are actually more tactically trained brawlers, fighters, rangers, and other martial classes. Depending on their family, keratas may also be wizards or gunslingers.

Kerata Racial Traits (10 RP)

+2 Constitution, +2 Intelligence, -2 Charisma: While they are as tough and smart as gilahn lizardfolk, keratas have generally gruff personalities to match their hard exterior.

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

Base Speed: Keratas have a base speed of 30 feet.

Reptilian: Keratas are humanoids with the reptilian subtype.

Cragyscale: The thickness of a kerata's scales not only protects it better than other lizardfolk, but can also make them quite intimidating. Keratas gain their choice of Intimidating Prowess or Toughness as a bonus feat at 1st level.

Natural Armor: Keratas have a +2 natural armor bonus.

Claws: Lizardfolk receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size (1d4 for Medium creatures.)

Gore: Keratas have a primary gore attack that deals 1d6 piercing damage on a hit.

Lizard Brain: Keratas gain a +2 racial bonus on all Will saving throws.

Alternate Racial Traits

Keratas can select any lizardfolk alternate racial traits that replace claws. In addition, a kerata can select the following racial traits in place of the typical gilahn racial traits.

Ridgeback: A kerata's crown will sometimes grow down its back, making it a difficult opponent to grapple. Larger creatures attempting to grapple the kerata do not add their size bonus to the combat maneuver check. A creature that attempts to swallow the kerata whole must succeed at a Fortitude saving throw (DC 10 + the kerata's character level + its Constitution modifier) or fail automatically. This replaces cragscale and lizard brain.

Sandscale: Some kerata's scales become brittle living in the desert, but they make up for it with superior agility. These keratas gain a +1 dodge bonus to AC and +5-foot increased movement speed. This increases to +2 and +10 respectively when in desert terrain, but their natural armor bonus is only a +1. This alters natural armor and replaces cragscale.

Saurian Strength: Keratas who tap into their ancestors' bloodline are stronger and more attentive to battle, but also more feral. They gain +2 Strength, +2 Wisdom, -2 Intelligence, and their gore deals 1d8 + 1-1/2 x their Strength modifier damage on a hit with a x3 critical multiplier. This alters the kerata's ability scores and replaces claws.

Thunderhorn: The thunderhorn kerata live primarily in Wa-hat, where they have embraced the marvel of that region's technology. They gain +2 Constitution, +2 Wisdom, and begin play with Amateur Gunslinger as a bonus feat. This alters the kerata's ability scores and replaces claws and cragscale.

Kerata Favored Class Bonuses

Barbarian: Add 1 to the barbarian's base speed. In combat this has no effect unless the kerata has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.

Barrier Sentinel: Add +1/4 the the points of initiative the sentinel may grant with Tactical Initiative) to a maximum of +4).

Brawler: Gain a +1 bonus to the brawler's CMD when resisting a grapple or overrun combat maneuver.

Fighter: Gain a +1 bonus to the brawler's CMD when resisting two combat maneuvers of the fighter's choice.

Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Monk: Add 1/4 to the monk's effective level to determine unarmed strike damage.

Ranger: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Shifter: Add 1/5 to the damage dealt when using the shifter claws ability.



Spotlight: Orcish Poetry and Legend

Theia's orcs don't keep much in the way of written history, but they do have an oral tradition dating as far back as the Age Before Ages. Orcish legends tell of a time when they fought against little men of stone and darkness to expand their home in the fiery pits of the world. Translations of these tales believe the references made are to dwarves, darklings, and Theia's massive underground region of Inframundo.

Another of the orc's more succinct form of poetry mentions a sand demon whose maniacal laugh could burn one's soul. This spiteful creature visited the orcs in their lightless realm and brought them into the sun. The daylight charred their skin and blinded their vision, but it also hardened their resolve and gave them a new land to conquer. The poem goes on to summarize almost 3,000 years of marauding and destruction on behalf of the being that freed them. It concludes with a uniquely strange account of beings the story calls the sky jailors, who took many orcs from their desert into the setting sun.

The last of the great orcish parables details how many of the remaining clans earned their honor when they turned their backs on the burning god. For ages, they had fought for his destructive glory, but when the time came that they needed his aid against the cyllaros dragons, the sand demon was nowhere to be found. Instead of balking, the orcs dug deep within and found the same strength to overcome the kyvers as they had their enemies in Inframundo all those years ago. Beheading the one known as Mayhem, they thrust the dragon's head to the sky, proclaiming "Wutente," victory for all to hear.

Orcs

The orcs of Theia are an ancestry born of sand and salt. After playing an integral role in Dragonfall, they have gone on to earn respect on both of the world's continents. In countries like Idon Ah and Idon Re, they are powerful soldiers and guardians trained in the ways of the trojas dragons. In Wutente, they continue to live as honorable clans, celebrated alongside the dwarves and gnolls of that region for their defeat of the cyllaros.

Physical Description: Theian orcs stand upward of 12-foot tall. They are barrel-chested killing machines nearly twice as strong as the average human and enough heft to make most creatures think twice before standing up to them.

Base Height	Base Weight	Modifier	Weight Modifier
m 9 ft. 10 in.	300 lbs.	3d12	x14 lb.
f 9 ft. 8 in.	260 lbs.	3d12	x14 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
12	20	30	40	+1d20 years

Society: Wutenten orcs don't maintain a formal society. They follow a strong leader while clamoring to best it so they might be revered as the strongest instead. They respect bravery and denounce cowardice, driving out any whose fear might drive their people back to a time when they were little more than monsters worshipping a sand demon that cared not whether they lived or died.

Idonian orcs are more likely to live in cities, working as guards or taking on other mantles of authority. Their strength and size make their presence as enforcers all the more intimidating to any who might consider breaking the laws of the land.

Relations: Orcs have spent their time since the Age of Fire proving their value to the rest of Theia. In many countries, the stigma of their past is a much faded memory. The orcs that still embrace their former ideologies are now seen as the outliers, rather than the standard against which all orcs are measured.





Size Comparison to a dwarf (4 feet tall)

Alignment and Religion: Orcs clans in the Sea of Sands are undoubtedly more chaotic than their cousins in Idon Ah and Idon Re. Those with a sense of faith, duty, and honor worship the memory of Testament, the fallen queen of the trojas dragons. Wutenten orcs are not as devout, but like so many offer minor prayers to Theia's deities as appropriate to a task, such as Brutus Peregrine before a long trek, or Lady Shinzosui when setting sail for other regions. A few who have signed up to fight in Xaotawn have also started to revere Aria Longmarch, whose valiant bravery speaks to their storied past on so many levels.

Adventurers: An orc's entire, short life is dedicated to being the best at what it does, which nine times out of ten means they are barbarians, fighters, or mercenaries. Orcish hunters who refer to themselves as gnoll trappers or lizard eaters have been seen on occasion. One orc in a generation is cursed (or blessed, if they see it as such) with divine might, becoming a zealot.



Theian Orc Racial Traits (18 RP, advanced)

+8 Strength, -2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma: Theian orcs are physically imposing, but their savage nature makes them difficult allies at best.

Base Speed: Orcs have a base speed of 30 feet.

Large: As Large creatures, theian orcs take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. They take up a space that is 10 feet by 10 feet and have a natural reach of 5 feet.

Giant: Theian orcs are humanoids with the giant and orc subtypes.

Darkvision: Theian orcs can see in the dark up to 60 feet.

Ferocity: Orcs can remain conscious and continue fighting even if their hit point totals fall below 0. They are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Languages: Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from the following: Dwarven, Giant, Gnoll, Goblin, Undercommon.

Alternate Racial Traits

Dunestalker: Orcish dunewalkers were once a nightmare to behold, appearing out of nowhere to destroy a caravan, only to disappear without a trace moments later. While their purpose has evolved, it is no less terrifying to have an 11-foot behemoth wielding a massive hammer appear seemingly out of nowhere. A dunewalker orc with 13 Charisma and 1 lb. of sand per casting can cast *invisibility* on itself as a spell-like ability a number of times per day equal to its Charisma modifier. The orc's caster level is equal to 1/2 its character level (minimum 1st). The sand is consumed in the casting, and the orc cannot get rid of the requirement (such as with Eschew Materials).

This ability replaces ferocity.

Inframundo-Born: Orcs born in the dark recesses of Inframundo are monstrous humanoids that can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*. Abrupt exposure to bright light blinds these orcs for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

This alters the orc's type and replaces darkvision and ferocity.

Favored Class Bonuses

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Hunter: Add 1 hit point to the hunter's animal companion. If the hunter replaces his animal companion, the new animal companion gains these bonus hit points.

Mercenary: The mercenary gains 1/2 point of DR/— against nonlethal damage (maximum DR 10/—).

Ranger: Add a +1/2 bonus on Intimidate checks and Knowledge checks to identify creatures.

Zealot: Gain a +1/3 bonus on critical hit confirmation rolls made while using vehemence (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Dwarves

Theian dwarves hail from the steaming seas of Inframundo, Theia's vast underground region. The race migrated to the world's surface during the age of water, after the cavernous world around them broke open and roughly one-third of Theia's central mass sank beneath rising tides. In the centuries since, they have learned to live on the surface as they do beneath it.

Dwarves are most often found on their metal ships sailing Theia's oceans, trading in countries like Wutente, Wa-hat, and Borboto; or aiding the gnomes with advances of steam technology in New Onilaar. They are a hard-working and adventurous people, and their history of long voyages away from their underground homeland has fostered strong familial traditions and bonds.

Living closer to Theia's core, where gravity weighs heavier on the physical form, dwarves have developed as both short and stocky, with strength and stamina enough to mine the salt, stone, and gems that make up their part of the world. Those who remain underground keep their heads shaved or at least sport very short hair due to the heat, while any who risk the waters above grow their dark hair out to avoid burns from the unforgiving sun. A dwarf's dark, reddish skin and hair serves both to protect them from heat in any environment and hide them from potential predators in the less well-lit corners of their homeland. Recent generations of dwarves born topside have developed paler skin, though some believe this is more a result of intermingling with gnomes and humans.

Beards are a prominent part of dwarven society, kept fancy and lined with coins and other trinkets which tell the story of years of sailing the seas both above and below ground. As they pass through stages of their life, a dwarf might cut sections from his beard to signify a major shift in lifestyle or a noteworthy event. The trimmed sections are stored much like books on a shelf or in a library for future generations to learn from. When a highly respected dwarven captain finally meets his end, his final growth of beard is carefully treated and returned to Inframundo as a recorded history of his life.

Any dwarf who lacks the ability to create more than a wisp of facial hair—such as most, but not all females—wear the hair on their heads long regardless of the environment, with intricate braids and objects knotted throughout.

Theian Dwarf Alternate Racial Traits

Core Miner: The dwarves that live and work closest to the heart of the world have developed a better means of doing so. They gain +2 Strength, +2 Constitution, –2 Dexterity, and the ability to cast *knock*, *mage hand*, and *open/close* on any metal object, gate, door, or lock up to 3 times per day each as a sorcerer of their character level. A creature that attacks a core miner dwarf with a weapon made primarily of metal gains a +1 bonus on the attack, and another +1 bonus (+2 total) to confirm any critical hit. This alters the dwarf's ability scores and replaces defensive training and hardy.

Lightcap Cultivator: Lightcaps are a special family of phosphorescent mushroom that grow around Inframundo's freshwater lakes and in caverns where that water accumulates. They are harvested by the dwarves and other races of the underground and maintain their light for days





Size Comparison to a dwarf (4 feet tall)

after being cut from the stalk. The dwarves who harvest these mushrooms are known as lightcap cultivators. They treat Knowledge (nature) and Survival as class skills and gain a +2 racial bonus on Sleight of Hand checks. This replaces greed and stonecunning.

Seafarer: Theian dwarves who grew up on a ship gain a +2 racial bonus on all Profession (sailor) and Swim checks. They treat any weapon with the word “dwarven” in its name as a martial weapon, but receive no weapon training otherwise. This alters weapon familiarity and replaces greed and hatred.

Stoneform (Ex): Once per day, as a full-round action, a dwarf or half-dwarf with stoneform can remove all bleed, curse, disease, mind-affecting, poison, and spell effects from herself. She is fatigued for one minute after and takes a –2 penalty to her Constitution until she rests for at least 8 hours.

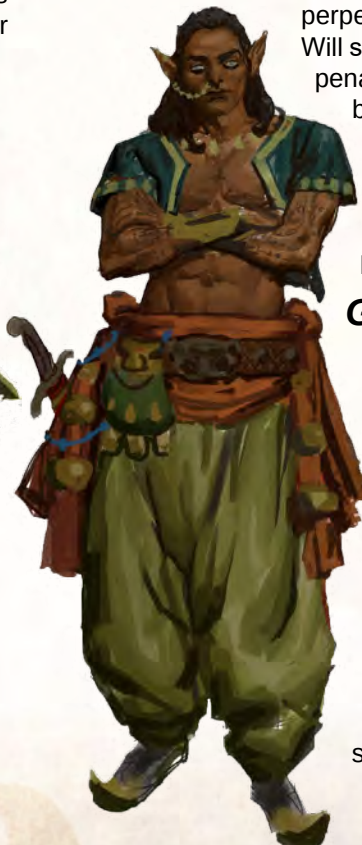
At 6th level, the dwarf can use stoneform twice per day (the penalty doesn't stack). At 11th level, she is no longer fatigued afterward. This replaces hardy.

Elves

The elves of Theia are believed to have been one of, if not the first surface-dwelling race. They have existed since before the dawn of recorded history, and their secretive ways keep their own saga a mystery. What is known by the wider world is that they share a kinship with the natural world that allows them to live and adapt to any environment. While scarcely seen in any region, it is speculated that elves may actually exist on every continent of the world in larger numbers than even humans.

The elves who do visit lands beyond their own do not stay for long. The removal of natural settings in favor of technology and societal growth brings physical pain to Theian elves, whose bodies reflect their suffering by losing skin tone and pigment, growing unnaturally tired, and taking on a persistent cough. Elven adventurers can survive these situations longer than most, but even they eventually succumb to such illness and must return to their homeland for a time to recuperate.

Modern trappings are not the only thing that can affect an elf's physical appearance.



The presence of persistent and ongoing arcane magic, such as that found in countries like Percimum, have the opposite effect, causing an elf's skin to take on dramatic color and shine, their hair to grow wild and brightly hued, and their general demeanor to become chaotic, verging on manic. Those who remain too long risk losing their minds to arcane madness. Elven wizards

and other arcane spellcasters must carefully moderate their use of that power to avoid such an unfortunate fate.

When not shut away in their peaceful forests, avoiding arcane magic and technology as a way of life, Theian elves are nomadic, constantly on the move between regions to avoid taking on too many negative traits and ailments.

Theian Drow: The dark elves of Theia are some of the most feared and dangerous pirates known to all who sail the world's oceans above and below-ground. Their expertise with a ship is rivaled only by their mastery of the cutlass, rapier, and saber. Devout worshipers of the Queen of Tides, the drow offer their prayers and little sacrifices of prisoners or loot to thank her for their successes or pray for her mercy when they run afoul of bad weather, rival pirates, or the law that persists on land.

Theian Elf Alternate Racial Trait

Theian Traveler: Theian elves always treat Knowledge (engineering), Spellcraft, and Survival as class skills and gain a +2 racial bonus on each. Once per day, they can reroll a check made with any of those skills, but they must use the new result, even if it is lower. For every week spent in an urban environment, a Theian elf must make a Fortitude save (DC 10 + twice number of the weeks spent in that environment), or become fatigued and suffer a –2 penalty on all Profession and Charisma-based skill checks until they spend at least half that time back in any natural environment. For every week spent in an environment

where arcane magic is used consistently or perpetually, a Theian elf must make a Will save at the same DC or suffer a –2 penalty on all Dexterity and Wisdom-based skill checks until they spend at least half that time back in any environment where such magic is rarer or non-existent.

This replaces elven magic and keen senses.

Gnomes

Gnomes are not native to Theia. They visited on occasion from their home in the Overrealm, but it wasn't until that plane collapsed that they became permanent residents. With their realm falling apart around them, the gnomes aided in evacuation efforts by opening gates around Theia through which the fey could pass. Except for the portals in Idon and Inekin, their endeavor was a resounding success.

Thrown into the Age of Fire, the gnomes transported onto Theia's eastern continent joined with the mortal forces fighting against the dragons aiming to rule them. One family in particular were shunted into an oasis Borboto where they changed the lives of that region's gnolls forever.

Some of the unfortunate fey who found themselves on western Theia were twisted by the same chaotic power that created the Dread Lands. Gnomes so affected became svirfneblin. Those lucky enough not to suffer in such a way made the trek to Rena Idonia, where they continue to help hold back the darkness that threatens them all.

At the onset of the Age of Steel, the gnomes found a new calling in the form of invention. Working closely with Theia's dwarves, they built many great tools and other devices used many years later. Their greatest invention was the irrigation system that provides fresh water to Avemor and New Onilaar so those countries can grow crops for their people. If not for gnomish insight, modern Theia might have become something far different than what it is.

Theian Gnome Alternate Racial Traits

Acclimation: When a Theian gnome has spent at least 1 week in a new environment from the ranger's list of favored terrains, it gains a +2 racial bonus on all Knowledge and Perception checks related to that environment. This lasts until the gnome spends a week in a new environment.

This replaces keen senses and illusion resistance.

Fey-Influence: Inundated with power from the Overrealm's collapse, some gnomes on Theia have become fey with the gnome subtype. This also grants them DR 5/cold iron.

This replaces defensive training, obsessive, and weapon familiarity.

Joyous Heart: Theian gnomes are immune to spells and effects with the emotion descriptor.

This replaces hatred and low-light vision.

Half-Elves

Half-elves in Theia combine their elven need to wander with the human will to fight, becoming world-class adventurers and mercenaries. Even in the current age, they remain a rare sight, since throughout Theia's history, humans and elves rarely got along. It was only during the Age of Water, when the otherwise hostile races joined forces against a mutual enemy. When expeditions began to Fafutan, half-

elves became far more common, and with the coming of the Age of Steel, they found their place in New Onilaar's society as alchemists and inventors. Some have even traveled as far north as Percimum to practice sorcery, or joined the druids of Avemor to recapture some of their natural heritage.

Theian Half-Elf Alternate Racial Traits

Battle-Ready: Theian half-elves can be as tough as their human lineage. They gain battle-ready.

This replaces adaptability and keen senses.

Percimum Born and Bred: Half-elves raised in Percimum have been known to undergo the same magical augmentations as that region's humans. They gain the Percimum born and bred racial trait.

This replaces the +2 bonus to any one ability score, elven immunities, and multitalented.

Theian Traveler: Half-elves can inherit their elven parent's need to move from place to place.

This ability replaces elven immunities, keen senses, and low-light vision.

Half-Orcs

When the dragons ruled Theia during the Age of Fire, they treated the mortal races like a commodity to be traded. Through these exchanges, and the uprising that eventually brought an end to that time period, many orcs found themselves transplanted in the country of Idon with no way back to the deserts of Wutente. Idon Re recognized the orcs' strength and attempted to integrate them into its society. When that failed, the orcs found a home in the Dread Lands, but not before siring no less than two generations of half-orcs. The union of orcish power and human ingenuity makes the half-orcs of Idon Re celebrated warriors.





Size Comparison to a dwarf (4 feet tall)

On the other side of the world, half-orcs are the ancestors of the orcs that defeated the gray dragon flight in Wutente. They are integrated into society all the way up the Orcs' March from Wutente to Avemor. Many seek to follow in their legacy of their kin by becoming marshals, rangers, and shamans. Others would prefer to forge their own legacies, setting off across the seas of Theia as adventurers in foreign lands.

Whether learning to use the advancing technology introduced in Idon Re and New Onilaar, or signing on to fight the undead with True Xaotawn's living militia, the half-orcs of Theia have become a people embraced.

Theian Half-Orc Alternate Racial Trait

Battle-Ready: Theian half-orcs can be as capable of surviving as their human parents. They gain the battle-ready human alternate racial trait.

This replaces intimidating and orc ferocity.

Theian Heritage: Theian half-orcs sometimes maintain some of their orcish strength. They gain +4 Strength, -2 Intelligence, -2 Wisdom, and -2 Charisma. They can also wield Large simple weapons as martial weapons and Large martial weapons as exotic weapons. This alters the half-orc's ability scores and replaces darkvision.

Skilled: Half-orcs with Theian heritage can gain +1 skill rank at 1st level, and +1 skill rank per 2 character levels thereafter. This replaces weapon familiarity.

Something to Prove: Half-orcs with Theian heritage try to downplay their orcish lineage by educating themselves and proving their usefulness to the doubting masses. They can choose one Craft, Knowledge, or Profession skill and gain a +2 racial bonus on checks with that skill. This replaces intimidating.

Halflings

The soil of the earth, Theian halflings are expert survivors and skilled hunters who have learned the intricacies of their world's different environments. This difference in lifestyle, however, means that halflings are more cynical and results-driven than they are carefree and lucky.

Halflings can be found in just about every society. They are the scout leading merchants through elven lands, the dwarven captain's first mate, and the no nonsense mediator facilitating trade between humans and gnolls. The other races on Theia trust halflings for their honesty and willingness to stand up to larger threats both physical and environmental.

Theian Halfling Alternate Racial Traits

Hunter-Gatherer: Theian halflings are natural hunters, gaining a +1 racial bonus on attack rolls against animals. They always treat Handle animal and Survival as class skills. This replaces lucky.



Weapon Familiarity: Halflings on Theia rarely use slings for more than children's games or to teach hand-eye coordination. In combat, they prefer better range and accuracy. Theian halflings are proficient with all bows (including composite bows) and crossbows. They still treat any weapon with the word "halfling" in its name as a martial weapon. This alters the halfling's weapon familiarity.

Survivalist: Theian halflings are more skilled at surviving, but less attentive overall. They gain a +2 racial bonus on all Survival checks. This replaces keen senses.

Humans

Humans on Theia have survived great hardships, from the commonplace hazards of living in dangerous regions with very little fresh water, to fighting against other races to earn their place among them. But humans have survived. In most areas of the world, they even thrive. How the various human nations achieved this differs—sometimes greatly—from country to country.

Some humans continue to face constant threat, such as those battling against the undead hordes of Xaotawn. Others have protected their homelands by developing a sense of pride that borders on xenophobia. But, even with these hurdles to jump, human society expands each year, and trade has opened up some relations with less savage races, including dwarves, elves, and gnolls.

Theian Human Alternate Racial Trait

Battle-Ready: Theian humans are always on the lookout for danger, and when well rested can last longer in battle than others of equal physical standing. They begin each day with temporary hit points equal to twice their character level. These temporary hit points last until depleted or refreshed with 8 hours of rest. This replaces skilled.

Percimum Born and Bred: It's long been speculated that Percimum's noble elite breed their children with a taste of transmutation magic that makes them smarter, more perceptive, or more approachable. These humans gain a +3 racial bonus to Intelligence, Wisdom, or Charisma. However, the character's biology is now more susceptible to some magic, causing them to take a -2 penalty on Fortitude saving throws against transmutation effects. This racial trait replaces the +2 bonus to any one ability score and the bonus feat racial trait.





2 Character Classes

All of the classes from The Pathfinder Roleplaying Game® can be found on Theia in one country or another. In addition, this guide introduces 10 new classes featured prominently on the world of Theia.

Barrier Sentinel: Fighters on Theia are more often than not sellswords and infantry. In countries like Wutente, however, barrier sentinels are preferred when it comes to protection. With no ties to obscure gods, and a penchant for following orders, these brave souls stand guard against any who would do harm to innocents.

Censor: By tapping into the power of the Plane of Law, the censor can alter the very fabric of reality around him, punishing others for breaking the laws he decrees.

Cultist: Cultists on Theia are more than just clerics. Their perversion of the worship of a concept, deity, or other greater being grants cultists greater clarity, and their offerings bring surprising power that defies what it means to have faith.

Gladiator: Theia has an interesting take on the idea of gladiators. Those who prove popular in the pits are given magical sensors and encouraged to adventure, sharing their stories with the commonfolk who don't have the same opportunities, willpower, or ability.

Marshal: A battlefield strategist and natural leader, the marshal commands his allies and bolsters their resolve.

Mercenary: Mercenaries are the best men and women for the job when allegiances may be put on the line and party funds need to be carefully tracked.

Necromancer: Theian necromancers draw their power from ancient texts, decomposition, and vampiric practices.

Noble: Theian nobles are more adventurous than those of other worlds, preferring to resolve their nation's problems face-to-face.

Thaumaturge: The penultimate Theian spellcaster, the thaumaturge seamlessly blends divine and arcane magic into powerful effects to be used on ally and enemy alike.

Zealot: Zealots are the masters of chaotic power on Theia, unpredictable and difficult to trust even in the most mundane situations. Their ability to twist the perception of those around them and cause harm is both greatly feared and respected.

Barrier Sentinel

Even if you do get past me, you'll regret it.

Important people often need protection. From merchant caravans and adventuring parties to princesses and kings, the need for a bodyguard is something that is in high demand. When a loyal, vigilant defender is needed, many turn to the protective expertise of barrier sentinels.

Role: Barrier sentinels are living walls that specialize in withstanding any type of offense. Well trained and disciplined, sentinels protect their party by drawing enemies' attention and punishing them for going after their allies.

Note: The barrier sentinel is an alternate class for the unchained barbarian class.

Alignment: Any non-chaotic. A barrier sentinel who becomes chaotic loses the ability to focus and cannot gain more levels as a barrier sentinel. She retains all other benefits of the class.

Table: Barrier Sentinel

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Barrier focus, tactical initiative (+2)
2nd	+2	+3	+0	+0	Focus power, vital reflexes
3rd	+3	+3	+1	+1	Attentive mind +1, reflexive guardian
4th	+4	+4	+1	+1	Armor training, tactical initiative +4
5th	+5	+4	+1	+1	Improved focus, opportunist
6th	+6/+1	+5	+2	+2	Attentive mind +2, focus power
7th	+7/+2	+5	+2	+2	Damage reduction 1/–
8th	+8/+3	+6	+2	+2	Armor training, reflexive guardian
9th	+9/+4	+6	+3	+3	Attentive mind +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/–, focus power
11th	+11/+6/+1	+7	+3	+3	Greater focus, stalwart
12th	+12/+7/+2	+8	+4	+4	Armor training, attentive mind +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/–, tactical initiative +6
14th	+14/+9/+4	+9	+4	+4	Focus power
15th	+15/+10/+5	+9	+5	+5	Attentive mind +5
16th	+16/+11/+6/+1	+10	+5	+5	Armor training, damage reduction 4/–
17th	+17/+12/+7/+2	+10	+5	+5	Tireless focus
18th	+18/+13/+8/+3	+11	+6	+6	Attentive mind +6, focus power
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/–
20th	+20/+15/+10/+5	+12	+6	+6	Bastion focus, tactical initiative +8

Hit Die: d12.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The barrier sentinel's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Linguistics (Int), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the barrier sentinel.

Weapon and Armor Proficiency: A barrier sentinel is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Barrier Focus: A barrier sentinel can call upon inner reserves of awareness and tenacity, granting her additional defensive prowess. Starting at 1st level, a barrier sentinel can enter a special stance known as barrier focus for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can focus for 2 additional rounds. Temporary increases to Constitution, such as those gained from spells like *bear's endurance*, do not increase the total number of rounds that a barrier sentinel can focus per day. A barrier sentinel can begin using barrier focus as a move action and maintain it each round as a free action. The total number of rounds of barrier focus per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

Using barrier focus counts as fighting defensively, but functions differently. The barrier sentinel gains a +2 bonus to her Armor Class (as a deflection bonus) and Reflex saving throws, and a +4 bonus to her Combat Maneuver Defense (CMD). In addition, she takes a –2 penalty to weapon damage rolls. She also gains 2 temporary hit points per barrier sentinel Hit Die. These temporary hit points are lost first when a character takes damage, disappear when she breaks focus, and are not replenished if the barrier sentinel uses barrier focus again within 1 minute of her previous use.

A barrier sentinel can break her focus as a free action. Afterward, she is fatigued for a number of rounds equal to 2 times the number of rounds spent focused. A barrier sentinel cannot use focus while fatigued or exhausted but can otherwise use barrier focus multiple times during a single encounter or combat. If a barrier sentinel falls unconscious, her focus immediately breaks, placing her in peril of death.

Tactical Initiative (Ex): At 1st level, a barrier sentinel gains a +2 bonus on Initiative checks that she can use for herself or grant to an ally she can see and that can see and hear her as a free action. The barrier sentinel can choose after initiative is rolled but before the beginning of the first round.

At 4th level, and again at 13th and 20th level, a barrier sentinel gains an additional +2 bonus she can use or distribute to her allies' initiative. These bonuses stack with themselves, but not with similar bonuses granted by other barrier sentinels; nor do they stack with the Improved Initiative feat beyond the initial +2.

Focus Powers: As a barrier sentinel gains levels, her barrier focus teaches her new combat techniques. At 2nd level and every 4 levels thereafter, the sentinel gains a focus power. A barrier sentinel gains the benefits of focus powers only while focused. Some of these powers are always active while the sentinel remains focused, and others require the sentinel to take an action to use them. Unless otherwise noted, a barrier sentinel cannot select an individual power more than once.

Upon reaching 4th level, and at every even-numbered barrier sentinel level after that (6th, 8th, and so on), the sentinel can choose to learn a new focus power in place of one she already knows. In effect, the sentinel loses the old focus power in exchange for the new one. A barrier sentinel may swap only a single focus power at any given level, and must choose whether or not to swap the focus power as soon as she gains the level.



A full list of focus powers can be found at the end of this section.

Vital Reflexes (Ex): At 2nd level, a barrier sentinel gains Combat Reflexes as a bonus feat. She can make a number of additional attacks of opportunity equal to her Dexterity modifier + half her barrier sentinel level (minimum 1).

While using barrier focus, a barrier sentinel can trade her additional attacks of opportunity for greater damage against the creatures that provoke them. At 2nd level, she can trade 1 attack to roll her weapon's damage dice twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

At 6th level, she can trade up to 2 attacks to roll three times. At 11th level, she can trade up to 3 attacks to roll four times.

Attentive Mind (Ex): At 3rd level, a barrier sentinel gains a +1 bonus on Will saves and a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the barrier sentinel has trap sense from another class).

Reflexive Guardian: At 3rd level, a barrier sentinel can make an attack of opportunity against an opponent who attacks an ally adjacent to her while she threatens the creature. A creature can only draw one attack of opportunity in this way each round.

Beginning at 8th level, the sentinel's ally no longer has to be adjacent to the sentinel for an opponent to trigger reflexive guardian.

Armor Training (Ex): Starting at 4th level, a barrier sentinel learns to be more maneuverable while wearing armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a barrier sentinel can also move at her normal speed while wearing medium armor. At 8th level, a barrier sentinel can move at her normal speed while in heavy armor.

Advanced Armor Training: Beginning at 8th level, instead of increasing the benefits provided by armor training (reducing her armor's check penalty by 1 and increasing its maximum Dexterity bonus by 1), a barrier sentinel can choose an advanced armor training option. If the sentinel does so, she still gains the ability to move at her normal speed while wearing medium armor at 4th level, and while wearing heavy armor at 8th level.

Improved Focus (Ex): At 5th level, a barrier sentinel can use barrier focus as a free action. She must still activate focus power stances as a move action.

Opportunist (Ex): At 5th level, a barrier sentinel can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. The barrier sentinel can only use opportunist once per round, even if she has attacks of opportunity remaining.

Spotlight: Margaux Cozni

After Violent killed Margaux's parents during a revolt against her rule, she never expected the willingness of their daughter to die as well. Instead, the phaethos dragon adopted the elven child and spent the better part of the Age of Fire raising her; warping Margaux's view of the world to match her own.

The dragon was beyond cruel to her charge. By forcing the elf to stay in one location for extended periods of time, Margaux suffered as all Theian elves do when unable to travel. Her mind and body withered until she was driven mad by it. Violent delighted in watching the transformation over several months until another revolt broke out. This time, the dragon's slaves were led by a revolutionary who managed to bypass the traps and magical wards of her lair. Before he could land a killing blow, however, the man was struck down by none other than Margaux Cozni, who swore what remained of her soul to Violent forevermore.

The elder wyrm was shocked at the change that had come over Margaux, and the two spent what remained of the Age of Fire cultivating their mother-daughter relationship. Margaux was granted leave to travel and train as a barrier sentinel, making allies in the name of her matron and secretly organizing coups against their mutual enemies for decades. So powerful was their connection that Violent even shared a dark, terrible secret with Margaux the night before the purple dragon was finally slain along with many of her brethren. Thus, the Age of Fire had ended, and the Age of Steel began.

With no family left, Margaux continued her work in secret. As an elf, the militaries of almost any country were willing to recruit her into their ranks, and she climbed them quickly. Many years after the Dragonfall, Captain Cozni was charged with the protection of the Liezanred royal family of Avemor. Margaux was there when Lady Elenore gave birth to her daughter, Elizabeth, for whom the sentinel immediately felt a tremendous hatred. When the twins, Aron and Alnoth were born, however, the elf at last found the sign for which she had searched over almost a century. It was time for Violent to rise once more.

Damage Reduction (Ex): At 7th level, a barrier sentinel gains damage reduction. Each time the sentinel takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 10th level and every 3 levels thereafter, this damage reduction rises by 1 point (up to 5 points at 19th level). Damage Reduction can reduce damage to 0, but not below 0.

Greater Focus (Ex): At 11th level, a barrier sentinel's bonus to Armor Class and Reflex saving throws while focused increases to +3, and her bonus to CMD increases to +6. In addition, the amount of temporary hit points gained when using barrier focus increases to 3 per Hit Die.

Stalwart (Ex): At 11th level, a barrier sentinel can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless barrier sentinel does not gain the benefit of the stalwart ability.

Tireless Focus (Ex): At 17th level, a barrier sentinel is no longer fatigued when she breaks her focus. If she uses barrier focus again within 1 minute of breaking her focus, she doesn't gain any temporary hit points from her focus.

Bastion Focus (Ex): At 20th level, a barrier sentinel's bonus to Armor Class and Reflex saving throws while focused increases to +4, and her bonus to CMD increases to +8. In addition, the amount of temporary hit points gained when using barrier focus increases to 4 per Hit Die.

Focus Powers

Some of the following focus powers are stances. Activating a stance focus power is a move action. A barrier sentinel can activate a stance focus power as part of using barrier focus, but can't have more than one stance focus power active at a time. If she activates a stance focus power while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the sentinel's turn as a free action; otherwise, it lasts until she breaks focus.

Accurate Stance (Ex)

The sentinel can focus her strikes. She gains a +1 competence bonus on melee attack rolls and thrown weapon attack rolls. This bonus increases by 1 for every 4 levels the sentinel has. This is a stance focus power.

Animal Fury (Ex)

The sentinel gains a bite attack. This is a primary natural attack that deals 1d4 points of damage (if the sentinel is Medium; 1d3 if the sentinel is Small) plus the sentinel's Strength modifier. If made as part of a full-attack action with manufactured weapons, the bite attack is made at the sentinel's full base attack bonus – 5, and she adds only 1/2 her Strength modifier to the damage roll. The sentinel can make a bite attack as part of the action to maintain or break free from a grapple. If the bite attack hits, grapple checks attempted by the sentinel against the target until the end of the round gain a +2 bonus.

Barbarian Rage Power

The sentinel gains one of the following barbarian rage powers, even if she doesn't meet the prerequisites. Any reference to raging applies while the sentinel remains focused: Boasting taunt, brawler, chaos totem (lesser), disruptive, ferocious mount, fiend totem (lesser), ghost rager, good for what ails you, guarded life, hive totem, hurling (lesser), liquid courage, overbearing advance, roaring drunk, spell sunder, spirit steed, spirit totem (lesser), staggering drunk, sunder enchantment, world serpent totem.

Bonus Combat Feat

The sentinel gains one of the following combat feats, even if she doesn't meet the prerequisites. The chosen feat is only usable while the sentinel remains focused.

Ambush Awareness, Armor Focus, Armor Trick, Armored Athlete, Artful Dodge, Battle Cry, Combat Expertise, Defensive Combat Training, Defensive Weapon Training, Dodge Following Step, Fortified Armor Training, In Harm's Way, Missile Shield, Pin Down.

Bodyguard (Ex)

The sentinel gains Bodyguard as a bonus feat. The bonus granted to her ally's AC increases by 1 for every 4 levels the sentinel has.

Clear Mind (Ex)

When the sentinel fails a Will saving throw, she can attempt another Will saving throw at the end of her next turn (using the original DC). If the second saving throw is successful, the sentinel is treated as if she succeeded at the first saving throw, negating or reducing the effect as determined by the spell or effect. If this second saving throw fails, the sentinel suffers the full effects of the spell or effect as normal. A barrier sentinel must be at least 8th level to select this focus power.

Cunning Intuition (Ex)

When the sentinel readies an action, she does not need to declare what action she will take, only the trigger for that action and an action type (either standard, move, swift, or free). If she chooses the standard action type, the sentinel can take a move action instead when her readied action triggers.

When the condition triggers, the sentinel can choose a specific action of the appropriate type to take. A barrier sentinel must be at least 10th level to select this focus power.

Danger Sense (Ex)

The sentinel gains a +2 bonus on Reflex saves to avoid traps and a +2 dodge bonus to AC against attacks by traps. These bonuses increase by 1 for every 3 levels obtained beyond 6th (to a maximum of +6 at 18th level). A barrier sentinel must be at least 6th level to select this focus power.

Deadly Accuracy (Ex)

If the sentinel scores a critical threat while in the accurate stance, she applies double the accurate stance's bonus when rolling to confirm the critical. If she confirms the critical hit, she ignores her focus penalty to damage for that attack. A barrier sentinel must have the accurate stance focus power and be at least 4th level to select this focus power.

Disarming Stance (Ex)

The sentinel can focus on disarming her foes. Once per round, she can attempt a disarm combat maneuver against one target in place of a melee attack. If she succeeds, the target is disarmed. This disarm attempt doesn't provoke an attack of opportunity. This is a stance focus power.

Energy Resistance (Ex)

The sentinel gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her sentinel level (minimum 1). At 8th level, she gains limited immunity to the same type of energy, as *protection from energy*. She can absorb 2 points of damage per level, and she applies her energy resistance first. The energy type is chosen when this focus power is selected, and it can't be changed. This focus power can be selected more than once; each time, it applies to a different energy type.

Fearless Focus (Ex)

The sentinel is immune to the shaken and frightened conditions (but not the panicked condition). A barrier sentinel must be at least 12th level to select this focus power.

Flesh Wound (Ex)

Once per day, the sentinel can avoid serious harm from an attack. She attempts a Fortitude save with a DC equal to the damage that would be dealt by the attack. If she succeeds, she takes no damage from the attack. If she fails, she takes half damage from the attack and the damage is nonlethal. The sentinel must elect to use this ability after the attack roll is made, but before the damage is rolled. A barrier sentinel must be at least 10th level to select this focus power.

Increased Damage Reduction (Ex)

The sentinel's damage reduction increases by 2/— whenever she is focused. A barrier sentinel can select this focus power up to three times. Its effects stack. A barrier sentinel must be at least 8th level to select this focus power.

Inspire Accuracy (Ex)

While in the accurate stance, the sentinel imparts the stance's bonus and penalty to all willing allies within 30 feet of her. A barrier sentinel must have the accurate stance focus power to select this focus power.

Internal Fortitude (Ex)

The sentinel is immune to the sickened and nauseated conditions. A barrier sentinel must be at least 8th level to select this focus power.

Intimidating Stare (Ex)

The sentinel gains Intimidating Prowess as a bonus feat while focused (she adds both her Strength and Charisma on Intimidate checks). She can attempt an Intimidate check to demoralize an adjacent foe as a move action instead of a standard action. If the sentinel successfully demoralizes an adjacent foe, that foe is shaken when attacking a creature other than the sentinel while the sentinel remains focused.

Knockdown Stance (Ex)

The sentinel can focus on toppling her foes. Once per round, she can make a trip attack against one target in place of a melee attack. If she succeeds, the target is knocked prone. This trip attempt doesn't provoke an attack of opportunity. This is a stance focus power.

Lethal Accuracy (Ex)

While in the accurate stance, the sentinel's critical multiplier for damage increases by 1 (a $\times 2$ multiplier becomes $\times 3$, a $\times 3$ multiplier becomes $\times 4$, and a $\times 4$ multiplier becomes $\times 5$). A barrier sentinel must have the accurate stance and deadly accuracy focus powers and be at least 16th level to select this focus power.

Mighty Accuracy (Ex)

While in the accurate stance, the sentinel automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. This ability can be used only once per day. A barrier sentinel must have the accurate stance and deadly accuracy focus power and be at least 12th level to select this focus power.

Mobile Fortress (Ex)

While using a tower shield, the sentinel adds half of the shield's bonus to AC (including its enhancement bonus) to her touch AC and take only a -1 penalty on attack rolls because of the shield's encumbrance. Whenever she would use a tower shield to gain total cover, the sentinel also grant any adjacent ally total cover against attacks passing through the selected edge of her space.

Mobile Stronghold (Ex)

While using a tower shield, the sentinel does not suffer a penalty on attack rolls because of the shield's encumbrance. Whenever the sentinel uses a tower shield to gain total cover, she also gains partial cover (and grants partial cover to adjacent allies) against spells passing through the selected edge of her space. The sentinel can also gain total cover against a single attack made against her as an immediate or swift action. A barrier sentinel must have the mobile fortress focus power or feat and be at least 6th level to select this focus power.

No Escape (Ex)

The sentinel can move up to double her base speed as an immediate action. She can use this ability only when an adjacent foe uses a withdraw action to move away from her.

She must end her movement adjacent to the enemy that used the withdraw action. The sentinel provokes attacks of opportunity as normal during this movement.

Clarity of Will (Ex)

The sentinel can roll twice for any miss chances or Will saving throws to disbelieve illusions, taking the better result. A barrier sentinel must be at least 4th level to select this focus power.

Powerful Stance (Ex)

The sentinel can overcome her damage penalties with focus and training. She gains a +1 bonus on melee damage rolls and thrown weapon damage rolls. This bonus increases by 1 for every 4 levels the sentinel has. This is a stance focus power.

Protect Vitals (Ex)

The sentinel gains a +4 dodge bonus to AC against attack rolls made to confirm critical hits. A barrier sentinel must be at least 8th level to select this focus power.

Renewed Vigor (Ex)

As a standard action, the sentinel heals 1d8 points of damage + her Constitution modifier. For every 4 levels the sentinel has beyond 4th, the amount healed increases by 1d8 (to a maximum of 5d8 at 20th level). This ability can be used only once per day. The sentinel must be at least 4th level to select this focus power.

Renewed Vitality (Ex)

The sentinel ignores the effect of 1 point of ability penalty or ability damage per 2 levels she has (maximum 10). At 6th level, the sentinel can also ignore 1 negative level per 4 levels she has. She takes the full effects of the ability penalties, ability damage, or negative levels once she breaks her focus.

Sense of Duty (Ex)

The sentinel can use barrier focus even when fatigued. If the sentinel focuses while fatigued, she loses the fatigued condition and she does not gain temporary hit points from barrier focus. Once she breaks her focus, the sentinel is exhausted for 10 minutes.

Sharpened Accuracy (Ex)

While in the accurate stance, the sentinel ignores the miss chance for concealment and treats total concealment as concealment. She also ignores cover penalties except those from total cover. A barrier sentinel must have the accurate stance focus power and be at least 8th level to select this focus power.

Strength Stance (Ex)

The sentinel can summon mighty strength. She gains a +1 competence bonus on combat maneuver checks and to her CMD. These bonuses increase by 1 for every 4 levels the sentinel has. In addition, she gains a +8 competence bonus on Strength checks to lift, push, bend, or break objects (this does not apply to combat maneuvers). This is a stance focus power.

Superstition (Ex)

The sentinel gains a +2 competence bonus on saving throws made to resist spells and spell-like abilities. This bonus increases by 1 for every 4 levels the sentinel has. The sentinel cannot be the willing target of any spell and must attempt saving throws to resist all spells, even those cast by allies.

Swift Foot (Ex)

The sentinel gains a 10-foot enhancement bonus to her base speed. A barrier sentinel can select this focus power up to three times; its effects stack.

Taunting Stance (Ex)

The sentinel can leave herself open to attacks while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the sentinel while she's in this stance, but every attack against the sentinel or one of her allies provokes an attack of opportunity from the sentinel, which is resolved prior to each provoking attack. Enemies recognize this stance as soon as the sentinel is adjacent to them while using it. This is a stance focus power. A barrier sentinel must be at least 12th level to select this focus power.

Unexpected Strike (Ex)

The sentinel can make an attack of opportunity against a foe that moves into any square threatened by the sentinel, regardless of whether that movement would normally provoke an attack of opportunity. The sentinel can use this ability only when there are no other foes in a square threatened by the sentinel. A barrier sentinel must be at least 8th level to select this focus power.

Uncanny Dodge

The sentinel gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if immobilized. A barrier sentinel with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a barrier sentinel already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Uncanny Dodge, Improved

The sentinel can no longer be flanked. This defense denies enemies the ability to sneak attack the sentinel by flanking her, unless the attacker has at least 4 more levels in a class that provides sneak attack than the sentinel has barrier sentinel levels.

If the sentinel also has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the sentinel. A barrier sentinel must have uncanny dodge to select this focus power.

Favored Class Bonuses

The following archetypes are available to characters with levels in the barrier sentinel class.

Dwarf: Add 1 to the sentinel's total number of barrier focus rounds per day.

Elf: Add +1/4 the the points of initiative the sentinel may grant with her Tactical Initiative ability (to a maximum of +4).

Gnome: Add a +1/2 bonus on Perception checks.

Gnoll: Deal +1/4 damage when using accurate stance.

Half-Elf: Deal +1/3 damage with attacks of opportunity.

Half-Orc: Add +1/4 to the competence bonuses granted by strength stance.

Halfling: Add +1/2 to the barrier sentinel's bonus to AC with the danger sense focus power.

Human: Gain 1/6 of a focus power.

Lizardfolk: Gain 1/6 use (max 1) of the flesh wound focus power, ignoring the requirements.

Table: Censor

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day					
	Bonus	Save	Save	Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	1st lustrum, cantrips, punishment (1d10) 1/day	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Recognize propaganda	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Decree 15 ft., sentence	3	—	—	—	—	—
4th	+3	+4	+1	+4	Punishment 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	2nd lustrum, decree 20 ft.	4	2	—	—	—	—
6th	+4	+5	+2	+5	Sentence	4	3	—	—	—	—
7th	+5	+5	+2	+5	Punishment (2d10) 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Damage reduction 1/—, decree (move action)	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Decree 25 ft., sentence	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	3rd lustrum, punishment 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Damage reduction 2/—	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Sentence	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Decree 30 ft., punishment (3d10) 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Damage reduction 3/—, decree (swift action)	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	4th lustrum, sentence	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Punishment 6/day	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Damage reduction 4/—, decree 35 ft.	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Sentence	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Punishment (4d10) 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Damage reduction 5/—, decree 40 ft., high judge, perfect lustrum	5	5	5	5	5	5

Censor

According to the local by-laws, you really shouldn't do that.

In every Theian city there are laws that protect the common-folk and keep order. These laws have to be as black and white as possible and they must have dedicated men and women there to enforce them or chaos and anarchy would reign. In most countries, but particularly Wutente, the job of keeping public morale high, debts paid, laws followed, criminals punished, and economies running often falls upon the shoulders of the censors. Censors are the eyes and ears of the law. They keep citizens safe and secure by ensuring a proper, functioning society.

Role: As the paladin is to good, the anti-paladin is to evil, and the zealot is to chaos, the censor is to law. As champions of law the censor uses magic to ensure compliance in citizens and arrest in rule breakers. Censors command the battlefield by barring abilities and shutting down magic.

Alignment: Any Lawful.

Hit Die: d8.

Parent Classes: Bard and paladin.

Starting Wealth: 4d6 x 10 gp (average 140 gp.)

Class Skills

The censor's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the censor.

Weapon and Armor Proficiency: A censor is proficient with all simple and martial weapons, as well as light and medium armor (but not shields). A censor can cast censor spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a censor wearing heavy armor or wielding a

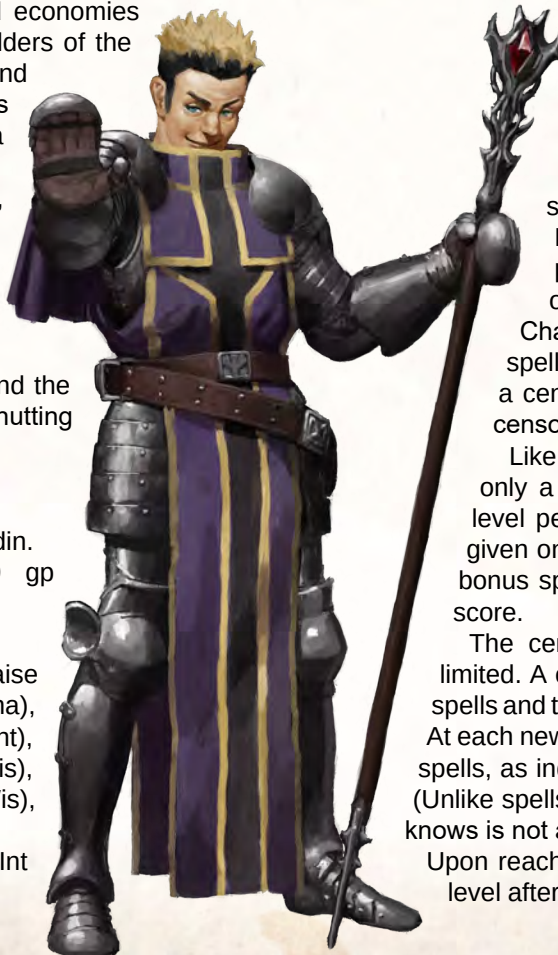
shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass censor still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A censor casts arcane spells drawn from the censor spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a censor must have a Charisma score equal to at least 10 + the spell level. The DC for a saving throw against a censor's spell is 10 + the spell level + the censor's Charisma modifier.

Like other spellcasters, a censor can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Censor. In addition, he receives bonus spells per day if he has a high Charisma score.

The censor's selection of spells is extremely limited. A censor begins play knowing four 0-level spells and two 1st-level spells of the censor's choice. At each new censor level, he gains one or more new spells, as indicated on Table: Censor Spells Known. (Unlike spells per day, the number of spells a censor knows is not affected by his Charisma score).

Upon reaching 5th level, and at every third censor level after that (8th, 11th, and so on), a censor can



Spotlight: Aron Edward Liezanred

When Lord Anthony Liezanred's twin boys were born, it was Aron who entered Theia second, and it seemed his fate was to forever stay there. During his formative years, Aron felt like he was always one step behind his brother, Alnoth, in every way, despite their near-identical physiques and appearance. The need to be seen as his own, equally intelligent and commanding person drove Aron to always demean anybody once he was sure he could get away with it. By the time he was old enough to begin formal training, Captain Margaux Cozni suggested that Aron would be an excellent choice for an opening that had just formed in the local censorship. Her praise was exactly what Aron was looking for, and he leapt at the opportunity to prove himself.

Becoming a censor was easy for the young man, who quickly mastered the art. The ability to make his word law, coupled with regular visits from the elven captain, filled Aron's head with dreams of a day when he would control his homeland; if not as its king, then leading from behind the throne as the one with whom the ruler confided.

On the eve of Aron's 17th birthday, Captain Cozni personally led the guards who would protect him as he traveled home from graduation, having earned his place in the eyes of the law as a censor. As they traveled, the elven sentinel revealed her plan to Aron, and the eager young man was more than willing to play his part. At the party that served to both welcome him home and celebrate the birth of Aron and his twin, violence erupted when the disgruntled son of a guard slain while on duty lashed out at Lord and Lady Liezanred. Aron, seemingly caught by surprise by the turn of events, handled the man easily enough, but not before his parents were both killed. A publicly heartbroken Aron ordered the execution of the guards who failed to protect his kin while privately he hurried off to confirm that his eldest sibling had met a similar fate.

Unfortunately, Elizabeth caught on to Aron's plan before it was too late and fled into the countryside. Never one to let an opportunity go, Aron returned to his people with evidence that his sister had planned the attack against their parents, making her unfit to rule their region of Avemor. By right of succession, Alnoth was named king, and it took Aron no time to get his brother's approval to hunt down their traitorous sibling. By his will, justice would be served.

choose to learn a new spell in place of one he already knows. In effect, the censor "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level censor spell the censor can cast. A censor may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Cantrips: Censors learn a number of cantrips, or 0-level spells, as noted on Table: Censor Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Lustrum (Ex): Part of the censor's duties include keeping the public safe and law-abiding, but sometimes the lull of magic can tempt one toward thoughts of rebellion and chaos.

Table: Censor Spells Known

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

At 1st level a censor picks a school of magic (Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation). He gains a +2 bonus to his touch AC and on all saves when targeted by a spell or effect from the chosen school.

At 5th level, and again at 10th, 15th, and 20th level, the censor may select an additional school of magic. In addition, at each such interval, the bonus against any one school (including the one just selected, if so desired) increases by +2.

Punishment (Su): Once per day, a censor can draw on the strength of law to punish those who thrive on chaos. As a swift action, the censor chooses one target he can see and makes a ranged touch attack against it. If he hits and the target is chaotic or has broken the local law in sight of the censor in the last 24 hours, it takes damage equal to 1d10 + the censor's Charisma modifier, plus additional damage equal to his censor level. This damage is considered law-aligned. The censor can use punishment to deal nonlethal damage, and may choose to lower that damage as a free action to avoid potentially killing his target.

If the target of punishment is an outsider with the chaotic subtype, a chaotic-aligned dragon, or an aberration, the bonus to damage on a successful attack increases to 2 points of damage per level the censor possesses. Regardless of the target, punishment automatically bypasses any resistance or immunity the creature might possess.

In addition, after successfully punishing a creature, the censor gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target until it is dead, the censor uses punishment on another creature, or the censor rests and regains his uses of this ability. If the censor targets a creature that is not chaotic or has not broken a law within sight of him in the last 24 hours, the punishment is wasted with no effect.

At 4th level, and every 3 levels thereafter, the censor may use punishment one additional time per day. At 7th, 13th, and 19th level, the censor's punishment damage increases by +1d10, as indicated on Table: Censor, to a maximum of 4d10 + his censor level up to 7 times per day at 19th level.

Recognize Propaganda (Ex): A censor recognizes that gestures, pamphlets, codes, and fliers can spread rebellion; a breach neither he nor his government can afford. At 2nd level, a censor can use Linguistics to learn secret languages such as druidic. He also gains a bonus equal to half his censor level on all skill checks made to decipher, notice, and understand languages, signs, signals, and codes.

Decree (Su): At 3rd level, a censor learns how to summon a shard of the Plane of Law and make a powerful decree to all creatures within a 15-ft. radius, centered on him. This decree carries the weight of the very laws of the universe, breaking the body and mind of anyone who challenges (breaks) it. The radius of the censor's decree increases by +5 feet at 5th level, and every 4 levels thereafter.

Making a decree is a standard action, but it can be maintained each round as a free action. Changing a decree from one effect to another requires the censor to end the previous decree and make a new one as a standard action. A decree cannot be disrupted, but it ends immediately if the censor is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A censor cannot have more than one decree in effect at one time.

A creature within the decree's radius that challenges it suffers the censor's punishment damage and any sentences tied to it (see below). A successful Will save (DC 10 + 1/2 the censor's level + his Charisma modifier) halves the damage and negates any additional effects.

At 8th level a censor can make a decree as a move action instead of a standard action. At 14th level, a censor can make a decree as a swift action.

A censor's decree is a supernatural effect that transcends language and Intelligence. Creatures immediately recognize and understand the decree once made, even if blind, deaf, or otherwise incapacitated.

Unless stated otherwise, every censor can make the following decrees:

- **Do not flee:** No leaving the radius of the decree. The censor can pardon his allies of this decree as a free action if they are giving chase to another who challenged it or who is attacking from beyond the radius.
- **Have mercy against this creature:** No attacking a specific target.
- **Hold your magic:** No casting spells of the types chosen as the censor's lustrum.
- **Reveal yourself:** No disguises, hiding, or invisibility.
- **Stay back:** No entering or remaining within the radius of the decree. The censor can pardon his allies of this decree as a free action.
- **Waste not our time:** No fighting defensively or withdrawing.

Sentence (Su): At 3rd level a censor learns to further punish criminals and rebels. The censor selects one of the following penalties that occurs when he deals punishment damage to a creature. The censor selects or changes which sentence to use when he uses punishment or makes a decree.

At 3rd level, a censor can select from the following initial sentences.

- **Fatigued:** The target is fatigued.
- **Shaken:** The target is shaken for 1 round per censor level.

- **Sickened:** The target is sickened for 1 round per censor level.

At 6th level, a censor adds the following sentences to the list of those that can be selected.

- **Dazed:** The target is dazed for 1 round.
- **Minor Spellblight:** The target gains a random minor spellblight or disease (as the *contagion* spell).
- **Staggered:** The target is staggered for 1 round per two levels of the censor.

At 9th level, a censor adds the following sentences to the list of those that can be selected.

- **Cursed:** The target is cursed, as if the censor had cast *bestow curse*, using his censor level as his caster level.
- **Exhausted:** The target is exhausted. The censor must have the fatigue sentence before selecting this sentence.
- **Frightened:** The target is frightened for 1 round per two levels of the censor. The censor must have the shaken sentence before selecting this sentence.
- **Moderate Spell Blight:** The target gains a random moderate spell blight, or is *poisoned* (as the spell).
- **Nauseated:** The target is nauseated for 1 round per three levels of the censor. The censor must have the sickened sentence before selecting this sentence.

At 12th level, a censor adds the following sentences to the list of those that can be selected.

- **Blinded:** The target is blinder for 1 round per level of the censor
- **Deafened:** The target is deafened for 1 round per censor level.
- **Major Spell Blight:** The target gains a random major spell blight, or becomes paralyzed for 1 round.
- **Stunned:** The target is stunned for 1 round per four levels of the censor.

These abilities are not cumulative. Once a sentence is chosen, it cannot be changed.

Damage Reduction (Ex): At 8th level, a censor gains damage reduction. Subtract 1 from the damage the censor takes each time he is dealt damage from a weapon or a natural attack. At 11th level, and every three censor levels thereafter (14th, 17th, and 20th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

High Judge (Su): At 20th level, a creature that challenges the censor's decrees suffers punishment damage as if it were a chaotic outsider. If the creature is a chaotic outsider and fails its save, it also suffers from a *dimensional anchor* effect as if the censor had successfully cast that spell on it.

Perfect Lustrum (Su): At 20th level, the censor becomes immune to the effects of one school of magic he selected. Neither harmful nor helpful spells from that school have an effect on him unless he suppresses this ability for one round as a free action. If a spell of that school is an area effect spell, the spell goes off as normal, but the censor is untouched by its effects. Any bonuses granted against that school of magic by lustrum beyond the initial +2 can be redistributed to one or more of the other schools chosen by the censor as if he increased them instead.

Code of Law

A censor must follow the laws of his given society to the letter and always place the needs of the many and the government over the needs of the individual.

Spotlight: Alnoth Daniel Liezanred

Alnoth's first year of life was almost his last, as a virulent, unknown illness brought the firstborn son of Liezanred to death's door. The Avemor region's alchemists, clerics and medics were equally baffled by the sudden failings in the child's motor functions, and many worried that a prolonged sickness would affect his mind as well. When all seemed lost, it was the elven captain of the guard, Margaux Cozni, who returned from her travels, recognized the disease as one that was far more common in elves, and guided Alnoth's recovery herself.

After his brush with mortality, Alnoth grew up under constant supervision. Margaux was given full charge of his development when she wasn't called to act on behalf of the noble's family. Alnoth never wanted for anything, and he grew to expect the love everybody gave him, including that of his older sister Elizabeth and his younger, twin brother Aron. He took to referring to himself jokingly as the "male heir" to Liezanred while secretly hoping to one day make it true. Even though his sister was the true heir, she couldn't possibly rule as well as he knew he would.

Fifteen years of hedonism came and went. When Aron left to become a censor, Captain Margaux insisted that a relieved Alnoth remain behind, lest his illness flare back up. He was allowed to work out, learn with tutors, and go on simple errands to keep his body and mind sharp, but was otherwise moulded into the man Cozni needed.

A few months before Alnoth's 17th birthday, he traveled with the captain to Hunatii via a traderoute she herself helped to establish years earlier. They were sent to settle a dispute deemed below Elizabeth's station as heir. While there, the elf convinced Alnoth to sneak into a run down temple, where he discovered a mask she said he could keep as his own. Dawning the ceremonial cover, Alnoth's mind was assaulted by something for which he was unprepared, but the shock to his system also woke a spark of divinity within the youth that his consciousness tapped into and quelled the voice.

As his attention returned to reality, dozens of now revealed cultists welcomed the masked man as Lord Violent Returned, but it was Alnoth Daniel Liezanred who vowed to lead them back to his home, where he planned to rule on his terms, using the dragon's memories now trapped within his own to keep his followers satisfied. Sneering behind the mask, he directed Margaux to set her next plan into motion.

Ex-Censors

A censor who ceases to be lawful or who violates the code of law loses all censor spells and class features except weapon and armor proficiencies. He may not progress any further in levels as a censor. He regains his abilities and advancement potential if he atones for his violations as appropriate.

Favored Class Bonuses

Dwarf: Add a +1 bonus on concentration checks when casting censor spells.

Elf: The censor adds +1/2 to the number of rounds his decrees last.

Gnome: Add +1/2 damage to the censor's decree ability.

Gnoll: Gain 1/6 of a new sentence.

Half-Elf: When casting censor enchantment spells, add +1/2 to the effective caster level of the spell, but only to determine the spell's duration.

Half-Orc: Add +1/4 on critical hit confirmation rolls made while using punishment (maximum bonus of +5). This bonus does not stack with Critical Focus.

Halfling: Add +1/2 damage to the censor's decree ability.

Human: Add one spell from the censor's spell list to the censor's spells known. This spell must be at least one level below the highest spell level he can cast.

Lizardfolk: Add one spell from the witch spell list to the censor's spells known. This spell must be at least one level below the highest spell level he can cast.

Cultist

You don't believe in my god? That's okay, he believes in you.

Not all religions are welcomed in the eyes of the public. Some must be practiced in secret, away from prying eyes and open churches. Members of these hidden conclaves are known as cultists, and their faiths and rituals are as numerous as they are enigmatic.

Whatever cultists might venerate, be it a long-dead or abandoned god, a collection of monsters, natural disasters, or some other phenomenon or ideology, their beliefs yield divine magic nearly as strong as that of the clerics who practice their religion where all can see. That cultist magic is so strong is a mystery, and it troubles traditional clerics because it calls into question their own devotion. Conversely, cultists see their gifts as rewards for holding true to something that others may dismiss.

Role: Cultists are mysterious spellcasters who use magic to confound and confuse enemies. As they learn more secrets they can manipulate the minds and perceptions of those who would denounce their faith. Cultist are rightfully feared by other religious followers as they can magically manipulate entire groups of creatures without anyone ever knowing.

Note: The cultist is an alternate class for the cleric core class.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

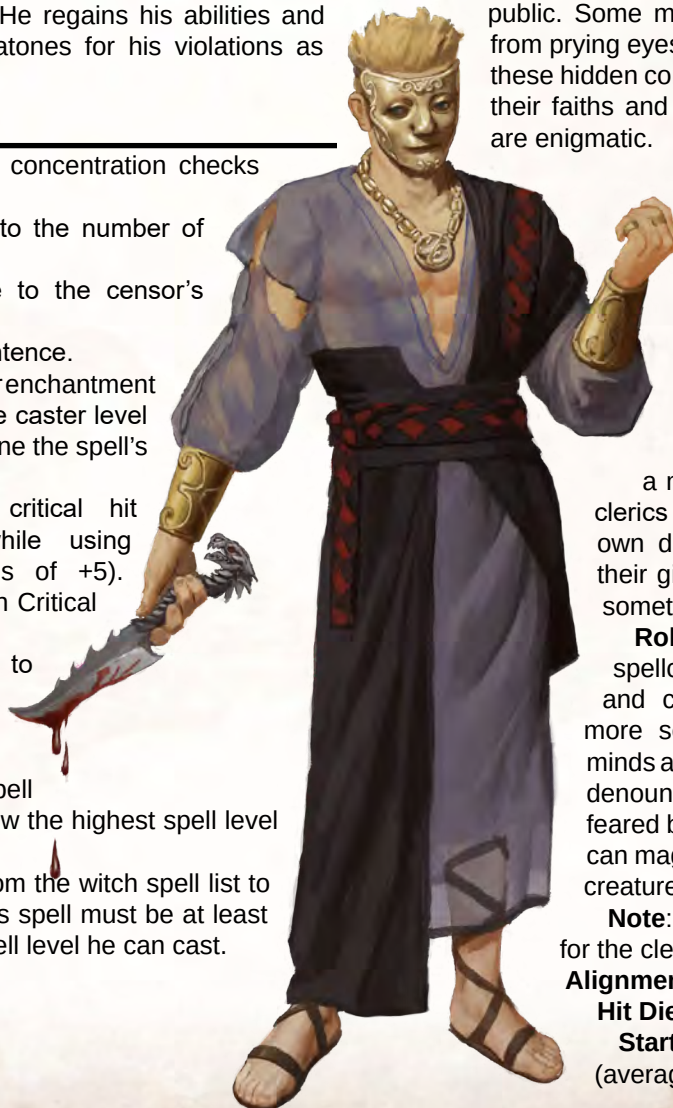


Table: Cultist

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day					
	Bonus	Save	Save	Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Domain, forbidden knowledge, hide faith, offering of faith 1/day, orisons	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Clarity, learn secrets, enchanting euphoria	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Rumor mill	3	—	—	—	—	—
4th	+3	+1	+4	+4	Enchanting euphoria, offering of faith 2/day	3	1	—	—	—	—
5th	+3	+1	+4	+4	Clarity +1, seeds of doubt	4	2	—	—	—	—
6th	+4	+2	+5	+5	Enchanting euphoria	4	3	—	—	—	—
7th	+5	+2	+5	+5	Offering of faith 3/day	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Enchanting euphoria (moderate)	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Alter ethics, clarity +2	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Enchanting euphoria, offering of faith 4/day	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Hidden compulsion	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Enchanting euphoria	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Clarity +3, offering of faith 5/day	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Enchanting euphoria (severe)	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Alter ethics	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Enchanting euphoria, offering of faith 6/day	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Clarity +4	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Enchanting euphoria	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Offering of faith 7/day, unshakable faith	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Enchanting euphoria, faithful reward	5	5	5	5	5	5

Class Skills

The cultist's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the cultist.

Weapon and Armor Proficiency: Cultists are proficient with all simple weapons, light armor, and medium armor. They are not proficient with shields. Cultists are also proficient with the favored weapon of their deities. A cultist who does not worship a traditional deity is proficient with one weapon of his choice that fits his religion's teachings. Once this choice is made, it cannot be changed.

Spells: A cultist casts divine spells which are drawn from the cleric spell list. A cultist must choose and prepare his spells in advance.

To prepare or cast a spell, a cultist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cultist's spell is 10 + the spell level + the cultist's Charisma modifier.

Like other spellcasters, a cultist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Cultist. In addition, he receives bonus spells per day if he has a high Charisma score.

Cultists meditate or pray for their spells. Each cultist must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cultist can prepare spells. A cultist may prepare and cast any spell on the cultist spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Orisons: At 1st level, a cultist learns a number of orisons, or 0-level cleric spells, equal to his Charisma modifier. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Domain: A cultist's faith dictates some of the spells and abilities he gains, referred to as a domain. Each cultist gains one domain or subdomain of his choice at 1st level. This domain must represent his faith. If he worships a god, the cultist can choose from that deity's domains or subdomains. The cultist gains the powers granted by his domain as a cleric of his level. He also adds that domain's 1st through 6th-level spells to his spell list as he gains access to spells of those levels.

Spontaneous Casting: A cultist can channel stored spell energy into a domain spell that he did not prepare ahead of time. The cultist can "lose" any prepared spell that is not an orison in order to cast any of his domain spells of the same spell level or lower.

Forbidden Knowledge (Ex): At 1st level, a cultist chooses up to 3 Knowledge skills (or 2 and Linguistics) and adds them to his list of class skills.

Hide Faith (Ex): A cultist adds half his cultist level on Bluff and Disguise checks when lying about or hiding his faith, as well as on Sense Motive checks made when others doubt or disbelieve him.

Offering of Faith (Su): When preparing spells or as part of a special, one minute ritual, a cultist can make an offering to garner additional power from his faith. The cultist can do this once per day at 1st level plus 1 additional time per day at 4th level and every 3 levels thereafter, to a maximum of 7 times per day at 19th level. He can make as many offerings in one sitting as he chooses.

An offering takes the form of a sacrifice, either of goods worth half the cost of a scroll with a spell level the cultist could cast if he were a cleric, or one or more helpless creatures that are killed as part of the process. Once the offering is made, it is destroyed. A creature sacrificed in this way cannot be raised without the aid of powerful magic, such as a *wish* or *miracle*.

After making an offering, the cultist gains a boon from his faith. At any time within the next 24 hours, the GM can choose a spell from any spell list to cast for the cultist as a free action. This spell's level can be less than or equal to a scroll worth the value of the sacrificed goods, or half the total hit dice of the sacrificed creature(s). Regardless of its level, the spell is cast using the cultist's level and Charisma modifier for any calculated values (DC, range, duration, and damage, for example).

While at least one boon remains, a cultist can attempt to direct its benefit (choosing the spell to cast) as a standard action with an appropriate Knowledge check (usually religion, but a cultist that reveres an ideal or creatures of a particular type may use something more appropriate). The Difficulty Class for this check begins at 20 + the spell level of the boon and increases by +2 each time the cultist is successful. If the cultist fails to direct his boon, he loses his action, but can attempt to do so again on the following round. Failure by 5 or more means the cultist has pushed his faith too hard and cannot attempt to direct it again until the next day. If he succeeds by 5 or more, the cultist earns a favor, gaining his benefit without expending the boon of his original offering.

Clarity (Ex): A cultist's devotion to his faith protects him from effects that would alter his thinking. At 2nd level, he gains a bonus equal to his Charisma bonus (if any) on all saves against mind-affecting effects. This bonus increases by +1 at 5th level and every 4 levels thereafter, to a maximum of +4 at 20th level.

Learn Secrets (Ex): At 2nd level, a cultist adds half his cultist level to all Intelligence, Wisdom, and Charisma-based skill checks when trying to gain influence with a NPC, participating in a heist or infiltration, chasing down prey in a chase or a pursuit, or performing research to learn.

Enchanting Euphoria (Su): Those who have crossed paths with cults or been used by them often find them oddly beautiful and secretly wish to see the cult again. At 2nd level, and every even level thereafter, a cultist chooses one cleric spell he can prepare with a duration greater than instantaneous. When the cultist prepares and casts the chosen spell, creatures hit by that spell, or that fail their saving throws against the spell, must make an additional Will save at the spell's DC. Failure indicates that the creature gains a minor addiction to the spell.

Beginning at 8th level, instead of choosing a new spell to cast with enchanting euphoria, a cultist can increase the addiction affect of a spell he already chose. When a creature affected by that spell fails its save against addiction, the effect is now a moderate addiction. Beginning at 14th level, the cultist can choose one of his spells a third time, increasing the addiction effect to a severe addiction.

Rumor Mill (Ex): At 3rd level, a cultist becomes a master of spreading lies and rumors using manipulation and a network of connections. When the cultist starts a rumor, he gains a bonus equal to half his cultist level on skill checks made to spread lies about someone.

Seeds of Doubt (Su): At 5th level, as a full-round action, a cultist can preach of the benefits of his faith while denouncing other religions and deities. Creatures who can hear the cultist and understand his language must make a Will save (DC 10 + half the cultist's level + his Charisma modifier).

Failure changes the target's alignment to true neutral, which may affect its access to some spells and abilities. The effect lasts for 24 hours, but a creature can spend 1d4 minutes in contemplation to end the effect early. Whether it succeeds or fails, a creature can only be affected by one seeds of doubt effect each day. This is a mind-affecting effect.

Alter Ethics (Su): At 9th level, as a full-round action, a cultist can fundamentally alter the alignment of a creature affected by his seeds of doubt ability. If it fails a second Will save against the same DC, the creature's alignment changes to match the cultist's and it sees the cultist as an ally. The creature can attempt to restore its alignment once each day. At 15th level, the duration of this effect becomes permanent, and changing the creature's alignment back requires an *atonement* spell or more powerful magic.

Hidden Compulsion (Sp): At 11th level, a cultist can weave deception into his spellcasting. When casting a spell, the cultist may cast another spell he has prepared as a swift action (as if it were a quickened spell). This second spell must be of the enchantment school and can only target a single creature within 10 feet of the first spell's target or area. A Perception check versus the cultist's Sleight of Hand is needed to notice the casting of this second spell (the cultist can add his Charisma modifier in place of Dexterity to this check). The cultist can do this up to 3 times per day.

Unshakable Faith (Ex): At 19th level, a cultist's devotion to his faith makes him immune to mind-affecting effects.

Faithful Reward (Su): At 20th level, a cultist has stumbled upon the secret of manifesting his faith's glorious presence for a short instance. When he does, those who don't share the cultist's religion are filled with a mix of primal panic and spiritual awe. He gains one of the following abilities of his choice.

Aspect of Faith: Once per day, the cultist may spend two offerings of faith as a full-round action to transform into an aspect of his faith for an instant, forcing all enemies within 30 feet that can see him to make a Will save (DC 20 + the cultist's Charisma modifier) or become overwhelmed and fall unconscious for 2d6 rounds. Those that awaken unharmed from this ability are sent into a state of confusion, questioning their faiths or beliefs. They are automatically under the effect of the cultist's seeds of doubt ability.

Sleeper Agent: The cultist may set the seeds of fanaticism within the mind of a potential convert. When using alter ethics, if the target fails its Will save, the cultist may choose to not alter the target's alignment and put a trigger on it instead. At any point longer than 24 hours but shorter than one year of the initial use of alter ethics, the cultist may activate the trigger, which alters the target's alignment and casts *haste*, *dominate monster*, and *eagle's splendor* on the target. The commands set for the *dominate monster* effect are sent telepathically between the agent and the cultist while they are on the same plane.

After the spell effects wear off the target falls unconscious for 24 hours as the strain on its body and mind hit their peak. A cultist may only have one trigger in existence at one time.

Cultist Favored Class Bonuses

Dwarf: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cultist's wisdom modifier. The cultist adds +1/2 to the number of uses per day of that domain power.



Table: Dragon Speaker

Level	Base	Fort	Ref	Will	Special	Draconic Aura
	Attack Bonus					
1st	+0	+2	+0	+2	Draconic aura +1, dragon flight, dragon speak, dragon speaker path	3
2nd	+1	+3	+0	+3	Invigoration	3
3rd	+2	+3	+1	+3	Draconic adaptation, mercy	4
4th	+3	+4	+1	+4	Breath weapon (2d6, 1/day), draconic resolve	4
5th	+3	+4	+1	+4	Draconic aura +2	5
6th	+4	+5	+2	+5	Breath weapon (3d6, 2/day), mercy	5
7th	+5	+5	+2	+5	Natural armor +1	6
8th	+6/+1	+6	+2	+6	Breath weapon (4d6, 3/day)	6
9th	+6/+1	+6	+3	+6	Energy immunity, mercy	7
10th	+7/+2	+7	+3	+7	Breath weapon (5d6, 4/day), draconic aura +3	7
11th	+8/+3	+7	+3	+7	Commune with dragon spirit	7
12th	+9/+4	+8	+4	+8	Breath weapon (6d6, 5/day), mercy, natural armor +2	7
13th	+9/+4	+8	+4	+8	Shared adaptation	7
14th	+10/+5	+9	+4	+9	Breath weapon (7d6, 6/day)	7
15th	+11/+6/+1	+9	+5	+9	Draconic aura +4, mercy	7
16th	+12/+7/+2	+10	+5	+10	Breath weapon (8d6, 7/day)	7
17th	+12/+7/+2	+10	+5	+10	Natural armor +3	7
18th	+13/+8/+3	+11	+6	+11	Breath weapon (9d6, 8/day), mercy	7
19th	+14/+9/+4	+11	+6	+11	Draconic wings	7
20th	+15/+10/+5	+12	+6	+12	Breath weapon (10d6, at will), draconic aura +5	7

Hit Die: d8 (See dragon speaker path).

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The dragon speaker's class skills are Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the dragon speaker.

Weapon and Armor Proficiency: Dragon speakers are proficient with all simple weapons, light and medium armor, and shields (except tower shields).

Dragon Speak (Ex): All dragon speakers learn draconic when they are first accepted by their dragon flight.

Dragon Flight (Ex): Each dragon speaker is inducted into a dragon flight which acts collectively as the dragon speaker's patron, increasing their natural toughness and granting them draconic power. At 1st level, the dragon speaker chooses a dragon flight to which she is bound. This grants the dragon speaker additional class skills and defines the damage she deals with her breath weapon (see below). A dragon speaker can spend 1 month during downtime to change their flight if she is accepted by a new flight and she meets its requirements for alignment.

Dragon Speaker Path (Ex): After deciding on their flight, a dragon speaker also chooses a path to walk. Once this choice is made, it cannot be changed. The full description of these paths can be found at the end of this section.

Draconic Aura (Su): A dragon speaker's flight teaches them how to create different auras that can help allies or hamper enemies. The dragon speaker gains access to 3 of these auras at 1st level, plus an additional aura at every odd level thereafter, to a maximum of 7 auras at 9th level.

Elf: Add +1 on caster level checks made to overcome the spell resistance of outsiders.

Gnome: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and magical writings each time they gain a level of cultist.

Half-Elf: Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Half-Orc: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cultist's wisdom modifier. The cultist adds +1/2 to the number of uses per day of that domain power.

Halfling: Choose a weapon from the following list: sling, dagger, or any weapon with "halfling" in its name. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Human: Add +1/4 the the DC of Seeds of Doubt.

Dragon Speaker

Dragon speakers live near dragon flights, acting as allies and brood guardians while their patrons are hunting or otherwise away. Their reverence of draconic forces manifests gifts in the dragon speakers over time, allowing them to become more dragon-like in both appearance and ability.

Role: Dragon speakers can be dangerous, up front warriors, or leaderly combatants who guide allies through natural practices and skill.

Alignment: Any non-neutral. The dragon flights of Theia are not so easily categorized as good or evil, and neither are their dragon speakers. They remain creatures of extremes, however, and cannot be true neutral.

Spotlight: Aja Hara

Life. Aja Hara was born to an elven father and human mother. Between his adventuring and her nobility, they could afford to send their daughter to the best schools in Percimum. There, she was not only physically augmented by magic, but also mentally and emotionally tested many times over. Her life was later shared with her friend-turned-husband, Kalanjara. Their lives were further changed by the arrival of their children. The lives of their children were never the same when she left to save his life.

Education. From a young age, Aja Hara was astute, always eager to understand, never rash in her decisions. The education she received in Percimum Prime was the best her parents' money could buy. When it was time to test for college, she scored second only to one other; her rival, Kalanjara. She never could place him. He rarely studied, at least from what she could gather, yet he always seemed one step ahead of her. He vexed her, intrigued her. They went together at graduation to meet the Dragon Council. Ten years' later, she left their children in the care of the Nursery to search for him.

Peers. Aja Hara didn't have time for friends, but she could appreciate her peers. Her mother taught her to always express a careful willingness to get close. She held onto this lesson, even when the people at school tried to alienate other shining students like the gnome who called herself Aquamarina. Aqua left to study dreams while Aja learned more about the Age of Fire and the Dragon Council. Kalanjara was there, too; a peer like no other, but not better. At graduation, she saw Aqua again. The gnome was just as lively, but sombre now too. They embraced only for a moment, and Aja bid the other woman all the best before stepping into the carriage headed for the Dragon Council. It was the carriage she would ride in for three days with Kalanjara. It was the same carriage she rode back in after he disappeared. It was the same carriage they would both return to their children in.

Love. Aja Hara was loved by her parents. She was loved enough that they made sure she never wanted for anything, but also enough that they refused to spoil her. She learned to love the outdoors, and many of the creatures there. She loved the ride to Percimum, and the way the magic danced around her after being imbued with it. She loved to learn about magic, and dragons, and the people who could interact with both. She loved the time she spent with the few people who understood her. Her scores made her a beloved choice for dragon speaker, and everyone was sure the Dragon Council would love her too. She didn't want to admit it at first, but she loved the challenge that Kalanjara gave her. He loved to tell her that she slayed him every day he could not reveal his true self to her. She loved him too. She loved their children, so she left them with loved ones to seek her lost love.

Dragons. Aja Hara read a history of dragons. She knew they were dangerous. She spent her young life learning everything about them. She learned that the Dragon Council needed help finding evil dragons. She was chosen as a dragon speaker to do so. She finally understood her draw toward Kalanjara when he revealed himself as a dragon, her dragon. Now her dragon was gone, and she didn't know where. But she knew how to find him. She left their children to find him and bring him home.

As a standard action that does not draw attacks of opportunity, a dragon speaker can create one of their auras, which extends out to affect each ally (including the dragon speaker) or enemy in a 30 foot radius, centered on the dragon speaker. The dragon speaker can concentrate on up to 1 aura at a time as a free action, which also prevents them from using other effects that require concentration or a free action to maintain.

Draconic auras grant a bonus or penalty beginning at 1 and increase by 1 at 5th, 10th, 15th, and 20th level (to a maximum of a +5 bonus or a -5 penalty). Energy damage dealt by an aura is determined by the dragon speaker's flight. Draconic auras with the same name do not stack, even when created by different dragon speakers.

Draconic Presence: A creature benefiting from this aura adds the bonus it grants as a circumstance bonus on Bluff, Diplomacy, and Intimidate checks.

Draconic Resilience: A creature benefiting from this aura adds the bonus it grants as Damage Reduction /magic.

Draconic Senses: A creature benefiting from this aura adds the bonus it grants as a circumstance bonus on Perception checks and initiative checks.

Draconic Vigor: A creature benefiting from this aura gains 1/2 the bonus it grants (rounded up) as fast healing while at or below one-half their total hit points.

Energy Conduit: A creature benefiting from this aura deals the bonus it grants as additional energy damage with successful attacks. This additional damage is not multiplied on a critical hit.

Energy Resistance: A creature benefiting from this aura adds 5x the bonus it grants as energy resistance.

Energy Shield: A creature benefiting from this aura deals 2x the bonus it grants as energy damage when struck by a melee weapon, unarmed strike, or natural attack.

Invigoration (Su): Beginning at 2nd level, a dragon speaker can heal wounds (their own or those of others) by touch. Each day this ability can be used a number of times equal to 1/2 the dragon speaker's level plus their Charisma modifier. With one use of this ability, a dragon speaker can heal 1d6 hit points of damage for every two dragon speaker levels she possesses. Using this ability is a standard action, unless the dragon speaker targets themselves, in which case it is a swift action.

Draconic Adaptation (Ex or Sp): At 3rd level, a dragon speaker takes on traits representative of their flight. Some of these traits are extraordinary abilities that are always active. Others are spell-like abilities the dragon speaker can use at will with a caster level equal to their dragon speaker level and a saving throw DC equal to 10 + the spell level + the dragon speaker's Wisdom or Charisma modifier (whichever is higher).

Mercy (Su): At 3rd level, and every 3 levels thereafter, a dragon speaker can select one mercy. This functions as the paladin ability of the same name, except that the dragon speaker applies mercies when using invigoration instead.

Breath Weapon (Su): At 4th level, a dragon speaker can use a standard action to call upon internal power to create a powerful breath weapon once per day plus one additional time per day for every even level gained beyond 4th. At 20th level, the dragon speaker can use their breath weapon at will.

A dragon speaker's breath weapon deals 1d6 damage for every 2 dragon speaker levels she possesses. After using their breath weapon, a dragon speaker rolls 1d4 to determine the number of rounds she must wait to use it again, up to her limit.

Dragon	Class	Energy	Breath	
Flight	Skills	Type	Weapon	Adaptation
Areios (brown)	Disguise (Cha), Stealth (Dex)	Bludgeoning mud	15-foot cone	<i>Disguise self (Sp)</i>
Black	Stealth (Dex), Swim (Str)	Acid	30-foot line	<i>Water breathing (Ex)</i>
Blue	Stealth (Dex), Spellcraft (Int)	Electricity	30-foot line	<i>Shield (Sp)</i>
Brass	Diplomacy (Cha), Survival (Wis)	Fire	30-foot line	<i>Shield (Sp)</i>
Bronze	Spellcraft (Int), Swim (Str)	Electricity	30-foot line	<i>Water breathing (Ex)</i>
Copper	Acrobatics (Dex), Stealth (Dex)	Acid	30-foot line	<i>Spider climb (Sp, self only)</i>
Cyllaros (gray)	Intimidate (Cha), Spellcraft (Int)	—	none*	Bull's strength (Sp, self only)
Gold	Appraise (Int), Diplomacy (Cha)	Fire	15-foot cone	Locate object (Sp, gems only)
Green	Stealth (Dex), Survival (Wis)	Acid	15-foot cone	Spider climb (Sp, self only)
Pedasos (mithral)	Acrobatics (Dex), Bluff (Cha)	Slashing metal	15-foot cone	Shield (Sp)
Phaethos (purple)	Appraise (Int), Spellcraft (Int)	Piercing light	30-foot line	Locate object (Sp, gems only)
Red	Acrobatics (Dex), Appraise (Int)	Fire	15-foot cone	Locate object (Sp, gems only)
Silver	Acrobatics (Dex), Disguise (Cha)	Cold	15-foot cone	Icewalking (Ex)
Steropus (orange)	Intimidate (Cha), Survival (Wis)	Bludgeoning air	20-foot radius	Spider climb (Sp, self only)
Trojas (adamantine)	Appraise (Int), Diplomacy (Cha)	Force	20-foot radius	Bed of iron (Sp)
White	Stealth (Dex), Swim (Str)	Cold	15-foot cone	Icewalking (Ex)
Xanthus (yellow)	Bluff (Cha), Swim (Str)	Piercing water	30-foot line	Water breathing (Ex)

* Dragon speakers of the gray dragon flight gain weapon training, as the fighter feature, at 6th, 12th, and 18th level.

A creature caught in the dragon speaker's breath weapon can attempt a Reflex saving throw (DC 10 + 1/2 the dragon speaker's level + their Constitution modifier) for half damage.

Draconic Resolve (Ex): At 4th level, a dragon speaker becomes immune to sleep effects, paralysis, and the frightful presence of dragons.

Natural Armor (Ex): At 7th level, a dragon speaker's skin hardens and takes on a semblance of scales, granting them a +1 natural armor bonus. This bonus increases to +2 at 12th level, and +3 at 17th level.

Energy Immunity (Ex): At 9th level, a dragon speaker's body has fully adapted to their flight's energy, granting them immunity to that type of damage.

Commune with Dragon Spirit (Sp): At 11th level, a dragon speaker can cast *commune* once per day, reaching out to the ancient wyrm spirits of their flight for guidance and answers.

Shared Adaptation (Sp): At 13th level, a dragon speaker grants each of their allies within 30 feet the benefits of their draconic adaptation. Unlike the dragon speaker's effect, this adaptation is always considered a spell-like ability for their allies.

Dragon Wings (Ex): At 19th level, a dragon speaker grows a pair of draconic wings much like those possessed by other members of their flight. These wings grant the dragon speaker a fly speed of 60 feet with good maneuverability. The dragon speaker also qualifies for feats that require a fly speed, such as Hover and Wing Attack.

Dragon Speaker Paths

The following paths are available to all dragon speakers.

Path of the Dragon Envoy

Dragon speakers who walk the path of the dragon envoy are diplomats and teachers who work on behalf of the Dragon Council. Since the Age of Fire, hatred and fear for dragons runs deep in the hearts of Theians. Dragon envoys travel the world, telling tales of the brave chromatic and metallic dragons who fought their cousins and helped bring an end to the forgotten dragon flights.

Envoy Skills: At 1st level, a dragon envoy adds Diplomacy and Perform to her list of class skills. She also gains 4 + Int modifier skill ranks per dragon speaker level.

Diplomatic Immunity (Ex): At 1st level, a dragon envoy that serves the Dragon Council gains Diplomatic Immunity* as a bonus feat, even if she doesn't meet the prerequisites.

Inspiring Envoy (Su): At 3rd level, a dragon envoy can inspire an ally to succeed at a task. She can inspire allies for a number of rounds per day equal to 8 + her Charisma modifier. At each level after 3rd, a dragon envoy can use inspiring envoy for 2 additional rounds per day. This otherwise counts as the inspire competence bardic performance. If she gains levels in bard, they stack with her dragon speaker levels to determine the bonus granted by this ability.

To benefit from inspiring envoy, an ally must be within 30 feet and able to see and hear the envoy. The ally gets a +2 competence bonus on skill checks with a particular skill as long as they continue to hear the envoy's inspiration. This bonus increases by +1 for every four levels the envoy has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Intrigue Feats* (Ex): At 5th level, and again at 9th, 13th, 17th, and 20th level, a dragon envoy selects an intrigue feat as a bonus feat. She does not need to meet any requirements of these feats.

Dragon Council Diplomat: Beginning at 4th level, a dragon envoy is able to ask favors of the Dragon Council. She can ask for a simple favor worth no more than 1,000 gp, which accounts for the cost of information gathered, equipment purchased, and similar expenditures. The envoy must pay this value back (or return any borrowed equipment) before she can request another favor, but in an emergency, she can ask for up to 3 favors total. The chances of receiving aid for the latter 2 are 50% and 25%, respectively.

At 8th level the envoy's favor can be worth up to 5,000 gp. This increases to 10,000 gp at 12th level, 20,000 gp at 16th level, and 40,000 gp at 20th level.

If the dragon envoy is not able to make her request directly, it takes 1 week for her to receive any aid in the nearest settlement.

* These feats are detailed in Chapter 4.

Great Envoy (Su): A dragon envoy of 9th level or higher can use her inspiring envoy ability to inspire greatness in herself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a dragon envoy attains beyond 9th, she can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the envoy.

A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent.

Inspire greatness is a mind-affecting ability and it relies on audible and visual components. If the envoy gains levels in bard, they stack with her dragon speaker levels to determine the number of allies she can inspire.

Path of the Kyver Devoted

The kyver devoted are dragon speakers who study the forgotten flights, either in reverence to them or to prevent another Age of Fire. They often seek out and protect sorcerers of the forgotten bloodlines; a fact that makes them natural enemies to the dragon council even though both are working to the same end by different means.

Devoted Skills: At 1st level, a kyver devoted adds Knowledge (planes) to her list of class skills. She also gains 4 + Int modifier skill ranks per dragon speaker level.

Spell Resistance (Ex): At 3rd level a kyver devoted's soul begins to take on draconic aspects. She gains spell resistance equal to 11 + her dragon speaker level.

Kyver Magic*: At 4th level, a kyver devoted begins to understand the magic used by the dragons she studies. She gains Dragon Spellcaster Devotion as a bonus feat. At 7th level, she gains Young Dragon Spellcaster. At 13th level, she gains Adult Dragon Spellcaster. At 20th level, she gains Ancient Dragon Spellcaster.

Devoted Command (Sp): At 6th level, a kyver devoted learns a defensive technique commonly used against dragons, but equally effective against any creature that breathes. She can cast *steal breath* as a spell-like ability a number of times per day equal to 2 + her Charisma modifier. Her spellcaster level is equal to her dragon speaker level.

At 11th level, the devoted can also use devoted command to cast *mental block* as a spell-like ability. At 17th level, she can also use it to cast *demanding message*.

Path of the Lost Empress' Disciple

During the Age of Fire, the former country of Idon was ruled by the trojas dragon flight. Testament, the leader of that flight, taught her people monastic traditions that also fell into the skillset of her dragon speakers. Now that the country has been shattered, and their ruler slain, the teachings of the adamantine dragons continue at the behest of the Dragon Council.

Hit Dice and Base Attack: At 1st level, a lost empress' disciple's dragon speaker Hit Die becomes a d10, and her base attack is equal to her dragon speaker level.

FYI: Kyver Devoted Spells

Steal Breath

School transmutation [air]

Casting Time 1 standard action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature; **Duration** 1 round (see text)

Saving Throw Fort negates; see text; **Spell Resistance** yes

If the target fails its saving throw, it takes 2d6 points of damage, and it cannot speak, use breath weapons, or anything else requiring breathing, and a visible line of swirling air leaves the target's mouth and enters your mouth.

If, during the duration, the target moves out of range or line of effect to you, the spell immediately ends. This spell has no effect on creatures that do not need to breathe air.

Mental Block

School divination [mind-affecting]

Casting Time 1 standard action; **Components** V

Range close (25 ft. + 5 ft./2 levels)

Target one creature; **Duration** 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The target loses all skill ranks, spells known, spells prepared, and activated feats, as well as its extraordinary, supernatural, and spell-like abilities. Each round at the end of the target's turn, the target can attempt another Will save to end this effect.

Demanding Message

School enchantment (compulsion) [language-dependent, mind-affecting]

Duration 10 minutes/level, then 1 hour/level or until completed (D); see text

Saving Throw Will negates (see text); **Spell Resistance** yes; see text

This spell initially functions as *message* (allowing no save or spell resistance). Once during the *message* effect, you can concentrate as a standard action to issue a *suggestion* to one target as part of delivering a message. Spell resistance and a Will save apply to the *suggestion*, and it lasts for 1 hour per level or until completed.

Monastic Teachings: A lost empress' disciple gains the monk's proficiencies, unarmed strike, and AC bonus. When wearing armor, using a shield, or carrying a medium or heavy load, a lost empress' disciple loses her AC bonus, as well as her trojas fist and trojas guard abilities.

Trojas Fist (Su): At 3rd level, a lost empress' disciple's unarmed strike is treated as magic for the purpose of overcoming Damage Reduction. It is treated as cold iron and silver at 7th level, lawful at 10th level, and adamantine at 16th level.

Measure Foe (Ex): At 3rd level, a lost empress' disciple gains Measure Foe* as a bonus feat, even if she doesn't meet the prerequisites.

Trojas Guard (Sp): At 5th level, a lost empress' disciple can generate a mystic barrier around herself for 1 round per dragon speaker level each day. Activating this barrier is a full-round action, and it lasts until destroyed, its duration runs out, or the disciple dismisses it with a move action.

The barrier acts as a *wall of force* in the disciple's space, except that it moves with her and has only 10 hardness and 10 hit points at 5th level. This increases to 20 hardness and hp at 9th level, and 30 hardness and hp at 13th level. The Disciple can make unarmed attacks through her barrier. If the barrier is destroyed or dispelled, it cannot be activated again until the disciple rests for at least 8 hours.

Dragon Speaker Favored Class Bonuses

Human: Add +1/4 to the bonus granted by draconic vigor.

Lizardfolk: Add +1/2 hit points to the dragon speaker's invigoration ability.

Orc: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Gladiator, Theian

For the glory of my fans!

Entertainment comes in many forms. Some people like music, food, comedy, or even magic. But there are some that like to watch violence.

Enter the gladiator. Fighting for survival in a dangerous arena with monsters and enemies left and right is just another day in the life of the gladiator. The gladiator is a performer, yes, but a performer of exhilarating, jaw dropping, heart stopping combat. Every second, keeping the crowd roaring and his enemies' blades from killing him.

Role: The gladiator is a warrior who flourishes his skill and ability to impress those that are watching. He is a very capable fighter who can hold his own in battle, finishing with a bow to make onlookers go wild for him and his adventuring party. At the end of the day, a Theian gladiator strikes fear and creates frustration in his enemies while giving his allies the confidence to pull through.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The gladiator's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Theian gladiator.

Weapon and Armor Proficiency: A Theian gladiator is proficient with all simple and martial weapons, light armor, and shields (except tower shields).

Entertainer (Sp): All Theian gladiators begin play with a magical sensor that allows their fans to follow their party's exploits, cheering them on safely from their villages and cities while the gladiator delves into dangerous environments and fights deadly enemies.

At 1st level, a Theian gladiator can activate his sensor as a swift action, gaining a morale bonus on all attacks, saving throws, and most skill checks (see below) equal to his Charisma modifier for up to 10 minutes per Theian gladiator level. This duration doesn't need to be continuous, but must be used in 10-minute increments.

While his sensor is active, a Theian gladiator does not gain a bonus on Diplomacy or Stealth checks. Instead, he and any allies benefiting from this effect receives a penalty on those skill checks equal to the gladiator's Charisma modifier due to the crowd potentially booing or cheering at an inappropriate moment. If the gladiator or one of his allies gaining the benefits of this feature is targeted by a Divination spell or effect, they each suffer a penalty on their saving throws equal to the gladiator's Charisma modifier (in addition to not receiving the bonus).

Exotic Training (Ex): Life in the pits teach harsh lessons, like fight with what you have. At 1st level, a Theian gladiator chooses Catch Off-Guard, Quick Draw, Throw Anything, or Exotic Weapon Proficiency with one weapon of his choice. He gains that feat as a bonus feat.

Table: Gladiator

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+2	+0	Entertainer, exotic training (1/day)
2nd	+2	+3	+3	+0	Artful stance, corps-a-corps (1 maneuver)
3rd	+3	+3	+3	+1	Rugged renewal
4th	+4	+4	+4	+1	Performing combatant, performance feat
5th	+5	+4	+4	+1	Exotic training (2/day)
6th	+6/+1	+5	+5	+2	Artful stance, corps-a-corps (2 maneuvers)
7th	+7/+2	+5	+5	+2	Share the popularity (1 ally)
8th	+8/+3	+6	+6	+2	Performance feat
9th	+9/+4	+6	+6	+3	Exotic training (3/day), mobile stance
10th	+10/+5	+7	+7	+3	Artful stance
11th	+11/+6/+1	+7	+7	+3	Corps-a-corps (3 maneuvers)
12th	+12/+7/+2	+8	+8	+4	Performance feat
13th	+13/+8/+3	+8	+8	+4	Exotic training (4/day), share the popularity (2 allies)
14th	+14/+9/+4	+9	+9	+4	Artful stance
15th	+15/+10/+5	+9	+9	+5	Swift stance
16th	+16/+11/+6/+1	+10	+10	+5	Performance feat
17th	+17/+12/+7/+2	+10	+10	+5	Exotic training (5/day)
18th	+18/+13/+8/+3	+11	+11	+6	Artful stance
19th	+19/+14/+9/+4	+11	+11	+6	Share the popularity (4 allies)
20th	+20/+15/+10/+5	+12	+12	+6	Exotic training (at will), performance feat

Spotlight: Victor the Victorious

The fire smoldered quietly in its marble fixture, smoke traveling two stories up the flume and out into the Wa-hat evening beyond. Not six feet away, legs propped up on a well-loved ottoman, Victor leaned his head back against a heavy armchair built to bear the weight of a younger man. In the firelight, the former gladiator champion reminisced. His eyes focused first on the replica belt he was allowed to keep after maintaining his title for nineteen matches in a row. The Blue Blade, he was called then; named for his blue-dyed gladiatorial outfit and willingness to fight two title matches in a month, rather than the required one. When his sponsor announced the reason to drum up interest, the crowds jeered. How could he hope to sustain that level of participation? But after defeating not only his first two, but eight of the finest competitors in both Wa-hat and distant Inekin, all within weeks of each other, they caught on, and they loved him all the more.

Victor's smile faded a little as his eyes passed over his belt to that of his late husband's, the man who finally beat him. It was his first champion's bout of the new season, and Victor's sponsor had gone all in on a brand new sensor that would hover over the fight, relaying what it saw back to magical reception points for rich fans who wanted a more up close experience. When all was ready, the Blue Blade entered the arena to a swell of cheering fans. Out from the opposing gate walked an Inekin half-elf the announcer introduced to equal applause as Mohinder the Magnificent. The warrior was dressed in a shimmery outfit that matched the pink clay of the arena. When he stepped into the sun, the glare off his form-fitting body suit immediately put Victor off his game. Before he knew it, Mohinder had Victor backed up against one of the large pillars intended to break line of sight between challengers. It was all the Blue Blade could do to dodge and parry the carob-skinned man's immaculate tactics. What a dance it was! After losing the match, Victor recovered his sensor and followed Mohinder so he could ask what drives him. The new champion stared right into the lens and replied, "Adventure. I have always loved fun adventures."

His grin returned as the memory faded, and the gladiator stroked the inactive device that rested on a small table beside him like a beloved pet. Mohinder always berated the thing for getting in their way, but even he had felt kinship with it after a while. It had stayed with them both over the years, recording their adventures together as the greatest gladiator duo in Theia. They even used it to broadcast their union once the Blue Blade finally worked up the courage to ask his magnificent partner. It was a glorious wedding, befitting their status, surrounded by friends, fans, and family.

There it was. Victor was sure of it now. He had found the courage again. He stood from his chair, donned his belt, and ran his fingers lovingly over the portrait Mohinder insisted on buying for their 20th anniversary; two months before he got sick. Clearing his throat, Victor picked up his sensor and switched it to record so his fans could watch it once they were awake. The reflection he caught in its lens was not a retired, washed-up gladiator, but Victor the Victorious, ready for one final, magnificent adventure.

Once per day, when he draws a weapon he can wield with one of the above feats, the gladiator can also make an Intimidate check with a bonus equal to half his gladiator level (minimum 1) to demoralize all foes within 30 feet who can see his display. He can do this one additional time each day at 5th, 9th, 13th, and 17th level. At 20th level, he can use exotic training at will.

Artful Stance (Ex): A Theian gladiator knows how to visually inspire and awe onlookers while at the same time casually wading through combat and dispatching enemies. At 2nd level, and every 4 levels after, a Theian gladiator gains an artful stance of his choice.

While his magical sensor is active, a Theian gladiator can enter an artful stance as a move action. He cannot have more than one stance active at a time. If he activates a stance while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the gladiator's turn as a free action; otherwise, it lasts until he deactivates his sensor.

At 9th level, a Theian gladiator can enter an artful stance as part of another move action. At 15th level, he can enter an artful stance as a swift action, or as part of the swift action used to activate his magical sensor.

A full list of artful stances can be found at the end of this section.

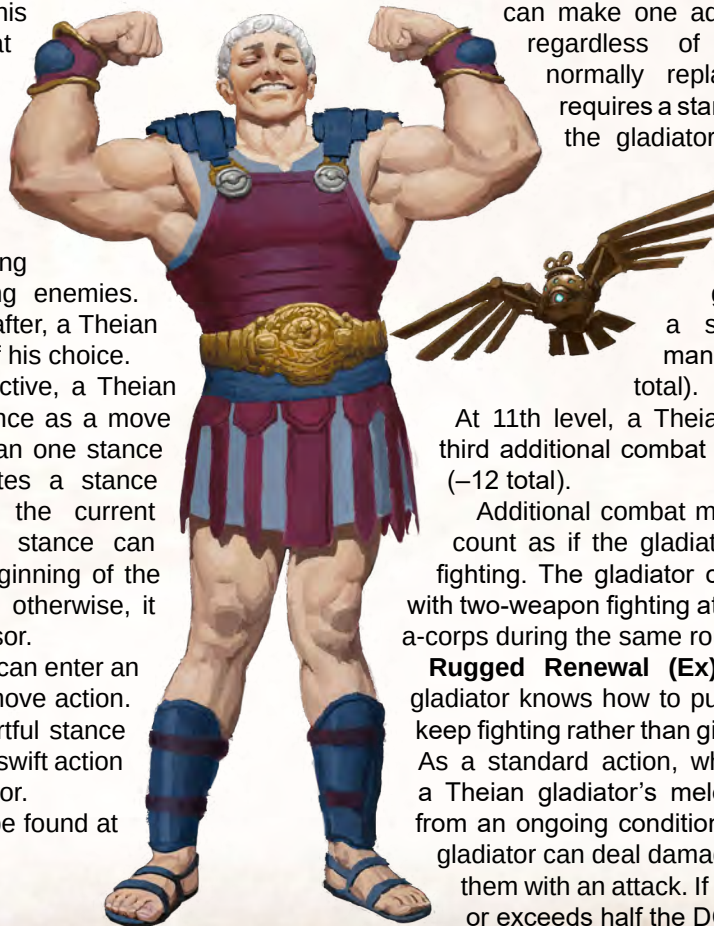
Corps-a-Corps (Ex): A trained professional at combat, a Theian gladiator knows how to close the gap and perform all sorts of tricks to gain an advantage. Starting at 2nd level, as part of a full-attack action, a Theian gladiator can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. When he does, the gladiator's attacks and all combat maneuver checks made this round suffer a -2 penalty.

At 6th level, a Theian gladiator may attempt a second additional combat maneuver at a -5 penalty (-7 total).

At 11th level, a Theian gladiator may attempt a third additional combat maneuver at a -10 penalty (-12 total).

Additional combat maneuvers made in this way count as if the gladiator were using two-weapon fighting. The gladiator cannot gain an extra attack with two-weapon fighting at the same penalty as corps-a-corps during the same round.

Rugged Renewal (Ex): At 3rd level, a Theian gladiator knows how to push himself and his allies to keep fighting rather than give in to some minor ailment. As a standard action, while an ally within reach of a Theian gladiator's melee weapon is suffering from an ongoing condition or negative effect, the gladiator can deal damage to that ally as if he hit them with an attack. If the damage dealt meets or exceeds half the DC of the effect (or half of



10 + 1/2 the total Hit Dice of the creature creating the effect + its Charisma modifier for effects without a base DC), the effect ends as if the gladiator's ally had succeeded on their saving throw.

A Theian gladiator can use rugged renewal on himself, even if the effect from which he suffers normally does not allow him to take actions (such as being stunned).

Damage dealt with rugged renewal beyond what ends the effect can be healed normally. The rest cannot be healed for the duration of the effect it ends. Effects without a duration cannot be ended in this way.

For example, Rasheed is blinded for 2 minutes by a trap (DC 20). He uses rugged renewal to deal 14 points of damage to himself with his longsword, ending the blindness. Until the 2 minutes is up, he can only heal the 4 damage dealt in excess of the 10 required to end his blindness.

Performing Combatant (Ex): At 4th level, while his magical sensor is active, a Theian gladiator gains the benefits of the Performing Combatant feat, even if he doesn't meet the prerequisites.

Performance Feats: At 4th level, and every 4 levels thereafter, a Theian gladiator gains a bonus feat from the following list*: Any performance feat, Dazzling Display, Master Combat Performer, Performance Weapon Mastery, Performing Combatant, and Stage Combatant.

The gladiator is not required to have Dazzling Display, but must meet the other prerequisites of these feats.

Share the Popularity (Sp): At 7th level, a Theian gladiator can use a swift action to grant an ally who can see and hear him his entertainer bonus, to a maximum of one ally at 7th level, two at 13th level, and four at 19th level. For each ally gaining this benefit, both the bonus and the penalties from entertainer increase by 1.

Artful Stances

Aine Position

While in this stance, you gain tremorsense out to 60 feet.

Beau Position

While in this stance, you and any allies benefiting from your entertainer class feature gain a +2 bonus on performance combat checks and on saves against visual effects such as gaze attacks, visual illusions, and bright light.

Bloc de Bras Position

You can only enter this stance if you have at least one hand free. When an enemy hits you with a melee attack, you can attempt a special combat maneuver as an immediate action, applying your entertainer bonus if your magical sensor is active. If you succeed, you take half damage from the attack and grab the weapon (the creature is not considered grappled). While you hold the weapon in this way:

- the enemy cannot use the weapon to attack, but can still make other attacks against you or other creatures.
- you add your entertainer bonus on disarm, drag, grapple, push, steal, and sunder combat maneuver checks against the enemy, and you draw no attacks of opportunity for using them.
- the enemy can wrest the weapon from you as if escaping a grapple, or it can release the weapon, if able.

Break Automne Position

You can only enter this stance if you have at least one hand free. You gain slow fall as a monk of your Theian gladiator level. After falling at least 10 feet in this way, you can kick off of the surface and move up to half your speed in a straight line. At the end of this movement, you resume falling unless you are on a surface that can support you or have a surface down which to slow fall.

Calecon Position

Once per round, while in this stance, if a creature misses you by 4 or less with an attack, or you save by 4 or less against a spell or effect, you can make a performance combat check as a free action. You can apply performance feats to this check as if you used your swift action.

Chorbus Position

While in this stance, you increase your movement speed by 10 feet and may move through 5 feet of difficult terrain each round as if it were normal terrain. This allows you to take a 5-foot step into difficult terrain.

Donjon Position

When you enter this stance, choose a barbarian rage power. You and your allies benefiting from your entertainer class feature can each use that power once while you remain in this stance. When you leave this stance, you are fatigued for 1 round plus 1 round per ally that used the power.

Engagement Position

While in this stance, you and allies benefiting from your entertainer class feature add your entertainer bonus to damage rolls with melee attacks. This extra damage is considered precision damage and is not multiplied on a critical hit.

Forbearing Position

While in this stance, you gain a +2 deflection bonus to your Armor Class, but you cannot attack. You also grant allies your entertainer bonus when you aid them, in addition to the bonus usually granted with the aid another action.

Invitation Position

While in this stance, enemies that can safely move to you and make an attack against you on their turn suffer a penalty on attacks against other creatures equal to your entertainer bonus. If you could be targeted by a spell or effect but are not, creatures that are targeted by it add your entertainer bonus on their saves against that spell or effect.

An enemy can make a Will save (DC 10 + 1/2 your Theian gladiator level + your Charisma modifier) when it doesn't include you in an attack, effect, or spell to ignore the above effects until you leave and reenter the stance.

Knap Position

While in this stance, if you miss with an attack, you can attempt a combat performance check as a swift or immediate action, opposed by your target's Will save. This check takes the same penalties as your missed attack. If you succeed, the target takes nonlethal damage as if you hit it with your original attack. If you fail, the target cannot be affected in this way again until you leave and reenter the stance. This is a mind-affecting effect.



Ligne d'Attaque Position

While in this stance, you gain a +2 bonus on called shots and to confirm critical hits. If you hit with an attack that is not a called shot, you deal +1d6 extra damage of the same type as your weapon. If the attack is a critical hit, you deal +1d10 extra damage instead.

Partenariat Position

While in this stance, you can make a performance combat check as a free action when an ally within 5 feet of a creature you threaten hits that creature with a melee attack. You can apply performance feats to this check as if you used your swift action.

Provoli Position

You can only enter this stance if you have at least one hand free. While in this stance, you can activate or deactivate your magical sensor as a free action once per round. If you are reduced to 0 or fewer hit points while your magical sensor is active, but not killed outright, you automatically stabilize and can make a combat performance check (DC = the damage dealt) as a free action to remain conscious. You can still fall prone and feign death if you choose (creatures receive a Sense Motive check opposed by your combat performance check above to determine if you are conscious).

Taktikoida Position

When you enter this stance, choose a combat maneuver. While in this stance, you gain the Improved feat (Ex: Improved Grapple) for that maneuver. If you have that feat already and a base attack of +6, you gain the Greater feat instead.

Gladiator Favored Class Bonuses

Dwarf: The gladiator gains 1/2 of the Aine position artful stance. Alternatively, he can enter or change to that stance as a free action on his turn 1/3 times per day.

Elf: The gladiator can enter or change his artful stance as a free action on his turn 1/3 times per day.

Gnome: Add 1 minute to the duration of the gladiator's magical sensor.

Gnoll: The gladiator gains 1/6 of a new barbarian rage power, which he can activate once per use of entertainer.

Half-Elf: Add +2 on rolls to stabilize when dying.

Half-Orc: Add +1/4 to the gladiator's CMD while his magical sensor is active.

Halfling: Add +1/4 to the gladiator's CMD when his magical sensor is active.

Human: Add +1 to the gladiator's CMD when resisting two combat maneuvers of the character's choice.

Lizardfolk: Gain 1/6 of an artful stance that requires one hand free. You can also enter that stance if your tail is free and not prevented from moving.

Marshal

Battlefields are filled with men and women fighting frantically for their countries, families, and their very way of life. In the unforgiving hellscape that is war, soldiers need a leader to make the tough decisions and to lead the troops to victory. When armies need a hero, they turn to marshals; experienced commanders able to lead a party to victory with a quick wit and a sound strategy.

Role: A marshal is at her best when she's in charge, whether it's at the head of an army or an adventuring party. Combining the versatility of the bard and the conviction of the cavalier a marshal and any who follow her stands tall against the multiple horrors that violence can bring. In the fog of conflict she always has a plan to stay one step ahead of her enemy.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The marshal's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Marshal.

Weapon and Armor Proficiency: The marshal is proficient with all simple and martial weapons, as well as light armor, medium armor, and shields (except tower shields).

Battle March (Ex): A marshal's land speed is faster than the norm for her race by +5 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. At 5th level, a marshal gains a +5-ft. enhancement bonus to her land speed. This bonus increases by +5 feet at 10th, 15th, and 20th level, to a maximum of +25 feet. Apply these bonuses before modifying the marshal's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the marshal's land speed.

Demoralize (Su): At 1st level, a marshal can fill an enemy with self-doubt. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st, a marshal can use demoralize for 2 additional rounds per day.

Demoralize requires a standard action to start, but it can be maintained each round as a free action. Demoralize cannot be disrupted, but it ends immediately if the marshal is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

Any creature to be affected by demoralize must be within 50 feet of the marshal and capable of paying attention to her. The marshal must also be able to see

Table: Marshal

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Battle march, demoralize, militia, precise orders
2nd	+2	+3	+0	+0	Militia tactics, officer's training
3rd	+3	+3	+1	+1	Overland march
4th	+4	+4	+1	+1	Battle plan +1, tactical defense 1/–
5th	+5	+4	+1	+1	Banner
6th	+6/+1	+5	+2	+2	Advance orders
7th	+7/+2	+5	+2	+2	Tactical defense 2/–
8th	+8/+3	+6	+2	+2	battle plan +2, militia tactics
9th	+9/+4	+6	+3	+3	Incite fear
10th	+10/+5	+7	+3	+3	Tactical defense 3/–
11th	+11/+6/+1	+7	+3	+3	Inspiring orders, precise orders
12th	+12/+7/+2	+8	+4	+4	Battle plan +3
13th	+13/+8/+3	+8	+4	+4	Tactical defense 4/–
14th	+14/+9/+4	+9	+4	+4	Greater Banner
15th	+15/+10/+5	+9	+5	+5	Militia tactics
16th	+16/+11/+6/+1	+10	+5	+5	Battle plan +4, tactical defense 5/–
17th	+17/+12/+7/+2	+10	+5	+5	Distant orders
18th	+18/+13/+8/+3	+11	+6	+6	Incite surrender
19th	+19/+14/+9/+4	+11	+6	+6	Tactical defense 6/–
20th	+20/+15/+10/+5	+12	+6	+6	Battle plan +5, onward to victory

the creature, and it must be able to see and hear her. For every three levels the marshal has attained beyond 1st, she can target one additional creature with demoralize.

Targeted creatures can attempt a Will save (DC 10 + 1/2 the marshal's level + her Cha modifier) to negate the effect. If a creature's saving throw succeeds, the marshal cannot attempt to affect that creature again for 24 hours. If its saving throw fails, the creature is shaken. The effect remains for as long as the marshal continues to demoralize it, but each subsequent round after the first, on its turn, the creature may attempt a new saving throw to end the effect. Demoralize is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible and visual components.

Militia: A marshal's induction into a militia is her first step toward becoming a great hero. By following her militia's tenets, the marshal defines who she is and what to expect of her as a leader.

Cavalier orders sometimes have a militia for the marshals who join its ranks. The marshal is required to follow the same tenets as a cavalier, and gains the same benefits at 1st, 2nd, 8th, and 15th level. If an order ability would directly benefit a cavalier's mount, a marshal can choose a bonus combat feat instead.

A collection of militia with abilities focused toward mass combat can be found at the end of this section.

Precise Orders (Su): A marshal can give her allies aid in the form of well-placed instructions on what to do while in combat. At 1st level, the marshal can choose offense or defense as a standard action. This choice lasts for 1 minute, or until the marshal uses precise orders again.

Offense: The marshal and each of her allies within 10 feet of her add the marshal's Charisma modifier as a bonus when making their first attack each round. At 11th level, they also deal extra damage equal to the marshal's Charisma modifier with that attack. The extra damage is of the same type as the weapon used to make the attack.

Spotlight: Armani Dambudzo

Commander Armani was already a respected member of the Xaotawn living militia when word came of a large regiment of undead headed for the border where she was stationed. The halfling could barely contain her excitement at the news. She had waited for this opportunity for so long, and even an uprising of this reported size would be no match for her soldiers and the magical barriers that protected them from the Dying Fields beyond. After reviewing this with her superior, General Alesandre Price, the ranking officer agreed to prepare for battle.

The militia spent two of their expected three days' lead fortifying the area, laying traps, and training for the coming assault. On the third day, however, everything fell apart. At first, a singular ghoul was found clawing at the magical barrier denying it access out of the Dying Fields. When the guard killed it, the monstrosity's blood caused visible damage to the otherwise invisible shell. Where it touched the soldier's skin rot spread immediately, and the man was dead in less than a minute. Of the two remaining guards, one was driven mad by the sight, while the last held his composure long enough to report the events back to Armani.

The rest of the battle, if one could even still call it that, went just as poorly for the living. At one point, General Price called for a retreat, but doing so would have sacrificed no less than twelve of the commander's best marshals to the tide. Knowing what it would mean for her career, Dambudzo ignored the order anyway. With a rallying cry, she inspired her remaining forces to charge the enemy and save their friends. Not one more soldier was lost that day, but when Armani presented herself for reprimand and potential court martial, she was instead told that General Price never returned after calling the retreat. Rather than face demotion, Armani was granted the rank of general. Her militia was now fully under her control. Better, they were granted permission by the Greater Living Army of Xaotawn to act as a mobile unit who could be deployed to different areas of the country to provide aid.

After failing to take the lands beyond the Dying Fields, the undead were quiet for a time. Armani's militia traveled along the border region, helping where they could with smaller skirmishes. The next time concern was raised about a potentially dangerous attack, it was brought with worse news still. General Price had returned and was now fighting for the other side. On hearing of her former commanding officer's presence, Armani and her troop immediately set out to find and capture him. With luck, they could turn him back to their cause. If they could succeed there, there was a chance they could turn the tide against the Blood Emperor.

Defense: The marshal and each of her allies within 10 feet of her add the marshal's Charisma modifier as a bonus to their AC against the first attack made against any of them once per round. At 11th level, they each gain a bonus on all saves equal to the marshal's Charisma modifier. This bonus only applies to the first effect requiring a saving throw each round.

Officer's Training (Ex): At 2nd level a marshal finishes her officer's training, which allows her to add half her marshal level on all Handle Animal, Knowledge (engineering), Knowledge (history), Knowledge (nobility), Profession (soldier), Ride, and Sense Motive checks. The marshal can make those checks untrained.

Overland March (Ex): Starting at 3rd level, a marshal's overland movement when mounted increases by 1 mile per hour or 8 miles per day. The marshal can extend this to allies within 60 feet of her for up to 1 hour per marshal level each day.

Tactical Defense (Ex): A rain of arrows can end a battle before it begins, and a marshal can direct her allies to avoid such a fate. At 4th level, a marshal grants herself and each of her allies within 10 feet of her Damage Reduction 1/— against ranged attacks and attacks made with reach. This DR increases by +1 at 7th level, and every 3 levels thereafter.

Starting at 7th level, the marshal also grants herself and her allies within 10 feet half the Damage Reduction gained from tactical defense against all melee attacks. This damage reduction does not stack with other sources, such as a barbarian's Damage Reduction class feature.

Battle Plan (Ex): A marshal can devise complex battle plans in her head, and she relies on her allies to execute them. Starting at 4th level, a marshal and up to 1 ally per 4 marshal levels can spend 1 hour putting together a battle plan. The marshal can devise any number of plans each day, but can only have one prepared at a time.

As a part of a charge attack or move action, the marshal can signal any allies who joined her by pointing out an enemy against which to enact their plan. This increases the critical threat range of any attacks made against that enemy

by the marshal and her allies by +1 per 4 marshal levels. This increased threat range lasts 1 minute per marshal level, and the marshal can redirect the increase against a new target as a move action. The increase does not stack with other effects that increase critical hit chance, such as Improved Critical or the keen magic weapon property.



FYI: Marshals and Mass Combat

When it comes to mass combat, every army would do well to have a marshal as its commander.

If you use the rules for mass combat, a marshal's class features can be used to improve the chances an army she controls will be victorious.

Demoralize: A marshal's army knows and may apply the taunt tactic as well as another tactic during a battle.

Precise Orders: A marshal using a defensive strategy suffers only a -2 penalty to her Offense Modifier and a -3 to her damage dealt. A marshal using a cautious strategy takes no penalty to either.

Starting at 11th level, a marshal using a standard strategy gains +2 to her Defense Value and can choose to gain either a +2 to her OM or +3 to damage dealt.

Tactical Defense: Starting at 4th level, a marshal reduces damage dealt to her army during each ranged phase by 1 plus 1 per 3 marshal levels beyond 4th, to a maximum of 6 at 19th level.

Banner: At 5th level, a marshal receives a +2 bonus on morale checks to avoid being routed. This increases to +4 at 14th level.

Advance Orders: At 6th level, a marshal can direct her army to move up to twice its speed toward an opposing army once per day if doing so would put them within melee range. If she does, the marshal gives her army a -4 penalty to its Defense Value for the first melee phase of the mass combat.

Inspiring Orders: At 11th level, a marshal whose army is recovering heals a number of additional hit points equal to the marshal's Charisma modifier each day.

Incite Surrender: At 18th level, a marshal's army gains spellcasting, which increases both its OM and DV by 6.

Onward to Victory: At 20th level, a marshal learns 2 boons. These do not count against her limit.

A battle plan does require focus to be successful. The marshal and her allies who joined her each take a -1 penalty per 4 marshal levels to their AC while enacting the plan.

Banner (Ex): At 5th level, a marshal's banner becomes a symbol of inspiration to her allies and companions. As long as the marshal's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the marshal or her mount to function.

Advance Orders (Su): At 6th level, when a marshal uses precise orders, she can also give up her move action to allow each of her allies who can hear her to move up to 30 feet. Allies that move with this ability still trigger attacks of opportunity from enemies as normal.

Incite Fear (Sp): At 9th level, a marshal can spend 2 rounds of demoralize as a standard action to cast *fear*, targeting creatures she already has demoralized. A creature that succeeds at its save is shaken for 1 final round, then immune to the marshal's demoralize for 24 hours.

Inspiring Orders (Sp): At 11th level, when a marshal uses precise orders, she can also give up her move action to grant one ally who can hear her temporary hit points equal to twice her marshal level that last until

depleted or the precise order ends. Once a creature has gained this benefit, it cannot gain it again until it has rested for at least 8 hours.

Greater Banner (Ex): At 14th level, the marshal's banner becomes a rallying call to her allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while her banner is displayed, the marshal can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Distant Orders (Ex): At 17th level, a marshal's precise orders extend out to 50 feet.

Incite Surrender (Sp): At 18th level, a marshal can spend rounds of demoralize as a standard action to deal 10 damage per round spent in this way (to a maximum of 150 damage) to a creature she touches that she already has demoralized. Against living creatures, this counts as *harm*. Against undead and other creatures damaged by positive energy, this counts as *heal*.

Onward to Victory (Su): At 20th level, a marshal and allies who join her can each take a -8 penalty on their initiative checks to devise and enact a battle plan as they enter combat. If they do, the marshal can use precise orders as a swift action on her first turn.

Militia

The following militia are offshoots of their related cavalier orders. They focus on mass combat rather than individual battles.

Angry Mob

A marshal who belongs to the Order of Vengeance can join an angry mob to stoke rebellion and create chaos. Their anger and hate is reason enough to put entire nations at risk. Marshals of this militia are emotional and charismatic in their efforts to watch the object of their subjugation fall and burn.

Edict: (Order of Vengeance) The marshal must seek retaliation for any unjustified harm to her person or property. She may not forgive even the slightest insult.

Skills: An angry mob cavalier or marshal adds Knowledge (local) to her list of class skills. Whenever the marshal uses Diplomacy to gather information, she receives a bonus on the check equal to 1/2 her cavalier level (minimum +1).

Militia Tactics: At 2nd level, the marshal's army may apply the siegebreaker tactic as well as another tactic during a battle. This doesn't stack with demoralize.

At 8th level, the marshal's army increases its maximum hit points by an amount equal to the marshal's Charisma modifier and adds +2 to all its Morale checks against smaller armies.

At 15th level, the marshal's army increases its Offense Modifier by 2 against armies with no working siege weapons.

Battle Plan: The bonus given to damage during a battle plan ignores hardness and overcomes DR.

Assault Battalion

A cavalier or marshal who belongs to the Order of the Hammer can join an assault battalion versed in the art of annihilation.



In mass combat, this militia's strategy is an overwhelming offense and the complete destruction of enemy forces. Marshals in this militia are hardened war veterans with no qualms about doing what needs to be done on the battlefield.

Edict: (Order of the Hammer) The marshal must continually strive to prove her own strength as well as the strength of those with whom she allies, especially when facing adversity or those who would seek to best the marshal's brawn.

Skills: An assault battalion cavalier or marshal adds Acrobatics to her list of class skills. She gains a bonus equal to half her marshal level on her choice of Acrobatics, Intimidate, or Perform (oratory) checks.

Militia Tactics: At 2nd level, when using the relentless brutality tactic, if the marshal's army deals at least 6 damage to the opposing army, that army can't attempt an Offense Check in the next phase. The marshal can do this once per mass combat at 2nd level, twice at 8th level, and up to three times at 15th level.

At 8th level, the marshal's army deals 2 additional points of damage against any army not using a cautious or defensive strategy.

At 15th level, the marshal's army increases their Defense Value against armies using an aggressive or reckless strategy by 2.

Church Crusade

A cavalier or marshal who belongs to the Order of the Star can join a church crusade as a soldier of the faith. Marshals in this militia put their absolute trust in its religious leaders and follows orders as if they came directly from a divine source.

Edict: (Order of the Star) The marshal must strive to protect the faith and all those who follow its teachings, from priest to common man. She must adhere to the strictures of the faith, promote its cause whenever possible, and serve the agents of the divine.

Skills: The marshal adds Heal and Knowledge (religion) to her list of class skills. She gains a bonus equal to half her marshal level on all Knowledge (religion) checks.

Militia Tactics: At 2nd level, when using the spellbreaker tactic, The marshal's army deals 2 additional points of damage if its Offense check succeeds and the opposing army's fails. They deal 4 additional damage at 15th level.

At 8th level, the marshal's army increases its Defense Value by 2 against armies with spellcasting using an aggressive or reckless strategy.

Defensive Line

A cavalier or marshal who belongs to the Order of the Shield can join a defensive line. This militia never yields to even a single leak in its wall.

In mass combat, a defensive line's steadfast dedication keeps wave after wave of violence at bay. Marshals in this militia are stubborn and vigilant, with eyes that don't miss a fly on a wall.

Edict: (Order of the Shield) The marshal must protect the lives and prosperity of the common folk, shielding them from the deprivations of those who would seek to cause them harm or exploit them. She must give charity when it is warranted and aid when needed. She must take no action that would cause harm or hardship to those who cannot defend themselves.

Skills: The marshal adds Heal and Knowledge (local) to her list of class skills. She gains a bonus equal to half her marshal level on all Heal checks.

Militia Tactics: At 2nd level, when using the full defense tactic or defensive strategy, the marshal's army only decreases its Offense Modifier by 2 (or 4 if using both).

At 8th level, the marshal's army deals 2 additional points of damage against any army using an aggressive or reckless strategy.

At 15th level, the marshal's army reduces the damage it takes from armies using an aggressive or reckless strategy by an amount equal to the marshal's Charisma bonus (minimum 1).

Guerrilla Squadron

A marshal who belongs to the Order of the Pack Hunter can join a guerrilla squadron trained in hit and run tactics. This militia's prime objective is to weaken larger or more powerful forces over time, like a pack of hunting carnivores picking at larger prey. Marshals of this militia are strategists who studied the art of setting up ambushes.

Edict: (Order of the Pack Hunter) The marshal must do all that she can to ensure each of her allies survive combat, even if that means making himself a better target. She must always attempt to make a plan of attack and an exit strategy (this can be done as a standard action if the marshal is ambushed or otherwise unable to plan ahead of time). She must be willing to listen to all reasonable suggestions and plans while offering her own wise counsel and experience.

Skills: A guerrilla squadron cavalier or marshal adds Survival to her list of class skills. She gains a bonus equal to half her marshal level on all Bluff checks made to feint.

Militia Tactics: At 2nd level, the marshal's army can use the dirty fighters tactic twice each battle, but the increase to their Offense Modifier is only 4. At 8th level, the increase is 6. At 15th level, the army also gains adds +2 to all its Morale checks when using the dirty fighters tactic.

At 8th level, the marshal's army deals 2 additional points of damage against larger armies. At 15th level, they increase their Defense Value against larger armies by an amount equal to the marshal's Charisma bonus (minimum 1).

Naval Fleet

A marshal who belongs to the Order of the Waves can join a naval fleet, leading ships into battle. This militia prides itself on being a force of destruction on the high seas and flies their nation's colors with pride. Marshals of this militia are focused and determined folk who serve their countries no matter where their voyage takes them.

Edict: (Order of the Waves) The marshal must perpetually seek out and explore new places and secrets on and under the sea, stopping only to fight to protect her newfound treasures and her people from oceanic threats (typically undersea races like sahuagin or a fleet of pirates).

Skills: A naval fleet cavalier or marshal adds Knowledge (geography) to her list of class skills. She can attempt Knowledge (geography) checks untrained, and if she has ranks in the skill, she adds half her marshal level (minimum 1) to all Knowledge (geography) checks that involve finding a port, and island, or an underwater location.

Militia Tactics: At 2nd level, when on the sea and using the sniper support tactic against a sea or land-based army, the marshal's army increases its Defense Value by 2. This becomes 4 at 15th level.

At 8th level, when on the sea, the marshal's army can decrease both its Offense Modifier and Defense Value by 4 to remain at range and still participate in the melee phase against a land or sea-based army. At 15th level, they only decrease their OM by 2.

Riot Control

A marshal who belongs to the Order of the Monument can join a riot control instructed by the law to shut down rebel attacks and civil wars. This militia strives itself in keeping order and peace when chaos rises. Marshals of this militia are loyal soldiers who seek to end wanton violence in their lands.

Edict: (Order of the Monument) The marshal must strive to protect the settlement in which she is stationed, all those who reside within it, and those travelers who hail from it. She must adhere to the settlement's laws even while away from its borders and promote its populace's overarching ideals and values whenever possible.

Skills: A riot control cavalier or marshal adds Knowledge (local) and Knowledge (religion) to her list of class skills. She chooses one of these two skills, and can attempt skill checks with it untrained. If she has ranks in the skill, she receives a bonus on the check equal to half her marshal level (minimum +1) as long as the check involves her chosen settlement or a faith with a significant presence in her chosen settlement.

Militia Tactics: At 2nd level, when using the expert flankers tactic, the marshal's army does not decrease their Defense Value. At 8th level, it also adds 2 to all its Morale checks. At 15th level, the marshal's army can choose to decrease its Defense Value by 2 when using the expert flankers tactic. If it does, the army increases its Offense Modifier by +4 instead.

At 8th level, the marshal's army deals 2 additional points of damage against armies with siege weapons.

Marshal Favored Class Bonuses

Dwarf: Add the marshal's Charisma bonus (if any) against 1/5 additional attacks each round after issuing a defense command with precise orders.

Elf: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the marshal's choice (maximum bonus +5). This bonus does not stack with Critical Focus.

Gnome: Add 1 to the marshal's base speed. In combat this has no effect unless the marshal has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the marshal's battle march feature and applies only under the same conditions as that ability.

Gnoll: Add +1/4 to the marshal's Armor Class when using her battle plan ability.

Half-Elf: Add +1/4 to the marshal's banner bonus.

Half-Orc: Add +1/6 to the marshal's Damage Reduction against ranged attacks and attacks made with reach (and half that value against all attacks).

Halfling: Add +1/4 to the marshal's Armor Class when using her battle plan ability.

Human: Add the marshal's Charisma bonus (if any) to the damage dealt by 1/5 additional successful attacks each round after issuing an offense command with precise orders.

Lizardfolk: Add +1/4 to the marshal's banner bonus.

Spotlight: Ruby Graham

It was summer. Khaleel Graham stared out through the slats of the wagon. When the orcs attacked, the guards didn't stand a chance. The other merchants with whom the Wa-hat peddler traveled only held out for long enough to irritate the monstrous thieves. Rather than sacrifice his life for some replaceable tradegoods, Khaleel climbed under the tarp and hid. When the cart started moving away from the bloody scene, he breathed a sigh of relief.

It was autumn. When they weren't breaking something or checking the sharpness of their blades on him, the orcs would feed Khaleel only enough to keep him alive. He preferred the regular beatings to starving, but he soon grew to hate the freedom more. Days would pass that they would let him wander around the camp, paying barely any attention to him. He tried to escape on four separate occasions. The first time, they caught him within minutes. Each time after that, they let him get further; played with him. When they brought him back the last time, he knew he wouldn't try to run again.

It was winter. The weather was particularly wet this year. Khaleel's feet didn't dry for almost a month. When they finally did, they cracked, and pieces fell off, leaving painful canyons in his flesh. He drowned himself, he was sure of it, even tried to will himself to die. But the healer saved him, repaired his feet. They fed him, cleaned him up, and let him sit wrapped by a fire until he passed out. He was whole, yes, but he was whole in body only. As he lay there, the former merchant began to laugh.

It was spring. They brought him a child; his child. The boy's skin was a smattering of gold and green, his eyes a blazing red. Khaleel bonded to, even loved, the boy immediately. They beat him when he tried to kill it. He laughed until the darkness claimed him. When he woke the next day, they made him watch as they fed the boy. Then they made him watch as they beat it. For nine years, he sat and chuckled while the orcs raised the child in their way. Finally, they gave the boy one of their blades and ordered him to kill Khaleel. He was used up, beating him was no longer entertaining. The boy approached, unsure. Somehow, they had formed a connection. Human and half-orc shared more than just proximity. When the knife drew near, Khaleel grabbed the boy's wrists and pulled him close, driving it clean through. With a smile, he told his son how beautiful he was, how he admired the ruby glow in the boy's eyes. Then he died.

It was summer. Ruby Graham stared at the remains of the orc's encampment. The mercenaries he joined after escaping seven years prior were returning from the tents where they had slit the throats of every last monster that killed his father. He tossed a bag of coins and gems to the witch who led them here. Her divinations had been right about everything, and a deal was a deal. Wrapping the cover back around his head, Ruby stared into the unforgiving sun. He would hunt down every last worthless beast like these orcs and remove them from Theia in his father's name. Khaleel Graham was gone. He would not be forgotten.

Mercenary

When somebody in Theia needs a job done discreetly and without association to a guild or royal family, they hire a mercenary. Experts at getting the job done for the right price, mercenaries take pride in their work without growing too attached to a situation, location, or people without great reason. They finish jobs quickly and efficiently, since that's the easiest way to earn more work as well as make more coin in the long run.

Contrast to what their cavalier attitude would suggest, mercenaries are very strict when it comes to contracts, how they're written, and how they're executed. Breaking a contract with a mercenary is seen by many as signing one's own death warrant.

Role: A mercenary always sets some of his payment aside from his job toward a larger goal. Even when adventuring, he can be trusted to find somebody willing to pay him to complete something more than just exploring a ruin or defeating a warren of goblins.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The mercenary's class skills are Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.



Table: Mercenary

Base					
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+0	+2	Contract work, determination 1/day
2nd	+2	+0	+0	+3	Save yourself
3rd	+3	+1	+1	+3	Contract metier, job training
4th	+4	+1	+1	+4	Determination 2/day
5th	+5	+1	+1	+4	Moral ambiguity, true ally
6th	+6/+1	+2	+2	+5	Job training
7th	+7/+2	+2	+2	+5	Contract metier, determination 3/day
8th	+8/+3	+2	+2	+6	Reputation
9th	+9/+4	+3	+3	+6	Job training, true ally
10th	+10/+5	+3	+3	+7	Determination 4/day, greater determination
11th	+11/+6/+1	+3	+3	+7	Contract metier, save yourself
12th	+12/+7/+2	+4	+4	+8	Job training
13th	+13/+8/+3	+4	+4	+8	Determination 5/day
14th	+14/+9/+4	+4	+4	+9	Exploit weakness
15th	+15/+10/+5	+5	+5	+9	Contract metier, job training, true ally
16th	+16/+11/+6/+1	+5	+5	+10	Determination 6/day
17th	+17/+12/+7/+2	+5	+5	+10	Greater Reputation
18th	+18/+13/+8/+3	+6	+6	+11	Job training
19th	+19/+14/+9/+4	+6	+6	+11	Contract metier, determination 7/day, true ally
20th	+20/+15/+10/+5	+6	+6	+12	Mercenary lord, save yourself

Class Features

All of the following are class features of the Mercenary.

Weapon and Armor Proficiency: The mercenary is proficient with all simple and martial weapons, as well as light armor, medium armor, and shields (except tower shields). In addition, a mercenary's metier (see below) may grant him additional proficiencies.

Contract Work (Ex): When a mercenary enters a settlement, or remains in the same settlement for a full week, he can attempt a Diplomacy check in place of Craft or Profession to earn a living. The mercenary gains a bonus on this check equal to half his class level (minimum 1).

This check represents the mercenary completing small jobs for a few coin here and there while his party researches a task, rests, or otherwise spends their downtime. An adventuring group, after all, is nothing without some amount of funds to keep them going, according to the mercenary.

Clientele: A mercenary's contract work Diplomacy check can also introduce him to a potential client looking to complete a job related to his current adventure. Jobs of this nature include, but are not limited to:

- capturing or killing a criminal who escaped the law by hiding out at the mercenary's current destination.
- safeguarding a relic to be placed at the bottom of an abandoned ruin the mercenary and his allies are planning to explore.
- seeking out a family heirloom that was stolen or thought lost.
- finding and killing members of a specific faction or race.

Such jobs do require the mercenary to speak openly about his work in order to garner interest, at least with his potential clients. The training they receive prior to becoming adventurers ensures mercenaries are good about finding work that doesn't interfere with their party's current goals, and only in specific circumstances would a proper mercenary entertain a potential client with a job that could draw them away or delay their group for more than a few hours at a time.

Party Fund: As part of an agreement established upon joining his current party, the mercenary keeps half the rewards from his contract work to cover his own future endeavors and expenses, while putting the rest into a party fund that forfeits to him should he leave. If such a fund doesn't exist, the mercenary starts one after scolding his group for failing to keep an eye on the bigger picture. Mercenaries with a large enough party fund—and the ability to do so—also require that fund be used to return them to life in the unlikely event of their death.

Should the party incur expenses that can come from the party fund, the mercenary offers to pay them outright. If there are insufficient funds, he will refuse to offer up his own hard-earned coin without first establishing debt in the form of repayment or other favors. The mercenary can also spend from the fund freely, so long as his purchases are made in the interest of the party (A

bag of holding to carry the party's assets is reasonable. A magic sword or cloak of protection for the mercenary is not, unless a current adventure requires something like ghost touch or silver weapons for everybody).

Determination (Ex): At 1st level, a mercenary is always ready to protect himself in the event he gets into danger. When he has taken more than half his total hit points in damage, the mercenary can receive the benefits of *cure light wounds* as an immediate action, using his mercenary level as the caster level for the effect. The mercenary can benefit from his determination once per day at 1st level plus one additional time per day every 3 levels thereafter, to a maximum of 7 times per day at 19th level.

Beginning at 4th level, a mercenary's determination functions as *cure moderate wounds* instead. At 7th level, it functions as *cure serious wounds*; and at 10th level, it functions as *cure critical wounds*.

Save Yourself (Ex): At 2nd level, and again at 11th and 20th level, a mercenary is better able to protect himself when others can't help him. He gains a +2 competence bonus on his choice of Fortitude or Reflex saving throws. These bonuses stack with themselves.

Contract Metier (Ex): By 3rd level, a mercenary has found his niche; the jobs that work best for his brand of contract work, and he begins to put focus on those jobs over others. At 3rd level, the mercenary chooses one of the following options. Once chosen, the mercenary cannot change his metier without spending one week of downtime and at least 100 gp per mercenary level to put out the word that his focus has changed.

Assassination, bounty, escort, labor, muscle, protection, theft

While working a job that relates to his metier, a mercenary gains a +1 bonus on attack rolls and damage rolls. This bonus increases by +1 at 7th, 11th, and 15th level.

At 19th level, while working a job that relates to his metier, any attacks made by the mercenary automatically

confirm all critical threats and have their damage multiplier increased by 1 (x2 becomes x3, for example). In addition, the mercenary is able to find ways to declare his current situation a related job as a swift action, such as asking a nearby ally if they'll pay him to kill his current target, or suggesting that he is protecting a specific NPC who just happens to be there as well. Such declarations can, and often do, stretch reasonable bounds and credulity.

Job Training: Along with his contract metier, a mercenary continues his training while on various jobs. This helps him remain sharp and keeps him competitive with other mercenaries.

At 3rd level, the mercenary gains the job focus benefit of his chosen contract metier. This benefit does not change if the mercenary later changes his focus. Instead, the mercenary can choose additional job training options, from the same or a different metier for every 3 mercenary levels he attains beyond 3rd (6th, 9th, and so on). When he does, the mercenary gains the next available benefit in that metier (he cannot pick and choose options within a given metier).

A full list of job training options can be found at the end of this section.

Moral Ambiguity (Su): By 5th level, a mercenary has begun to make a name for himself with all manner of potential clients. When working any job, the mercenary can treat either his moral or ethical alignment as one step changed (good to neutral to evil, or lawful to neutral to chaotic). The mercenary's alignment appears in the most beneficial way to him when observed, and only a Will save (DC 10 + 1/2 his mercenary level + his Charisma modifier) reveals otherwise.

True Ally (Ex): A 5th level mercenary has developed at least one real bond with another creature. This true ally can be a fellow adventurer, an NPC with whom the mercenary interacts at least once per month, or a pet the mercenary keeps close by. He gains an additional true ally at 9th, 15th, and 19th level. Should he learn of the death of one of his true allies, the mercenary can designate a new true ally after one week of downtime spent in mourning.

The mercenary can heal his true allies with his determination as a standard action, so long as he can touch them to do so (per the spell).

Reputation (Ex): At 8th level, a mercenary's name carries weight with potential clients. When he makes a contract work Diplomacy check to earn a living, the mercenary can treat any roll lower than a natural 10 as a 10 on the d20.

At 17th level, potential clients actively seek the mercenary out. Unless he is actively retraining his contract metier, crafting a magic item, mourning the loss of a true ally, or equally busy in some way, the mercenary is assumed to take a 10 on his contract work Diplomacy check for the week. Common tasks, such as researching, crafting items worth less than 1,000 gp, or gathering information, no longer interfere with his contract work.

Greater Determination (Ex): At 10th level, a mercenary understands that contingencies must be put in place to protect him should a job go sideways. Once per week, when the mercenary would be reduced to 0 hit points or fewer, he can receive the benefits of *breath of life* as an immediate action, using his mercenary level as the caster level for the effect.

The mercenary can use this ability on one of his true allies instead, but doing so taxes the mercenary's saved resources, preventing him from using it again for 1 month

afterward.

Exploit Weakness (Ex): At 14th level, the mercenary learns to take advantage of any opportunity that presents itself. Whenever he scores a critical hit, the mercenary ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the mercenary deals energy damage to a creature with vulnerability to that energy type, he deals +1 point of damage per die rolled.

Mercenary Lord (Ex): A 20th level mercenary is a rare sight, and sought out by even planar beings for important jobs. His contract work Diplomacy checks to earn a living are now calculated in platinum, rather than gold. Alternatively, if he doesn't have a week to work, the mercenary can earn gold on a daily basis instead. Finally, the mercenary can change his contract metier once per day as a full-round action.

Contract Metiers & Job Training Options

Each mercenary of 3rd level or higher has a contract metier: A set of jobs he is known to be especially good at. The mercenary trains at his jobs, whether to hone his expertise at a particular metier, or to broaden his talents and garner a wider variety of jobs along the way. The mercenary does not have to meet any prerequisites of feats gained through his job training.

For each of the following options, the mercenary gains the benefits in order, so a 9th-level mercenary who chooses his assassination for the third time with job training gains sneak attack +2d6, whereas a mercenary who chose protection at 6th level would only have two assassination training benefits, gaining track to complement his barrier focus and sneak attack 1d6.

Assassination

Assassins are about the quick kill, without care for the target or the circumstances that arise because of their actions.

As a mercenary gains training in assassination, he gains the following benefits.

1. Sneak attack +1d6
2. Track (as a ranger of his mercenary level)
3. Sneak attack +2d6
4. Poison use
5. Sneak attack +3d6
6. Poison immunity

Bounty

Bounty hunters seek a specific target to bring in, often, but not always alive. They differ from assassins in that they often work within the confines of the local law, so long as doing so suits them.

As a mercenary gains training in bounty hunting, he gains the following benefits:

1. Step Up
2. Improved Grapple
3. Following Step
4. Improved Drag
5. Step up and Strike
6. Greater Grapple or Greater Drag

Escort

Escort mercenaries act as guides for caravans or affluent individuals, leading them safely through when traveling around or into dangerous territory. While they don't mind getting their blade dirty, these mercenaries do what they can to avoid such a turn of events.

As a mercenary gains training in escorting, he gains the following benefits:

1. 1st favored terrain (as a ranger of his mercenary level)
2. Uncanny dodge
3. Evasion
4. 2nd favored terrain
5. Improved uncanny dodge
6. Improved evasion

Labor

Laborers are skilled craftsmen and work horses, whose understanding of a profession or craft gets them by. It draws the attention of potential clients who have seen their mark and the quality of their work.

As a mercenary gains training in labor, he gains the following benefits:

1. Skill Focus (one craft or profession). The mercenary can substitute Charisma in place of Intelligence or Wisdom on these checks.
2. Master Craftsman or Prodigy (+2 bonus on two of any Craft or Profession, +4 at 10 ranks).
3. Always take 10 on a Craft or Profession skill check for which the mercenary has Skill Focus. Take 20 1/day.
4. The mercenary can attempt checks to earn income once per day instead of once per week. This allows a 20th-level mercenary lord to earn platinum per day.
5. Take 20 2/day.
6. The mercenary can spend 1 minute to change his Skill Focus benefits gained with this metier once per day.

Muscle

Mercenaries who act as the muscle for a client work collections, taking coin or other predetermined payment. Should that payment not be made within a reasonable amount of time, the muscle acts on behalf of their client to resolve the situation by any means necessary.

As a mercenary gains training in muscle, he gains the following benefits:

1. Rage (as a barbarian, a number of rounds per day equal to the mercenary's Charisma bonus).
2. Dazzling Display
3. Rage power
4. Shatter Defenses
5. Rage power
6. Deadly Stroke (does not require Greater Weapon Focus)

Protection

Mercenaries distinguish work as muscle from that of protection with the tasks they perform. While muscle goes out and works on behalf of the client, protectors stay close and guard the client from potential harm.

As a mercenary gains training in protection, he gains the following benefits:

1. The mercenary gains proficiency in heavy armor, and can use barrier focus as a barrier sentinel, a number of rounds per day equal to his Charisma bonus.

2. Bodyguard: When an adjacent ally is attacked, the mercenary may use an attack of opportunity to attempt the aid another action to improve his ally's AC. He may not use the aid another action to improve his ally's attack roll with the attack.
3. The mercenary gains his choice of Tower Shield Proficiency or a barrier sentinel focus power.
4. In Harm's Way: While using the aid another action to improve an adjacent ally's AC, the mercenary can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.
5. Focus power
6. The mercenary becomes immune to enchantment spells and effects.

Theft

Thieves are to objects as bounty hunters are to creatures. These mercenaries are hired to find and procure items for their clients. While some fashion themselves relic hunters and historians, many don't even bother with those semantics.

As a mercenary gains training in theft, he gains the following benefits:

1. The mercenary adds Sleight of Hand to his list of class skills and can use Sleight of Hand in place of a combat maneuver check to steal.
2. Improved Disarm, Improved Steal, or Skill Focus (sleight of hand)
3. The penalty for attempting a Sleight of Hand check (including drawing a hidden weapon) as a move action is reduced to -10.
4. The mercenary can attempt a steal combat maneuver as his first attack each round (whether made as a standard action or as part of a full-attack action).
5. If the mercenary succeeds at a disarm or steal combat maneuver, he can make an attack roll against a creature within 5 feet as a free action.
6. If the mercenary confirms a critical hit with an attack, he can also attempt a disarm or steal combat maneuver as an immediate action (using his highest attack bonus). If the attack was ranged, the dropped or stolen object falls unattended to the ground.

Mercenary Favored Class Bonuses

Dwarf: Add +1/2 hit point regained with the mercenary's determination ability.

Elf: Gain 1/6 of the next escort job training option.

Gnoll: Gain 1/6 of the next bounty job training option.

Halfling: Gain 1/5 of a new true ally.

Half-Orc: Add +1/4 to the DC of moral ambiguity. At +1, you gain that class feature.

Human: Gain 1/6 of the next job training option. This cannot be used to gain higher than the 3rd job training option for any given contract metier.

Lizardfolk: Add a +1/3 competence bonus on skill checks made to research specific treasures and magic items.

Orc: Gain 1/6 of the next muscle job training option.

Spotlight: Zaldaniss

Zaldaniss was peculiar, even for a gilahn. His obsession with the Age of Earth showed itself from a very young age, when he discovered a tome on the subject in with the spoils brought back by his tribe's raiders. The lizardfolk of southern Avemor had taught themselves to read and understand the languages of man and elf so that they might better hunt the otherwise elusive prey. Because of this, Zaldaniss understood most of the pages over which he poured for the next two weeks. According to the book, his kind once ruled Theia alongside ancient dragons like Ocean, Sunset, and Violent. After committing most of the book to memory, the black-scaled magic user left his tribe to find out more.

Over the next twelve years, Zaldaniss traveled most of Theia's eastern continent. In the more accepting countries, he learned what he could of magic and the time of his ancestors. In the rest, he developed his spellcasting by employing it against those who would do him harm. Eventually, the gilahn was reasonably sure he'd plumbed everything he could about his people's past from this side of the world. Making his way south to Wutente, he proved his worth to a Xaotawn ship's captain making port before traveling to Fafutan on his way to Hunatii. The crew of the Duke's Embrace were secretly undead, but the further from their accursed country they were, the more they just stopped functioning. With the aid of Zaldaniss' magic, the ship was back on schedule, and the lizardfolk had exactly the ride he was seeking.

Once he was back on land, it wasn't long before Zaldaniss found his way to Jahu-fe'awla, where he hired a band of mercenaries to guide him through the Raxic Jungle. As they traveled, the purported adventurers proved no match for the dangers of the Raxic, but thanks to their skeletons, the gilahn survived to reach the Maw of the Ancients. Research and a keen memory reminded him of the traditions of the Magma Flow lizardfolk tribe who called this region of Jahu-fe'awla home, and his natural charm convinced them to allow him entry so long as he promised never to set foot within the caldera of the dormant volcano.

Like Zaldaniss, the Magma Flow kept copious notes, although they had scratched theirs into the side of the mountain like savages. It took nearly three years of living with the tribe to learn all they would allow, and he knew well when it was time to press for more. Taking a chance, Zaldaniss ensorcelled the guards who blocked access to the writing within the Maw's caldera and spent almost two weeks transcribing ancient, stone-carved text into his journals. He learned not only how to raise ancient, earth-covered beasts from the dead, but also how to draw their strength into himself. None of that mattered though after he discovered how to call back the souls of the long dead draconic rulers of Theia.

Zaldaniss returned from his sojourn, escorted by a pair of fossilized, reptilian skeletons that ripped through the other lizardfolk who wished to punish him for breaking their laws. Having scared the last of them away, the necromancer slept more peacefully than he had in years. In the morning, he headed south back to Hunatii. There was a temple of much importance to his new mission there, and he wasn't about to let anybody stand in the way. The Age of Scales was coming, and he would be its herald.

Necromancer

Between the cursed denizens of Xaotawn and the dangerous, shadowy, dark fey who are without a home now that their plane has collapsed, there is no shortage of necromantic energy on Theia. Those who channel its power have set their sights on vampiric gifts, deadly swarms, and ancient, fossilized beasts.

Necromancy is also practiced in several other regions of Theia, including Jahu-fe'awla, Inekin, and Percimum. The practice itself is not inherently evil, it just seems that way because of the few who have ruined it for the many.

Role: Necromancers call on the power of death in its many forms to assault their enemies in both mind and body. Through expanded studies, they can control undead, consume their enemies with insects, or warp the minds of foes.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The necromancer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int Modifier.



Table: Necromancer

	Base													
	Attack	Fort	Ref	Will		Spells per Day								
Level	Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Cantrips, charnel touch, dominion	3+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Channel negative energy 1d6	4+1	—	—	—	—	—	—	—	—
3rd	+1	+3	+1	+3	Command undead, cruelty	5+1	—	—	—	—	—	—	—	—
4th	+2	+4	+1	+4	Necromantic studies, spectral hand	6+1	3+1	—	—	—	—	—	—	—
5th	+2	+4	+1	+4	Fearless	6+1	4+1	—	—	—	—	—	—	—
6th	+3	+5	+2	+5	Channel negative energy 2d6, cruelty	6+1	5+1	3+1	—	—	—	—	—	—
7th	+3	+5	+2	+5	Damage reduction 1/—	6+1	6+1	4+1	—	—	—	—	—	—
8th	+4	+6	+2	+6	Charnel touch (2d8), necromantic studies	6+1	6+1	5+1	3+1	—	—	—	—	—
9th	+4	+6	+3	+6	Cruelty	6+1	6+1	6+1	4+1	—	—	—	—	—
10th	+5	+7	+3	+7	Channel negative energy 3d6, damage reduction 2/—	6+1	6+1	6+1	5+1	3+1	—	—	—	—
11th	+5	+7	+3	+7	Light fortification	6+1	6+1	6+1	6+1	4+1	—	—	—	—
12th	+6/+1	+8	+4	+8	Cruelty, necromantic studies	6+1	6+1	6+1	6+1	5+1	3+1	—	—	—
13th	+6/+1	+8	+4	+8	Damage reduction 3/—	6+1	6+1	6+1	6+1	6+1	4+1	—	—	—
14th	+7/+2	+9	+4	+9	Channel negative energy 4d6	6+1	6+1	6+1	6+1	6+1	5+1	3+1	—	—
15th	+7/+2	+9	+5	+9	Charnel touch (3d8), cruelty	6+1	6+1	6+1	6+1	6+1	6+1	4+1	—	—
16th	+8/+3	+10	+5	+10	Damage reduction 4/—, necromantic studies	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1	—
17th	+8/+3	+10	+5	+10	Moderate fortification	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1	—
18th	+9/+4	+11	+6	+11	Channel negative energy 5d6, cruelty	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1
19th	+9/+4	+11	+6	+11	Damage reduction 5/—	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1
20th	+10/+5	+12	+6	+12	Heavy fortification, necromantic epiphany	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1

Class Features

All of the following are class features of the necromancer.

Weapon and Armor Proficiencies: Necromancers are proficient with all simple weapons, light armor, and shields (except tower shields).

Undead Fortitude (Ex): Necromancers are naturally tougher than other spellcasters, even though their combat ability is the same. Their hit die is a d8.

Spells: A necromancer casts divine spells drawn primarily from the necromancer spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a necromancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a necromancer's spell is 10 + the spell level + the necromancer's Charisma modifier.

Like other spellcasters, a necromancer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Necromancer. In addition, he receives bonus spells per day if he has a high Charisma score.

A necromancer's selection of spells is extremely limited. A necromancer begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new necromancer level, he gains one or more new spells, as indicated on Table: Necromancer Spells Known. (Unlike spells per day, the number of spells a necromancer knows is not affected by his Charisma score; the numbers on Table: Necromancer Spells Known are fixed.) These new spells can be common spells chosen from the necromancer or sorcerer/wizard spell list, or they can be unusual spells that the necromancer has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered necromancer level after that (6th, 8th, and so on), a necromancer can choose to learn a new spell in place of one he already knows. In effect, the necromancer loses the old spell in exchange for the

new one. The new spell's level must be the same as that of the spell being exchanged. A necromancer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric a necromancer does not need to prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Cantrips: Necromancers learn a number of cantrips, or 0-level spells, as noted on Table: Necromancer Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Charnel Touch (Su): At 1st level, when a necromancer can make a melee attack, he can use charnel touch instead. Charnel touch is a melee touch attack that deals 1d8 points of damage + 1 point for every two class levels the necromancer possesses. He can use this ability at will, but only once per round. The damage die increases to 2d8 at 8th level and 3d8 at 15th level.

Dominion: Through rigorous practice, a necromancer gains access to a collection of unique spells and powers referred to as his dominion. The necromancer's dominion is identical to a cleric's domain, but does not require worship of a deity to access and use. The necromancer is free to worship a god of his choosing, but that deity has no direct say in how he applies his talents. He gains one dominion of his choice at 1st level, and 1 domain spell slot of each level he can cast.

The dominions a necromancer can gain are blight, darkness, death, madness, repose, and resurrection.

Channel Negative Energy (Su): Regardless of alignment, any necromancer can release a wave of negative energy by channeling his power through his own body. Starting at 2nd level, the necromancer can use this energy to deal damage to living creatures or to heal undead creatures.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the necromancer. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every four necromancer levels beyond 2nd (2d6 at 6th, 3d6 at 10th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the necromancer's level + the necromancer's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A necromancer may channel energy 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. A necromancer can choose to heal himself with this effect, regardless of how he uses it.

Command Undead: At 3rd level, a necromancer gains Command Undead as a bonus feat.

Cruelty (Su): At 3rd level, and every three levels thereafter, a necromancer can select one cruelty. Each cruelty adds an effect to the necromancer's charnel touch ability. Whenever the necromancer uses charnel touch to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the necromancer. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to 10 + 1/2 the necromancer's level + the necromancer's Charisma modifier.

At 3rd level, the necromancer can select from the following initial cruelties.

Fatigued: The target is fatigued.

Shaken: The target is shaken for 1 round per level of the necromancer.

Sickened: The target is sickened for 1 round per level of the necromancer.

At 6th level, a necromancer adds the following cruelties to the list of those that can be selected.

Dazed: The target is dazed for 1 round.

Diseased: The target contracts a disease, as if the necromancer had cast contagion, using his necromancer level as his caster level.

Staggered: The target is staggered for 1 round per two levels of the necromancer.

At 9th level, a necromancer adds the following cruelties to the list of those that can be selected.

Cursed: The target is cursed, as if the necromancer had cast bestow curse, using his necromancer level as his caster level.

Exhausted: The target is exhausted. The necromancer must have the fatigue cruelty before selecting this cruelty.

Frightened: The target is frightened for 1 round per two levels of the necromancer. The necromancer must have the shaken cruelty before selecting this cruelty.

Nauseated: The target is nauseated for 1 round per three levels of the necromancer. The necromancer must have the sickened cruelty before selecting this cruelty.

Poisoned: The target is poisoned, as if the necromancer had cast poison, using the necromancer's level as the caster level.

At 12th level, a necromancer adds the following cruelties to the list of those that can be selected.

Blinded: The target is blinded for 1 round per level of the necromancer.

Deafened: The target is deafened for 1 round per level of the necromancer.

Paralyzed: The target is paralyzed for 1 round.

Stunned: The target is stunned for 1 round per four levels of the necromancer.

The necromancer can apply cruelties to his charnel touch a number of times per day equal to 1/2 his necromancer level + his Charisma modifier. These abilities are not cumulative. For example, a 14th-level necromancer's charnel touch ability deals 2d8+7 points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased.

Once a cruelty is chosen, it can't be changed.

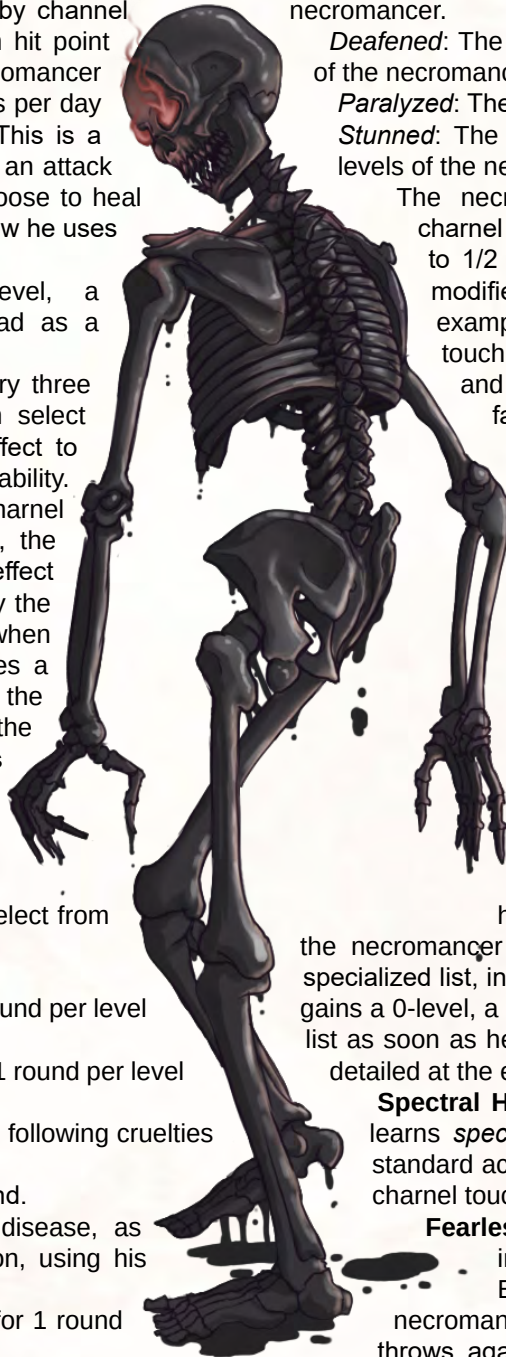
Necromantic Studies: At 4th level, a necromancer delves into a focused area of study that sets him apart from others like him. He chooses one of the following necromantic schools. Once his choice is made, it cannot be changed.

The necromancer's chosen school grants him abilities at 4th level, and every 4 levels thereafter. In addition, he adds a specialized subset of spells to his spell list that he can learn in place of others. Finally, when he gains access to a new level of spells, the necromancer automatically learns 1 spell from his specialized list, in addition to any others he may gain (He gains a 0-level, a 1st-level, and a 2nd-level spell from this list as soon as he reaches 4th level). These schools are detailed at the end of this section.

Spectral Hand (Sp): At 4th level, a necromancer learns *spectral hand*, and can cast it at will as a standard action. He can use the hand to deliver his charnel touch attacks.

Fearless (Su): At 5th level, a necromancer is immune to fear (magical or otherwise). Each ally within 10 feet of the necromancer gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the necromancer is conscious, not if he is unconscious or dead.

Damage Reduction (Ex): At 7th level, a necromancer gains damage reduction. Subtract 1 from the damage the necromancer takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three necromancer levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0, but not below 0.



Fortification (Ex): At 11th level, a necromancer's undead fortitude protects his vital areas more effectively. When a critical hit or sneak attack is scored on the necromancer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The chance increases to 50% at 17th level, and 75% at 20th level.

Necromantic Epiphany (Su): The necromancer knows well what happens to the godless when they die, and he intends to avoid such a terrible fate. At 20th level, the necromancer constructs a phylactery that he then uses to turn herself into a lich.

As a lich, the necromancer gains the following traits:

Type: The necromancer's type changes to undead. Do not recalculate base attack, saves, or skill ranks.

Senses: The necromancer gains darkvision 60 ft.

Armor Class: The necromancer gains a +5 natural armor bonus.

Hit Points: As undead, the necromancer can use his Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: The necromancer gains channel resistance +4 and immunity to cold and electricity damage (in addition to those granted by his undead traits).

Rejuvenation (Su): When the necromancer is reduced to 0 hit points, his body is destroyed. His phylactery immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the necromancer awakens fully healed (albeit without any gear he left behind on his old body).

Necromantic Studies

Carrion Necromancy

Carrion necromancers are able to transform into crows, vultures, and other scavengers to better feast upon the dead and relish in the power they have over it.

Scavenger Form (Ex): At 4th level, the necromancer can become a medium or small crow, hyena, jackal, or vulture. This otherwise functions as the druid's wild shape class feature.

At 8th level, the necromancer can become a tiny or large version of the above creatures and also adds tiny vermin to the list of creatures he can become. When in one of these forms, his scavenger form functions as *beast shape II*.

At 12th level, the necromancer can become a medium gnoll or vulture-man. When in this form, his scavenger form functions as *monstrous physique I*.

At 16th level, the necromancer can become a giant demon gnoll or vrock. When in this form, he can give up an hour of his transformation to use smite good (as the gnoll) or stunning screech (as the vrock) and his scavenger form functions as *monstrous physique II*.

Carrion Necromancer Spells

- **0-Level:** *resistance*
- **1st-Level:** *charm animal, commune with birds, magic fang, speak with animals*
- **2nd-Level:** *eagle's splendor, wild instinct*
- **3rd-Level:** *blood scent, greater magic fang*
- **4th-Level:** *bloody claws, giant vermin*
- **5th-Level:** *strong jaw, vile dog transformation*
- **6th-Level:** *greater insect spies, swarm skin*
- **7th-Level:** *creeping doom*
- **8th-Level:** *frightful aspect*
- **9th-Level:** *summon elder worm*

Fossil Necromancy

An art taught only by the evil lizardfolk who call the Maw of Ancients in Jahu-fe'awla home, fossil necromancy taps into the preserved remains of vicious creatures from eons past. The Lost Way, as it is referred to by that race, grasps at dark power and harnesses it for the necromancer to control.

Fossilization (Su): At 4th level, undead created by the necromancer have the earth subtype and Damage Reduction 1/—. This increases to DR 2/— at 12th level.

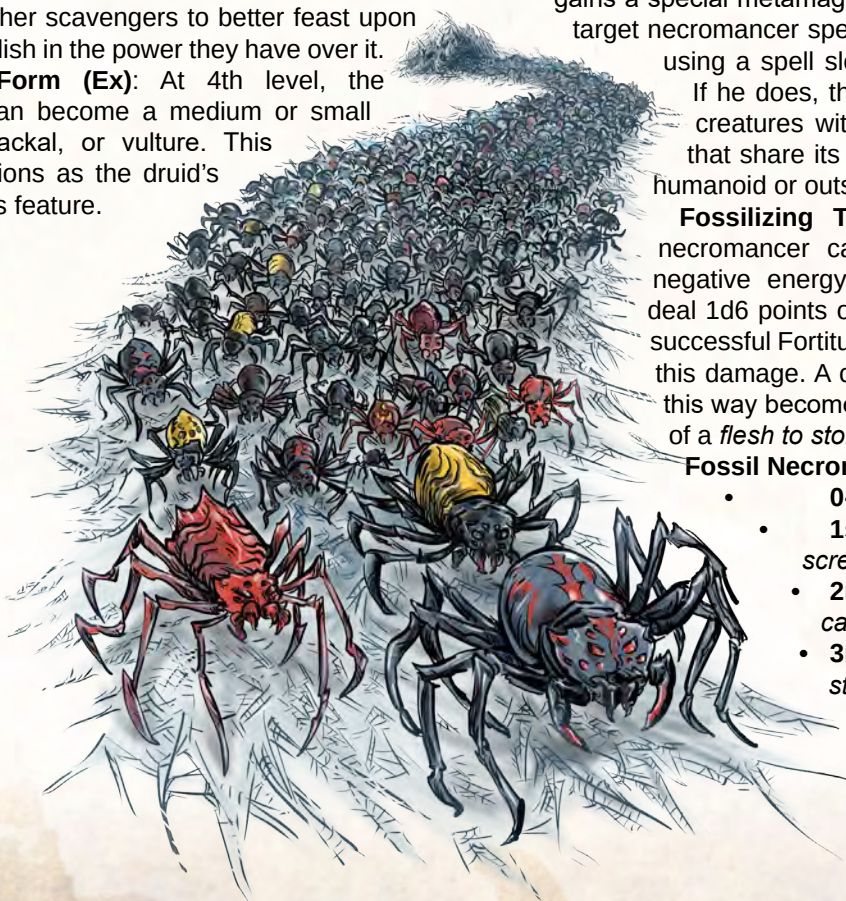
Extinction Spell (Ex): At 8th level, the necromancer gains a special metamagic benefit. He can cast any single target necromancer spell he knows as a full-round action using a spell slot 3 higher than the spell's level.

If he does, the necromancer's spell targets all creatures within 30 feet of the original target that share its type (or subtype if the target is a humanoid or outsider).

Fossilizing Touch (Su): At 16th level, the necromancer can spend 1 charge of channel negative energy and use his channel touch to deal 1d6 points of Dexterity damage to a target. A successful Fortitude save at the channel DC halves this damage. A creature reduced to 0 Dexterity in this way becomes petrified, as if under the effects of a *flesh to stone* spell.

Fossil Necromancer Spells

- **0-Level:** *daze*
- **1st-Level:** *aphasia, ear piercing scream, stone shield, thunderstomp*
- **2nd-Level:** *sonic scream, stone call*
- **3rd-Level:** *swarm of fangs, tail strike*



- **4th-Level:** *stoneskin, volcanic storm*
- **5th-Level:** *hungry earth, icy prison*
- **6th-Level:** *legend lore, tar pool*
- **7th-Level:** *legendary proportions*
- **8th-Level:** *wall of lava*
- **9th-Level:** *imprisonment*

Parasitic Necromancy

The parasitic necromancers of Theia refer to themselves as the cult of the Many, who believe that through the study of insects' role in decomposition and destruction they might transform themselves into worms that walk.

Parasitic Swarm (Su): At 4th level, the necromancer can attract diminutive pests to swarm around him, biting and stinging other nearby creatures. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 4th the necromancer can use parasitic swarm for 1 additional round per day. Once per round as a free action, the necromancer can direct the swarm to deal 1d6 damage to other creatures in a 10-foot burst centered on the necromancer. This damage is reduced by anything that would reduce damage dealt by an insect swarm.

Activating parasitic aura is a standard action, but it can be maintained each round as a free action. It cannot be disrupted, but ends immediately if the necromancer is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

At 8th level, the necromancer can activate his parasitic aura as a move action instead of a standard action. At 16th level, he can activate it as a swift action instead.

Stinging Swarm (Ex): At 8th level, when the necromancer's swarm deals damage, he can expend a necromancer spell slot as a standard action and deal 2d6 damage + 2d6 per spell level instead. A successful Reflex save against the expended spell slot's DC halves this damage. This is a necromancy effect.

One with the Swarm (Su): At 12th level, while he is using parasitic aura, the necromancer can disincorporate his body into the surrounding swarm and squeeze through any space that a single member of that aura could pass through.

Swarm Body (Su): At 16th level, the necromancer can take full control of his swarm. This functions as *swarm skin*, except the necromancer's bones and equipment also disappear into the swarms. Every round spent using this ability costs 2 rounds of parasitic swarm.

Parasitic Necromancer Spells

- **0-Level:** *detect poison*
- **1st-Level:** *adhesive spittle, corrosive touch, itching curse, obscure poison*
- **2nd-Level:** *spider climb, summon swarm*
- **3rd-Level:** *insect scouts, nauseating trail*
- **4th-Level:** *poison, vermin shape I*
- **5th-Level:** *acidic spray, plague carrier* ^{UM}
- **6th-Level:** *greater contagion, phobia*
- **7th-Level:** *greater insect spies*
- **8th-Level:** *frightful aspect*
- **9th-Level:** *energy drain*

Sanguine Necromancy

The Dukes of the Blood Emperor are some of the most feared necromancers in all of Xaotawn. Their application of vampiric magic through necromancy has turned them into a world threat, and those who act as, or learn from, their disciples can earn more than a taste of that power.

Aura of Bloodletting (Su): At 4th level, creatures within 10 feet of the necromancer take 1 bleed damage at the start of their turns. Dying creatures cannot stabilize while within the necromancer's aura. The necromancer can suppress this ability as a move action and reactivate it as a free action.

Vampiric Caress (Su): At 8th level the necromancer can spend 1 charge of channel negative energy and use his channel touch to cast *charm person* on his target. A successful Will save at the channel DC negates this effect. At 16th level, if the necromancer hits the same creature with this effect again on his next turn, he can cast *charm monster* or *dominate person* instead.

Exsanguinate (Su): At 12th level, the necromancer can expend a necromancer spell slot as a standard action. If he does, the necromancer deals 2d6 damage per spell level to a single creature within range that has taken bleed damage since the end of his last turn, and causes it to bleed for 2d6 damage instead. A successful Fortitude save against the expended spell slot's DC halves both the initial damage and the bleed damage. This is a necromancy and death effect.

Dread Necromancer Spells

- **0-Level:** *bleed*
- **1st-level:** *hypnotism, obscuring mists, unseen servant, vanish*
- **2nd-Level:** *blood armor, seducer's eyes*
- **3rd-Level:** *vampiric touch, waves of blood*
- **4th-Level:** *bloatbomb, greater invisibility*
- **5th-Level:** *mass charm person, vampiric shadow shield*
- **6th-Level:** *shadow walk, unwilling shield*
- **7th-Level:** *hungry darkness*
- **8th-Level:** *death clutch*
- **9th-Level:** *dominate monster*

Noble, Theian

Every society has a community of wealthy people that influence the lives of its commoners. This higher society is made up of nobles; those with the money and power to rule over the general populace. Theian nobles can be from a prestigious lineage or a wealthy business tycoon but they all have the ability to command the obedience of others and to inspire entire nations to action.

Role: Theian nobles are masters of influence and leadership, effortlessly smoothing over social situations and financial problems. Adventuring nobles are not an uncommon sight on Theia, and several countries' leading families send their own out into the world before allowing them to rule so they can learn of what they are going lead when the time comes.

Alignment: Any.

Hit Die: d6.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The noble's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 6 + Int modifier.

Table: Noble

Level	Base	Fort	Ref	Will	Special	Affluence by Level	Total Affluence
	Attack Bonus	Save	Save	Save			
1st	+0	+0	+2	+2	Affluence, elocution, noble studies, steward	200 gp	200 gp
2nd	+1	+0	+3	+3	Noble talent	400 gp	600 gp
3rd	+1	+1	+3	+3	Attentiveness (2 creatures)	600 gp	1,200 gp
4th	+2	+1	+4	+4	Eclectic studies, noble talent	800 gp	2,000 gp
5th	+2	+1	+4	+4	Higher learning	1,000 gp	3,000 gp
6th	+3	+2	+5	+5	Noble talent	1,200 gp	4,200 gp
7th	+3	+2	+5	+5	Favor	1,400 gp	5,600 gp
8th	+4	+2	+6	+6	Eccelectic studies, noble talent	1,600 gp	7,200 gp
9th	+4	+3	+6	+6	Attentiveness (3 creatures, +1)	1,800 gp	9,000 gp
10th	+5	+3	+7	+7	Higher learning, noble talent	2,000 gp	11,000 gp
11th	+5	+3	+7	+7	Prestige	4,000 gp	15,000 gp
12th	+6/+1	+4	+8	+8	Eccelectic studies, noble talent	6,000 gp	21,000 gp
13th	+6/+1	+4	+8	+8	Favor	8,000 gp	29,000 gp
14th	+7/+2	+4	+9	+9	Noble talent	10,000 gp	39,000 gp
15th	+7/+2	+5	+9	+9	Attentiveness (4 creatures, +2), higher learning	12,000 gp	51,000 gp
16th	+8/+3	+5	+10	+10	Eccelectic studies, noble talent	14,000 gp	65,000 gp
17th	+8/+3	+5	+10	+10	Prestige	16,000 gp	81,000 gp
18th	+9/+4	+6	+11	+11	Greater affluence, noble talent	25,000 gp	106,000 gp
19th	+9/+4	+6	+11	+11	Higher learning	30,000 gp	136,000 gp
20th	+10/+5	+6	+12	+12	Eccelectic studies, noble talent, regal bearing	40,000 gp	176,000 gp

Class Features

All of the following are class features of the Theian noble.

Weapon and Armor Proficiency: The noble is proficient with all simple weapons, and with light armor, but not shields. Each noble also chooses one weapon with which she gains proficiency at 1st level. This can be any weapon, including exotic weapons or firearms. When wielding that weapon, the noble treats her base attack as 1 higher, so she qualifies for feats such as Weapon Focus or Quick Draw when wielding that weapon.

Affluence (Ex): At each level, a Theian noble gains a stipend worth an amount of gold as indicated on Table: Noble. In order to collect this gold, she must be in a settlement with a base value no less than the stipend—Hamlet (200 gp); Village (500 gp); Small town (1,000 gp); Large town (2,000 gp); Small city (4,000 gp); Large city (8,000 gp); Metropolis (16,000 gp).

If she is unable to collect her stipend for one or more levels, the noble may collect the full sum of those levels when she is able, but only up to the base value of the settlement per week.

When beginning at a level higher than 1st, the noble begins with her total affluence for that level, then adds her affluence by level from that point forward. If the noble gains a similar class feature from another source, she adds half her Theian noble level when calculating that total.

Elocution (Ex): Theian nobles are raised with the best speech coaches, trained in all forms of parlance and communication. They add half their Theian noble level on all skill checks to influence the attitudes of other creatures.

Noble Studies (Ex): A Theian noble's standing with their society is largely based on their superior understanding of concepts and practices non-nobles take pains to learn. At 1st level, the noble chooses two skills and adds them to her list of class skills.

Steward (Ex): Families that work for Theian nobles send their children to learn from the noble, who accepts these stewards as a sign of respect for the work they do. At 1st level, the noble's steward is a 1st-level adept, aristocrat, expert, or warrior. The steward is an otherwise basic member of their race (their ability scores are 13, 12, 11, 10, 9, 8, distributed accordingly, plus or minus any racial traits.) They gain starting equipment worth 60 gp, and the noble can assist them with purchasing any additional equipment they may need.

A Theian noble's steward gains levels at the same rate as the noble, but the steward is unable to multiclass (but, see noble talents below).

Noble Talents: At 2nd level, and every even level thereafter, a Theian noble gains a noble talent of her choice. A full list of noble talents can be found at the end of this section.

Attentiveness (Ex): At 3rd level, a Theian noble is able to divide her attention when aiding her allies. When she successfully aids another, the noble grants her bonus to up to 2 creatures, if they perform the same action before the start of her next turn.

Beginning at 9th level, the noble can aid up to 3 creatures with the same check, and she increases the bonus she grants those creatures by +1 (usually a +3 total). At 15th level, she can aid up to 4 creatures with the same check, and she increases the bonus she grants those creatures by +2 (usually a +4 total).

Eclectic Studies (Ex): At 4th level, and again at 8th, 12th, 16th, and 20th level, a Theian noble gains 2 additional skill ranks that she can spend.

Higher Learning (Ex): At 5th level, a Theian noble begins to apply her collegiate education to her adventuring career. She chooses combat or social. Once this choice is made, it cannot be changed.

Combat: When wielding the weapon she chose at 1st level, the noble treats her base attack as 3/4 of her level, as a rogue. This replaces the bonus to the noble's attack bonus gained at 1st level.

Spotlight: Elizabeth Abigail Liezanred

Somebody's around the corner, hide! With practiced grace, Elizabeth ducked into one of the many guest suites that littered the west wing of her family home and quietly shut the door behind her. The heiress of Avemor still wasn't entirely sure what was happening, but she knew well enough that her life was in danger. She remembered lying in bed, nursing a headache after the spill she took earlier in the day when a distant, but clearly frightened scream drew her attention to the keep's main building and dining hall. Her family was inside, along with several friends, a handful of cousins, and more than a few other nobles looking to get in her father's good graces. They were celebrating her brothers' 17th birthday tonight, so the sudden quiet that fell over the estate raised the hairs on the back of Elli's neck, and she nearly jumped out of her own skin when the creak of a loose board near her bed warned her that she was neither alone nor safe.

Now she didn't know who she could trust. Footsteps came and went outside the room. Nobody had seen her. With a quiet sigh of relief, Elizabeth walked to the glass-covered window and glanced out. A mechanism on the sill could be used to open it if she wanted, but with the courtyard three stories down from this floor, the effort wasn't worth it. Looking up, her eyes followed the cobblestone on its winding path out the gate toward the stables. If she could just get there, the noblewoman could ride to the village and hide out until she knew exactly what was going on.

For a moment, Elli contemplated the possibility that the man who tried to kill her was lying when he mentioned how her brother had paid good money to deal with her and her parents. *But which of the twins could have done something so terrible?* If she could just talk to Alnoth, or at least Aron, maybe they could sort everything out. Except her gut told the heiress otherwise. The assassin had been quite sure of his success when he made that boast, and it was only through sheer force of will that she had overpowered the man and ran out while he was dazed.

Does that mean...? She held back a gasp. There was no time to wonder if what he said about her mother and father was also true. She had been given extensive education in the event of a coup, and the plan was always to find a secure place to hide, then reassess the situation once she was safe. As the eldest child of Liezanred, she was trained to be able to fight, but was not permitted to unless it was to resolve her immediate situation. It was time for her to go, before they closed her in at the gate.

Voices outside the room drew Elizabeth back to the door, where she listened cautiously. *Thank goodness, it's Captain Margaux!* But Elli's hands refused to reach for the handle. Something wasn't right. *Is she... Ordering them to find me?* She stifled a bitter scream as she stood there with only a thick slat of wood between her and the conspirators. When they were gone, she quickly made her way out to the stables, where she was able to subdue the unsuspecting guard and dress her horse. *I will get answers soon enough*, she promised. For now, though, her first priority was to protect herself, the rightful queen of Avemor.

Social: Once per day, when in a social situation, the noble can reroll 1 skill check of her choice, but she must take the second result, even if it is lower. She can do this an additional time each day at 10th, 15th, and 19th level. If participating in a verbal duel, these rerolls count as edges gained with positive bias.

Favor (Ex): At 7th level, a Theian noble has garnered the support of leaders in other nations. When not at war, she can request a favor in the form of an audience, special treatment, or requisitioned supplies while in civilized lands under the control of another noble. These requests usually require 1 day per 1,000 gp of value, and the noble cannot request items worth more than half her total affluence for that level. She also cannot request rare or story-centric items, although she may use her favor to gather information in pursuit of such things. Requests for an audience can be met within 6 hours.

Beginning at 13th level, the noble can make an urgent request for a favor, gaining its benefit within 1 day, but doing so prevents her from using this ability within the same region for 1 month. Requests for an audience can be met within 1 hour.

Prestige (Ex): At 11th level, a Theian noble is a nationally recognized figurehead. When traveling in her own lands, or those of an ally, the noble can take 10 on skill checks to gather information and influence others in pursuit of a creature or other goal. When she does, the noble cannot be subtle, and draws attention to her pursuit.

At 17th level, the noble can take 20 once per day when using prestige, and she can delay drawing attention to her pursuit for up to 24 hours.

Greater Affluence (Ex): At 18th level, a Theian noble's stipend is paid by planar entities with which her family has ties. The next time she rests after gaining her level, she

awakes to find a small purse from which she can draw up to 25,000 gp when making purchases. This purse works only for the noble. Any other creature attempting to use it finds nothing inside. The purse gains an additional 30,000 gp of value at 19th level, and 40,000 gp of value at 20th level.

Regal Bearing (Su): At 20th level, a Theian noble's regal bearing puts her on a level above lesser creatures, who feel a natural hesitation to attack her. She gains a constant *sanctuary* effect (Will DC 10 + 1/2 the noble's level + her Charisma modifier). If she attacks while under this effect, it is suppressed until the noble rests for at least 1 minute.



Noble Talents

Arcane Steward

Prerequisites: Noble level 4th, adept steward.

Benefit: Your steward becomes your choice of a 3rd-level sorcerer or wizard, and adds all adept spells that are also wizard spells to her spellbook or spells known in addition to those she learns from her class. As you progress in levels, so does your steward, as listed here.

Table: Arcane Steward Progression

Steward		Steward	
Noble Level	Level	Noble Level	Level
4th	3rd	13th	9th
5th	3rd	14th	10th
6th	4th	15th	11th
7th	5th	16th	12th
8th	6th	17th	12th
9th	6th	18th	13th
10th	7th	19th	14th
11th	8th	20th	15th
12th	9th		

Baron

Benefit: Once per day, when not in combat, you can take 10 on skill checks made to influence the attitudes of creatures.

Special: You can select this noble talent more than once.

Battle Steward

Prerequisites: Noble level 4th, warrior steward.

Benefit: Your steward becomes your choice of a 3rd-level barbarian, fighter, or monk. As you progress in levels, so does your steward, as listed on the table under arcane steward.

Combat Focus

Prerequisite: Noble level 6th, combat higher learning.

Benefit: You gain a bonus combat feat of your choice, treating your Theian noble level as your fighter level. As a standard action, you can choose one creature you can see as your combat focus. You gain the benefits of your bonus combat feats against that creature only. This lasts until the creature leaves your line of sight for longer than 1 minute, the creature dies, or you designate a new creature as your combat focus.

Special: You can select this noble talent more than once.

Diplomatic Presence

Prerequisite: Noble level 8th, favor.

Benefit: You can use your favor class feature even when in hostile lands or times of war. You may be required to succeed at a Diplomacy check to improve a creature's attitude to indifferent before it will listen to your request.

Diplomatic Steward

Prerequisites: Noble level 4th, aristocratic steward.

Benefit: Your steward becomes your choice of a 3rd-level bard or rogue. As you progress in levels, so does your steward, as listed on the table under arcane steward.

Exotic Pet

Benefit: In place of a steward, you gain your choice of an animal companion, as a druid of your Theian noble level or a familiar as a wizard of your Theian noble level.

Faithful Steward

Prerequisites: Noble level 4th, adept steward.

Benefit: Your steward becomes your choice of a 3rd-level cleric or druid. As you progress in levels, so does your steward, as listed on the table under arcane steward.

Judgment (Su)

Benefit: You gain the inquisitor's judgment class feature that you can use once per day as an inquisitor of your Theian noble level.

Special: You can select this noble talent twice at 6th level, three times at 12th level, and up to four times at 18th level.

Lore Buff (Ex)

Prerequisite: Int 13, Knowledge (any) 1 rank, noble level 6th.

Benefit: You can take 10 on any Knowledge skill check in which you have ranks. In addition, once per day, you can take 20 on a Knowledge check as a standard action.

Masterful Steward

Prerequisites: Noble level 4th, expert steward.

Benefit: Your steward becomes your choice of a 3rd-level ranger or rogue. As you progress in levels, so does your steward, as listed on the table under arcane steward.

Sound Diplomatic Reasoning

Benefit: When making a Bluff, Diplomacy, or Intimidate check, you can add two ability modifiers of your choice, chosen between Intelligence, Wisdom, and Charisma. If you chose social as your higher learning, you can spend a use of that ability as an immediate action to force your opponent to reroll their check and take the second result.

Trust Fund

Benefit: You gain 1 permanent item, up to 10 consumables (such as potions), or up to 3 spell scrolls of your choice with a total worth no more than 1/2 the wealth by level of a character of your Theian noble level. Items gained in this way are curated by the GM and cannot be story-centric.

Noble Favored Class Bonuses

Dwarf: Add +1 hit point to the noble's steward.

Elf: Gain a +1/3 bonus in each noble studies skill.

Gnome: The noble gains +1/5 of her own bonus on skill checks on the round after using attentiveness.

Halfling: Gain +1/6 of a new noble talent.

Human: The noble's steward gains +1 skill rank.

Thaumaturge

The schools of Percimum, while open to teaching any who meet their strict requirements for spellcasting, reserve their most interesting studies for the most promising of students. Those lucky few are groomed from the best of their classes and taken to the capital of Percimum Prime, where they are further tested until only one or two in a graduating class remain. The few prodigal spellcasters who survive these trials are granted the title thaumaturge by the wizard's council and granted access to the teaching of origin magic.

For millenia, the scholarly education put forth by wizards and their ilk has been challenged by the clergy and their beliefs that magic is granted by divine right and supplication to a greater being. Origin magic, however, is something deeper than both. A raw, primal power, those who cast origin magic must shape it themselves to meet their needs, with very few, if any, existing guidelines for doing so.

Spotlight: Aquamarina Sarnatas

For a gnome, Aquamarina felt remarkably unremarkable. She was smart, but lacked the drive to build things. She enjoyed fiddling around in the woods of New Onilaar, even made friends with a small lizard that traveled with her everywhere. And yet, the frumpy, blue-haired little girl showed no sign of a green thumb. When her parents sent Aqua for public schooling, the kids looked for reasons to tease her appearance, calling her a pretend dwarf because of her weight compared to the other gnomes who forsook Aquamarina early on lest they get picked on as well. Outcast as she was when awake, it was in sleep that Aqua finally felt welcomed. The dog-like creatures Aqua met when she slept each night were always happy to see her. They showed her that friends could come from anywhere, and she wasn't ever alone. They helped build up Aqua's confidence, proving that she didn't fail herself or her family. She could stand up for herself no matter what life had planned.

When she was a teen, Aqua's forays into her dreamscape rewarded the gnome when she displayed a modicum of talent with magic. It was enough that her parents paid to get Aqua into a wizard's school in Percimum, but not so much that the school would cover the cost to get her there, so Aqua bought a reasonable pair of sandals and a walking stick, packed a simple bag with necessities, and set out with her lizard. The weeks it took to travel from her home in New Onilaar to the gates of Percimum were some of the happiest of Aquamarina's life so far. She traveled in relative silence, relying on the guidance of her friends when she slept to get through the next day safely. Following their suggestions, the fledgling spellcaster reached her new home with enough time left to secure a place to stay. She would have to work for her room and board, but Aqua was already used to watching out for herself.

Percimum's school was much like the first, just with more magic. The bullies were still ever-present, but now they had the power to potentially do real harm if Aqua wasn't careful. She kept her head down and focused on her studies, never getting particularly close with anybody. She had all the support she needed from the dream realm. After lessons one day, Aqua was passing through the quad when one especially nasty boy used transmutation magic to lift her from the ground and dangle her precariously over a large puddle of water, laughing about how it suited her to be all wet, given her name and the color of her hair. Pleased with his jab at her, the jerk paid no attention to the glowing blue swirl of magic that appeared out of nowhere behind him. Perplexed by the portal as well, Aqua stared in horror as she recognized her dream world on the other side, but she couldn't place the thing that appeared next. Gnashing teeth and dripping, blue tongues lashed out at the boy, who cried out, dropping his prey into the pool anyway. Concentrating only on the monster, Aqua focused all of her power and yelled for it to stop. It reluctantly placed the boy back on the ground and left.

Seeing what Aqua did, the school's dean immediately had her sent to Percimum Prime, where she would spend the next several years training as a thaumaturge. The wizards in her latest home explained that the gnome's dreamscape was actually a special connection she shared with the creature she now knew to be the Slumberer. Since earning her title, Aqua has since been selected as the thaumaturge in charge of stopping the Slumberer's attempts to enter the world again.

Role: The thaumaturge is a magic specialist, altering reality at her whim. With the power to use so many different spells, as well as to combine those spells and chain them into devastating effects, the thaumaturge can be a ranged threat to enemies or a bastion of protection and healing for allies. Most parties with a thaumaturge appreciate the aid, as she proves herself time and again a vital part of their group.

Alignment: Any.

Hit Die: d6.

Parent Classes: Cleric and wizard.

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The thaumaturge's class skills are Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the thaumaturge.

Weapon and Armor Proficiency: Thaumaturges are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a thaumaturge's movements, which can cause her origin magic spells with somatic components to fail.

Origin Magic: A thaumaturge casts arcane spells drawn from the sorcerer/wizard spell list and divine spells drawn from the cleric spell list. A thaumaturge must choose and prepare her origin magic spells ahead of time.



Table: Thaumaturge

	Base														
	Attack	Fort	Ref	Will		Spells per Day									
Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, origin shard (1d4), spell chain	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Twist origin 1/day	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Origin shard (2d4)	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Spell synthesis	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Twist origin 2/day	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Origin shard	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Twist origin 3/day	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Spell chain	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Origin shard (3d4)	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Twist origin 4/day	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Origin shard (4d4)	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Twist origin 5/day	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Origin shard (5d4), spell chain	4	4	4	4	4	4	4	4	4	4

To learn, prepare, or cast a spell, the thaumaturge must have an Intelligence score equal to at least 10 + the spell level. Spells that appear on both lists (such as *hold person*) are learned and cast at the lowest spell level. The Difficulty Class for a saving throw against a thaumaturge's spell is 10 + the spell level + the thaumaturge's Intelligence modifier.

A thaumaturge can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Thaumaturge. In addition, she receives bonus spells per day if she has a high Intelligence score.

A thaumaturge may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the thaumaturge decides which spells to prepare.

Starting Spells: A thaumaturge begins play with a spellbook containing a number of 0-level cleric or wizard spells of her choice equal to her Intelligence modifier, plus four 1st-level spells. When the thaumaturge learns a spell, that spell must share at least two of the following traits with another 1st-level or higher spell she knows:

School (including subschools), all descriptors, casting time, range (greater than personal or touch), area or targets, duration, saving throw.

For example, a thaumaturge can learn *cure light wounds* and *protection from evil* because each has a casting time of 1 standard action and a target of creature touched. She could also learn *shield* because it is an abjuration spell with a casting time of 1 standard action, same as *protection from evil*. She could not, however know both *cure light wounds* and *shield* without including *protection from evil*, since those spells share no traits beyond casting time. She also could not learn *shocking grasp* from a fellow thaumaturge, since that spell targets a creature or object touched.

Spells Gained at a New Level: Thaumaturges perform a certain amount of spell research between adventures. Each time a character attains a new thaumaturge level, she gains two spells of her choice

to add to her spellbook. The two free spells must be of spell levels she can cast, and must share at least two traits with one of the 1st-level or higher spells she already knows. A thaumaturge does not learn 5th-level or higher spells from any of her spell lists using origin magic.

At any time, a thaumaturge can also add 4th-level or lower spells found in other wizards' or thaumaturges' spellbooks to her own, provided those spells meet her requirements to do so. She can also use 4th-level and lower cleric spell scrolls to write spells into her spellbook as if they were wizard spell scrolls.

Origin Shard (Sp): As an attack action, a thaumaturge can create a shard of origin magic, which she can use to attack in melee or throw as part of the same action at a creature she can see up to 30 feet away. On its own, the shard is a one-handed, thrown, finesse weapon that deals 1d4 force damage on a hit. The thaumaturge can substitute her Wisdom in place of Strength or Dexterity when making an attack with her origin shard. Damage Reduction doesn't apply to an origin shard, but it can be resisted and is subject to Spell Resistance. The shard's effective spell level is equal the highest spell level the thaumaturge can cast. Once the attack is resolved, the shard disappears and must be created again. This is an evocation force effect.

At 4th level, and again at 12th, 16th, and 20th level, a thaumaturge's origin shard deals 1d4 additional damage. This additional damage does not multiply on a critical hit. At 8th level, the thaumaturge can also add her Wisdom modifier to the shard's damage in place of Strength or Dexterity.

Spell Chain: When a thaumaturge casts a spell she has prepared from her thaumaturge spellbook, she can choose to begin or continue a spell chain. When she continues a spell chain, the thaumaturge can also use her origin shard as a swift action. The shard gains the damage descriptors and range of the spell being cast, if it benefits the thaumaturge.

To begin or continue a spell chain, the spell a thaumaturge casts must share at least one trait (see origin magic, above) with at least one of the spells she cast during her last turn.

FYI: Thaumaturge Complexity

The thaumaturge is a complex class that can be quite powerful when played correctly while still providing a fun experience for those willing to learn it. It is not designed as a class for new players.

Playing a thaumaturge requires understanding both spellcasting in general and specific spell interactions. Mechanically, the requirements that learned spells, chained spells, and synthesis spells share traits are to ensure some similarity between those spells, which makes them easier to combine without everybody waiting 10 minutes while the player decides what to do. It also functions as a balancing factor for the class, but means that the player of a thaumaturge will probably spend more time actually preparing spells outside of the game than the average cleric or wizard.

Beginning at 11th level, if the thaumaturge continues a spell chain and overcomes her target's Spell Resistance, her origin shard also ignores that creature's SR until the start of her next turn.

At 20th level, if the thaumaturge begins a spell chain and overcomes her target's Spell Resistance, her origin shard and spells cast as part of the same spell chain also ignore that creature's SR until the chain ends.

Twist Origin (Ex): At 2nd level, a thaumaturge can use a full-round action to cast a spell she has not prepared ahead of time. To do so, she must have the spellbook containing the spell in hand, the new spell cannot have a casting time greater than 1 standard action, cannot be modified by metamagic feats or other abilities, and must share at least 2 traits with the spell already prepared in that slot (she could cast *burning hands* in place of *shocking grasp*, but not *cure light wounds*). She can use twist origin once per day at 2nd level, plus one additional time each day at 6th, 10th, 14th, and 18th level, to a maximum of 5 times per day.

Spell Synthesis (Sp): Starting at 5th level, a thaumaturge can prepare and cast multiple spells using the same spell slot. This process, called spell synthesis, is what sets these spellcasters apart from their wizardly peers, moreso even than the ability to prepare cleric spells.

When preparing a synthesis spell, the thaumaturge selects any two 4th-level or lower spells she knows that share at least 2 of the traits listed under origin magic (above) and prepares them at a spell level equal to 1 + their combined level. She cannot prepare a single spell twice as part of the same synthesis.

For example, the thaumaturge can prepare both *cure light wounds* and *protection from evil* as a single, 3rd-level spell. She can also prepare *protection from evil* and *shield*. She cannot prepare *cure light wounds* twice as its own synthesis spell. She could prepare *cure light wounds* and *cure moderate wounds* as a synthesis spell, once she has access to 4th-level spells.

When cast as a synthesis spell, combined spells occur at the same instant, which means the thaumaturge only requires one concentration check to cast defensively and one caster level check to overcome Spell Resistance, but also means that a touch spell is discharged even if it fails to connect. The synthesis spell requires the longest casting time and all components of both spells. Finally, the thaumaturge must choose all spell targets before the effects occur, even if a spell does not normally require her to do so.

The targets of a synthesis only require one saving throw (if both combined spells required the same save) to reduce or avoid the effect at the DC of the synthesized spell level. Multiple, different saving throws are still required, and their effects occur normally for each.

Metamagic feats can be applied to spells before or after synthesis, but they must be able to apply to all related spells at the time they are added. A Maximize Spell feat can be applied to *magic missile* before synthesizing it with *hold person*, but not after, since it would not affect the latter spell. The result of such combination would be a 7th-level spell. *Magic missile* and *lightning bolt*, on the other hand, could be combined first, making a 5th-level synthesized spell, then maximized to 8th-level by a 15th-level thaumaturge, dealing 5 force damage to each of up to 5 targets plus 90 electricity damage in a line. Similarly, *magic missile*, *burning hands*, and *shocking grasp* can be prepared as a 5th-level synthesis spell, or quickened with a 9th-level spell slot so that it can be cast as a swift action.

As she gains access to higher spell levels, the thaumaturge can potentially combine even her synthesis spells, so long as those being synthesized still meet the requirements to do so. To elaborate, combining the synthesized *cure wounds* spell in the previous example with *cure serious wounds* would result in an 8th-level thaumaturge spell that allows her to touch up to 3 targets, healing 1d8+5, 2d8+10, and 3d8+15 between them with a single standard action. She would still need to choose which target receives which healing, and they would all need to be within her reach, but having prepared the spell in the morning means she could help them all without waiting 3 rounds to do so. If she knows the Reach Spell metamagic feat, she could even prepare and cast her synthesized spell as a single 9th-level spell with a range of close.

Sample, commonly synthesized spells, can be found in the Magic chapter that begins on page xx.

Thaumaturge Favored Class Bonuses

Any: Add 1/3 of a new spell from the cleric or wizard spell list to the thaumaturge's spellbook. This spell must be at least one level below the highest spell level you can cast. These spells are not required to share traits with other spells in your spellbook, and they can be of 5th-level or higher.

Dwarf: Add 1 spell from the paladin spell list to the thaumaturge's spellbook. It is an origin magic spell for you. This spell must be at least one level below the highest spell level you can cast and share at least 2 traits with another spell in your spellbook.

Elf: As dwarf, but from the druid spell list.

Gnome: As dwarf, but from the bard spell list.

Halfling: As dwarf, but from the ranger spell list.

Human: Add 1 spell from the inquisitor spell list to the thaumaturge's spellbook. It is an origin magic spell for you. This spell must be at least one level below the highest spell level you can cast and share at least 2 traits with another spell in your spellbook.

Orc: Add 1 spell from the witch spell list to the thaumaturge's spellbook. It is an origin magic spell for you. This spell must be at least one level below the highest spell level you can cast and share at least 2 traits with another spell in your spellbook.

Table: Zealot

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day					
	Bonus	Save	Save	Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Instigator, orisons, outburst 1/day, vehemence	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Detect alignment, recognize propaganda	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Danger sense +1, uncanny dodge	3	—	—	—	—	—
4th	+3	+4	+1	+4	outburst 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	Controlled vehemence (1 step), rage power, spread lies	4	2	—	—	—	—
6th	+4	+5	+2	+5	Danger sense +2	4	3	—	—	—	—
7th	+5	+5	+2	+5	Outburst 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Outburst (10 ft.), rage power	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Danger sense +3, improved uncanny dodge	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Outburst 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Greater vehemence, rage power	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Controlled vehemence (2 steps), danger sense +4	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Outburst 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Rage power	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Danger sense +5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Outburst 6/day (15 ft.)	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Rage power	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Danger sense +6	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Controlled vehemence (3 steps), outburst 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Rage power, vehement outburst	5	5	5	5	5	5

Zealot, Theian

Prove me wrong.

Zealotry in Theia has a very specific role; to spread chaos and misinformation in an attempt to subvert the various governments of the world. Oftentimes, zealots are seemingly normal individuals on the surface, able to adventure without concern for their actions and even viewed as heroes. Their true calling, however, can put them at odds with censors, paladins, and other lawful individuals.

Role: Theia's telltale champion of chaos, the zealot is a master of spreading misinformation and causing others to doubt their very reality. A powerful warrior one minute, and a dangerous spellcaster the next, there's often no telling what a zealot may be capable of until it's too late.

Alignment: Any Chaotic.

Hit Die: d8.

Parent Classes: Barbarian and inquisitor.

Starting Wealth: 4d6 x 10 gp (average 140 gp.)

Class Skills

The zealot's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the zealot.

Weapon and Armor Proficiency: A zealot is proficient with all simple and martial weapons. They are also proficient with light and medium armor, and shields (but not tower shields).

Spellcasting: A zealot casts divine spells drawn from the zealot spell list. He can cast any spell he knows at any time without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a zealot must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a zealot's spell is 10 + the spell level + the zealot's Charisma modifier.

A zealot can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table: Zealot. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A zealot's selection of spells is extremely limited. A zealot begins play knowing four 0-level spells and two 1st-level spells of the zealot's choice. At each new zealot level, he gains one or more new spells as indicated on Table: Zealot Spells Known. (Unlike spells per day, the number of spells a zealot knows is not affected by his Charisma score. The numbers on Table: Zealot Spells Known are fixed.)

Upon reaching 5th level, and at every third zealot level thereafter (8th, 11th, and so on), a zealot can choose to learn a new spell in place of one he already knows. In effect, the zealot "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level zealot spell he can cast. The zealot may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Orisons: Zealots learn a number of orisons, or 0-level spells, as noted on Table: Inquisitor Spells Known. These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons cast using higher spell slots, such as those due to metamagic feats, are expended normally.

Instigator (Ex): Zealots are best known for turning a situation to their advantage through subterfuge and threats. They gain a bonus equal to 1/2 their zealot level on all Bluff and Intimidate checks made to influence a creature's attitude.

Spotlight: Chalfon Chipgrin

The smell. Dung. Always dung. Damned drakes. Chalfon hate drakes. Hate desert more. More. Chalfon want more. No tradition, no drakes, no desert. No. Dung.

Why learn fight? Chalfon hate fight. Fight and magic. Magic taste bad in Chalfon mouth. But color nice. Colorful clothes. Family make clothes. Chalfon not learn. They ask straw hat to help sell. Chalfon not care for straw hat, but not hate. Fear straw hat and angry mom.

The smell again. Not dung. Day? No, still night. Burning. Why burning? No family. Thieves. Cannot fight. Taste blood. Dark again...

"Why, hello friend," a cheerful man in a straw hat greets Chalfon as he unties the gnoll, helps him stand, and brushes him off. "Looks like you could use some help."

The last surviving member of the Chipgrin tribe can't take his eyes off the much smaller being, "Family?" He's still not sure what happened.

The man shakes his head sadly as he draws a longsword and a staff from the case he brings with him everywhere. "I'm afraid not, my unfortunate friend." He holds both up in succession, sizing them up against Chalfon before shrugging and handing the gnoll both. "I can't decide. Here, you try them both, and just keep them or toss them away when you're done. No charge, all things considered. I really did like your family, you know."

He motions to the tent's entrance as he walks toward it, "Alright, let's go, no time like the present." Chalfon watches the man disappear as he steps out and something inside snaps.

"My... Family. They're dead! I'll kill them all!" With a roar, he tears out of the tent, cutting into something. Man? Horse? It doesn't matter. "They'll pay for what they did." Magic flows freely from Chalfon's staff, and blood mingles with it from the bandits he cuts down. When he's done and the outburst fades, he slumps and breathes a sad sigh. Dressing in his family's finest colors, he leaves the desert, telling all who will listen of the guidance and wisdom of Brutus Peregrine; the man in the straw hat.



Table: Zealot Spells Known

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

Outburst (Su): A zealot's most recognizable talent is the ability to manipulate their immediate area, distorting reality itself and bending the minds of the creatures around them.

At 1st level, a zealot can use outburst as a full-round action. Each creature within 5 feet of the zealot takes damage equal to 1d10 + his Charisma modifier, plus additional damage equal to his zealot level. This damage is considered chaos-aligned. Chaotic creatures do not suffer the zealot's additional damage, but dragons (including chaotic dragons) and lawful creatures take additional damage equal to twice his zealot level instead. A successful Will save (DC 10 + 1/2 the zealot's level + his Charisma modifier) halves this damage.

A zealot's outburst damage increases to 2d10 at 7th level, 3d10 at 13th level, and 4d10 at 19th level. At 8th level, the area extends out to 10 feet from the zealot, and at 16th level, it extends out to 15 feet.

After using outburst, the zealot chooses one creature within the area of his outburst and adds his Charisma modifier to AC (including flat-footed and touch AC) against that creature. This effect lasts until that creature is dead, the zealot uses outburst again and selects a different creature, or the zealot rests and regains his uses of this ability.

A zealot can use outburst once per day at 1st level, plus 1 additional time per day at 4th level and every 3 levels thereafter.

Vehemence (Su): As agents of chaos, zealots readily accept the random gifts they receive when seeking aid against their enemies. Their vehement adherence to their chaotic ways makes them unpredictable enemies to face in battle.

At 1st level, a zealot can call upon a shard of chaos, granting him additional power in combat. He can use this gift for a number of rounds per day equal to 4 + his Charisma modifier.

At each level after 1st, he can use vehemence for 2 additional rounds. Temporary increases to Charisma, such as those gained from vehemence and spells like *eagle's splendor*, do not increase the total number of rounds that a zealot can use vehemence per day. A zealot can enter vehemence as a free action. The total number of rounds of vehemence per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

When he begins using vehemence, a zealot rolls 1d6, gaining the corresponding benefit listed below. In addition, he gains temporary hit points equal to twice his zealot level and a +2 bonus on Will saves against fear for the duration. These temporary hit points are lost first when the zealot takes damage, and any remaining temporary hit points gained in this way disappear when vehemence ends. While using vehemence, a zealot cannot use any Dexterity, Intelligence, or Wisdom-based skills (except Acrobatics, Fly, and Ride), or any ability that requires patience or concentration. The zealot can cast zealot spells (but not those gained by other spellcasting classes) while using vehemence.

A zealot can end his vehemence as a free action and is fatigued afterward for a number of rounds equal to 2 times the number of rounds spent using vehemence. A zealot cannot enter vehemence while fatigued or exhausted but can otherwise enter vehemence multiple times during a single encounter or combat. If a zealot falls unconscious, his vehemence immediately ends.

Roll	Effect
1	+4 Strength
2	+4 Charisma
3	One weapon the zealot wields gains the bane magic weapon property (his choice) for the duration.
4	One weapon the zealot wields gains a +1 energy-based magic weapon property (such as flaming or frost, his choice) for the duration.
5	The zealot treats his caster level as 2 higher when determining his spells' durations and effects for the duration.
6	The zealot can cast one 5th-level or lower zealot spell he knows as a swift action at any point within the duration, as if it were modified by the Quicken Spell feat (this does not increase its spell level). Once he does, vehemence ends immediately.

Detect Alignment (Su): At 2nd level, at will, a zealot can use *detect chaos*, *detect evil*, *detect good*, or *detect law*. He can only use one of these at any given time.

Recognize Propaganda (Ex): A zealot recognizes that gestures, pamphlets, codes, and fliers can spread rebellion; something he thrives on. At 2nd level, a zealot can use Linguistics to learn secret languages such as druidic. He also gains a bonus equal to 1/2 his censor level on all skill checks made to decipher, notice, and understand languages, signs, signals, and codes.

Danger Sense (Ex): At 3rd level, a zealot gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, he gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the zealot has trap sense from another class).

Uncanny Dodge (Ex): At 2nd level, a zealot gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if immobilized. A zealot with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a zealot already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Controlled Vehemence (Ex): At 5th level, when using vehemence, a zealot can adjust his roll by 1 in either direction (If he rolls a 1, he can only adjust up to a 2, and if he rolls a 6, he can only adjust down to a 5). At 12th level, he can adjust his roll by up to 2, and at 19th level, he can adjust his roll by up to 3.

Rage Powers: At 5th level, and every 3 levels thereafter, a zealot gains a rage power as a barbarian of his zealot level. He treats his vehemence as rage for the purpose of using his rage powers. A list of new rage powers can be found at the end of this section.

Spread Lies (Su): At 5th level, a zealot's lies become so complex that he can fool even magical sensors. He is immune to the effects of *zone of truth* and similar spells, and can attempt a Bluff check as a free action against the spell DC when he would be affected by them to act as if they worked as intended.

Improved Uncanny Dodge (Ex): At 9th level, a zealot can no longer be flanked. This defense denies enemies the ability to sneak attack the zealot by flanking him, unless the attacker has at least 4 more levels in a class that provides sneak attack than the zealot has zealot levels.

If the zealot also has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the zealot.

Greater Vehemence (Su): At 11th level, when a zealot uses vehemence, he rolls 1d8 and gains the corresponding benefit listed below. In addition, he gains temporary hit points equal to 3x his zealot level and a +3 bonus on Will saves for the duration.

Roll	Effect
1	+6 Strength
2	+6 Charisma
3	One weapon the zealot wields counts as a +2 cold iron or silver weapon and gains the bane magic weapon property (his choice) for the duration.
4	One weapon the zealot wields gains a +2 energy-based magic weapon property (such as flaming burst or icy burst, his choice).
5	The zealot treats his caster level as 4 higher when determining his spells' durations and effects for the duration.
6	The zealot can cast up to two 5th-level or lower zealot spells he knows as a swift action at any point within the duration, as if they were modified by the Quicken Spell feat (this does not increase its spell level). Once he casts the last of these spells, vehemence ends immediately.
7	The zealot gains the benefits of a <i>haste</i> spell for the duration.
8	The zealot gains the benefits of a <i>blur</i> spell for the duration.

Vehement Outburst (Su): At 20th level, when a zealot uses vehemence, he rolls 1d10 and gains the corresponding benefit listed below. In addition, he gains temporary hit points equal to 4x his zealot level and a +4 bonus on Will saves for the duration.

Finally, on any round in which he begins using vehemence, the zealot can also use outburst as a standard action.

Roll	Effect
1	+8 Strength
2	+8 Charisma
3	One weapon the zealot wields ignores all forms of Damage Reduction (including DR /-) and gains the bane magic weapon property (his choice) for the duration.
4	One weapon the zealot wields gains a +2 energy-based magic weapon property (such as flaming burst or icy burst, his choice), and his zealot spells ignore all forms of energy resistance for the duration.

5	The zealot treats his caster level as 6 higher when determining his spells' durations and effects for the duration.
6	The zealot can cast up to three 5th-level or lower zealot spells he knows as a swift action at any point within the duration, as if they were modified by the Quicken Spell feat (this does not increase its spell level). Once he casts the last of these spells, vehemence ends immediately.
7	The zealot and each of his allies within 15 feet gain the benefits of a <i>haste</i> spell for the duration.
8	The zealot and each of his allies within 15 feet gain the benefits of a <i>blur</i> spell for the duration.
9	The zealot learns and can cast <i>summon monster IX</i> once within the duration as a sorcerer of his zealot level. Regardless of the summoned creature's alignment, it follows the zealot's orders without fail. If vehemence ends, any monsters summoned in this way are dismissed immediately.
10	On his turn, the zealot can spend 5 additional rounds of vehemence as free action in order to use outburst as a standard action. Using outburst in this way does not count against the zealot's uses of that ability per day.

Zealot Rage Powers

The following rage powers are available to zealots who meet the prerequisites.

Blazoke's Passion

Prerequisites: Zealot 4, must worship Blazoke, the Passionate Devastation.

Choose the destruction domain or the fire domain. You gain that domain's 1st-level granted power. You can only activate either power while using vehemence, and only one per use. You cannot use these powers more than a number of times each day equal to 1 + your Charisma modifier total.

Special: You can select this rage power again to gain the other domain power as well, following the restrictions above.

Peregrine's Gift

Prerequisites: Zealot 4, must worship Brutus Peregrine.

Choose the luck domain or the travel domain. You gain that domain's 1st-level granted power. You can only activate either power while using vehemence, and only one per use. You cannot use these powers more than a number of times each day equal to 1 + your Charisma modifier total.

Special: You can select this rage power again to gain the other domain power as well, following the restrictions above.

Zealot Favored Class Bonuses

Elf: Add 1 to the zealot's total rounds of vehemence per day.

Human: Add one spell known from the zealot spell list. This spell must be at least one level below the highest spell level the zealot can cast.

Orc: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against dragons.



3 Archetypes

and class options

In this chapter, we explore options available to different classes as they are represented across Theia. From the undead legions of Xaotawn, to the magocracy of Percimum in the east, and from the war-torn countries of Idon to the slave-trading Inekin in the west, each realm boasts its own heroes, champions, and villains.

Mass Combat Options

Several of the class options below help improve a character's role as a commander during mass combat. In addition to the rules presented by these archetypes and options, a character who chooses one should have reliable access to one army with an Army Challenge Rating (ACR) of the same class equal to 1/4 of their level, should the need arise. If that army is disbanded, the character must recruit a new army as normal.

Example: A 12th-level warmonger barbarian can rally a Medium army of 100 3rd-level barbarians or a Large army of 200 1st-level barbarians in order to protect both their lands and their freedom.

Consumption for a Medium army as described here is covered for 1 week per class level of its commander, and morale begins at neutral (0) with appropriate adjustments as described by the mass combat rules found in *Pathfinder® Roleplaying Game: Ultimate Campaign™* (PZO1125). Any additional resources, stronger allies, or supplies beyond what is described here must be acquired separately.

Barbarian

The following archetype is available to characters with levels in the barbarian class.

Muharib (Archetype)

On Theia, the orcs of Wutente earned the respect of their fellow races when they helped defeat the gray dragons that ruled the country during the Age of Fire. Since that time, the humans of Avemor have embraced the council leadership of the orcs, going so far as to invite every member when matters of governance are brought up regarding their land. In the Age of Adventure, the orcs have even extended the teachings of their traditional warriors to the dwarves and gnolls of their homeland, as well as travelers willing to learn more about their culture.

Muharibun are not like other barbarians, and in fact they take offense to even being called such. These powerful warriors draw on inner strength and a touch of mysticism, rather than focusing on raw strength and anger.

Note: Most muharibun also train as members of the mad dog barbarian archetype, which blends its abilities without overlapping. Those who do often raise desert-dwelling animal companions. A rare few even train with the gnolls of Borboto to gain bulette companions.

Hit Die: d10.

Alignment: Any.

Armor Proficiencies: Muharibun are proficient with light and medium armor but are prohibited from wearing metal armor. A muharib can wear wooden armor that has been altered by the ironwood spell so that it functions as if it were steel. Muharibun are proficient with shields (except tower shields) but must use only those crafted from wood.

A muharib who wears prohibited armor or uses a prohibited shield is unable to use rage, dhirae, striking aura, and other muharib supernatural or spell-like abilities while doing so and for 24 hours thereafter.

This alters the barbarian's armor and shield proficiencies.

Rage (Ex): A muharib's rage is not a release of aggression. Instead, the warrior draws on mystical teachings to gain overt focus and power. This otherwise functions exactly as rage and can be further modified or replaced as called for.

Dhirae (Su): At 1st level, muharibun are trained to wield all weapons with a minimum of power. When wielding a weapon with which they are proficient, a muharib can choose as a free action to treat that weapon's damage die as a d6 (d4 Small, d8 Large). At 5th level, and every 5 levels thereafter, the muharib can choose to deal the next damage dice up instead (1d8, 1d10, 2d6, 2d8/3d6 Large, 3d8 Large).

Defensive Instinct (Ex): At 2nd level, when unarmored, not using a shield, unencumbered, and conscious, a muharib adds their Wisdom bonus (if any) to AC and CMD. If they are wearing nonmetal armor or using a nonmetal shield, muharibun instead add half their Wisdom bonus to AC (minimum 0). In addition, the muharib gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 muharib levels thereafter (up to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks and when the muharib is flat-footed. They lose these bonuses when immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature.

Fast Movement (Ex): Muharibun gain fast movement beginning at 3rd level. Their fast movement increases by an additional +5 feet at 6th level, and every 3 levels thereafter, to a maximum of +35 feet at 18th level.

This alters fast movement and replaces Trap sense.

Track (Ex): At 3rd level, a muharib adds half their level as a bonus on Survival checks to follow tracks.



Striking Aura (Ex): Beginning at 4th level, while a muharib is raging, they gain an aura out to the reach of a melee weapon they wield. Creatures that enter or begin their turn in the aura suffer half of the damage that would be dealt if the muharib attacked them as part of an attack of opportunity. A successful Reflex save (DC 10 + 1/2 the muharib's barbarian level + their Strength modifier) negates this damage. Effects that modify an attack as it is being made (such as Power Attack or Vital Strike) do not modify this damage, nor do critical effects such as from the flaming burst weapon property.

Quat Althuw (Sp): At 5th level, a muharib can call upon the strength of their ancestors to further augment their power. This functions as the *bull's strength* spell, except that the muharib can only cast it on themselves while raging, and it ends when rage does.

Beginning at 11th level, the enhancement bonus from this effect increases to +6, and it becomes a constant, supernatural ability for the muharib.

Muharib Rage Powers

Allied Aura (Ex): Requires barbarian 4 and striking aura. When an ally would be damaged by the muharib's striking aura, the muharib can spend an attack of opportunity to ignore that ally for 1 round.

Quarry Tracker (Ex): Requires barbarian 12 and track. Choose one ranger favored enemy type (or subtype if humanoid or outsider). While raging, a muharib gains swift tracker and can designate creatures of the chosen type as their quarry.

Improved Quarry Tracker (Ex): Requires barbarian 20 and quarry tracker. Choose two additional ranger favored enemies the muharib can designate as their quarry. In addition, while raging, a muharib gains improved quarry instead.

Warmonger (Mass Combat Option)

Warmongers are barbarians at the head of a horde, able to direct it as a unit during mass combat. With their rage backing them, a warmonger's horde can be a true force to be reckoned with.

Warmonger Horde (Ex): At 2nd level, a warmonger forms a horde of like-minded barbarians with which to go into battle against other armies. A warmonger's horde is in all ways identical to a marshal's militia. Of those options, the warmonger can choose to join an angry mob, an assault battalion, or a guerrilla squadron. He and his horde must follow the edicts of the chosen militia.

The warmonger gains the benefits of his warmonger horde at 2nd, 8th, and 16th level. This replaces the rage powers gained at those levels.

Coordinated Rage (Ex): Such is the might of the warmonger that his horde finds great strength in his rage. Beginning at 3rd level, once per battle, the warmonger's horde deals 1 additional damage with a successful Offense check for a number of melee phases equal to his Charisma modifier. He increases this by an additional +1 at 6th level and every 3 levels thereafter, to a maximum of +6 at 18th level. He also decreases his horde's DV by half this amount, or by the full amount when using an aggressive or reckless strategy.

At 18th level, the warmonger's horde does not decrease its DV when using a defensive, cautious, or standard strategy, and only decreases it by half when using an aggressive or reckless strategy. This replaces trap sense and the rage power gained at 18th level.

Bard

The following archetype is available to characters with levels in the cleric class.

Luminary (Archetype/Mass Combat Option)

As armies go, there are very few with enough bards to account for their own unit. Theian armies led by a well-trained luminary, however, are among the best in the world.

Militia (Ex): At 1st level, a luminary is assigned to a militia of his choice (most luminaries run an assault battalion, guerrilla squadron, or riot control). The luminary gains the benefits of her militia at 2nd, 10th, and 14th level. This replaces versatile performance.

Master Tactician (Ex): At 5th level, a luminary gains great insight into how best to approach battle. She gains the bonus tactic boon. She gains this boon again at 11th and 17th level.

Barrier Sentinel

The following archetypes are available to characters with levels in the barrier sentinel class.

Beast Breaker (Archetype)

The role of the average barrier sentinel is to protect their allies from the creatures that threaten them. In nations like Jahu-fe'awla, Idon Oh, and particularly Fafutan, the barrier sentinels have traded in their heavier armor for better protection against the giant beasts and similar monsters that threaten those areas.

Armor Proficiency: Beast breakers are not proficient with heavy armor. This alters the barrier sentinel's proficiencies.

Track: beginning at 3rd level, a beast breaker adds half his level (minimum 1) to Survival skill checks made to follow tracks. This replaces the attentive mind bonus gained at 3rd level.

Subdue (Ex): At 4th level, once per day a beast breaker can unleash a devastating attack that can instantly knock an animal or similar creature unconscious. He must announce this intent before making his attack roll against a creature with one of the following types: Aberration, animal, dragon, magical beast, or vermin. Some regions teach their sentinels how to subdue different types of creatures, often trading them one-for-one with others, such as oozes instead of dragons in Inframundo and New Onilaar or undead instead of animals in Xaotawn.

If the beast breaker hits with subdue and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the beast breaker's level + the higher of his Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. This functions against creatures normally immune to critical hits or nonlethal damage.

At 10th level, the beast breaker may use this ability twice per day. At 16th level, he may use it three times per day.

Wild Protection (Ex): At 7th level, a beast breaker gains Damage Reduction 2/– against natural attacks. This DR increases by +2 at 10th level and every 3 levels thereafter. This ability alters and replaces damage reduction.

Ruin Defender (Archetype)

Some barrier sentinels have a sacred or ancient charge, passed down from generation to generation of their family line. Known as ruin defenders, these sentinels are the protectors of hallowed grounds and secret tombs. Most ruin defenders never leave the location which they guard but some may venture out to protect the area around their charge or to reclaim stolen treasure.

Site Bonded (Ex): At 4th level, a ruin defender forms a special bond with a location he guards. He gains the ranger's favored terrain class feature for one terrain of his choice. The bonuses gained within that terrain increase at 8th, 12th, and 16th level. The ruin defender does not choose additional terrains as he gains levels. Instead, he can spend 1 week acclimating himself to a new favored terrain after entering it. Beginning at 12th level, he can acclimate to a new favored terrain after only 1 day. At 20th level, he can do so within 1 hour of entering the new terrain.

This replaces armor training.

Genius Loci (Su): The bond between a ruin defender and his charge strengthens, allowing him to “feel” intruders in his domain much like an unnatural itch on his body. At 4th level, the ruin defender can cast *alarm* at will while within his favored terrain. The alarm is permanent until triggered or dismissed, and the defender can only have one *alarm* active in this way at a time.

Beginning at 12th level, the defender can set his alarm up as a wall whose area is up to one 10-ft. square/level, or a hemisphere with a radius of up to 3 ft. + 1 ft./level.

At 16th level, the defender is aware of his alarm triggering from anywhere within his favored terrain and can spend 1 minute teleporting himself and his allies to that location, as *teleport*. The defender is very familiar with the location.

At 20th level, the defender is aware of his alarm triggering from anywhere on the same plane, and may spend 1 minute to cast *greater teleport*, moving himself and his allies to that location. If he is within his favored terrain, he can do this as a full-round action instead.

Selective Loci (Su): At 8th level the a ruin defender can better control his alarms created with genius loci. Instead of being triggered whenever a creature of Tiny size or larger enters the warded area, he can set whatever triggering conditions he wishes, as long as they are based on observable phenomenon. For example, the defender could cause his alarm to trigger when creatures of a certain race (such as orcs, bugbears, or kobolds) enter the area, or whenever a group of four or more creatures enters the area together, or when a metal object is brought into the area.

The defender can't choose triggering conditions that rely on unobservable information, such as having it triggered when creatures of a certain alignment enter the area, nor could he have the alarm be triggered by “something worth more than 5,000 gp” entering the area, or even “a weapon” entering the area, because an item's value and classification as a weapon is subjective, and might vary from one person to the next.

Ancient Bond (Su): At 20th level, a ruin defender's bond to his favored terrain makes him much harder to actually kill. This grants the defender a contingent *breath of life*, which triggers if he is killed while he is using barrier focus within his favored terrain. Once this effect triggers, it cannot happen again until the defender rests for at least 8 hours. This ability replaces bastion focus.

Shield Commander (Mass Combat Option)

Shield commanders organize armies in defense of a city, country, or world. They are the wall that stands against the storm, and a bastion of hope to those who cannot defend themselves.

Militia (Ex): At 1st level, a shield commander is assigned to a defensive line or riot control. The shield commander gains the benefits of his militia at 2nd, 10th, and 14th level. This replaces the focus powers gained at those levels.

Precise Orders (Ex): At 3rd level, a shield commander gains precise orders, as the marshal ability. This functions in both traditional combat and mass combat. It replaces attentive mind.

Inspiring Orders (Ex): At 15th level, a shield commander gains inspiring orders, as the marshal ability. This functions in both traditional combat and mass combat.

Undying Champion (Archetype)

In Xiaotawn, the barrier sentinels are trained to guard the royal families—all of whom are undead thanks to a curse resulting from their king's misguided actions. These undying champions are blessed (or cursed) with gifts that relate to their royal ties.

Undying Focus (Su): Instead of a bonus to AC, Reflex, and CMD, an undying champion's barrier focus grants him a bonus tied to the royal family he serves (see below). He still receives temporary hit points and the –2 penalty on weapon damage rolls.



When he activates his barrier focus, an undying champion can also choose to appear as an undead. This causes the champion to suffer a -2 penalty on Diplomacy checks, but grants him a +2 bonus on Intimidate for the duration of barrier focus. It also causes the champion to be damaged by healing spells and healed by *inflict wounds* and similar spells as if he were undead.

This alters barrier focus, greater focus, and bastion focus.

Undying Focus Benefits by Royal Family

The following benefits granted to undying focus are tied to specific royal families within the country of Xaotawn, but with GM permission, any undying champion might gain them, depending on his own individual story and reasons.

Dullahan: Undying champions of the dullahan increase the threat range of one weapon they wield by 1. This increase is applied after effects such as a keen weapon enchantment or the Improved Critical feat. When he gains greater focus, a dullahan's champion increases his weapon's threat range by 2 instead, and when he gains bastion focus, he increases it by 3.

Floodslain: Undying champions of the floodslain can hold their breath for a number of rounds equal to four times their Constitution score. In addition, they can move normally through squares of standing water or bog that is 1 foot deep. It does not cost the champion extra movement to traverse these terrains. Lastly, a floodslain's champion ignores the normal cover bonus to AC when attacking creatures that are partially immersed in water.

When he gains greater focus, a floodslain's champion also gains a swim speed of 30 feet (or increases his swim speed by 15 feet). When he gains bastion focus, the champion gains a constant *freedom of movement* effect as a supernatural ability while focused.

Ghost: Undying champions of the ghost grant the ghost touch property to any weapon they wield and any armor they wear while using barrier focus. They are also immune to the effects of haunts. When he gains greater focus, a ghost's champion also adds light fortification to any armor he wears, and when he gains bastion focus, he adds medium fortification instead.

Grave Knight: Undying champions of the grave knight gain resistance 5 to one type of energy of their choice (acid, cold, electricity, or fire) while using barrier focus. This increases to 10 with greater focus, and 15 with bastion focus. In addition, a grave knight's champion deals 1d6 additional damage of the same type with its attacks while its focus lasts. This additional damage is not multiplied on a critical hit.

Huecuva: Undying champions of the huecuva gain Spell Resistance equal to 6 + their barrier sentinel level and can smite evil or smite good once per day while using barrier focus. When he gains greater focus, a huecuva's champion can use smite twice per day, and when he gains bastion focus, he can use it up to 3 times per day.

Lich: Undying champions of the lich can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to 1/2 their barrier sentinel level (minimum 1) when using barrier focus. If a lich's champion touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than his barrier sentinel level. The champion can use this ability a number of times per day equal to 3 + his Constitution modifier.

When he uses greater focus, a lich's champion also gains resist cold 5 and DR 5/- against nonlethal damage. These both increase to 10 when he gains bastion focus.

Mummy: Undying champions of the mummy gain an aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects while using barrier focus. Creatures that are normally immune to fear lose that immunity while within 10 feet of the champion. This ability functions only while the champion remains conscious, not if he is unconscious or dead.

When he gains greater focus, a mummy's champion causes enemies within his aura to suffer a -2 penalty on all saving throws. This penalty does not stack with the penalty against fear, and increases to -4 with bastion focus.

Vampire: While using barrier focus, undying champions of the vampire gain fast healing 1 when a bleeding enemy is within their reach, and critical hits made against living creatures deal 1 additional bleed damage. When he gains greater focus, a vampire's champion deals 1d4+1 bleed damage with a successful critical hit instead. When he gains bastion focus, the champion's focus grants fast healing 2 when a bleeding enemy is within his reach.

Yukki-Onna: Undying champions of the yukki-onna still gain their bonus to AC when using barrier focus, but it only applies against ranged attacks and ranged touch attacks, as swirls of frozen magic bat away missiles of all kinds. They can also absorb up to 5 x their barrier sentinel level in damage dealt by cold effects or *magic missile* each day. When he gains greater focus, a yukki-onna's champion can make a melee touch attack as a standard action while using barrier focus. The attack causes the target to take cold damage equal to 2d6 + the champion's barrier sentinel level (Fortitude DC 10 + 1/2 his level + his Constitution modifier for half). When he gains bastion focus, the cold damage increases to 4d6 + the champion's barrier sentinel level.

Cavalier

Cavaliers in Theia are not the chivalrous knights and soldiers they are on other worlds (that role tends to fall to barrier sentinels and marshals). Instead, they act more as lawless marauders, riding through the land or flying through the air on their mounts. Cavalier orders are more akin to thieves' guilds or pirate dens on Theia, they still operate by a code, but often that code relates only to the interactions they have with other members of the order, and nearly always involves guidelines regarding from whom they can steal.

The following archetypes and options are available to characters with levels in the cavalier class.

Drake Rider (Archetype)

The drake riders of Borboto are one of the largest cavalier orders on Theia, boasting a small army of recruits at any given time. Thankfully, the drake riders are also a neutral party by all accounts, preferring to keep to themselves and devoting most of their time participating in the country's sky racing circuits.

Individual members of the drake riders may adventure to help raise their drakes, or to make a name for themselves outside of the order. So long as they keep to their oath, these cavaliers are encouraged to do so.

Armor Proficiencies: A drake rider is not proficient with heavy armor. This alters the cavalier's proficiencies.

Challenge (Ex): A drake rider does not gain challenge 1/day until 3rd level. That ability otherwise progresses as normal. This alters the progression of challenge.

Drake Companion (Ex): A drake rider begins play with a drake companion large enough to carry him (if he is a Medium or smaller creature). The drake's feat gained at 1st level is replaced with the mount drake talent, and it cannot grow beyond Large size unless the drake rider wishes to use another talent once he reaches 13th level or higher. The drake also cannot select the flight drake talent until at least 5th level.

This ability replaces mount and tactician.

Drake Talents

Unless otherwise noted, the following drake talents are available to all characters with a drake companion. Saving throws for special abilities are made at DC 10 + 1/2 the drake's Hit Dice + its Constitution modifier. Spells and spell-like abilities use its Charisma modifier instead.

Blindsense

Requirements: 11th level, scent.

The drake gains blindsense out to a range of 10 feet.

Breath Weapon

The drake gains a breath weapon it can use once per day that fires a glob of the chosen energy up to 60 feet. It deals 1d6 points per Hit Die (maximum 5d6) of damage of a type associated the drake's subtype in a 10-foot-radius spread (Reflex half).

Air (cold), Desert (bludgeoning/piercing); Earth (electricity), Fire (fire), Jungle (poison), Salt (piercing/slashing), Shadow (negative energy), Water (acid)

Special: This talent can be selected again at 7th level and 14th level, increasing the uses per day by 1, the maximum dice by 5, and the radius by 5-feet each time.

Burrow

The drake gains a burrow speed of 10 feet.

Special: This talent can be selected again by a desert, earth, or salt drake to increase its burrow speed to 30 feet.

Claws

The drake gains 2 primary claw attacks that deal 1d3 (Tiny) slashing damage plus the drake's Strength modifier on a hit. This damage increases in size with the drake, following its bite damage progression.

Special: A drake with energy bite can select this talent again and apply the benefits of that talent to its claws.

Energy Bite

Requirement: Breath weapon.

The drake's bite deals 1d6 extra points of damage of the same type as its breath weapon. This damage is not multiplied on a critical hit.

Special: Jungle and shadow drakes with energy bite can apply their poison with their bite, and salt drakes can apply poison with their bite on a hit (not just a critical hit).

Energy Resistance

Elemental drakes gain resistance 5 against damage of a type associated with its subtype (see breath weapon). Desert drakes resist fire, salt drakes resist electricity, jungle drakes resist acid, shadow drakes resist cold.

Special: This talent can be selected again at 6th, 11th, and 16th level. At 6th and 11th level, increase the resistance by 5. At 16th level, the drake becomes immune to that type of damage.

Flight

Requirements: Glide.

The drake gains a fly speed of 40 feet (clumsy).

Special: This talent can be selected more than once. Each time, the drake increases its fly speed by 20 feet and its maneuverability by 1 category (clumsy, poor, average, good, perfect), up to a maximum of 120 feet and perfect maneuverability. Reductions to maneuverability always apply after all increases, they do not cancel out.

Glide

The drake is able to take ranks in Fly. It can slow its fall to 60 feet per round, and it takes no falling damage as long as it can take actions and succeeds at a DC 15 Fly check each round. As it falls, it can take a move action to move up to 30 feet laterally in a straight line, or two move actions to move up to 60 feet laterally in a straight line. The drake can't gain height while gliding.

Heavy Scale

The drake's natural armor increases by +2, and all of its speeds are reduced by 5 feet (or 10 feet if Medium or larger).

Innate Spellcasting

Requirement: 5th level, keen mind.

The drake's Charisma score increases by 2, and it gains the ability to cast 1st-level spells up to 3 times per day as a sorcerer of its Hit Dice. The drake knows three 1st-level spells of its choice from the sorcerer/wizard spell list.

Special: This talent can be selected again at 9th, 13th, and 17th level. Each time, the drake increases its Charisma by 2 and learns 2 additional sorcerer/wizard spells of the next highest spell level that it can cast in any combination twice per day.



FYI: Drake Companions in Theia

Drake companions work a little differently in Theia. They begin as Tiny, if fierce allies, and through the bond they form with their charge, they grow more quickly than they might in the wild. This sudden physical maturing means that many drake companions still act much younger than other drakes of their supposed age would. They can be stubborn, even with their charge, but when called upon in battle, they are willing to do their best. A drake companion progresses following the table presented here.

Death of a Drake Companion: Having a drake companion is a lifelong commitment for its charge. Should the drake die, its charge must either resurrect it in some way or lose this ability until a bond can be formed with a new drake, which usually takes several years.

Base Statistics

Hit Die: d12; **Saves:** Good (Fortitude, Reflex, Will); **AC** 15*; **Attack** bite (1d3–1), tail slap (1d2–1); **Ability Scores** Str 8; Dex 17; Con 11; Int 4; Wis 10; Cha 7; **Special Qualities** Darkvision 60 feet, immune (paralysis, sleep), low-light vision, subtype. In addition, a drake companion can select drake talents (see below) in place of the feats it learns as its charge gains levels.

Drake companion class skills include Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Table: Drake Companion

Charge Level	Hit Dice/		Skill Ranks	Feats/Talents	Special
	Attack Bonus	Saves			
1st	1	+2	3	1	Base statistics
2nd	2	+3	6	2	—
3rd	3	+3	9	2	Advancement
4th	3	+3	12	3	—
5th	4	+4	15	3	Ability score increase, advancement
6th	5	+4	18	4	—
7th	6	+5	21	4	Advancement
8th	6	+5	24	5	—
9th	7	+5	27	6	—
10th	8	+6	30	6	Ability score increase
11th	9	+6	33	7	—
12th	9	+6	36	8	—
13th	10	+7	39	8	Advancement
14th	11	+7	42	9	—
15th	12	+8	45	9	Ability score increase
16th	12	+8	48	10	—
17th	13	+8	51	11	—
18th	14	+9	54	12	—
19th	15	+9	57	13	—
20th	15	+9	60	14	—

3rd-Level Advancement

Size Small; **AC** 17* (+4 natural armor); **Attack** bite (1d4+1), tail slap (1d3); **Ability Scores** Str 12; Dex 15; Con 13.

5th-Level Advancement

Size Medium; **AC** 17* (+6 natural armor); **Attack** bite (1d6+3), tail slap (1d4+1); **Ability Scores** Str 16; Dex 13; Con 15.

7th-Level Advancement

Size Large; **AC** 19* (+10 natural armor); **Attack** bite (1d8+5), tail slap (1d6+2); **Ability Scores** Str 20; Dex 11; Con 17.

13th-Level Advancement

Size Huge; **AC** 23* (+16 natural armor); **Attack** bite (2d6+7), tail slap (1d8+3); **Ability Scores** Str 24; Dex 9; Con 19.

Drake Subtypes

The following subtypes of drake companion can commonly be found on Theia.

Desert Drake: Desert drakes add 1-1/2 times their Strength bonus (if any) with bite, and threaten a critical hit with bite on a natural 19 or 20.

Elemental Drake: Choose air, earth, fire, or water. Your drake companion gains that subtype. Air drakes gain the glide talent for free; earth drakes gain the burrow talent for free; fire drakes gain the resistance talent for free; and water drakes gain the swim talent for free.

Jungle Drake: Jungle drakes can poison a creature hit with their tail slap. Sting—injury; save Fort DC 10 + 1/2 the drake's Hit Dice + its Con modifier; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.

Salt Drake: On a successful critical hit with a natural attack, a salt drake deals 1 Con damage to its target. A successful Fortitude save (DC 10 + 1/2 the drake's Hit Dice + its Con modifier) negates the Constitution damage.

Shadow Drake: Shadow drakes have concealment (20% miss chance) when in any lighting less than bright. The drake can resume or suspend this ability as a free action. The drake can also concentrate this power into a potent venom as an immediate action. When it does, the drake's concealment ability is suppressed for 1 minute and the next creature struck with the drake's tail slap is poisoned. Sting—injury; save Fort DC 10 + 1/2 the drake's Hit Dice + its Con modifier; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 1 save.

* The drake's Armor Class is calculated with size and natural armor already accounted for.



Judge Magister (Prestige Class)

In a society with absolutely law, even the enforcers of that law have to answer to a higher authority. Judge magisters are those censors who have proven their absolutely loyalty to order. They prevent corruption of that idea and promote realistic control over idealized law and total power.

Requirements

Alignment: A judge magister must remain genuinely lawful, and never abides the manipulation of law, including loopholes. A judge magister who fails to recognize such manipulation must atone before gaining another level in this prestige class, and one who actively abuses the law for any personal benefit can never gain levels as a judge magister again, though he retains any abilities already gained.

Other: Base attack bonus +5, or at least 2 lustrums. A judge magister with enough world experience can be taught the ways of the censors, but those who have already walked that path find it a little easier than most.

Judge Magister Prestige Class Features

All of the following are class features of the judge magister.

Hit Dice: d10.

Class Skills: A judge magister adds Knowledge (all) (Int), Perception (Wis), and Sense Motive (Wis) to his list of class skills. If he doesn't gain a Knowledge skill from another class, the judge magister can only use that skill for monster lore checks.

Skill Ranks per Level: 2 + Int modifier.

Proficiencies: Judge magisters gain proficiency in the next heaviest armor they can wear, as well as shields. If he is already proficient with heavy armor and shields, the judge magister gains proficiency with his choice of tower shields or any one weapon.

Decree (Su): A judge magister's levels stack with censor levels when determining the radius and effects of his decree. The judge magister can deal his law absolute damage (see below) to creatures who challenge his decrees.

In addition, creatures that wish to make or maintain a decree within the radius of one placed by the judge magister must either have his permission or succeed at a concentration check to do so. Failure indicates that the decree is dismissed.

Law Absolute (Su): At 1st level, a judge magister gains the ability to mark his enemies and hold them to the letter of his law. This ability functions like the paladin's smite evil, except that it applies to chaotic creatures, outsiders with the chaotic subtype, chaotic-aligned dragons, and aberrations.

A judge magister can use law absolute once per day at 1st level + additional times per day at 4th, 7th, and 10th level.

Break Enchantment (Sp): Beginning at 2nd level, a judge magister can cast *break enchantment* as a spell-like ability a number of times per day equal to 1/2 his judge magister level. His caster level with this ability is equal to twice his judge magister level or his actual caster level, whichever is higher.

Detect Propaganda (Su): At 2nd level, a judge magister gains the ability to immediately recognize different languages, signs, signals, and codes used within 30 feet of him, as if under a permanent *comprehend*

Intellectual

The drake's Intelligence score increases by 4.

Keen Mind

The drake's Intelligence, Wisdom, and Charisma scores each increase by 2. This increase stacks with intellectual and innate spellcasting.

Magic Attacks

The drake's natural attacks count as magic.

Mount

The drake deigns to allow its charge to ride it, as long as she is at least one size category smaller than the drake. If the drake can fly, its fly speed is reduced by 40 feet and its maneuverability is reduced by 1 category (see the flight drake talent) while carrying a rider. The drake also can't burrow with a rider.

Mount, Improved

Requirements: 7th level, mount.

The drake accepts any rider of the charge's choice who is at least one size category smaller than the drake (provided the rider remains in the drake's good graces), and it only reduces its fly speed (if any) by 20 feet. Alternatively, the drake can carry its rider and a single passenger that meets all other requirements, but its fly speed is reduced by 40 feet and its maneuverability is reduced by 2 categories.

Scent

The drake gains the scent ability.

Swim

The drake gains a 20-foot swim speed.

Special: This talent can be selected again by a jungle, shadow, or water drake to increase its swim speed to 60 feet.

Censor

Every civilized country in Theia keeps censors on hand to police the common people. Large towns often have one who acts as head of the constables, while larger settlements might have one per district, all of whom report to a master censor who reports directly to the government leadership.

Censors in different regions are tasked with keeping different laws. They must practice alternate methods of doing so that may not be common elsewhere.

The following archetypes and options are available to characters with levels in the censor class.

Table: Judge Magister

Base					
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+1	+0	+1	Decree, law absolute 1/day
2nd	+2	+1	+1	+1	Break enchantment, detect propaganda
3rd	+3	+2	+1	+2	Judge's armor
4th	+4	+2	+1	+2	Law absolute 2/day
5th	+5	+3	+2	+3	Reveal propaganda
6th	+6/+1	+3	+2	+3	—
7th	+7/+2	+4	+2	+4	Detect intention, law absolute 3/day
8th	+8/+3	+4	+3	+4	—
9th	+9/+4	+5	+3	+5	Judge's armor
10th	+10/+5	+5	+3	+5	Decree 40 ft., law absolute 4/day

languages effect. If he believes he has encountered a code or a hidden message in exchanged speech he hears or content he reads, the judge magister can spend 1 use of his law absolute to reveal the hidden meaning of that content. If no such hidden meaning or code exist, the ability is wasted with no effect.

Judge's Armor (Ex): At 3rd level, chooses between armor training or magister's armor.

Armor Training: The judge magister can move at his full speed when wearing any armor. At 9th level, the judge magister reduces the armor check penalty of armor he wears by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. This stacks with the fighter's armor training feature.

Magister's Armor: The judge magister reduces his arcane spell failure chance when wearing armor or using a shield or tower shield by half (rounded down). At 9th level, a judge magister suffers no arcane spell failure chance when wearing any armor or using a shield.

Reveal Propaganda (Su): At 5th level, a judge magister can use detect propaganda to reveal the hidden meanings of content or speech a number of times per day equal to his Charisma modifier before spending uses of law absolute.

Detect Intention (Su): At 7th level, a judge magister gains the benefits of a permanent *tongues* effect.

Law Maker (Archetype)

Law makers are censors who prefer to enact order without resorting to violence if at all possible. They are not as combat savvy as other censors, but they make great allies when defense is the better strategy.

Hit Dice and Base Attack: A law maker's Hit Die is d6, and his base attack bonus is equal to 1/2 his censor level, as the wizard.

Protect the Innocent (Sp): At 1st level, a law maker can create a *sanctuary* effect on herself or a creature he touches as a standard action. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a law maker can use protect the innocent for 2

additional rounds per day. If the law maker applies *sanctuary* to the same creature within 1 minute, any creature that overcame the spell's effect remains unaffected.

The saving throw to ignore a law maker's protect the innocent is 10 + 1/2 his censor level + his Charisma modifier.

Maintaining protect the innocent is a free action, but applying it to another creature requires the law maker to end his previous *sanctuary* and begin a new one as a standard action. At 7th level, he can apply *sanctuary* as a move action, and at 13th level, he can do so as a swift action.

Studied Barrister (Ex): Beginning at 2nd level, a law maker adds 1/2 his censor level on any skill check made in relation to learning or understanding the law in an area. He can make skill checks of that type untrained.

Innocent's Decree (Su): At 3rd level, when making a decree, a law maker can also use protect the innocent as part of the same action. Creatures that successfully harm the *sanctuary's* target (either by dealing damage to the target or a creating negative effect on it) while within the decree's radius suffer the law maker's punishment damage (no save).

Intriguing Aptitude (Ex): At 3rd level, and every 4 levels thereafter, a law maker can select one of the following feats. He does not need to meet the prerequisites of these feats.

Deceitful, Iron Will, Meaure Foe*, Persuasive, Skill Focus (Diplomacy, Disguise, Linguistics, Perception, or Sense Motive), Threatening Negotiator*, or any intrigue feat*.

Living Law (Archetype)

The Living Law is a sect of censors who have turned their worship of Law into an otherworldly practice. Tapping into planar magic, they have made contact with the inevitables on the Plane of Law itself and secured a conduit through which they channel the outsiders' power.

Over time, members of the Living Law slowly transform into mortal representations of the inevitables to which they are bound.

Body of Law (Su): At 3rd level, a member of the Living Law is indoctrinated in the practices of his faith. He gains a +2 bonus on saving throws to avoid effects that cause fatigue and exhaustion. While in the effect of his decree, this bonus increases to +4.

At 6th level, he also applies this bonus against poison.

At 9th level, he also applies this bonus against effects that paralyze or stun.

At 12th level, he also gains DR 5/— against nonlethal damage and is no longer fatigued after taking damage from a forced march.

While in the effect of his decree, the censor is immune to effects that cause fatigue, and effects that cause exhaustion are reduced to fatigue instead.

* These feats are summarized in the Character Options chapter.



At 15th level, he gains truespeech, the ability to speak with any creature that has a language as though using a *tongues* spell. This ability functions with a caster level equal to his character level, and is always active.

At 18th level, as a swift action, a member of the Living Law can manifest a protective aura against chaos. Against abilities or effects created by chaotic creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of him. It otherwise functions as a *magic circle against chaos*. He can use this ability for a maximum of 1 round per day per censor level. These rounds do not need to be consecutive.

This ability replaces sentence.

Inevitable Champion: At 20th level, a member of the Living Law transcends his mortal self. His DR becomes 10/chaos and applies to lethal and nonlethal damage. His type is treated as outsider for the purposes of spells and magical effects. He gains darkvision 60 feet and low-light vision. Once per day, as a standard action and a supernatural ability, he can gain 40 temporary hit points and become immune to critical hits and precision damage for up to 1 hour. Unlike other outsiders, a member of the Living Law can still be brought back from the dead as if he were a member of his previous creature type.

This replaces high judge.

Peacekeeper (Archetype)

The commonplace nature of magic in Percimum brings with it a special kind of danger that censors must face. A man holding a shop hostage is less likely to be a simple thief, and more often than not, he's capable of casting spells in some way.

To this end, Percimum recruits and trains censors from the ranks of their wizardly students. Dubbed peacekeepers, these censors are tasked with knowing when to bring a lawbreaker in and when to quickly bring a situation to a close by any means necessary. If innocent lives are at stake, a peacekeeper has the full permission of their country to eliminate whatever threat exists so that order may be restored.

Evocation Training (Ex): While other forms of wizardly training exist, the most prominent for peacekeepers is evocation training, which he can use to decisively end a conflict either through practical application of counterspelling or careful use of the spells themselves. At each censor level, a peacekeeper can exchange one spell he knows for a sorcerer/wizard evocation spell of the same level.

This ability alters spells.

Death Sentence (Su): At 3rd level, a creature that challenges a peacekeeper's decree takes a stacking –1 penalty on all saves against the peacekeeper's censor abilities for each time they break it, instead of suffering punishment damage. A successful saving throw against the effect prevents it from increasing, but does not remove existing penalties. The creature still suffers any other effects of the decree. This penalty persists for up to 24 hours while the creature remains within the radius of the peacekeeper's decree. It returns should they leave the radius and come back.

At 6th level, the penalty begins at –2. It begins at –3 at 12th level, and –4 at 18th level.

When using punishment, the peacekeeper can choose to apply this penalty to his target in place of the damage he would deal.

This alters punishment and decree.

Trojas Censor

Many of Idon's military teachings and tactics were created or refined by adamantine dragons during their rule. Unlike the other forgotten dragons, the trojas believed in order for order's sake. They had no agenda other than to run a country of law-abiding people.

Censors across Theia continue to follow the teachings of Testament millenia after her defeat at the hands of her sisters. A few have even joined in the search for a way to bring back their former mentor, who sided with the rebellion during Dragonfall.

Proficiencies: A trojas censor is proficient with heavy armor and shields (but not tower shields). They suffer no arcane spell failure when casting censor spells.

Devoted of Testament (Sp): A trojas censor gains Dragon Spellcaster Devotion (adamantine) as a bonus feat at 1st level. The censor does not need to meet the prerequisites of this feat. He also adds the spells granted by that feat to his censor spell list.

At 5th level, a trojas censor adds the spells from the Young Dragon Spellcaster (adamantine) list to his censor spell list.

At 10th level, a trojas censor adds the spells from the Adult Dragon Spellcaster (adamantine) list to his censor spell list.

This ability replaces lustrum.

Cleric

The following option is available to characters with levels in the cleric class.

Prelate (Archetype/Mass Combat Option)

The prelates of the churches of Theia lead religious militia against invaders and deniers of the faith. Their wrath is that of the gods, and they will see it through to its bloody conclusion if that is how it must be.

Domains: A prelate gains only 1 domain. This alters the cleric's domains.

Militia (Ex): At 1st level, a prelate is assigned to a cavalier order or militia. This can be any militia that falls in line with the prelate's alignment and faith, but is most often a church crusade, defensive line, or riot control. The prelate gains the benefits of her militia at 2nd, 8th, and 15th level. This replaces the channel energy increase at 15th level.

Army of the Faithful: Starting at 5th level, a prelate can spend a 2nd-level or higher spell slot at the beginning of a battle to grant her army the spellcasting special ability with the same spells prepared as the prelate. The level, spell slot, and increase to OM and DV are as follows.

Level	Spell Slot	Spellcasting
5th	2nd	1
9th	4th	2
13th	6th	3
17th	8th	4
20th	9th	5

Cultist

The following archetypes are available to characters with levels in the cultist class.

Chosen One (Archetype)

Cults spring up to worship a multitude of things, from demons and angels to ideals and rock formations. But sometimes, a cult's faith itself creates something powerful. In some cults, years of devotion and grisly sacrifice bear a child; a living avatar of the cult's subject of worship. These chosen ones can channel the will of their patron directly to their fawning and obedient servants. A chosen one's devotion can bring favor to a cult as surely as his arrogance can bring destruction.

Alignment: A chosen one's alignment must be within one step of his god. A chosen one whose alignment changes away from his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones for his deeds (see the *atonement* spell description).

Divine Presence (Sp): A chosen one is a living link between man and deity, able to command the divine with ease. At 1st level, a chosen one can cast any spell with charm or command in its name from the cleric, druid, or sorcerer/wizard spell lists once per day as a sorcerer of his cultist level. The chosen one's spellcasting ability modifier for these spells is Charisma.

At 4th level, and every 3 levels thereafter, the chosen one can use this ability one additional time per day. Beginning at 10th level, the chosen one can instead cast any spell with dominate in its name from the same spell lists.

This ability replaces offering of faith.

Servant of the Divine (Ex): A chosen one is a weapon of his deity to be wielded against other divine servants. At 2nd level, the chosen one gains Damage Reduction 1, overcome by creatures with which he shares an alignment (DR 1/lawful or evil if the cultist is lawful evil, for example). He also gains a +1 sacred (if good) or profane (if evil) bonus on all saves against spells cast by creatures of opposed alignments. This ability replaces clarity.

Divine Avatar: At 10th level a chosen one awakens the beginning of his divine spark. He chooses to either serve his deity's goals or reign as a demigod himself.

If he chooses to serve, the chosen one gains an additional domain and the ability to channel positive or negative energy (as befitting of his deity), as a cleric of his cultist level -3.

If he chooses to reign, the chosen one can spend a move action to grant the benefits of his current domain powers to all allies within 30 feet who accept his divinity as real. Those allies' effective cultist level is equal to half the chosen one's cultist level. This lasts a number of rounds equal to the chosen one's Charisma modifier. Abilities gained through divine avatar can only be used up

to their maximum each day, regardless of how often the chosen one

uses divine avatar. Once this choice is chosen it cannot be changed.

At 15th level the chosen one adds his servant of the divine bonus to all saves against divine spells. At 20th level he may cast *heal* 1/day as a spell like ability if he chose to serve and *harm* 1/day if he chose to reign. This ability replaces alter ethics and sleeper agent.

Divine Wrath (Sp): The chosen one's will is absolute and those who defy him are seemingly punished by the universe. At 11th level, a chosen one gains divine wrath, which functions like hidden compulsion, except the chosen one casts a spell he has prepared from the evocation school instead. This alters and replaces hidden compulsion.

Infiltrator Cultist (Archetype)

Countries with less formal magical training have a greater abundance of naturalistic spellcasters such as druids, shamans and witches. Cultists work their way into these circles either because they believe in the related patrons and spirits or as a means of working their own teachings into the doctrine of those faiths. Adaptable as ever, these cultists sacrifice some of themselves in pursuit of a greater reward later.

Infiltrator: At 1st level, an infiltrator chooses one of the following groups to infiltrate. Once this choice is made, it cannot be changed. The infiltrator learns the class features granted by her chosen group as she gains cultist levels.

This alters the source of the cultist's spontaneous spells and replaces her domain, forbidden knowledge, and enchanting euphoria.

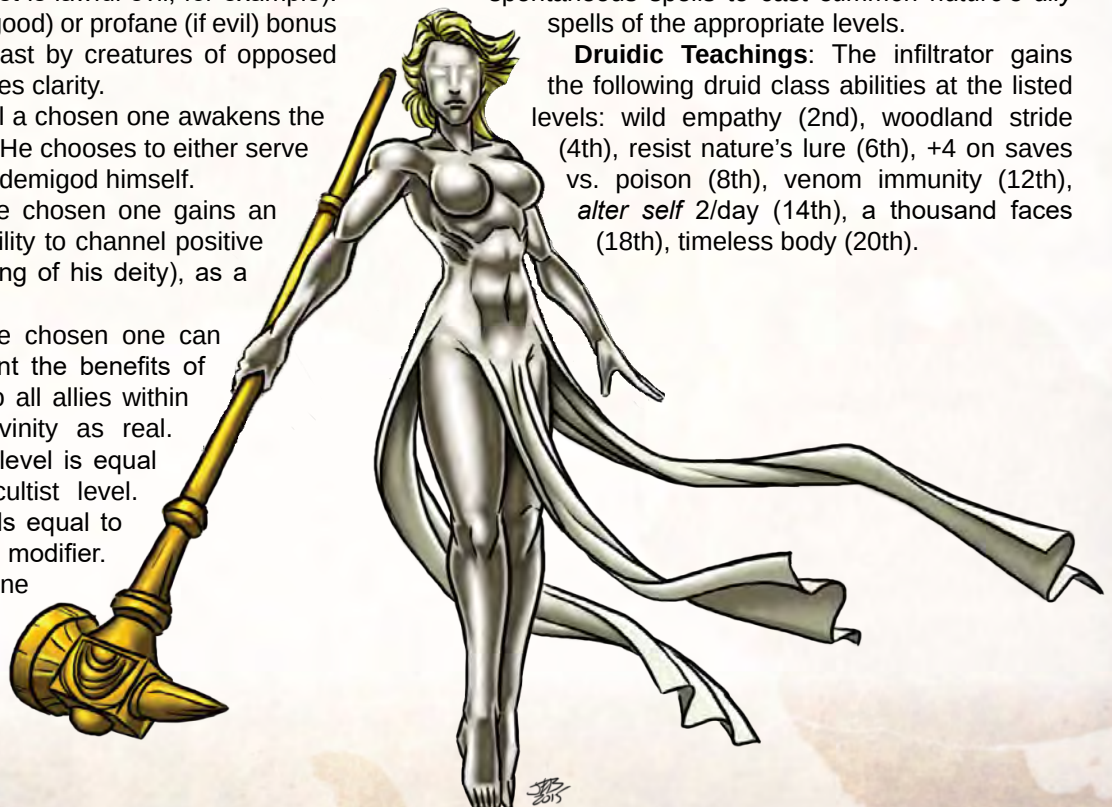
Druid

Class Skills: A cultist who infiltrates a druid's circle adds Handle Animal, Knowledge (nature), and Survival to her list of class skills.

Animal Companion: At 1st level, the infiltrator gains an animal companion as a druid of her cultist level.

Spontaneous Spells: The infiltrator can use her spontaneous spells to cast *summon nature's ally* spells of the appropriate levels.

Druidic Teachings: The infiltrator gains the following druid class abilities at the listed levels: wild empathy (2nd), woodland stride (4th), resist nature's lure (6th), +4 on saves vs. poison (8th), venom immunity (12th), *alter self* 2/day (14th), a thousand faces (18th), timeless body (20th).



Shaman

Class Skills: A cultist who infiltrates a ring of shamans adds Heal, Knowledge (nature), and Knowledge (planes) to her list of class skills.

Spirit (Su): At 1st level, the infiltrator chooses a spirit that grants her spontaneous spells of the appropriate levels and modifies her spirit animal (see below). At 10th level, the infiltrator gains the abilities listed in the greater version of her selected spirit. At 18th level, she gains the abilities listed for the true version of her selected spirit.

Spirit Animal (Ex): At 1st level, the infiltrator gains a spirit animal. At 4th level, her spirit animal gains the ability to deliver hexes for the infiltrator.

Hexes: At 2nd, 8th, 14th, and 20th level, the infiltrator can select a hex granted by her spirit and gains that hex as a shaman of her cultist level.

Wandering Spirit (Su): At 6th level, the infiltrator gains wandering spirit. At 12th level, she can choose to either gain wandering hex or the abilities listed in the greater version of her wandering spirit.

Witch

Class Skills: A cultist who infiltrates a coven of witches adds Knowledge (arcana), Knowledge (planes), and spellcraft to her list of class skills.

Patron: At 1st level, the infiltrator chooses a patron that grants her spontaneous spells of the appropriate levels.

Familiar: At 1st level, the infiltrator gains a familiar. Unlike a traditional witch, the infiltrator's familiar does not grant her spells, though she might pretend to commune with it in the presence of other members of her coven.

Hexes: An infiltrator gains hexes at 2nd, 6th, 8th, 12th, 14th, 18th, and 20th level. At 10th level, she can trade one hex she knows for a major hex, and may select major hexes in place of those she would gain at higher levels.

Masked Cultist (Archetype)

The masked cultist is a master of secrets and keeps his identity hidden to shroud his motives. Erasing memories, wearing disguises, and burning evidence are all second nature to this masked enigma.

Dual Identity (Ex): The masked cultist focuses more on protecting his cult than its actual studies and rituals. He wears a mask to hide his true identity with the cult and goes about his life as a normal citizen when not among his fellow cultists. This ability is identical to the vigilante's dual identity ability.

At 4th level, and every 3 levels thereafter, the masked cultist gains his choice of a social talent or vigilante talent. He must choose one of each before choosing the same one again.

This replaces offering.

Seamless Guise (Ex): The masked cultist is a master of protecting his true identity outside the cult. Should anyone suspect him of being anything other than what he appears to be while either in his social or cultist identity, he can attempt a Disguise check with a +20 circumstance bonus to appear as his current identity, and not as his other identity. This replaces hide faith.

Tear Memory (Su): The masked cultist uses magic and unnatural power to disappear from record and memory, leaving false sightings and lies in his wake. This ability

functions like hidden compulsion, but the masked cultist must cast a spell from the illusion school with it. This alters hidden compulsion.

Sneak Attack (Ex): At 5th level, the masked cultist gains sneak attack, as the rogue class feature. The cultist deals 1d6 extra damage at 5th level plus 1d6 damage at 10th, 15th, and 20th level, to a maximum of 4d6 sneak attack. This replaces seeds of doubt and alter ethics.

Masked Terror (Ex): At 20th level, a masked cultist doubles his sneak attack damage against helpless creatures.

Dragon Speaker

The following archetypes are available to characters with levels in the dragon speaker class.

Dragon Mage (Archetype)

Dragon speakers trained in Percimum sometimes prefer to focus more on the magical aspect of their subjects. They keep spellbooks with copious notes on dragons written in the margins of spells they've learned in their studies.

Magus Training: At 1st level, a dragon mage gains spellcasting as a magus. This training includes a spellbook containing all 0-level magus spells plus three 1st-level magus spells of his choice. The dragon mage also selects a number of additional 1st-level magus spells equal to her Intelligence modifier to add to her spellbook. At each new dragon speaker level, she gains two new magus spells of any spell level or levels that she can cast (based on her new dragon speaker level) for her spellbook. At any time, a dragon mage can also add spells found in other spellbooks to her own.

This ability replaces breath weapon, invigoration, mercy, the natural armor increases granted at 12th and 17th level, and dragon wings.

Dragon Spellcasting Feats: A dragon mage who gains Dragon Spellcaster Devotion or any of the dragon spellcaster feats adds the spells on her chosen list to her spellbook. She can prepare those spells as if they were magus spells of the appropriate levels (up to 6th-level spells).

Spell Auras: A dragon mage gains access to different auras than other dragon speakers.

Power: A creature benefiting from this aura deals the bonus it grants as additional damage when they cast a damage-dealing spell.

Scaled: A creature benefiting from this aura adds the bonus it grants to concentration checks to cast spells. This does not stack with other bonuses on concentration checks.

Reach: A creature benefiting from this aura adds 5 x the bonus it grants to the range of spells they cast.

Influence: A creature benefiting from this aura adds the bonus it grants to the DC of spells they cast. This does not stack with other bonuses to spell save DCs.

Roaring: A creature attempting to counterspell or dispel a spell cast by a creature in this aura suffers a penalty to their caster level check equal to the bonus the aura grants.

Clawed: A creature benefiting from this aura adds the bonus it grants to rolls to overcome spell resistance. This does not stack with other bonuses to overcoming spell resistance.



Razing: A creature benefiting from this aura ignores an amount of energy resistance equal to 5x the bonus it grants. At 20th level, the creature treats immunity to energy as resistance 50, reduced accordingly. If the dragon mage's chosen flight doesn't have an associated energy type, they can choose one. Once that choice is made, it cannot be changed.

Hatchery Guard (Archetype)

The chromatic and metallic dragons that make up the Dragon Council north of Percimum recognize that, despite their efforts to help, the humanoid races of Theia will never fully trust them. Because of this, they have taken to training select dragon speakers as hatchery guards. Hatchery guards protect the dragon council's eggs and the young that hatch from them. They raise these wyrmlings, forming a bond with them that will hopefully translate to better relations across the world over time.

Draconic Code: The hatchery guard's code requires that she respect dragons as equals, allow no serious harm to befall her dragon charge, help dragons in need (provided they do not use the help for evil plots, selfish ends, or in a way that brings danger to her dragon charge), and punish those who harm or threaten innocent dragons.

Associates: While she may adventure with allies of any alignment, a hatchery guard avoids working with kyver dragons, anyone associated with kyver dragons, or with anyone who consistently offends dragons or her moral code.

Dragon Charge (Ex): At 3rd level, a hatchery guard forms a bond with a drake companion. She treats her dragon speaker level as her effective druid level when determining her companion's abilities and the talents it can learn. This ability replaces breath weapon.

Wyrmling Guardian (Ex): At 9th level, a hatchery guard can always act in a surprise round (though she remains flat-footed until she acts). As long as she remains adjacent to her dragon charge, a hatchery guard reduced to 0 or fewer hit points remains conscious and can continue to fight. If she does, the hatchery guard is staggered, and loses 1 hit point each round. She also gains a +2 morale bonus on attack rolls, saving throws, and skill checks. The hatchery guard still dies when her hit points reach a negative amount equal to her Constitution score plus her dragon speaker level. This ability replaces adaptation and energy immunity.

Dragon Guardian (Ex): At 17th level, a hatchery guard reduced to 0 or fewer hit points gains a +4 morale bonus on attack rolls, saving throws, and skill checks while she remains conscious. She also becomes immune to fear effects. The hatchery guard dies only when her hit points reach a negative amount equal to twice her Constitution score plus her dragon speaker level. This ability replaces the natural armor bonus increase

gained at 17th level.

Ex-Hatchery Guards

A hatchery guard who violates the code of conduct loses all and class features (including her dragon charge, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a hatchery guard. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description in Spell Lists), as appropriate.

Druid

The following archetypes are available to characters with levels in the druid class.

Cultivator (Archetype)

Borboto is a land of minimal trees, and society has grown dense around the few oases, leaving Borbotos druids and their ilk wanting for something natural. Cultivators are druids who strive to grow beautiful plants and trees from almost nothing. To avoid upsetting the balance, however, druidic circles only train one cultivator at a time, necessitating the loss of one before another can be appointed.

Plant Magic: A cultivator druid can the following spells spontaneously at the corresponding spell levels: *entangle* (1st), *greensight* ^{uw}(2nd), *plant growth* (3rd), *antiplant shell* (4th), *tree stride* (5th), *green caress* ^{ha}(6th), *animate plants* (7th), *control plants* (8th), *shambler* (9th)

This ability alters the druid's spontaneous casting.

FYI: Song of Growth

A cultivator can spontaneously promote massive plant growth with her cultivating song. While she maintains her song of growth, the cultivator can spend a standard action to select one side of a square within 30 feet of herself and instantly create an opaque barrier of plant matter to block that face, providing total cover. She can create one barrier as part of starting her bardic performance if she starts the performance as a standard action. The side the cultivator selects must be supported by the ground, and the growth itself cannot support more than 5 pounds of weight. The conjured barrier has hardness 0, AC 5, and 2 hit points per bard level. A cultivator can maintain a number of plant growths equal to her Charisma modifier + half her druid level. These barriers immediately crumble to dust when the cultivator ends her performance.

Cultivating Song (Su): At 1st level, a cultivator gains the ability to sing fey music that inspires the plants around them. This functions as bardic performance, except the cultivator begins play knowing only inspire courage and song of growth. The cultivator can select additional performances in place of gaining a companion (see below), resist nature's lure, venom immunity, or timeless body. She must meet the level requirements of those performances, and cannot select inspire competence or inspire greatness.

This ability replaces nature bond.

Verdant Voice: By combining traditional druidic chants into her cultivating song, a cultivator gains the ability to affect a creature of the plant type with mind-affecting cultivating song. However, doing so requires the cultivator to expend 1 additional round of cultivating song each round she maintains a performance augmented by verdant voice.

This ability replaces wild empathy.

Companion (Ex): At 4th level, a cultivator gains an animal companion, as the ranger hunter's bond class ability, using her druid level –3 to determine the companion's abilities.

Wild Shape (Su): A cultivator gains this ability at 6th level, except her effective druid level for the ability is equal to her druid level – 2 for the purpose of determining the number of times per day she may use it (to a maximum of 8/day at 20th level). At 6th level, the cultivator can assume the form of only Small or Medium plant creatures, as plant shape I. At 8th level, she can take the form of a Large plant creature, as plant shape II. At 10th level, she can take the form of a Huge plant creature, as plant shape III.

Drake Trainer (Archetype)

The druids who are not chosen as their circle's cultivator can try to make their way with the limited resources available, or they can become drake trainers.

Class Skills: A drake trainer adds Knowledge (arcana) and Knowledge (history) to her list of class skills and removes Handle Animal and Knowledge (geography). This alters the druid's class skills.

Drake Companion (Ex): A drake trainer begins play with a drake companion of her choice (see page 61 for more details). This replaces nature bond and spontaneous casting.

Dragon Sense (Ex): A drake trainer gains a +2 bonus on Knowledge (arcana) and Knowledge (history) checks. This replaces nature sense.

Shifter Claws: At 4th level, a drake trainer gains shifter claws, which function as the shifter class ability, except her claws do not ignore DR/adamantine and DR/– at 19th level.

This ability replaces wild empathy, resist nature's lure, and venom immunity.

Wild Shape: A drake trainer does not learn wild shape until 10th level, when she can use it up to 4 times per day, and she cannot use it to take a form other than those described here unless she gains additional forms from another source, such as a prestige class. Her wild shape otherwise progresses as normal from 10th level onward.

At 10th level, the drake trainer can spend 2 uses of wild shape to transform into a Medium dragon as per *form of the dragon I*.

At 12th level, she can spend 2 uses of wild shape and change into a Large dragon as per *form of the dragon II*.

At 20th level, a drake trainer can choose to either gain wild shape (at will) or the ability to spend two uses of wild shape and change into a Huge dragon as per *form of the dragon III*. Each time that a drake trainer uses wild shape counts as a separate casting of the spell for the purpose of refreshing her uses of her breath weapon.

This ability alters wild shape's progression and the forms the druid can take.

Druid of Inframundo (Archetype)

The druids of Inframundo live in an environment unique to other underground regions. They deal with intense heat, pressure, salt-laden air, and vast bodies of water. When they leave into the open world above, these druids have already withstood the deadly trials of Theia's continent-spanning cave networks.

Weapon and Armor Proficiency: Druids of Inframundo are proficient with all simple weapons, as well as light and medium armor. They are not proficient with shields. A druid of Inframundo is not restricted from wearing metal armor or wielding metal weapons.

This alters the druid's proficiencies.

Darkvision (Su): At 1st level, druids of Inframundo gain darkvision out to 60 feet, or increase their darkvision by 30 feet. At 4th level, this increases by another 30 feet, and at 10th level, the druid can see perfectly in darkness, including magical darkness.

This replaces wild empathy.

Cave Sense (Ex): A druid of Inframundo adds Knowledge (dungeoneering) rather than Knowledge (geography) as a class skill and gains a +2 bonus on Knowledge (dungeoneering) and Survival skill checks.

This ability replaces the nature sense ability.

Spellcasting: A druid of Inframundo gains one fewer spell of each level than normal. If this reduces the number to zero, he can cast spells of that level only if his Wisdom score is high enough to grant bonus spells of that level.

Teachings of Inframundo: When a druid of Inframundo casts a *summon nature's ally* spell spontaneously, he can only summon vermin, creatures with darkvision, and creatures with a burrow speed. He cannot summon creatures with a fly speed. These restrictions also apply to the druid's animal companion and the forms he can take when using wild shape.

In place of a *summon nature's ally* spell, a druid of Inframundo can cast the following spells at the appropriate levels.

1st—*ant haul* ^{APG}; 2nd—*gust of wind*; 3rd—*meld into stone*; 4th—*stone shape*; 5th—*transmute rock to mud*; 6th—*passwall*; 7th—*stone to flesh*; 8th—*repel metal or stone*; 9th—*iron body*

This alters the options available for the listed abilities.

Tunnelrunner (Ex): At 2nd level, a druid of Inframundo can move through areas of rubble or narrow passages that require squeezing at her normal movement rate and without penalty.

This ability replaces woodland stride.

Lightfoot (Ex): At 3rd level, a druid of Inframundo cannot be detected with tremorsense.

This ability replaces trackless step.

Fire Resistance (Ex): At 3rd level, a druid of Inframundo gains fire resistance 5. This resistance increases by 5 at 5th, 7th, 9th, and 11th level. At 13th level, the druid gains immunity to fire damage. This replaces a thousand faces.

Wild Shape (Su): Starting at 10th level, a druid of inframundo can assume the form of a Small or Medium vermin, at 12th level a Tiny or Large vermin, and at 14th level a Diminutive or Huge vermin. This effect functions as *beast shape IV* (treating the vermin as an animal to determine its ability and natural armor modifiers). This alters wild shape.

Fighter

To be a fighter on Theia is to devote one's life to the mastery of weapons above all else. Gladiators draw inspiration from their fans, mercenaries go where the pay is good, and barrier sentinels are among the best guards in the world, but fighters continue to reign when it comes to picking the right tool to face their enemies.

The following archetype is available to characters with levels in the fighter class.

Idonian Weapons Master (Archetype)

Before it was divided into three warring nations, the country of Idon boasted the most prominent training grounds for fighters on Theia. Even now, children are sent to what remains one of the few neutral territories of former Idon to practice day in and day out on their path toward perfection.

Training: Idonian weapons masters are trained for many years—most starting as young children—before they are granted leave to return to the outside world. This practice is near identical to the education required to become a wizard.

Weapon and Armor Proficiency: An Idonian weapons master is proficient with all weapons, including exotic weapons, improvised weapons, and unarmed strikes. They are also proficient with light and medium armor. An Idonian weapons master can wield a shield as a weapon, but has no direct training in how to use it defensively. This alters the fighter's proficiencies.

Idon Weapons Training (Ex): At 1st level, an Idonian weapons master gains a +1 bonus on his choice of all weapon attacks or all weapon damage he deals. At 3rd level, he gains a +1 bonus to the other.

At 5th level, and every odd level thereafter, the weapons master can either choose an advanced weapon training option or increase the bonus to both attacks and damage by +1 (to a maximum of +4).

This alters weapon training and replaces armor mastery and the fighter bonus feat gained at 1st level.

Bravery and Armor Training: An Idonian weapons master does not gain these abilities as she progresses, but she can still select armor training in place of fighter bonus feats, up to the maximum armor training a fighter of her level could have. The weapons master can also select bravery as a fighter bonus feat beginning at 2nd level (up to a +2 bonus) and again at 10th level (up to the maximum +5).

Gladiator, Theian

While sport and combat arenas exist in most major cities on Theia, Inekin is the premiere country when it comes to the gruesome and deadly spectator sport. Boasting even smaller arenas to train their gladiators for larger, more high end fighting, the country spends more to keep its cages full of beasts and prisoners seeking freedom through battle than it does on agriculture and education for its people.

The following archetypes and options are available to characters with levels in the Theian gladiator class.

Andabato (Archetype)

For some warriors, the gladiatorial arena has grown weak over the years. Seeking new challenges, these andabatos create their own challenges by utilizing blindfolds, bindings, and other handicaps applied prior to battle. Through their perseverance against self-inflicted difficulty, they become even greater combatants.

Handicap (Su): An andabato gladiator inflicts a penalty on himself prior to entering battle, even going so far as to use a standard action on his first turn of combat to do so if otherwise surprised or unprepared. This grants the andabato one of the following oracle curses of his choice. He suffers the penalties associated with the curse, but also gains its benefits.

Clouded vision, consumed, deaf, deep one, haunted, hive, lame, promethean, shadowbound, vampirism, or wasting

The benefits of the andabato's curse improve at 9th, 13th, and 17th level. An andabato who becomes permanently afflicted with his curse in some way gains its benefits as an oracle of his gladiator level instead (increasing at 5th, 10th, and 15th level).

In most cases, an andabato is not truly afflicted with his curse. He uses aids, such as a blindfold, wax for his ears, or a tincture that turns his skin sallow and makes him sickly. The andabato is just as easily able to end the effects once combat ceases, but one who does so too early, or who fails to willingly afflict himself with his handicap cannot do so again until he atones.

This replaces the exotic training gained at 1st, 9th, 13th, and 17th level.

Bestarius (Archetype)

The bestarius is one branch of specialized gladiators, most often from Inekin. With expert understanding of the monsters he may face in the arena, the bestarius is rarely caught by surprise when challenging such mighty creatures.

Staredown (Ex): A bestarius can stare down most creatures, cowing them into submission. He gains a +2 bonus on all Handle Animal and Intimidate checks. When he has at least 10 ranks in either of those skills, the bonus for that skill increases to +4. This replaces the exotic training gained at 1st level.

Monster Slayer (Ex): At 2nd level, and every 4 levels thereafter, a bestarius gains one non-humanoid favored enemy of his choice. This functions as the ranger feature, and increases in the same way with each new favored enemy gained. A bestarius with access to the training given to hunters can choose animal aspects in place of favored enemies, but he must progress in one option or the other, not both.

This ability replaces artful stance.

Monster Handler (Ex): At 4th level, a bestarius can use Handle Animal in place of Diplomacy when interacting with any creature that has an Intelligence of 2 or less. For this purpose, creatures that lack an Intelligence score (including most undead and vermin) count as having an Intelligence score of 1. This replaces performing combatant.

Essedarius (Archetype)

Another group of specialized gladiators found throughout Inekin are the essedari, who race chariots and do battle beside their trained companions.

Chariot Racer (Ex): An essedarius is an expert driver, using the common vehicles of his time to get around the arena quickly. He gains a +2 bonus on all skill checks made to drive. When he has at least 10 ranks in any of those skills, the bonus for that skill increases to +4. This replaces the exotic training gained at 1st level.

Beast Trainer (Ex): At 4th level, An essedarius gains an animal companion, as a druid of his Theian gladiator level. This replaces the artful stances gained at 6th, 10th, 14th, and 18th level.

Stratagems

Every Theian gladiator has his own way of approaching spectator combat, and the series of techniques referred to as his stratagem allows the gladiator different ways to resolve conflicts.

The default stratagem for a Theian gladiator, the Taktikoida technique, emphasizes showmanship and flagrant displays of prowess meant to draw the direct attention of enemies and the crowd through the gladiator's magical sensor. The stratagems below change that structure to something more in line with the gladiator's own techniques and personal outlook. Whenever a Theian gladiator class feature would reference Charisma, replace it with the stratagem modifier chosen here.

Stratagems are not archetypes, and unless otherwise noted the abilities gained with a stratagem can still be replaced by an archetype attempting to replace the same ability.

A Theian gladiator using this option chooses his stratagem modifier at 1st level, and once chosen, it cannot be changed.

Aine Technique (Wisdom)

The Aine technique teaches attentiveness from years of experience in the pits and promotes life lessons over bravado. A Theian gladiator whose stratagem is the Aine technique uses Wisdom as his stratagem modifier. He also gains one of the following options of his choice.

Sneak Attack (Ex): At 2nd level, the Aine gladiator gains sneak attack +1d6, as the rogue feature. His sneak attack increases to +2d6 at 6th level, and +3d6 at 11th level. This replaces corps-a-corps.

Chorbus Technique (Dexterity)

The Chorbus technique teaches graceful steps and hypnotizing movements. Every cut, blow, dodge, and sidestep seems rehearsed and quick, almost too fast to do anything but watch. A Theian gladiator whose stratagem is the Chorbus technique uses Dexterity as his stratagem modifier.

Combat Style Feats: At 2nd level, a Chorbus gladiator gains a combat style feat as a ranger of his Theian gladiator level. He gains a second combat style feat at 6th level, and a third at 11th level. This replaces corps-a-corps.

Donjon Technique (Constitution)

The Donjon technique teaches brute force and savagery to overpower enemies and break past their defenses. By lashing out and leaving caution behind, tougher gladiators have proven successful with this stratagem. A Theian gladiator whose stratagem is the Donjon technique uses Constitution as his stratagem modifier.

Rage: At 2nd level, a Donjon gladiator gains rage as a barbarian of his Theian gladiator level. He gains a rage power of his choice at 6th level and again at 11th level. This replaces corps-a-corps.

Partenariat Technique (Intelligence)

The Partenariat technique teaches focused and effective combat against a small subset of enemies through smart action and quick response. A Theian gladiator whose stratagem is the Partenariat technique uses Intelligence as his stratagem modifier.

Favored Enemy (Ex): At 2nd level, the Partenariat gladiator gains one favored enemy, as the ranger feature. He gains a second favored enemy (and the associated increase to his bonus) at 6th level, and a third at 11th level.



Marshal

The following archetypes are available to characters with levels in the marshal class.

Drakeguard (Archetype)

Thanks to the presence of the drakeguard, Borboto sports one of the most threatening armies in Theia. These expert leaders march into battle alongside their drake companions and command troops from an aerial advantage few can match or counter without magic.

Drake Companion (Ex): A drakeguard begins play with a drake companion of his choice (see page 61 for more details). This replaces the marshal's shield proficiency, officer's training, and tactical defense.

Militia (Ex): Members of the drakeguard do not join a militia until 2nd level. This alters the progression of militia.

Battle March (Ex): A drakeguard gains no enhancement bonuses to his speed at 5th level and beyond. This alters the progression of battle march.

Squad Captain (Archetype)

Squad captains are marshals who almost never have to see a war zone in person because they sneak into enemy territory with their allies to end conflicts before they begin. Countries will often train or hire a squad captain and his team to deal with insurgents and potential uprisings so they don't have to call on their larger armies to do so.

Class Skills: A squad captain adds Acrobatics, Disable Device, Disguise, Knowledge (dungeoneering), Stealth, and Use Magic Device to his list of class skills. He removes Handle Animal, Knowledge (engineering), Knowledge (history), Knowledge (nobility), Perform, and Ride.

Know Your Strengths (Ex): At 1st level, a squad captain can give her allies aid in the form of well-placed instructions on what to do while in difficult situations. As a standard action, the squad captain chooses 1 skill in which she or an ally within 10 feet of her has at least 1 rank. While she and her allies remain within 10 feet of whomever has ranks in that skill, they gain a competence bonus on all checks with the selected skill equal to the squad captain's Charisma modifier. This effect lasts for 1 minute, or until the squad captain uses know your strengths again.

At 11th level, after using know your strengths, the squad captain can coach her allies once per round as a free action, but they must be able to communicate in some way, such as through speech, hand signals, or telepathy. After she does, the squad captain and each ally benefiting from know your strengths uses the highest number of skill ranks between them for a single skill check with that skill made before the start of the squad captain's next turn.

At 20th level, as long as the squad captain and her allies remain within range of her precise orders, they always use the highest number of skill ranks between them when making skill checks with the chosen skill.

This replaces precise orders and onward toward victory.

Tactical Leader (Ex): At 5th level, a squad captain gains tactician as a cavalier of his marshal level. He also gains greater tactician at 9th level, and master tactician at 17th level.

At 7th level, the squad captain can select a single combat feat he knows and treats it as a bonus teamwork feat for the purpose of tactician. He can

select a second combat feat at 14th level. Allies that gain the benefits of these feats do not have to meet the prerequisites, but must still be able to use them (Weapon Focus (greatsword) doesn't grant an ally a +1 bonus on attacks with their warhammer, for example).

This ability replaces banner and greater banner.

Covert Training (Ex): At 2nd level, a squad captain finishes his guerrilla training, which allows him to add half his marshal level on all Disable Device, Disguise, Knowledge (dungeoneering), Profession (soldier), Sense Motive, Stealth, and Use Magic Device checks. He can make those checks untrained. This replaces officer's training.

Distant Orders (Ex): At 17th level, a squad captain and her allies benefit from know your strengths while within 50 feet of an ally with at least 1 rank in the chosen skill.

This alters distant orders.

Xaotawn Marshal (Archetype)

The marshals in Xaotawn are placed in charge of undead regiments and militia that they control through necromantic practices. A marshal's experience is what determines if the nobility of that country will grant him access to more powerful undead. Outside of Xaotawn, these marshals are capable necromancers in their own right.

Battle March (Ex): A Xaotawn marshal gains no enhancement bonuses to his speed at 5th level and beyond. This alters the progression of battle march.

Dominion: At 1st level, a Xaotawn marshal gains one dominion from the necromancer class of his choice. Once this choice is made, it cannot be changed.

The Xaotawn marshal gains the powers granted by his dominion as a necromancer of his marshal level.

This replaces militia.

Lead the Undead (Ex): Beginning at 2nd level, a Xaotawn marshal can apply mind-affecting effects (including demoralize) and morale bonuses and penalties to undead creatures as if they were not immune.

This ability replaces officer's training.

Necromantic Studies: At 4th level, a Xaotawn marshal chooses one school of necromantic studies and gains the benefits of that school as a necromancer of his marshal level. Any features that refer to charnel touch can be used when the marshal hits a creature with a melee attack or a ranged attack if the target is within 30 feet.

This replaces tactical defense.

Limited Spellcasting: At 4th level, a Xaotawn marshal gains a single 1st-level spell slot with which he can cast spells of the same level granted by his dominion and necromantic studies. He gains additional spell slots of the next highest spell level at 7th, 10th, and 13th level, to a maximum of 4th-level spells.

Mercenary

The following archetypes are available to characters with levels in the mercenary class.

Hunatii Treasure Hunter (Archetype)

The treasure hunters of Hunatii are world famous for their masterful ability to locate ancient relics hidden in and around the cradle colonies. Mercenaries at heart, the treasure hunters are now expanding their influence across borders into new regions of Theia, where still more artifacts lay hidden, ready to be discovered.

Class Skills: A Hunatii treasure hunter adds Knowledge (arcana), Knowledge (history), and Spellcraft to her list of class skills and removes Diplomacy, Knowledge (nobility), and Perform. This alters the mercenary's class skills.

Follow the Trail (Ex): Hunatii treasure hunters add half their mercenary level on skill checks made to research specific treasures and magic items (minimum 1). A treasure hunter may substitute Perception in place of another skill when making these checks, representing minor achievements such as a locating a hidden path on a map, discovering the last piece of a puzzle, or recognizing a clue in an otherwise innocuous conversation.

This ability replaces contract work.

Treasure Hunter Talents: At 3rd level, and every 3 levels thereafter, a Hunatii treasure hunter gains a rogue talent of her choice from the following list.

Black market connections, camouflage, canny observer, coax information, deft palm, esoteric scholar, expert leaper, fast getaway, follow clues, getaway artist, hold breath, iron guts, ledge walker, nimble climber, quick disable, rope climbing, stand up, strong stroke, survivalist, terrain mastery, trap spotter, wall scramble

This replaces job training.

Fortune Finder (Ex): At 8th level, a Hunatii treasure hunter can locate simple treasures with ease, and quickly recognizes when more research is necessary to find a particular relic. When he makes a Perception check as part of follow the trail, the treasure hunter can treat any roll lower than a natural 10 as a 10 on the d20.

At 17th level, locating artifacts and lost hoards is second nature to the treasure hunter. When activated, this functions as either a nonmagical *detect secret doors* or *identify* effect. The treasure hunter can use this ability in one-minute increments for a number of minutes each day equal to half his mercenary level. He must have full use of his senses to benefit from this, and it is suppressed if he is fatigued, exhausted, or suffering from any effect that lowers one or more of his mental ability scores. At 20th level, he can use this ability at will.

This replaces reputation and mercenary lord.

Mercenary General (Archetype)

When a nation goes to war, they sometimes wish to avoid losing their own citizens, opting instead to hire an entire army of mercenaries to fight for them. At the head of these companies are mercenary generals, whose unusual tactics put them on par with the enemies they face.

Order Training: At 3rd level, a mercenary general has received training with a militia or cavalier order of his choice. He gains the 2nd-level ability granted by that order. Because he is not an official member, the general is not required to follow the order's edicts, nor does he gain that order's challenge ability.

At 6th level, and every 3 levels thereafter, the mercenary general can select a 2nd-level ability from another militia or cavalier order.

This ability replaces job training.

Contract Metier (Ex): A mercenary general's contract metier only increases up to a total +2 bonus at 11th level. The general grants his contract metier bonus to each of his allies working the same job that can see and hear him. This alters contract metier.

Battle Plan (Ex): At 5th level, a mercenary general gains battle plan, as the marshal class ability. This ability replaces moral ambiguity, true ally, and the determination increases gained at 10th and 16th level.

Greater Order Training: At 12th level and above, whenever a mercenary captain selects an order ability, he can select the 8th-level ability from an order he selected with order training with instead.

Monk

At its strongest, the former country of Idon was the mecca of ascetic and martial education, a perfect reflection of Percimum's arcane and religious magical teachings. This made it all the worse when civil war tore the country apart from the inside. Factions grew in a number of the region's training grounds, and even the otherwise peaceful monks of Idon were folded into the conflict.

The following archetype is available to characters with levels in the monk or unchained monk class.

Guardian of Idon (Archetype)

The guardians of Idon were the last to strive for peace before their homeland was broken, and they continue to search for ways to return its former glory. The faction's monasteries, known as the temples of the Three-Fold Way, are spread equidistant across the three nations of Idon Ah, Idon Oh, and Idon Re.

The Three-Fold Way (Su): A guardian of Idon practices the art of inspiring courage, competence, and greatness in himself and his allies. This functions as bardic performance, except the guardian uses his Wisdom in place of Charisma when determining its benefits, duration, and other effects. While not prohibited from using instruments, most guardians prefer non-instrument performances so that their hands remain free for other tasks.

This ability replaces the monk's bonus feats, Stunning Fist, fast movement, still mind, and tongue of sun and moon. A guardian that learns Stunning Fist on his own does not gain the added benefits of being a monk.



Necromancer

The following archetypes are available to characters with levels in the necromancer class.

Desiccator (Archetype)

The treacherous dunes of Theia are rife with the preserved corpses of creatures who failed to survive there. Necromancers who learn how to control the scouring sand and parching salt of those regions are known as desiccators.

Dominion: A desiccator does not receive the additional spell slots granted by her domain. Instead, she adds her domain spells (if any) to her necromancer spells known at the levels she would gain them normally.

This replaces the domain spells granted by the necromancer's dominion.

Channel Desiccation (Su): At 1st level, a desiccator can draw away the moisture from all other creatures within 30 feet of her, dealing 1d6 points of damage at 1st level, plus 1d6 damage every 2 levels thereafter, to a maximum of 10d6 damage at 19th level. This otherwise functions as channel energy, except that it deals damage to any non-construct creature in the area.

A desiccator can use channel desiccation a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity.

Channel desiccation is especially devastating to creatures with the water subtype and plant creatures (including plant and water constructs), which instead take 1d8 points of damage, plus 1d8 per 2 necromancer levels beyond 1st.

This ability alters channel negative energy and replaces channel touch.

Selective Channeling (Ex): At 4th level, a desiccator gains Selective Channeling as a bonus feat. If she already has that feat, she may select another for which she qualifies.

This replaces spectral hand.

Targeted Desiccation (Ex): Beginning at 8th level, a desiccator can use channel desiccation against a single creature that she is aware of within 30 feet.

Legionnaire (Archetype)

Legionnaire necromancers travel the world in search of all things dead that they can raise as a part of their ever-growing army. While any good legionnaire knows better than to reveal their true power too soon, their minions are always just a conjuration away.

Undead Ally (Ex): At 1st level, a legionnaire gains the services of an undead ally. Her companion can be a skeleton or a zombie, and its base statistics are noted here. As an undead, the companion uses its Charisma to determine its hit points, instead of Constitution.

This ability otherwise functions like the animal companion ability (which is part of the Nature Bond class feature).

This ability replaces the powers granted by the necromancer's dominion (she still receives domain spells).

Undead Master: At 3rd level, a legionnaire can cast *animate dead* once per day as a spell-like ability. She also gains Undead Master as a bonus feat. At 6th level, she adds *animate dead* to her list of necromancer spells known as a 3rd-level spell.

This replaces command undead and the Damage Reduction increase gained at 13th level.



Humanoid Skeleton

Size Medium, Speed 40 ft.; AC +2 natural armor; Attack 2 claws (1d4); ability Scores Str 14, Dex 16, Con —, Int —, Wis 10, Cha 10; **Special Qualities** Darkvision 60 ft., undead traits; the skeleton usually starts with a longbow and 20 arrows.

Humanoid Zombie

Size Medium, Speed 20 ft.; AC +4 natural armor; Attack 2 slams (1d6); ability Scores Str 16, Dex 12, Con —, Int —, Wis 8, Cha 12; **Special Qualities** darkvision 60 ft., undead traits

At 9th level, the legionnaire's companion advances, gaining +2 Dex and +2 Cha if it is a skeleton or +2 Str and +2 Cha if it is a zombie.

Necromantic Studies: A legionnaire cannot select a necromantic study that grants her a companion.

Undead Cohort: At 13th level, the necromancer can select one of the undead on the table below as a cohort in place of her undead ally.

Level	Effective Cohort Level	Suggested Companion
16	2	Crawling hand
	4	Festrog
	5	Skinwraith
	7	Ghoul
	8	Ghast
17-19	9	Ghost or giant crawling hand
20	10	Berbalang or mummy

Spotlight: In Search of Aid

Margaux Cozni stepped cautiously into the temple's inner sanctum. The townsfolk swore this place was haunted by some terrible, unknowable thing, but the sentinel was convinced that something both less and more supernatural was happening here. Lighting a torch to create some sense of low light around her, she began what would become a too-long descent down a moss-covered ramp. The smell of spores and something like ichor held throughout and burned her nose as she moved with extra caution toward the bottom. When at last her torch revealed a room at the end of the ramp, the elf dared a loud whisper.

"Is there anybody down here?" She listened for any noise that would indicate she wasn't alone in the decrepit stone building, but no answer came. "I've come in search of one who can see past the veil of death. I have money, if that's what you want."

To her dismay, it was only a heavy rasp that filled the air around her and not a creature with whom she could deal directly. "What need would one with such talent have for coin?"

Silence crashed in around Margaux again the moment the disembodied voice stopped speaking, leaving her feeling somehow more alone. Letting out an exasperated sigh, she continued deeper in search of whatever was speaking to her.

As she stepped into the next room, Margaux's ears twitched at the distinct change in how her steps sounded, despite the floor being relatively the same, moss-covered old stone. Inside, she again found nothing and nobody to talk to, and the increasingly frustrated Avemor native was about to give up when the floor glistened with a combination of her torchlight and a stone that was now glowing at the far end of the chamber.

"Is that... Onyx?" She questioned nobody in particular. The stone was about the size of an orc's fist, easily 800 gold in value. Watching the strange light it cast onto the floor, it occurred to Margaux that she was standing on silver dust.

Without warning, a wind blew past, carrying ancient not immediately understood words, putting out Margaux's torch and plummeting the room into purple twilight. A pulse of energy shattered the onyx, the worthless chunks of which she could hear fall to the floor. The room was entirely dark once more.

Stilling her panic, Margaux listened as another sound filled the room around her in every direction. She was surrounded by the sound of bones moving without flesh to quiet them. As hands began to reach out from the loam beneath her feet and the walls on either side of the barrier sentinel crumbled to reveal skeletal faces, she realized just how much danger she was suddenly in.

"Now that I'm in control of the situation," the guttural voice from before returned, "let's talk."

If the undead's effective cohort level is lower than what is allowed by the necromancer's level, the cohort gains class levels equal to the difference. A cohort with 1 class level gains the link and share spells abilities of an animal companion. A cohort with 3 class levels gains the evasion animal companion ability. A cohort with 6 class levels gains the devotion animal companion ability. The undead does not gain any abilities not listed here.

Pharaohic Disciple (Archetype)

Crumbling temples and destroyed ruins hold some of the greatest secrets of Theia's past, and the pharaohic disciples are but one of the adventuring factions who delve into them. Students of the ancient kings from ages ago, these necromancers seek to claim that power for their own ends.

Class Skills: A pharaohic disciple adds Climb (Str), Disguise (Cha), Fly (Dex), and Perception (Wis) to her list of class skills.

Diminished Spellcasting: Pharaohic disciples cast one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Charisma allows bonus spells of that level.

King's Fist (Ex): At 1st level, a pharaohic disciple has completed a forgotten ritual that transforms her over time into something greater. She gains a natural slam attack that deals 1d4 (or 1d3 if she is Small) + her Strength modifier as bludgeoning damage. This damage increases to 1d6 (1d4 if Small) at 3rd level. This replaces the necromancer's shield proficiency.

Natural Armor (Ex): At 3rd level, a pharaohic disciple's bones throughout her body harden to the same stone-like density as her hands, granting her a natural armor bonus equal to 1/3 her necromancer level. This replaces cruelty.

Despair Aura (Su): At 5th level, enemies within a 30-foot radius that can see the pharaohic disciple must succeed at a Will saving throw (DC 10 + 1/2 her necromancer level + her Charisma modifier) or be shaken for 1d4 rounds. Whether

or not the saving throw is successful, that creature cannot be affected again by the same pharaohic disciple's despair aura ability for 24 hours. This is a mind-affecting paralysis and fear affect.

Beginning at 9th level, a creature that fails its saving throw is paralyzed for 1 round, then shaken. This increases to 1d2 rounds at 13th level, and 1d3 rounds at 19th level.

This ability replaces fearless.

King's Fall (Su): At 7th level, when a pharaohic disciple hits a creature with a melee weapon or her slam attack, she also deals 1 Constitution and 1 Charisma damage to the target. A successful Fortitude save at the disciple's despair aura DC negates this damage. She can use this ability a number of times per day equal to 3 + her Charisma modifier. This is curse effect.

At 15th level, the ability damage increases to 1d3.

Sandstorm Wrath (Su): At 11th level, a pharaohic disciple can exhale a blast of superheated sand in a 40-foot cone. Creatures in the blast suffer 10d8 fire and slashing damage. A successful Reflex save at the disciple's despair aura DC halves this damage. The disciple can use this ability up to once per day at 11th level, and twice per day at 17th level.

This ability replaces light and moderate fortification.

Mummy Lord: At 20th level, the pharaohic disciple becomes a mummy lord, which grants her the following benefits:

- Despair aura paralyzes enemies for up to 1d4 rounds.
- cold resistance 10 and electricity resistance 10.
- She can use sandstorm wrath up to 3 times per day.
- If she dies, some or all of the disciple's remains can be placed in a sarcophagus (or a coffin with her depiction carved in the top) along with treasures worth at least 25,000 gp, where she will be restored to life within 1d10 days, as with *true resurrection*. The treasures are destroyed in the process.

This ability replaces heavy fortification and necromantic epiphany.

Noble

The following archetypes are available to characters with levels in the noble class.

Exiled Outcast (Archetype)

Smaller governments are overthrown all the time on Theia. Any landowner unable to protect her keep can expect a coup in due time. Broken houses and floundering royal families are common enough in some regions that practically everybody can trace their lineage to nobility in some way.

Exiled outcasts are the result of tumultuous and frequent changes of rulership. These fallen nobles have lost access to their family hold, their reputations, and many believe their lives. But, they have survived, and they have adapted, hiding their former lives in the guise of another, and only revealing their true nature when doing so could rally those around them.

Disguised Persona (Ex): An exiled outcast must hide her noble status from those who have stolen her claim, lest they seek to end what they began. She gains the dual identity and seamless guise vigilante class features.

These abilities replace steward.

Unscrupulous Gains (Ex): An exiled outcast gains only half the affluence by level of other nobles, as she must lie, cheat, and steal to earn it. This alters affluence.

Outcast Talents: An exiled outcast gains one rogue talent of her choice at 1st level. She can select a talent that modifies sneak attack, and can apply that talent as if she had the appropriate sneak attack to do so, without actually gaining sneak attack dice.

At 4th level, and every 4 levels thereafter, an exiled outcast may choose an additional rogue talent in place of a noble talent for that level.

This alters noble talents.

Vigilante Talents: By 3rd level, an exiled outcast has grown accustomed to her status as an outsider, and has adapted her understanding of the world to account for that. She gains one vigilante talent for which she could qualify as a vigilante of her level -2. She gains additional vigilante talents every for every 2 noble levels she gains beyond 3rd. The outcast can choose talents that require a vigilante specialization, but after she chooses one, she cannot choose talents associated with another.

Dramatic Reveal (Ex): Beginning at 7th level, an exiled outcast can reveal her noble status as a means of drawing attention to herself and potentially distracting those around her. When used in a social situation, this grants the outcast a bonus equal to half her noble level on her next Bluff, Diplomacy, or Intimidate check made within 1 round, provided the creature with whom she interacts was previously unaware of her dual identity and recognizes her noble status (or can be proven it as part of the action, such as with a signet ring or other form of proof).

In a combat situation, the outcast can use dramatic reveal as a swift action to give all creatures that can see her and would ally with her as a noble a +2 morale bonus on all attacks and saves, and to their AC until the end of the outcast's next turn. At the same time, creatures that she considers enemies of her noble standing suffer a -2 morale penalty against her instead. The outcast benefits from both aspects of her own dramatic reveal, provided the creatures that see her meet the requirements above (she would gain a +2 morale bonus, and her potential target would suffer a -2 penalty).

At 11th level, even creatures previously aware of an exiled outcast's dual identity can be affected by her dramatic reveal once per day, as she reminds them why they would do well to remember her, and the effect itself lasts for a number of rounds equal to the outcast's Charisma modifier.

This ability replaces favor and prestige.

Magelord (Archetype)

Magelords on the world of Theia can be born into the role, or they can learn and grow into it. Those who begin as nobles spend their formative years with private tutors from the top academies of Percimum, with only their stewards to give them regular updates on the rest of society. Upon their graduation, fledgling magelords are sent out into the world to honor their family name and represent their allegiance to the spellcasters who taught them.

Class Skills: A mage lord adds Knowledge (arcana) and Spellcraft to her list of class skills, and removes Knowledge (geography) and Ride. This alters the noble's class skills.

Skill Ranks per Level: 2 + Int modifier.

Saving Throws: A mage lord has poor Fortitude and Reflex save progression. Their Will save progression is good.

Proficiencies: A magelord has the same proficiencies and restrictions as the wizards with whom she studies.

Affluence (Ex): So much of a mage lord's time is spent focusing on the practice of spellcasting that they find little use in the additional wealth afforded by their station. As such, mage lords gain only half the affluence by level of other nobles.

Spellcasting: A mage lord gains spells, a spellbook, and cantrips as a wizard of her noble level. She learns and casts spells from the sorcerer/wizard spell list.

This replaces eclectic studies, higher learning, favor, and the benefits of attentiveness gained at 9th and 15th level.

Noble Talents: A mage lord gains noble talents at 2nd level, and every 6 levels thereafter.

This alters the progression of noble talents.



Paladin

With the prominence of barrier sentinels, censors, marshals, and zealots, the paladins who still follow and teach of the old faiths are a dying breed. The strictures of ethics to which they hold can be dissuading, but for those who find their way, the path of the paladin remains a pure representation of the powers of law and good.

The following archetype is available to characters with levels in the paladin class.

Drake Champion (Archetype)

Smaller governments are overthrown all the time on Theia. Any landowner unable to protect her keep can expect a coup in due time. Broken houses and floundering royal.

Note: This archetype is compatible with the silver champion. The character may ignore the drake mount ability granted by that archetype in favor of drake companion below.

Drake Companion (Ex): At 5th level, a drake champion develops a special bond with a drake companion large enough to carry him (if he is a Medium or smaller creature). The drake's feat gained at 1st level is replaced with the mount drake talent, and it cannot grow beyond Large size unless the drake champion wishes to use another talent once he reaches 13th level or higher. The drake also cannot select the flight drake talent until at least 5th level.

This ability replaces divine bond, the additional uses of smite evil gained at 4th, 10th, and 16th level, and the mercies gained at 6th, 12th, and 18th level.

Ranger

With the presence of marshals and mercenaries on Theia, rangers have found less work over time. To keep their traditions alive, many have formed enclaves similar to the militia and cavalier orders that stand prominent in the east. To the west, rangers continue to thrive as guides and scouts, exploring the unexplored wilds in and around Idon Oh and Jahu-fe'awla.

The following archetype is available to characters with levels in the ranger class.

Drake Warden (Archetype)

The lizardfolk of Jahu-fe'awla have always had dealings with the drakes that dwell within the jungles of that region, but it wasn't until a wildfire threatened the homes of both that they joined forces to stop its spread. The resulting partnership led to the creation of the first drake wardens.

Proficiencies: A drake warden is not proficient with medium armor or shields. This alters the ranger's proficiencies.

Drake Companion (Ex): At 4th level, a drake warden develops a special bond with a Small drake companion. Her effective level with that companion is equal to her ranger level -3.

A drake warden's companion does not gain feats or drake talents at 1st, 6th, or 12th level, nor can it grow to Large size unless the drake warden wishes to spend one of the drake companion's talents once her effective level is 11th or higher.

This ability replaces endurance and hunter's bond.

FYI: Orcish Dune Stalkers

An orc or half-orc that takes levels as a dunestalker can choose any one humanoid race common to Theia (dwarf, elf, giant, gnoll, gnome, halfling, human, orc, or reptilian) as its first favored enemy, and the terrain best associated with that race as its favored terrain. Orcish dune stalkers always gain Diehard as a bonus feat at 17th level.

Orcs with the dunestalker racial trait that gain levels as a dune stalker ranger can substitute their Wisdom for their Charisma with that racial trait.

Dune Stalker (Archetype)

Theia's deserts are more than just inhospitable; they're deadly. When the sun isn't baking everything beneath it, or the frigid night temperatures aren't throwing creatures into shock, one must still contend with cultists, gnolls, lizardfolk, and—worst of all—orcs.

For many years, the dune stalkers have studied the orcs in the Sea of Sand. Their research has yielded a means to challenge the savage race in its natural environment.

Favored Enemy: A dune stalker's first favored enemy is always humanoid (orc). The progress is otherwise unchanged, and the dunestalker can still select additional favored enemies as she gains levels.

This alters favored enemy.

Dune Stalking (Sp): At 1st level, a dune stalker gains the ability to cast *vanish* as a spell-like ability a number of times per day equal to her Wisdom modifier. To cast *vanish* in this way, the dune stalker must have 1 lb. of sand either on her person or unattended within her line of sight that she can use as a material component. Her caster level with this ability is equal to her ranger level.

Beginning at 4th level, the dune stalker can use this ability to cast *invisibility* once per day instead. If she has them, she can also expend her 1st-level ranger spell slots to cast *invisibility*. At 10th level, this becomes *invisibility sphere* and 3rd-level ranger spell slots. At 13th level, this becomes *greater invisibility* and 4th-level ranger spell slots. The dune stalker can cast each of these additional once per day in place of her *vanish* ability.

This ability replaces wild empathy, hunter's bond, camouflage, and hide in plain sight.

Track: A dune stalker doesn't gain track until 2nd level.

Favored Terrain: At 3rd level, a dune stalker gains favored terrain (desert). The dune stalker does not gain the ability to select additional favored terrains as she gains levels (except as noted below).

This alters favored terrain.

Terrain Expertise (Ex): At 7th level, a dune stalker gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her ranger level while in a favored terrain, and she cannot be tracked in such environments. This does not stack with favored terrain.

This ability replaces woodland stride.

Orcish Survival Skills (Ex): At 17th level, a dune stalker gains her choice of Diehard as a bonus feat or favored terrain (underground). Once this choice is made, it cannot be changed.

Rogue

Thieves, assassins, and other outlaws are as common on Theia as they are on any world. What stands out about rogues on this world is their origin rooted in forgotten dragon lore. Those who have researched the subject believe the first actual guild was founded by the yellow dragons in fledgling Inekin. Since then, outfits have been formed across Theia, each with their own “code” and practices, but all of who see themselves as above the law in their area of operation.

The following archetype is available to characters with levels in the rogue class.

Xanthus Mastermind (Archetype)

When the forgotten dragons took over Theia during the Age of Fire, it was revealed that Inekin’s ruler answered to a yellow dragon by the name of Ocean, head of the xanthus dragons. In the guise of a courtly, foreign advisor, Ocean treated Inekin as his puppet state. Through the royal family, the dragon had spent years taking slaves from nearby Hunatii. Their free labor kept Inekin’s coffers, and more importantly Ocean’s hoard, full.

Many believe Ocean was slain as one of the first acts of rebellion that began Dragonfall. Whether that is true or not, the teachings of the xanthus continue to run strong through the thieves’ dens, arenas, and pirate ships that hail from the unrepentant nation.

Skill Ranks per Level: 6 + Int modifier. A xanthus mastermind has a lot more going on at once than the average rogue.

Member of Society (Ex): At 1st level, a xanthus mastermind gains a social identity that they use to maintain decorum when in such settings. This functions as the vigilante’s dual identity class feature, except as noted here. The mastermind’s allies and racket are aware of the mastermind’s true identity, even while the mastermind is in their social identity. Should anybody else suspect them of being anything other than what they appear to be while either in their social or true identity, the mastermind can attempt a Disguise check with a +20 circumstance bonus to appear as their current identity, and not as their other identity.

This replaces trapfinding.

Racket (Ex): At the beginning of their adventuring career, xanthus masterminds have already established a racket of some kind; be it dealing in illegal art, stolen goods, or propaganda against the government. Whatever their end goal, the mastermind’s network of connections gets the job done behind the scenes while the mastermind adventures and puts on social airs.

This functions as the affluence noble class feature, except as noted here. To collect their cut, the xanthus mastermind must be in a settlement at least the size of a Small town where they have spent no less than 1 day of downtime per rogue level making connections as both of their identities and getting in touch with their racket.

If the mastermind leaves the settlement, their reputation remains intact for 1 month per rogue level, after which they must reestablish their connections.

Beginning at 5th level, the mastermind’s racket moves so much money that a Small town would draw too much attention. The mastermind can only collect their cut in a settlement at least the size of a Large town.

At 10th level, the settlement must be at least the size of a Small city, but because the mastermind’s notoriety has spread so far, it takes them half the time to establish connections and contact their racket for their cut when entering such a settlement. In addition, the mastermind’s reputation remains intact for up to 3 months per rogue level.

If a xanthus mastermind’s true identity is ever exposed to those with whom they have built their social identity up, they cannot collect their cut from any settlement until they have completely left the area and reinvented their social identity elsewhere.

If a xanthus mastermind does not collect their cut at a given level, it rolls into the next, but in order to collect the

total, the mastermind must still be in a settlement with the appropriate connections and base value (Large town—2,000 gp; Small city—4,000 gp; Large city—8,000 gp; Metropolis—16,000 gp). While in a Large city or metropolis, the mastermind can take multiple payments of smaller amounts up to the settlement’s base value each week.

This ability replaces the increases to sneak attack at 3rd, 7th, 11th, 15th, and 19th level and the rogue talents gained at 4th, 8th, 12th, 16th, and 20th level.

Social Talents: A xanthus mastermind can select social talents from the vigilante class in place of rogue talents.

Favor (Ex): Beginning at 10th level, the mastermind can spend an advanced talent to gain the 7th-level favor noble class feature. The mastermind cannot ask for a favor if their true identity has been exposed to the individual granting the favor. At 18th level, the mastermind can spend a second advanced talent to gain the 13th-level benefit of that class feature.

New Rogue Talent

Racketeer (Ex)

Prerequisite: Racket class feature.

Benefit: Double the base value of settlements when collecting your cut. It takes you half the time to establish connections and contact your racket for your cut when you enter a settlement.

Xanthus Magic (Sp)

Prerequisites: Intelligence 11, minor magic rogue talent, and you must be taught by a xanthus dragon or another rogue with xanthus magic.

Benefit: A rogue with this talent gains the ability to cast a 1st-level spell from the yellow dragon spell list two times per day as a spell-like ability. The caster level for this ability is equal to the rogue’s level. The save DC for this spell is 11 + the rogue’s Intelligence modifier. This spell list can be found under the Young Dragon Spellcaster feat in chapter 4.



Sorcerer

Innate, arcane magic is a subject of much study in Percimum. The wizards and other scholars of that country have researched sorcerous origins for years and have managed to draw few conclusions about them. Whatever their bloodlines, Theian sorcerers remain an enigma for whom to watch out.

Sorcerous Bloodlines

The most common of bloodlines in Theia are deep earth, dreamspun, psychic, undead, and vestige. In Percimum, the wizards have experimented on a number of subjects they believe have the spark of arcane magic, creating aberrant and arcane sorcerers. Finally, those who pervert the magic of their dreamspun gifts have been known to become accursed sorcerers instead.

In addition, these bloodlines have been found in subjects from seemingly unrelated country, race, or even station.

Expanded Draconic Bloodline – Kyver Dragons

During the Age of Fire, Theia's draconic rulers bred indiscriminately, creating loyal followers who shared both their blood and their arcane power. When the war finally ended the dragons' reign, the sorcerers who didn't go into hiding were killed off to avoid giving their progenitors another foothold.

The pain of the war dulled with each passing generation, and in a lot of regions, draconic sorcerers are now more pitied for their lineage than feared. But fading decrees carved in stone still serve as a reminder to keep their numbers in check, lest they become a means for the kyver dragons to threaten Theia again.

Variant Bloodline Arcana: When you cast a sorcerer spell, you gain a bonus to overcome one target's Spell Resistance equal to half the spell's level (rounded up). If more than one target has Spell Resistance, you must choose one before any effects occur, damage is dealt, or saves are made.

Breath Weapon (Su): At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of damage per 2 sorcerer levels and causes an additional effect on a failed saving throw. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The shape of the breath weapon depends on your dragon type (as indicated on the above chart). At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

If you are a cyllaros bloodline sorcerer, you don't gain a breath weapon. Instead, you gain a +2 inherent bonus to your Strength score. This increases to +4 at 13th level, and +6 at 17th level.

Inugami Bloodline

During the early years leading into the Age of Steel, the region that would become Idon Oh housed Idon's greatest universities, wherein monks and scholars educated some of Theia's brightest young minds.

When Idon Oh declared its independence from the rest of Idon, some of the colleges there turned to occult practices in the hopes that they could change their country's fate. In their haste to succeed, the students and professors unleashed

Dragon Type	Breath Weapon	Breath Shape
Areios (brown)	bludgeoning mud + blinded 1d4 rounds	30-foot cone
Cyllaros (gray)	none (see breath weapon)	
Pedasos (mithral)	slashing + 1d4 bleed damage	30-foot cone
Phaethos (purple)	piercing light + <i>heat metal</i> at same DC	60-foot line
Steropus (orange)	bludgeoning air + bull rush using save DC + Str mod vs the target's CMD	20-foot radius*
Trojas (adamantine)	force + deafened 1d4 rounds	20-foot radius*
Xanthus (yellow)	piercing water + stunned 1 round	60-foot line

the inugami from the realm of dreams. Vile, dog-like spirits, the inugami thanked their unwitting followers with a curse that would pass on for generations.

Inugami sorcerers are the unfortunate bearers of the inugami's curse, a reminder that they are destined to be consumed by the spirits who live just out of the corners of their eyes. These sorcerers survive until their time comes through the power of their canine patrons.

Class Skill: Survival

Bonus Spells: 3rd—*discern next of kin* or *keen senses*; 5th—*retrieve item* or *summon nature's ally II*¹; 7th—*greater magic fang* or *pack empathy*; 9th—*ghost wolf* (you appear to be a dog) or *summon nature's ally IV*¹; 11th—*magic jar* or *possession*; 13th—*decapitate* or *find the path*; 15th—*mass hunger for flesh* or *true seeing*; 17th—*animal shapes*¹ or *frightful aspect* (you appear to be a giant, ravenous dog); 19th—*wail of the banshee* (sounds like howling).

Note: The underlined spells listed here can be chosen in place of the other spells of the same level. They are there to help characters without access to additional content outside of the *Pathfinder Roleplaying Game Core Rulebook*.

Bonus Feats: Combat Casting, Diehard, Endurance, Iron Will, Skill Focus (survival), Spell Focus, Still Spell, Toughness

Bloodline Arcana: Whenever you or a creature within 30 feet of you that you are aware of succeeds on an attack roll with a bite attack you are healed an amount of hit points up to half the damage dealt, to a maximum number of hit points equal to 10 x your sorcerer level each day. Whenever a creature within 30 feet of you that you are aware of swallows another creature whole, you are healed 10 hit points, up to your maximum.

Bloodline Powers: The cursed dog-spirit that haunts your bloodline grants you arcane power all to one day devour your body and soul.

Starving Dog (Su): Starting at 1st level, you can grow sharp canine teeth as a free action. These teeth are treated as a natural weapon, allowing you to make a bite attack using your full base attack bonus. This bite attack deals 1d8 points of damage + your strength modifier (1d6 if you are Small). At 5th level, a creature damaged with your bite attack becomes paralyzed for 1 round, as the ghoul ability (Fort negates). At 7th level, the duration of the paralysis increases to 1d4+1 rounds, and the bite attack is considered a magic weapon for the purpose of overcoming DR. You can use your bite for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

* This breath weapon has a range of close (25 feet + 5 feet per 2 sorcerer levels).

¹ dog-like creatures only.

Guard Dog (Su): Starting at 3rd level the Inugami haunting you keeps you out of harms way so you don't die before it feasts. You gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

Ravenous Hunger (Ex): At 9th level, you gain the benefits of haste for a number of rounds per day equal to your sorcerer level. These rounds don't need to be consecutive. Each time you hit a creature with your bite attack during a full attack while affected by this ability, that creature takes 1d4 points of bleed damage.

Curse's Grasp (Su): At 15th level, your possessing Inugami drools at the thought of devouring you, so it goes to great lengths to keep you alive. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to -1 hit points and are automatically stabilized. The bonus from your Guard Dog ability applies to this save.

Inugami's Rage (Su): At 20th level, you gain immunity to mind-affecting effects. Whenever you successfully employ a possession effect (such as magic jar or possession), you remain in complete control of your body and the body of your possessed target, whose appearance becomes dog-like, as if it were a hybrid lycanthrope.

Thaumaturge

The following archetypes are available to characters with levels in the thaumaturge class.

Indigo Disciple (Archetype)

Percimum's exploitation of magic does not end at the training of cleric wizards. Those who show talent with occult magic during their introductory training in thaumaturgy are quickly sent to the Cerebel district of Percimum Prime, where their training focuses more on mind-altering power than arcane manipulation. Distinguished as indigo disciples, thaumaturges from this group put greater emphasis on phrenic and divine teachings. As

a result, they are more in tune with their spiritual selves; quiet, but always alert.

Parent Classes: Cleric and psychic.

Class Skills: An indigo disciple adds Perception and Sense Motive to her list of class skills and removes Intimidate and Knowledge (planes).

Psychic Student: An indigo disciple draws her spells from the psychic spell list, rather than the wizard spell list. Human, half-elf, and half-orc indigo disciples can add spells from the mesmerist spell list to their own as part of their favored class bonus (in place of inquisitor spells).

Orc and half-orc indigo disciples can add spells from the occultist spell list to their own as part of their favored class bonus (in place of witch spells).

This alters the thaumaturge's spellcasting.

Phrenic Teachings (Su): At 2nd level, an indigo disciple gains a phrenic pool, as a psychic of her thaumaturge level. Wisdom is the disciple's phrenic pool ability. She also learns one phrenic amplification. The disciple learns additional phrenic amplifications at 6th, 10th, 14th, and 18th level.

Casting a thaumaturge spell with a phrenic amplification is a full-round action, unless the spell's casting time was already greater.

This ability replaces twist origin.

Kyver-Bonded (Archetype)

Before they were forgotten, the native dragons of Theia referred to themselves as kyver, which translates roughly to "noble blood" in their dialect of draconic. The distinction between these particular dragons and those that remain on Theia is important to the magelords in Percimum. When a sorcerer is born to a draconic bloodline, they might gain some of the aspects, powers, and spells related to their dragon ancestors. But when one demonstrates a bond to the forgotten dragons, they can twist that power into a facsimile of divine magic as well. Such sorcerers, when discovered, are wiped out by the Dragon Council to prevent another Age of Fire. The lucky few who escape are tracked down by others like them and trained in secret so they can pass themselves off as thaumaturges.

Origin Magic: A kyver-bonded gains spells known and per day as a sorcerer, but the spells she learns must still meet the requirements of origin magic. Her spellcasting ability modifier is Charisma.

At 1st level, a kyver-bonded chooses one forgotten dragon type (adamantine, brown, gray, mithral, orange, purple, or yellow). One of the kyver-bonded's spells known of each spell level must be from that flight's spell list found on page 84.

Upon reaching 4th level, and at every even-numbered thaumaturge level after that (6th, 8th, and so on), a kyver-bonded can choose to learn a new spell in place of one she already knows. In effect, the sorcerer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A kyver-bonded may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

This alters the thaumaturge's origin magic.

Forgotten Curse (Su): The potency of a kyver-bonded's bloodline can harm their physical and mental wellbeing, but each finds their own way to overcome it.

At 1st level, a kyver-bonded chooses one of the following oracle's



curses. Once this choice is made, it cannot be changed. The kyver-bonded gains the benefits and drawbacks of that curse at 1st, 5th, 10th, and 15th level.

This ability replaces twist origin.

Origin Shard (Sp): At 1st level, a kyver-bonded gains origin shard as normal for a thaumaturge. At 3rd level, and again at 11th, 15th, and 19th level, the kyver-bonded's origin shard deals 1d6 additional damage. This additional damage does not multiply on a critical hit. At 7th level, the kyver-bonded can add her Wisdom bonus to damage in place of Strength or Dexterity when using her origin shard.

This alters origin shard's damage and progression.

Kyver Armor (Su): At 3rd level, when a kyver-bonded begins or continues a spell chain, she can also gain a +2 enhancement bonus to her natural armor for 10 minutes per thaumaturge level as scales resembling her chosen flight grow thick over her own skin. The kyver-bonded can end this effect at any time as a free action, but activating it again uses a minimum of 10 minutes of her remaining duration. This bonus stacks with the kyver-bonded's existing natural armor, but not with other enhancement bonuses to her natural armor (such as from a *barkskin* spell).

At 6th, 9th, and 12th level, the enhancement bonus increases by +1, to a maximum of +5.

Kyver Resistance (Su): At 5th level, while a kyver-bonded benefits from her kyver armor, she also gains Damage Reduction 1/— for the duration. Her DR increases by +1 at 9th, 13th, and 17th level, to a maximum of +4.

Beginning at 7th level, the kyver-bonded can use a swift action to trade 1 or more points of her Damage Reduction for energy resistance against one energy type of her choice (acid, cold, electricity, fire, force, negative energy, positive energy, or sonic) equal to 5 x the DR sacrificed. This resistance remains until the kyver-bonded trades some or all of it back with another swift action, or until she stops using kyver armor.

Controlled Origins: At 15th level, a kyver-bonded chooses one of the following options. Once this choice is made, it cannot be changed.

- Her kyver armor lasts for 1 hour per thaumaturge level.
- Her origin shard's initial damage is increased to 1d8 and gains a critical threat range of 19-20 (this can be further improved to 17-20 with the Improved Critical feat).
- She increases her DR by +1 and it remains active when not using kyver armor. The kyver-bonded can still trade that DR for energy resistance as a swift action.

Vermilion Disciple (Archetype)

Vermilion disciples are the more academically inclined spellcasters whose grasp of occult spellcasting leads them to give up their divine studies for more psychic endeavors. They are typically more outgoing and boisterous, and their magical training tends to lean more toward combat and utility spells than healing.

Members of the vermilion disciples gain the same benefits as indigo disciples, except as noted here.

Parent Classes: Psychic and wizard.

Class Skills: A vermilion disciple adds Disable Device to her list of class skills and removes Knowledge (religion).

Psychic Student: A vermilion disciple draws her spells from the psychic spell list, rather than the cleric spell list.

Phrenic Teachings (Su): Charisma is the disciple's phrenic pool ability.

Wizard

The following archetypes are available to characters with levels in the wizard class.

Percimum Graduate (Archetype)

The colleges in Percimum are unlike any other wizarding schools. Only students with enough talent—or money—can attend for the full breadth of education, taking years to study and master the intricacies of arcane magic. Those few who last long enough to graduate are given a very special gift. The secret of accessing Percimum Prime's Omnibus Totalis.

Within the Omnibus Totalis is the collected knowledge of every wizard to ever graduate from Percimum's colleges. Those who can access its vast array of arcane theorems and formulae have the power to alter the very fabric of arcane magic.

Omnibus Totalis: At 1st level, a Percimum graduate learns a special ritual that allows him to see and read through a spellbook hidden somewhere in Percimum Prime. This Omnibus Totalis grants the graduate access to every common wizard spell in Theia (these include all wizard spells in *The Pathfinder® Roleplaying Game Core Rulebook* and the wizard spells presented here in Chapter 4 - Magic). In addition to the spells he prepares from his own spellbook each morning, the graduate can prepare a number of spells equal to his Wisdom modifier from the Omnibus Totalis as if they were his own. Spells prepared in this way can be cast using any wizard spell slot of the same level or higher.

At 2nd level, and every even level thereafter, a Percimum graduate can prepare one additional spell per day from the Omnibus Totalis. At 20th level, the graduate can prepare all of his spells from the Omnibus Totalis.

This replaces arcane school and arcane bond.

Bonus Feats: At 1st level, a Percimum graduate can select any wizard bonus feat or arcane discovery in place of Scribe Scroll. The graduate gains additional bonus feats or arcane discoveries at 4th, 8th, 12th, 16th, and 20th level.

This replaces Scribe Scroll and alters the progression of bonus feats.

FYI: Multiclass Graduates

While there are no hard rules against multiclassing into Percimum graduate from another class, within the context of the world itself, accessing the Omnibus Totalis without express permission (given during the graduation ceremony) is considered a crime of the highest order in Percimum, and the magelords there are not known for having dismissive attitudes when it comes to breaking the rules.

Those who wish to pursue an adventuring wizard's degree—with which access to the Omnibus Totalis is included—can entreat the magelords in person or through the proper channels. The fee for this degree is never less than 1,500 gp, and it requires written proof of efficacy displaying Intelligence 15 and Wisdom 13. The entire process has been known to take about 3 weeks of downtime to complete remotely.

Zealot

The following options are available to characters with levels in the zealot class.

Vehemence

The source of a zealot's vehemence is never clear, even to the zealots themselves, but some researchers have discovered patterns in the scattered and seemingly random gifts the champions of chaos display. While no zealot would openly accept there is a structure to their madness, these categories have helped to better understand their power.

Note: Vehemence options that allow you to reroll cannot be chosen with controlled vehemence. The zealot must roll those values naturally.

Abyssal

Zealots who leave their bodies open to possession are sometimes inundated with a demonic host. Once such a being inhabits a zealot, it is up to the possessed to steer that power to their own ends. Chaotic good zealots may force their inner demon to perform good acts through them, while chaotic evil zealots allow it to control them.

Roll Vehemence Effect

- | | |
|---|--|
| 1 | +4 Strength. This becomes +6 at 11th level and, +8 at 20th. |
| 2 | +4 Charisma. This becomes +6 at 11th level and, +8 at 20th. |
| 3 | The zealot gains acid, electricity, and fire resistance 5 for the duration. This becomes 10 at 11th level and 15 at 20th. |
| 4 | One weapon the zealot wields gains the keen weapon property for the duration. It also gains anarchic at 11th level and dancing at 20th. |
| 5 | The zealot treats his caster level as 2 higher when determining his spells' durations and effects for the duration. This becomes 4 at 11th level and 6 at 20th. |
| 6 | The zealot can cast up to one 5th-level or lower zealot spell he knows at any point within the duration as if it was modified by the Maximize Spell feat (this does not increase the casting time or spell level). Once he casts the last of these spells, the vehemence ends immediately. This becomes two at 11th level and three at 20th. |

Roll Greater Vehemence Effect

- | | |
|---|---|
| 7 | Enemies within 10 feet of the zealot are slowed, as the <i>slow</i> spell (Will negates) for the duration. This becomes 20 feet at 20th level. |
| 8 | The zealot chooses one creature he can see with no more than 10 Hit Dice. That creature falls asleep, as if affected by a <i>deep slumber</i> spell for the duration. At 20th level, he can cast <i>cloak of dreams</i> once within the duration as a sorcerer of his zealot level instead. If any creature is still asleep when vehemence ends, it wakes up. |



Roll Vehement Outburst Effect

- | | |
|----|---|
| 9 | The zealot learns and can cast <i>meteor swarm</i> once within the duration as a sorcerer of his zealot level. |
| 10 | On his turn, the zealot can spend 5 additional rounds of vehemence as a free action to roll again on this table, rerolling a result of 10. He gains that vehemence benefit in addition to any others for the remainder of the duration. |

Divine

This is the most common form of vehemence, as presented in Chapter 1 - Classes & Races. This form of vehemence is granted by the chaotic gods of Theia, who empower their followers to challenge the status quo. Chaotic good zealots gifted with divine vehemence do what they can to keep the world from falling to tyranny, while chaotic evil zealots actively seek an end to societal norms, washing like a tide of destruction through an area then leaving just as quickly.

Maelstrom

Elemental forces converge on the zealot with this vehemence, destroying and changnig the world around him with each step. Chaotic good zealots gived with maelstrom vehemence try to enhance the world's natural beauty through unique transformations of nearby land and sea. Chaotic evil zealots warp and twist the surrounding area without a care for the creatures that live there.

When the zealot uses vehemence, he chooses a number of contiguous 5-ft. squares up to 3 + his maelstrom level beginning adjacent to his current space. He then rolls on the chart here, creating the listed effects within those spaces. Creatures within one or more of those spaces are unaffected by the changes until the start of their next turn. Some effects (such as with water or fire) allow the zealot to extend the height of his chosen squares (in order to affect flying or larger creatures, for example). The effect retains its shape for the duration.

The DC of any of these effects is 10 + 1/2 the zealot's class level + his Charisma modifier.

Roll Vehemence Effect

- | | |
|---|---|
| 1 | The space becomes a swirling vortex of water that requires a Swim check to pass through. A creature that fails this check is shoved out of the space in a random direction (1-8) and suffers the zealot's outburst damage. |
| 2 | The space becomes a mire of roots and vines, creating an <i>entangle</i> effect, even if no plants were present before. This effect is automatically heightened to the highest spell level the zealot can cast. At 11th level, the effect counts as <i>hold monster</i> instead, except that it requires a Reflex save in place of a Will save. |
| 3 | The space becomes a sandstorm that obscures vision and deals the zealot's outburst damage as piercing damage to creatures passing through (Reflex half). |

Spotlight: A Dwarf's Fate

When's Keegan Stoneshoe's family was killed on the Steaming Sea, destiny saw to it that the dwarf lived; his life's goal now the pursuit of vengeance. Following stories of an ancient power within the deepest reaches of Inframundo, he spent months in the darkness, hoping against hope to find it, until at last it found him instead.

Keegan was 200 feet below Theia's surface the night that he woke up to a strange sensation. The darkness that surrounded him wasn't the same. For one thing, his usually exceptional vision couldn't pierce its depths. Worse still, he wasn't alone. Whatever brought about this supernatural lack of light within the almost 200-foot deep passageway he carved had also tripped him. Fumbling around, he paused when something sinewy slithered over his exposed leg. Fear gripped him suddenly like a child clutching to its mother for safety. Then anger overtook his fright. After so long, he wouldn't lose now. Fate be damned.

Reaching back, Keegan grasped at whatever was on his leg and pulled. It came away with a sound that reminded him of pulling an octopus from the side of his little boat in the Steaming Sea. He felt no pain when it released his limb, but he also didn't feel anything else in that area now. It had gone completely numb. Wincing, he fought with the wriggling mass in his hand for a good while before finally it relented, becoming malleable. He found he could control it with his mind. The darkness empowered Keegan, allowed him to change its shape, and his own. Drawing it into himself, he began the climb back toward his destiny.

4 The space becomes a 5-ft.-deep hole down which creatures can fall and must use Climb to escape.

5 The space becomes parched and superheated, dealing the zealot's outburst damage as nonlethal damage to creatures passing through. A creature damaged in this way becomes fatigued from the heat for the duration (Fortitude negates). At 20th level, the creature becomes exhausted from the heat instead.

6 Roll again, rerolling a result of 6, and increase the number of affected squares by half.

Roll Greater Vehemence Effect

7 The space becomes a *sleet storm*, which functions as the spell, except that a creature passing through the space takes cold damage equal to the zealot's outburst damage (Reflex half).

8 Roll again, rerolling a result of 8, and the zealot can ignore his own effects as if they were illusions. At 20th level, the zealot and each of his allies can ignore his effects.

Roll Vehement Outburst Effect

9 The space becomes a void where no air exists. Creatures in the area become fatigued, cannot breathe, and cannot speak or cast spells with verbal components until they leave.

10 Roll again twice and apply both effects to each space. While both effects last, each round of vehemence the zealot spends counts as two. The zealot can end either effect as a free action at any time.

Protean

Beings of pure chaos, the proteans do not so much gift their power as shed it into the world, where zealots discover it and draw upon it for the strength to overcome their foes. Chaotic good zealots gifted with protean vehemence use their shapeshifting abilities to guard allies, while chaotic evil zealots become unpredictable monsters with the power to look like a common animal or a nightmare creature.

Roll Vehemence Effect

1 +4 Strength. This becomes +6 at 11th level and, +8 at 20th.

2 +4 Charisma. This becomes +6 at 11th level and, +8 at 20th.

3 The zealot gains acid, electricity, and sonic resistance 5 for the duration. This becomes 10 at 11th level and 15 at 20th.

4 The zealot gains a natural slam attack with a reach of 10 feet that deals 1d8 bludgeoning damage (1d6 Small, 1d10 Large) plus 1-1/2 x his Strength modifier on a hit with a x4 critical multiplier for the duration. He can use his slam as a primary attack, or a secondary attack (at a -5 penalty) as part of a full-attack action once per round. At 6th-level and above, the zealot can make any or all of his attacks during a full-attack action using his slam as if it were a manufactured weapon. At 11th level, the zealot also gains grab with his slam, as the universal monster rule. He can have up to 1 creature grabbed at a time and still make slam attacks. At 20th level he also gains constrict for 2d10 + twice his Strength modifier.

5 The zealot gains the benefits of *enlarge person* for the duration. At 11th level, he grants this benefit to one additional creature he can see within range of the spell. At 20th level, he grants it to each of his allies within range for the duration.

6 The zealot rolls again, rerolling a result of 6, and gains Natural Spell or a combat style feat of his choice as a ranger of his zealot level for the duration.

Roll Greater Vehemence Effect

7 The zealot gains wild shape as a druid of his zealot level for the duration.

8 The zealot learns and can cast *baleful polymorph* once within the duration as a sorcerer of his zealot level. If the target is still polymorphed when vehemence ends, it returns to its normal form.

Roll Vehement Outburst Effect

9 The zealot learns and can cast *shapechange* once within the duration as a sorcerer of his zealot level.

10 The zealot gains 2 different vehemence benefits of his choice from any vehemence list (including this one) as if he rolled an 8 or lower for the duration. While both effects last, each round of vehemence the zealot spends counts as two. The zealot can end either effect as a free action at any time.



4 Character Options

Feats & Traits

Traits

Barbaric Upbringing (Social)

You were raised among barbarians, which has skewed how you accomplish tasks.

You treat barrier focus, vehemence, and similar abilities as rage for the purpose of this trait and feats that require or benefit from rage.

In addition, you can enter a rage as a free action when you make an initiative check, which allows you to act as raging during the first round of combat, even if you haven't taken your turn yet.

Fuschian Gift (Magic)

You were born with a red tint to your eyes, the end result of an unknown event gone wrong. Because of this, you are more aware of psychic magic than others.

Choose one:

- You treat your caster level as 1 higher when casting spells and spell-like abilities with the mind-affecting descriptor.
- You gain a +1 trait bonus on all Will saves made to resist mind-affecting effects.

Special: You can choose both as your two traits gained at 1st level, or with the Additional Traits feat.

Highborn Hatchling (Cabaro)

You were born with the potential to be a highborn, but something stopped your development. Your –2 penalty to Constitution becomes a –2 penalty to Strength instead. You also reduce falling damage by 20 feet when you fly at least 5 feet in a round.

Special: You can only select this trait at 1st level.

Sky Racing Student

You seek to join the highest echelons of sky racing by training with a former champion.

You gain a +1 race trait bonus on all Handle Animal and Fly checks, and you always treat Fly as a class skill.

Special: This trait can be selected as a regional trait for characters from Borboto, a race trait for gnolls and other races with a strong history of riding flying mounts, or a mount trait for anybody (including gnolls and Borboto natives who already used their other trait).

General Feats

Adult Dragon Spellcaster

Prerequisites: Cha 17, Dragon Spellcaster Devotion, Young Dragon Spellcaster, at least 14 levels in a class or archetype related to the forgotten dragons.

Benefit: You learn two 4th-level spells and two 5th-level spells of your choice from the spell list defined by your dragon flight. You have zero spell slots of each level with which to cast these spells as a sorcerer of your dragon speaker level, plus any additional spell slots gained for having a high Charisma score.

Special: At 16th level, you also learn two 6th-level spells from your list and gain zero 6th-level spell slots.

FYI: That's Not What the Book Says

Some of the feats gained by different classes and class options are summarized here for easy use. They function as one would expect based on their traditional versions found online and in the original source books, we just reworded them to make it easier to quickly understand what they achieve in the context of *Lands of Theia*.

If you choose a performance feat from another source, the +2 bonus that feat might grant to performance combat checks is baked into the DC's here (18 instead of 20).

Ancient Dragon Spellcaster

Prerequisites: Cha 19, Dragon Spellcaster Devotion, Young Dragon Spellcaster, at least 18 levels in a class or archetype related to the forgotten dragons.

Benefit: You learn two 7th-level spells and two 8th-level spells of your choice from the spell list defined by your dragon flight (see page 84 for more details). You have zero spell slots of each level with which to cast these spells as a sorcerer of your dragon speaker level, plus any additional spell slots gained for having a high Charisma score.

Borbotos Monster Tamer

Prerequisites: Handle Animal 5 ranks, proficient with the sandthumper, and you must either be a gnoll, taught by a gnoll, or taught by another creature with Borbotos Monster Tamer. If you are not a gnoll, this feat takes 1 month of downtime to learn.

Benefit: Choose bulette or wyvern. That creature becomes your companion, and your effective druid level with it is equal to your character level –3.

Bulette Starting Statistics

Size: Medium; **Speed** 40 ft., burrow 20 ft.; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 16, Dex 14, Con 16, Int 2, Wis 13, Cha 6.

Bulette 7th-Level Advancement

Size Large; **AC** +4 natural armor; **Attack** bite (1d8), claws (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** leap (When charging, it can attempt a DC 20 Acrobatics check to jump into the air and land next to its enemies. If successful, it can make four claw attacks against foes in reach but cannot make a bite attack).

Wyvern Starting Statistics

Size: Medium; **Speed** 20 ft., fly 40 ft. (good); **Attack** bite (1d6), sting (1d4); **Ability Scores** Str 13, Dex 16, Con 14, Int 2, Wis 16, Cha 6.

Wyvern 7th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** bite (1d8), sting (1d6 plus poison); **Ability Scores** Str +4, Dex –2, Con +2; **Poison Sting**—injury; save DC 10 + 1/2 the wyvern's HD + its Constitution bonus; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 saves.

Borbotos Sky Racer

Prerequisite: Fly 5 ranks.

Benefit: While you ride it, your flying mount increases its flight speed by 20 feet and its maneuverability by 1 category, to a maximum of 100 feet with good maneuverability.

Special: You can select this feat more than once. Its benefit counts as the flight drake talent, and only stacks to the maximum of that talent. Reductions to maneuverability always apply after all increases, they do not cancel out.

General Feats

Feat	Prerequisites	Benefit
Borbotos Monster Tamer (gnoll) *	Handle Animal 5 ranks, sandthumper proficiency, trained with group.	You gain a bulette or wyvern animal companion as a druid of your character level –3
Borbotos Sky Racer	Fly 5 ranks.	Increase your flying mount's fly speed and maneuverability.
Double Threat	Int 13, at least 1 level in two classes that gain barrier focus, rage, or vehemence.	Use the abilities of both classes with one combined pool.
Triple Threat	Double Threat	Use the abilities of up to 3 classes with one combined pool.
Dragon Spellcaster Devotion	Cha 13, at least 4 levels in a class or archetype related to the forgotten dragons.	Learn 0 level spells based on your dragon flight.
Adult Dragon Spellcaster	Cha 17, Young Dragon Spellcaster, 14th level.	Learn 4th, 5th, and 6th level spells based on your dragon flight.
Ancient Dragon Spellcaster	Cha 19, Adult Dragon Spellcaster, 18th level.	Learn 7th and 8th level spells based on your dragon flight.
Young Dragon Spellcaster	Cha 13, Dragon Spellcaster Devotion, 6th level.	Learn 1st, 2nd, and 3rd level spells based on your dragon flight.
Master of Salt & Sand	Ability to cast 2nd-level salt or sand spells.	You can prepare and cast salt or sand spells at 1 spell-level lower.
Theian Determination	Con 15, 5th level.	You can cast <i>false life</i> once per day as an extraordinary ability.

Class Feats

Zealousness	Wis or Cha 13, at least 5 levels in a class with rage, must worship Blazoke or Brutus.	Gain a domain power associated with your god that you can use while raging.
Overzealous	Wis or Cha 15, Zealousness, 9th level.	Use your god's second domain power while raging.

Barrier Sentinel Feats

Extra Barrier Focus	Barrier focus class feature.	Gain 6 additional rounds of barrier focus.
Extra Focus Power	Focus power class feature.	Gain an additional focus power.
Vital Opportunist *	Vital Strike, base attack bonus +6, trained with group.	Vital Strike also applies to attacks of opportunity.

Censor Feats

Esoteric Linguistics	Linguistics 1 rank, 1st level.	Use Linguistics in place of Use Magic Device.
Measure Foe (Combat)	1st level.	Gain information about a creature with Sense Motive.
Threatening Negotiator	5th level.	Use Intimidate to change attitudes for longer.

Cultist Feats

One Faith	1st level.	Give up a spell slot so an ally can cast or concentrate on a spell.
One Mind	2nd level, clarity.	Grant allies a bonus on some Will saves once per day each.
One Soul	7th level.	Protect an ally and take half their damage while they're adjacent.

Gladiator Feats

Performance Weapon Expertise	2nd level.	Gain a progressively higher bonus to damage and on critical confirmation rolls with performance weapons.
Inekin Saboteur (Inekin) *	Craft (armor) 1 rank, Disguise 1 rank, trained with group.	Modify your armor to gain specific benefits while wearing it.
Weapons of Convenience	1st level.	Treat a single broken weapon or piece of armor as if it did not have the broken condition.

Marshal Feats

Extend Orders	1st level, precise orders class feature.	Give precise orders out to an additional 15 feet.
Extra Demoralize	Demoralize class feature.	Gain 6 additional rounds of demoralize.
Improved Precise Order	7th level, precise orders class feature.	Use precise orders on up to 2 attacks per round.

Mercenary Feats

Dual Job Training	3rd level, job training.	Gain additional job training from another contract metier.
True Determination	11th level, greater determination.	Heal allies with greater determination 1/week.
Vital Opportunist *	Vital Strike, BAB +6, trained with group.	Vital Strike also applies to attacks of opportunity.

Necromancer Feats

Feat	Prerequisites	Benefit
Corpse Shaper	5th level.	Enchant an undead you create as if it were a magic weapon.
Undead Companion	1st level.	Gain an undead companion
Unending Cruelty	Cruelty class feature.	Cruelty effects last longer.

Noble Feats

Diplomatic Immunity	1st level, elocution.	Gain a <i>sanctuary effect</i> while you continue to use Diplomacy.
Extra Noble Talent	Noble talent class feature.	Gain an extra noble talent.
Heroic Steward	Steward class feature.	Improve your steward's ability scores.

Thaumaturge Feats

Origin Combat	1st level, origin shard.	Gain spell combat as the magus class feature.
Origin Combat, Improved	Origin Combat, 10th level, origin shard.	Gain improved spell combat as the magus class feature.
Synergistic Synthesis	5th level, spell synthesis	Cast 1 synthesis spell without raising its effective spell level.

Zealot Feats

Extra Vehemence	Vehemence class feature.	Gain 6 additional rounds of vehemence.
Muharib Training	3rd level, vehemence.	Cast <i>bull's strength</i> on yourself while using vehemence.
Zealous Muharib	Muharib Training x2, 11th level, greater vehemence.	Gain a +4 enhancement bonus to Strength as a supernatural ability.

Double Threat

Prerequisites: Int 13, at least 1 level in each of two classes that gain barrier focus, rage, vehemence, or a similar ability.

Benefit: Combine the resources from both qualifying classes into one pool from which you can draw (adding relevant ability scores only once each). You can select and activate the related powers or talents from both classes when using either ability. You must still meet the prerequisites of any powers or talents gained from either class, including class level.

Dragon Spellcaster Devotion

Prerequisites: Cha 13, at least 4 levels in a class or archetype related to the forgotten dragons.

Benefit: You learn and can cast two 0-level spells of your choice from the spell list defined by your dragon flight. These spells are cast as a sorcerer of your dragon speaker level.

Adamantine—detect magic, light, read magic, stabilize

Brown—daze, detect magic, message, prestidigitation

Gray—bleed, daze, detect magic, prestidigitation, read magic

Mithral—*arcane mark*, detect magic, ghost sound, prestidigitation, read magic

Orange—chameleon scales, ghost sound, guidance, know direction

Purple—bleed, detect magic, read magic, stabilize

Yellow—chameleon scales, dancing lights, daze, ghost sound

Special: The qualifying class and archetypes presented in this book are the dragon speaker, the trojas censor, the xanthus mastermind (rogue), and the kyver-bonded (thaumaturge).



FYI: Dragon Spellcaster Spell Lists

The spell lists here are related to the dragon devotion feats granted by some archetypes. They also serve as appropriate lists for dragon speakers who select those feats.

Adamantine: 1st—command, comprehend languages, true strike; 2nd—alter self, calm emotions, mirror image, resist energy; 3rd—dispel magic, hold person, slow, tongues; 4th—discern lies, dimensional anchor, stonewall; 5th—righteous might, sending, wall of force; 6th—blade barrier, repulsion, true seeing; 7th—banishment, forcecage, power word blind; 8th—dimensional lock, discern location, maze

Brown: 1st—alarm, charm person, expeditious retreat, vanish; 2nd—augury, detect thoughts, glitterdust, invisibility; 3rd—clairaudience/clairvoyance, haste, mind probe; 4th—confusion, denounce, dimension door; 5th—dominate person, prying eyes, teleport; 6th—contingency mislead, repulsion; 7th—plane shift, project image, spell turning; 8th—discern location, mind blank, protection from spells

Gray: 1st—inflict minor wounds, ray of enfeeblement, true strike; 2nd—blur, inflict moderate wounds, resist energy; 3rd—hold person, inflict serious wounds, poison, slow, vampiric touch; 4th—black tentacles, confusion, fear; 5th—baleful polymorph, cloudkill, feeblemind; 6th—acid fog, contingency, mislead; 7th—finger of death, power word blind, prismatic spray; 8th—greater shadow evocation, mind blank, prismatic wall

Mithral: 1st—charm person, grease, silent image, ventriloquism; 2nd—binding earth, blur, hypnotic pattern, invisibility; 3rd—hold person, stinking cloud, suggestion, wind wall; 4th—confusion, dimension door, hallucinatory terrain; 5th—baleful polymorph, dream, false vision; 6th—mislead, repulsion, true seeing; 7th—prismatic spray, reverse gravity, spell turning; 8th—irresistible dance, maze, moment of prescience

Orange: 1st—call animal, calm animals, detect animals or plants, true strike; 2nd—animal trance, beast speak, bear's endurance, bull's strength; 3rd—beast form I, burrow, dominate animal; 4th—beast shape II, fear, strong jaw; 5th—baleful polymorph, beast shape III, feast on fear; 6th—beast shape IV, mass bear's endurance, mass bull's strength; 7th—form of the dragon I, legendary proportions, summon nature's ally VII; 8th—form of the dragon II, moment of prescience, summon nature's ally VIII

Purple: 1st—command, comprehend languages, ray of enfeeblement, true strike; 2nd—alter self, locate object, resist energy, see invisibility; 3rd—clairaudience/clairvoyance, dispel magic, haste, slow, tongues; 4th—black tentacles, denounce, fear; 5th—breath of life, cloudkill, dominate person; 6th—major curse, eagle's splendor; true seeing; 7th—banishment, finger of death, hungry darkness; 8th—antipathy, mind blank, sympathy

Yellow: 1st—comprehend languages, hydraulic push, shield, silent image; 2nd—detect thoughts, invisibility, locate object, mirror image; 3rd—clairaudience/clairvoyance, major image, mind probe, tongues; 4th—denounce, dimension door, discern lies; 5th—dominate person, mass charm person, sending; 6th—control water, mislead, freezing sphere; 7th—caustic eruption, ice body, project image; 8th—maze, polar ray, sympathy

Drake Trainer

Prerequisites: Cha 13, must be able to obtain an animal companion.

Benefit: You gain a drake companion, but your effective druid level with that companion is 4 less than with other companions (minimum 1st). Your drake does not gain feats or talents as you gain levels, but you can spend your feats to teach it drake talents.

Expanded Understanding

Prerequisites: Int 13, cabaro.

Benefit: You gain a +2 bonus on skill checks on which you normally gain a racial bonus, such as with the cautious racial trait. If you have at least 10 ranks in either of those skills, the bonus increases to +4 for that skill. Once per day, you can reroll a check with either skill, but you must take the second result, even if it is worse.

Special: These bonuses do not stack with similar feats, such as Alertness or Athletic.

Reach to the Sky

Prerequisites: Cabaro, character level 7th, limited flight.

Benefit: Your fly speed maneuverability increases to poor, and you no longer fall if you end your turn flying. **Master of Salt & Sand**

Prerequisite: Ability to cast at least one 2nd-level or higher spell with a salt or sand material component.

Benefit: You can prepare and cast spells with a salt or sand material component as if their spell level was one lower (minimum 1st). You must still be able to learn those spells at the appropriate level.

For example, if you can prepare 3rd-level druid spells, you can prepare *mirage* as a 2nd-level druid spell. If you learn *move earth* as a 6th-level sorcerer spell, you can cast it using a 5th-level spell slot instead.

Special: You must be able to provide the salt or sand material component for the spell, even if you normally would not have to (such as with Eschew Materials). This feat allows you to apply metamagic feats to spells that meet the above criteria (like casting *move earth* with Quicken Spell applied).

Theian Determination

The inhabitants of Theia can draw on inherent reserves of energy to pull themselves together in moments of crisis.

Prerequisites: Con 15, character level 5th; or human with the battle ready racial trait.

Benefit: You can cast *false life* once per day as an extraordinary ability. Your caster level with this ability is equal to your character level.

Special: You can select this feat again at 11th and 19th level. Its effects do not stack, but you can spend 2 uses to cast *greater false life* instead. A human with the battle ready racial trait reduces these level requirements by 4 (7th and 15th level, respectively).

Triple Threat

Prerequisites: Int 13, Double Threat, at least 1 level in each of three classes that gain barrier focus, rage, vehemence, or a similar ability.

Benefit: You can add the resources of a third qualifying ability to your pool, and select and activate related powers or talents. This otherwise functions as Double Threat.

In addition, levels in all three classes stack for the purpose of gaining tireless rage or its equivalent, but not the powers, talents, or greater abilities of any such class.

Young Dragon Spellcaster

Prerequisites: Cha 13, Dragon Spellcaster Devotion, at least 6 levels in a class or archetype related to the forgotten dragons.

Benefit: You learn two 1st-level spells and two 2nd-level spells of your choice from the spell list defined by your dragon flight. You have zero spell slots of each level with which to cast these spells as a sorcerer of your dragon speaker level, plus any additional spell slots gained for having a high Charisma score.

Special: At 8th level, you also learn two 3rd-level spells from your list and gain zero 3rd-level spell slots.

Class Feats

Corpse Shaper [Necromancer] (Item Creation)

Prerequisite: 5th-level necromancer.

Benefit: You can enchant a single, mindless undead you create as if it was a masterwork weapon. The undead must be able to deal damage of the appropriate type to benefit from those enhancements (such as an attack that deals piercing or slashing damage to gain keen). You can read scrolls containing the necessary spells as if they were on your spell list, but only when using them to create undead.

An enchanted undead gains 1 additional hit point per Hit Die for every 1,000 gp of enchantments placed on it. If an enchanted undead is destroyed, you can collect some of its remains (or dust) and use them to put the same exact enchantments on the next undead you create.

Diplomatic Immunity [Noble]

Prerequisites: 1st-level noble, elocution.

Benefit: When you are using Diplomacy to improve the attitude of other creatures or to negotiate, you gain a *sanctuary* effect. You must succeed at a Diplomacy check each round to maintain the effect (even if you don't need one to continue the conversation). The saving throw DC for this effect is 10 + 1/2 your noble level + your Charisma modifier.

Dual Job Training [Mercenary]

Prerequisites: 3rd-level mercenary, job training.

Benefit: Choose a contract metier that you do not already possess. You gain that metier's first job training benefit.

Special: You can select this feat again for each job training you possess from a single contract metier. When you do, you gain the next job training benefit from your chosen metier above.

Esoteric Linguistics [Censor]

Prerequisites: Linguistics 1 rank, 1st-level censor.

Benefit: You can activate and identify magic scrolls with a successful Linguistics check at the same DC as Use Magic Device and Spellcraft, respectively. This does not let you emulate an ability score (but you can still attempt a Use Magic Device check to do so).

Normal: Use Magic Device can activate scrolls and Spellcraft can identify them.

Extend Orders [Marshal]

Prerequisites: 1st-level marshal, precise orders.

Benefit: Add 15 feet to the distance at which you grant your precise orders to allies.

Extra Barrier Focus [Barrier Sentinel]

Prerequisite: Barrier focus class feature.

Benefit: You can use barrier focus for 6 additional rounds each day.

Special: You can select this feat multiple times. Its effects stack.

Extra Demoralize [Marshal]

Prerequisite: Demoralize class feature.

Benefit: You can use demoralize for 6 additional rounds each day.

Special: You can select this feat multiple times. Its effects stack.

Extra Focus Power [Barrier Sentinel]

Prerequisite: Focus power class feature.

Benefit: You gain one additional focus power. You must meet all of the prerequisites for this focus power.

Special: You can select this feat multiple times.

Extra Noble Talent [Noble]

Prerequisite: Noble talents class feature.

Benefit: You gain one additional noble talent of your choice.

Extra Vehemence [Zealot]

Prerequisite: Vehemence class feature.

Benefit: You can use vehemence for 6 additional rounds each day.

Special: You can select this feat multiple times. Its effects stack.

Heroic Steward [Noble]

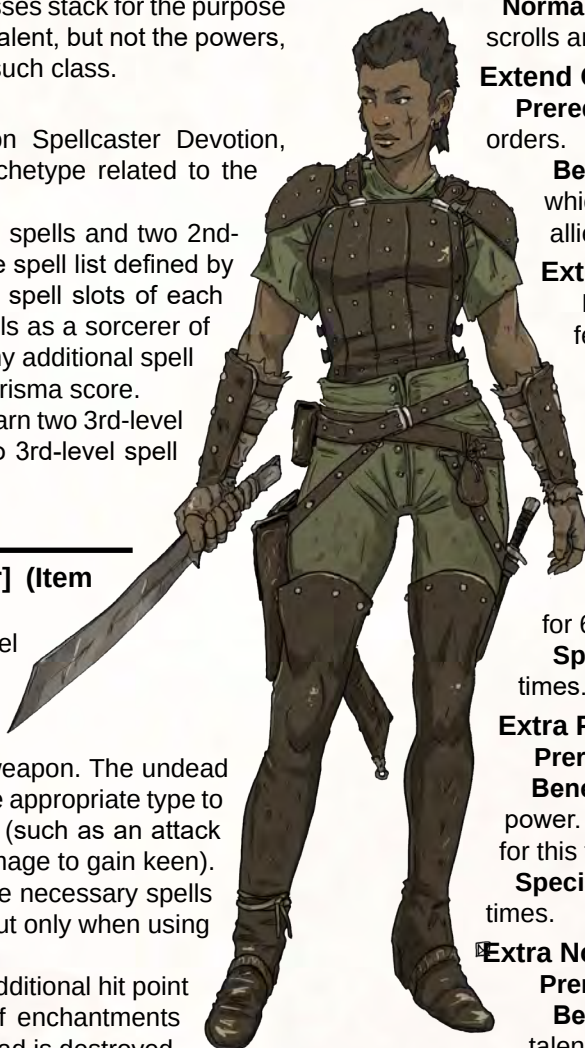
Prerequisites: Steward class feature. If not gained at 1st level, this feat requires 1 month of downtime to grant its benefits.

Benefit: Your steward's base ability scores are 15, 14, 13, 12, 10, 8, distributed accordingly, plus or minus any racial traits.

Improved Origin Combat [Thaumaturge]

Prerequisites: Origin Combat, 10th-level thaumaturge, origin shard.

Benefit: As long as you are wielding an origin shard as your weapon, you gain improved spell combat as a magus of your thaumaturge level.



Improved Precise Order [Marshal]

Prerequisites: 7th-level marshal, precise orders.

Benefit: You and your allies can apply the benefits of your offense order on up to 2 attacks each round, and the benefits of your defense order against up to 2 attacks each round.

Inekin Saboteur [Gladiator]

Prerequisites: Craft (armor) 1 rank, Disguise 1 rank, and you must either be a gladiator from Inekin, taught by a gladiator from Inekin, or taught by another creature with Inekin Saboteur. If not chosen at 1st level, this feat requires 1 month of downtime to learn.

Benefit: With a few silvers' worth of material, you can modify your armor to give yourself an advantage in combat. This process requires 1 hour and costs an amount of silver equal to your combined ranks in Craft (armor) and Disguise.

When you are done modifying your armor, choose one of the following benefits that applies when you wear it. The benefit lasts until the armor gains the broken condition or you modify it again.

- **Dragon:** The armor incorporates flecks of scale, horn, and tooth from the creature's you've fought. It grants a +1 circumstance bonus to CMD against grapple and swallow whole attempts. This bonus increases by 1 for every 5 ranks you possess in both Craft (armor) and Disguise). A creature can ignore this bonus by taking an equal amount of piercing and slashing damage when it attempts to grapple you or swallow you whole.
- **Glittered:** The armor glints in normal light, causing enemies attacking you in those conditions to suffer a –1 penalty to their attacks. This penalty increases by 1 for every 5 ranks you possess in both Craft (armor) and Disguise, to a maximum of –5. Creatures that cannot see are immune to this effect.
- **Subtle:** The armor blends in with the environment. Choose a ranger favored terrain. While in that terrain, you can substitute Disguise checks for Stealth checks made to hide.

Measure Foe [Censor] (Combat)

Prerequisite: 1st-level censor.

Benefit: You can attempt a Sense Motive check as a free action to deduce a foe's martial training after observing the foe's movements for at least 1 minute or observing the foe's attacks for at least 2 rounds. You take a –10 penalty on your check if you are observing movements, rather than attacks. The DC equals 20 + the creature's base attack bonus or 10 + the creature's Bluff or Disguise modifier, whichever is higher.

If you succeed, you learn the foe's base attack bonus and one combat feat it has, and you learn an additional combat feat it has for every 5 points by which you exceed the DC. You also gain a +1 insight bonus on attack rolls against that foe and to your AC against that foe until the foe gains a level or otherwise improves its abilities. If you fail this check against a particular foe, you can't try again against that foe until you gain more ranks in Sense Motive.

Muharib Training [Zealot]

Prerequisite: 3rd-level zealot, vehemence.

Benefit: Once per day, while using vehemence, you can cast *bull's strength* as a spell-like ability. The spell's duration ends when you stop using vehemence.

Special: You can select this feat twice.

One Faith [Cultist]

Prerequisite: 1st-level cultist.

Benefit: When a spell cast by one of your allies that you can see and who can see you would be countered or interrupted, you can expend an unused spell slot of the same spell level as an immediate action and allow them to cast or concentrate on the spell anyway.

One Mind [Cultist]

Prerequisites: 2nd-level cultist, clarity.

Benefit: When you and an ally you can see are both targeted by the same mind-affecting spell or effect, you can use an immediate action to grant that ally a bonus on its saving throw equal to your Charisma modifier. You can use this ability once per ally each day.

One Soul [Cultist]

Prerequisites: 7th-level cultist.

Benefit: As long as an ally is adjacent to you, you can choose to absorb up to half of the hit point damage from any attack that strikes that ally, as if subject to a *shield other* spell. Using this ability is an immediate action, and it only applies to one attack, even if the ally is hit by multiple attacks as part of the same action.

Origin Combat [Thaumaturge]

Prerequisites: 1st-level thaumaturge, origin shard.

Benefit: As long as you are wielding an origin shard as your weapon, you gain spell combat as a magus of your thaumaturge level.

Overzealous

Prerequisites: Wis or Cha 15; Zealousness, 9th-level in any class with the rage or vehemence class feature.

Benefit: You gain the other domain power granted by the domain you chose with Zealous Rage. You can use that power once per day, and only while raging.

Special: A zealot with the Blazoke's passion rage power or the Peregrine's gift rage power qualifies to select this as an 8th-level rage power.

Performance Weapon Expertise [Gladiator]

Prerequisites: 2nd-level Theian gladiator, proficiency with at least one weapon with the performance weapon quality.

Benefit: When using a weapon with the performance weapon quality, you gain a +1 bonus on damage rolls and on attack rolls made to confirm critical hits. This bonus increases to +2 if you are a 5th-level Theian gladiator, and to +3 if you are an 8th-level Theian gladiator.

Special: This bonus doesn't stack with similar bonuses gained when using a weapon with the performance weapon quality.

Synergistic Synthesis [Thaumaturge]

Prerequisites: 5th-level thaumaturge, spell synthesis.

Benefit: Choose one synthesis spell you know that combines only two spells. When you cast that spell, you do not increase the spell level by +1.

Threatening Negotiator [Censor]

Prerequisite: 5th-level censor.

Benefit: When you successfully use the Intimidate skill to force an opponent to act friendly toward you, the duration of the attitude change lasts 2d6 hours.

True Determination [Mercenary]

Prerequisites: 11th-level mercenary, greater determination.

Benefit: You can use greater determination on each of your true allies once per week as if they were you. Using greater determination on an ally no longer counts against your 1/week use for yourself.

Undead Companion [Necromancer]

Fledgling necromancers sometimes keep a favorite pet around with a bit of their first necromantic power.

Prerequisite: 1st-level necromancer.

Benefit: You gain an animal companion as if you were a druid of your character level -3 (minimum 1st) from the following list: badger, bird, camel, cat (Small), dire rat, dog, horse, pony, snake (viper), or wolf. That companion counts as both an animal and an undead for the purpose of spells and effects that could target either, but is otherwise unchanged.

If you later gain an animal or undead companion through another source (such as with necromantic studies), the effective druid level granted by this feat stacks with that granted by other sources, up to a maximum of your character level.

Special: You can choose an undead companion to benefit from the Corpse Shaper feat, even if it is not mindless.

Unending Cruelty

Prerequisite: Cruelty class feature.

Benefit: Your cruelty effects that normally last for 1 round last for 2 instead. All other cruelty effects you create have their duration increased by half (an effect that would last 2 rounds lasts 3 instead, and so on). A creature affected by your cruelty gains an additional saving throw as a free action when the duration exceeds its normal length.

Special: Cruelty's effects are still not cumulative. A creature must be free of your unending cruelty before you can apply another cruelty to it.

Vital Opportunist (Combat)

Prerequisites: Vital Strike, base attack bonus +6, and you must either be a barrier sentinel, fighter, or mercenary; taught by one; or taught by another creature with Vital Opportunist. If you do not have a combined 6 levels in barrier sentinel, fighter, or mercenary, this requires 1 month of downtime to learn.

Benefit: On any round when you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you can add the extra damage dice to your attacks of opportunity until the start of your next turn.

Normal: Vital Strike is a special attack action that does not apply to other types of attacks such as those made at the end of a charge or as attacks of opportunity.

Weapons of Convenience [Gladiator]

Prerequisite: 1st-level Theian gladiator.

Benefit: You can spend a swift action to ignore the broken condition of a single weapon or piece of armor you wield or wear for the remainder of the encounter. The selected weapon or piece of armor is treated in all ways as though it did not have the broken condition, though its hit points remain unchanged. You can affect only one item at a time with this ability; if you select a second item, the first immediately regains the broken condition.

Zealous Muharib [Zealot]

Prerequisites: Muharib Training x2, 11th-level zealot, greater vehemence.

Benefit: You gain a +4 enhancement bonus to your Strength score as a supernatural ability, even when not using vehemence.

Zealousness

Prerequisites: Wis or Cha 13; 5th-level in any class with the rage class feature, must worship either Blazoke, the Passionate Devastation or Brutus Peregrine.

Benefit: If you worship Blazoke, You gain the Blazoke's Passion rage power. Choose the destruction domain or the fire domain. You gain that domain's 1st-level granted power. You can only activate that power while raging, and only one per rage. You cannot use the power more than a number of times each day equal to 1 + your Wisdom or Charisma modifier (whichever is higher).

If you worship Brutus Peregrine, you gain the Peregrine's Gift rage power and can choose between the luck or travel domains instead.

Intrigue Feats

Each of the feats summarized here can only be selected as bonus feats gained through specific class and archetype features. To gain them any other way, you must meet their normal prerequisites, as presented in their original entries.

Call Truce

Benefit: You can spend 1 round to call a truce with any creatures that have an Intelligence of 4 or greater and that can understand you. At the start of your next turn, you attempt a Diplomacy check (DC 30 + the highest Charisma bonus amongst creatures affected). Success stops combat for up to 1 minute.

If any target is attacked or threatened during the round you use this ability, the check fails automatically, and if you fail the check by 5 or more, you cannot use Diplomacy to entreat those creatures for 1d4 hours. Once the truce is in effect, if any of your allies intends to break it, creatures can attempt a Sense Motive opposed by that ally's Bluff (minimum DC 20).

Special: The GM can increase your Diplomacy DC by 5, 10, or 20, or make the check impossible based on the current situation. For example, a group with an active short duration spell may be unwilling to waste it.

Criminal Reputation

Benefit: This feat counts as Persuasive, except the bonuses apply to Diplomacy and Intimidate checks made when interacting with criminals, whether they're individual thieves and cutpurses or criminal organizations.

Ironclad Logic

Benefit: This feat counts as Skill Focus (Diplomacy), except the bonuses gained are +4 and +8, respectively. In verbal duels, you can add your Intelligence modifier in place of Charisma when making Charisma-based skill checks.

Nerve-Racking Negotiator

Benefit: When you successfully use the Intimidate skill to force an opponent to act friendly toward you, the target must attempt a Will save (DC 10 + your ranks in Intimidate) once the intimidation wears off. Failure indicates the target retains its initial attitude toward you and will not report you to the authorities for intimidating it.

Orator

Benefit: You can use a Linguistics check in place of Bluff to tell a falsehood or conceal information, in place of Diplomacy to change the attitude of a creature, or in place of Intimidate to force a creature to cooperate. You must deliver your attempt in a language the target understands.

Play to the Crowd

Benefit: You do not worsen an NPC's attitude when you fail a Diplomacy check by 5 or more. Before attempting to change a creature's attitude, you can use Sense Motive as a free action to get a hunch or sense an enchantment. In a verbal duel, you can determine any audience bias. If you also have the Sense Assumptions feat, you can use that feat as a free action instead of Sense Motive.

If you succeed, you gain a +2 bonus on the Diplomacy check or learn an additional bias.

Quick Favor

Benefit: Once per day, you can decrease the time required for a Diplomacy check to gather information to 4d10 minutes when you use Diplomacy to gather information again just after you previously gathered information there (whether or not the previous attempt was successful).

Rhetorical Flourish

Benefit: Before attempting to change a creature's attitude, you can use Bluff within 1 minute as a free action to deceive it with verbal misdirection. If you succeed, you gain a +4 bonus on the Diplomacy check. If you fail by 5 or more, you suffer a -2 penalty instead.

Alternatively, you can attempt the Bluff check above with a -4 penalty when you fail a Diplomacy check. If you succeed, you can retry that check within 1 minute.

Sense Assumptions

Benefit: After speaking with another creature for at least 1 minute, you can make a Sense Motive check as a free action to determine if you would take any penalties on Bluff checks to deceive the target about your current topic of conversation. The DC for this check equals 20, or 10 + the target's Bluff modifier, whichever is higher.

If you fail this Sense Motive check by 5 or more, the target realizes what you are doing and acts accordingly. If you fail by 4 or less, you can try the check again on your next turn, but the DC increases by 5 each time.

Sense Relationships

Benefit: After 1 minute or more of interaction or observation, you can attempt a DC 20 Sense Motive check to intuit the relationship between any two creatures interacting with one another. If you succeed by 5 or more, you get a +2 bonus on on Bluff checks to lie about one of the creatures to the other and on Diplomacy checks to request that one act against the other. If you fail the check, you cannot attempt this ability on the same creatures again until you gain an additional rank in Sense Motive.

If you don't understand the language the creatures are speaking, you take a -5 penalty on the check, and if the creatures are a different type than you, you take an additional -5 penalty on the check.

Street Smarts

Benefit: You get a +2 bonus on Knowledge (local) and Sense Motive checks, and Knowledge (local) is always a class skill for you. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

This bonus does not stack with similar bonuses, such as from the Alertness feat.

Performance Feats

Dramatic Display (Combat, Performance)

Prerequisites: Dazzling Display, Weapon Focus, proficiency with the selected weapon.

Benefit: When you spend a swift action to make a performance check, you exude an aura of awe-inspiring skill. You gain a +2 bonus on all attack rolls and combat maneuver checks until the end of your next turn.

Hero's Display (Combat, Performance)

Prerequisites: Dazzling Display, Weapon Focus, proficiency with the selected weapon, base attack bonus +1.

Benefit: When you spend a swift action to make a performance combat check, you present the weapon in which you have Weapon Focus in a triumphant display. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Leapfrog (Combat, Performance)

Prerequisites: Acrobatics 3 ranks.

Benefit: When you spend a swift action to attempt a performance combat check after a successful charge attack or combat maneuver, you gain a +4 bonus on your next Acrobatics, Climb, Fly, Ride, or Swim check attempted before the end of your next turn.

Masterful Display (Combat, Performance)

Prerequisites: Dazzling Display, Weapon Focus, any two performance feats, proficiency with the selected weapon.

Benefit: Choose the effects of any two performance feats you have. When you make a performance combat check, you gain the benefits of those two feats.

Mocking Dance (Combat, Performance)

Prerequisites: Acrobatics 4 ranks or Perform (dance) 4 ranks.

Benefit: When you spend a swift action to make a performance combat check, before making that check you can either move 5 feet without provoking attacks of opportunity, or you can move your speed and provoke attacks of opportunity. You cannot end this move in a space where you threaten an enemy.

Murderer's Circle (Combat, Performance)

Prerequisites: Dodge, Dex 13, Acrobatics 4 ranks.

Benefit: When you spend a swift action to make a performance combat check after scoring a critical hit or performing a combat maneuver, and you are adjacent to the target of the critical hit or combat maneuver, you can move to any other space that is adjacent to the target without provoking attacks of opportunity. You must have a clear path to that space and the ability to reach it by spending a move action.

Performing Combatant (Combat, Performance)

Prerequisites: Dazzling Display, Weapon Focus, any one performance feat, proficiency with the selected weapon.

Benefit: You can make performance combat checks in any combat. When you trigger a performance check with one of the following conditions, you can use a swift action to roll 1d20 + your base attack bonus + your Charisma modifier against a DC 18. If you have ranks in Perform (act, comedy, or dance), you add the highest total ranks among those skills to your check.

- Hitting with a charge attack.
- Successfully perform any combat maneuver.
- Deal maximum damage with a damage roll (not including sneak attack or other variable precision damage). Light weapons take a -4 penalty on the check, one-handed weapons grant neither a bonus or a penalty, and two-handed or exotic weapons grant a $+2$ circumstance bonus on the check.
- Produce an effect that deals acid, cold, fire, electricity, force, or sonic damage in a visible way (including weapons with special abilities like flaming burst or shocking burst that deal bursts of energy damage on critical hits).
- Successfully feint against an enemy.
- Knock another combatant prone.
- Hit an opponent with at least two attacks. You gain a $+2$ bonus on this performance combat check for every attack you hit with beyond the second.

If you succeed at this check, you gain the full effect of one performance feat you possess.

Performance Weapon Mastery (Combat)

Benefit: You treat all weapons you are proficient in as if they had the performance weapon quality. Wielding a performance weapon grants you a $+2$ bonus on performance combat checks.

Savage Display (Combat, Performance)

Prerequisites: Dazzling Display, Weapon Focus, proficiency with the selected weapon, base attack bonus $+1$.

Benefit: When you spend a swift action to make a performance combat check, you gain a $+1d6$ bonus on damage rolls until the end of your next turn. This extra damage is not precision damage.

Second Wind (Combat, Performance)

Prerequisites: Endurance.

Benefit: When you spend a swift action to attempt a performance combat check, if you are shaken, sickened, or fatigued, these conditions are suppressed until the end of your next turn.

Variant Multiclassing

Variant multiclassing allows characters to gain some of the benefits of another class as they level up without sacrificing levels of their primary class.

As a 1st-level character, you can opt to gain one of the variant multiclassing options presented here. When you do, you gain the abilities and class features listed in your chosen secondary class in place of the character feats you would usually gain at 3rd level and every 4 levels thereafter.

Barrier Sentinel

A character who chooses barrier sentinel as her secondary class gains the following secondary class features.

Barrier Focus

At 3rd level, she gains the barrier focus class feature for a number of rounds per day equal to her Constitution modifier + her character level.

Reflexive Guardian

At 7th level, she gains reflexive guardian.

Focus Power

At 11th level, she gains a rage power. For the purpose of which focus powers she can select, her effective barrier sentinel level is equal to $1/2$ her character level, but for the

purpose of the focus power's effect, her effective barrier sentinel level is equal to her full character level.

Damage Reduction

At 15th level, she gains DR $3/-$.

Greater Focus

At 19th level, she gains greater focus.

Censor

A character who chooses censor as her secondary class gains the following secondary class features.

Code of Law

At 1st level, he must follow the laws of his given society to the letter and always place the needs of the many and the government over the needs of the individual.

Recognize Propaganda

At 3rd level, he can recognize propaganda as a 2nd-level censor.

Lustrum

At 7th level, he gains the 1st lustrum class feature.

Punishment

At 11th level, he gains the ability to use punishment once per day as a censor of his character level -4 .

Sentence

At 15th level, he selects one sentence from the censor's 3rd-level sentence list.

Decree

At 19th level, he can use decree as a censor of his character level -4 for a number of rounds per day equal to his Charisma modifier + his character level.

Cultist

A character who chooses cultist as his secondary class gains the following secondary class features.

Domain

At 3rd level, he selects one domain his deity grants, gaining that domain's 1st-level granted power, treating his character level as his effective cleric level.

Offering of Faith

At 7th level, he gains the ability to create an offering of faith once per day as a cultist of his character level -4 .

Seeds of Doubt

At 11th level, he gains the seeds of doubt ability as a cultist of $1/2$ his character level.

Improved Domain

At 15th level, he gains the additional domain power of his chosen domain, treating his character level as his effective cleric level.

Alter Ethics

At 19th level, he gains the alter ethics ability as a cultist of $1/2$ his character level.

Dragon Speaker

A character who chooses dragon speaker as her secondary class gains the following secondary class features.

Dragon Flight

At 1st level, she chooses a dragon flight. She cannot be neutral-aligned.

Draconic Aura

At 3rd level, she gains 1 draconic aura that she can

use as a dragon speaker of her character level.

Invigoration

At 7th level, she gains the ability to use invigoration a number of times per day equal to 1/2 her character level, healing as much as a dragon speaker of her character level – 4.

Breath Weapon

At 11th level, she can use breath weapon as a dragon speaker of 1/2 her character level.

Second Draconic Aura

At 15th level, she gains a second draconic aura.

Draconic Adaptation

At 19th level, she gains the draconic adaptation for her flight.

Gladiator

A character who chooses gladiator as her secondary class gains the following secondary class features.

Entertainer

At 3rd level, he gains entertainer as a gladiator of 1/2 his character level.

Artful Stance

At 7th level, he gains one artful stance. For the purpose of which artful stance he can select, his effective gladiator level is equal to 1/2 his character level, but for the purpose of the artful stance's effect, his effective gladiator level is equal to his full character level.

Share the Popularity

At 11th level, he gains share the popularity and can use it on up to 1 ally.

Second Artful Stance

At 15th level, he gains a second artful stance.

Improved Share the Popularity

At 19th level, he can use share the popularity on up to 2 allies.

Marshal

A character who chooses marshal as her secondary class gains the following secondary class features.

Militia

At 1st level, she chooses a cavalier order or militia. She must follow the edicts of her order.

Precise Orders

At 3rd level, she can use the 1st-level benefit of precise orders once per day plus one additional time per day at 7th, 11th, 15th, and 19th level.

Militia Ability

At 7th level, she gains the 2nd-level ability of her chosen order or militia, treating her character level as her effective marshal level.

Battle Plan

At 11th level, she gains the battle plan class feature, treating her character level as her effective marshal level. She can use that ability once per day at 11th level and twice per day at 19th level.

Greater Militia Ability

At 15th level, she gains the 8th-level ability of her chosen order or militia, treating her character level as her effective marshal level.

Greater Precise Orders

At 19th level, she can spend an additional use of precise orders to gain the 11th-level benefit for the duration.

Mercenary

A character who chooses mercenary as her secondary class gains the following secondary class features.

Contract Work

At 3rd level, he gains contract work as a mercenary of his character level.

Contract Metier

At 7th level, he gains contract metier as a mercenary of his character level –4.

Job Training

At 11th level, he gains the first job training for his contract metier.

Determination

At 15th level, he gains determination as a mercenary of 1/2 his character level.

Second Job Training

At 19th level, he gains a second job training from any metier.

Necromancer

A character who chooses necromancer as her secondary class gains the following secondary class features.

Charnel Touch

At 3rd level, he gains charnel touch, treating his character level as his effective necromancer level.

Channel Energy

At 7th level, he can channel negative energy as a necromancer of 1/2 his character level.

Spectral Hand

At 11th level, he learns and can cast *spectral hand* at will as a spell-like ability. He can use the hand to deliver his charnel touch attacks.

Cruelty

At 15th level, he selects one cruelty from the necromancer's 3rd-level cruelty list.

Necromantic Study

At 19th level, he gains necromantic study as a necromancer of his character level –8. If a necromantic study applies to necromancer spells he casts, he can use that ability with spells from any class that are also on the necromancer spell list (including the additional spells granted by the necromantic study).

Noble

A character who chooses noble as her secondary class gains the following secondary class features.

Affluence

At 1st level, she gains a stipend worth 100 gp. At 3rd level, she gains 500 gp. This otherwise functions as the affluence noble class feature.

Attentiveness

At 7th level, she gains attentiveness as a 3rd-level noble.

Steward

At 11th level, she gains a steward as a noble of her character level –4.

New Weapons							
Weapon	Price	Damage *	Type	Critical	Range	Weight	Special
One-Handed Exotic Melee Weapons							
Buugeng	5 gp	1d6	B	x3	—	2 lbs.	see text
Chakram, Dire	30 gp	1d8	S	18-20 x2	—	3 lbs.	finesse, monk, see text
Shell Blade, Elven	25 gp	1d6	P or S	x2	—	4 lbs.	see text
Two-Handed Exotic Melee Weapons							
Poi	7 gp	1d4/1d4	B	x2	—	2 lb.	double, monk, reach, see text
Razor Wire	15 gp	1d6	S	x4	—	1 lb.	deadly, monk, reach; see text
Sandthumper	2 gp	1d8/1d6	B	x3/x2	—	5-6 lbs.	double, monk, performance, see text

* The listed damage is for Medium-sized weapons.

Greater Attentiveness

At 15th level, her attentiveness improves to that of a 9th-level noble.

Noble Talent

At 19th level, she gains a noble talent. For the purpose of which noble talents she can select, her effective noble level is equal to 1/2 her character level, but for the purpose of the noble talent's effect, her effective noble level is equal to her full character level.

Zealot

A character who chooses zealot as her secondary class gains the following secondary class features.

Vehemence

At 3rd level, she gains the vehemence class feature for a number of rounds per day equal to her Constitution modifier + her character level.

Detect Alignment

At 7th level, she can detect alignment as a 2nd-level zealot.

Outburst

At 11th level, she gains the ability to use outburst once per day as a zealot of her character level -4.

Rage power

At 15th level, she gains a rage power. For the purpose of which rage powers she can select, her effective barrier sentinel level is equal to 1/2 her character level, but for the purpose of the rage power's effect, her effective barrier sentinel level is equal to her full character level.

Greater Vehemence

At 19th level, she gains greater vehemence.

New Weapons

The lands of Theia feature several exotic weapons among different cultures. A character can use a regional trait to treat one of these weapons of their choice as a martial weapon instead.

Buugeng

Weapon Group: hammers

This weapon is crafted from preserved saltwood so that it maintains its ability to shock enemies. A standard buugeng can deal electricity damage 5 times, after which it becomes an exotic club. Masterwork buugengs can be used up to 10 times, and magical buugengs add twice their enhancement bonus to the number of times they can deal electricity damage. A creature able to deal electricity damage to a buugeng can recharge it, gaining 1 use for every 1d6 damage the weapon would be dealt, up to its maximum.

Chakram, Dire

Weapon Group: heavy blades, monk

A dire chakram is a large, circular metal blade with a hand grip on one side. It can be wielded in one hand, but only when the wielder's other hand is free. When wielded by a monk or a creature with similar unarmed training and a Dexterity score of at least 13, the wielder can use the dire chakram even when their hands are full.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a dire chakram sized for you, even though it isn't a light weapon.

Poi

Weapon Group: double, monk

Poi, sometimes referred to as dire bolas, are heavy weights made of leather, stone, or wood, connected by a long, thick rope. When wielded with proficiency, both sides are used to strike and threaten enemies 5 feet beyond the wielder's natural reach (usually 10 feet total). A monk can also wield poi against creatures within 5 feet of them.

Razor Wire

Weapon Group: flail, monk

Razor wire is a thin, metal string attached to a grip that can be used to lash out at enemies. As a reach weapon, it cannot be used against adjacent opponents, but a monk can use razor wire as if it were a garrote.

Sandthumper

Weapon Group: double, hammers, monk

A sandthumper is typically a 5-foot-long stick (for a Medium creature), with a hollow cap on the end that can be made of wood or metal. The cap is filled with 1 lb. of heavy beads that rattle when the stick is shaken vigorously or slammed onto the ground (thus, the name). The noise made by the weapon is known to keep animals in line, granting a +2 circumstance bonus on Handle Animal checks.

A creature carrying a sandthumper without at least marital proficiency in its use suffers a -4 circumstance penalty on Handle Animal and Stealth checks.

Shell Blade, Elven

Weapon Group: close

An elven shell blade counts as a nonmetal heavy shield. If you have the Two-Weapon Fighting feat and are wielding two elven shell blades, increase the higher of the two shield bonuses by 1. You lose this benefit for 1 round when you make an attack with one or both shell blades (unless you have the Improved Shield Bash feat or a similar benefit). A hand holding a shell blade can't be used for anything else. An elven shell blade gains no benefit from shield spikes.



5 Magic & Spells

Deity Domains

Theia's deific beings are unconventional, even as gods go. Many of them were created by pure happenstance. Even hundreds or thousands of years later, they're still getting used to their divine gifts and the power they can grant to those who pray to them.

Deity domains represent a Theian deity more directly than simply choosing a combination of domains that god or goddess may have control over.

Selecting Deity Domains

If your class grants you two domains, you can instead select your god or goddess' specific deity domain. These domain grant you equivalent power to two domains, but are more directly related to the individual god than a pair of domains or subdomains might be.

Deity Domains When You Receive Only One Domain

When your class grants you only one domain, a deity domain allows you to pick one of the powers granted at 1st level. At 8th level, you gain a choice of powers from the remaining 1st-level option and the two 8th-level options made available to you.

When you gain access to domain spells, you can only pick one of the two spells granted by the deity domain, and once that choice is made, it cannot be changed without spending at least 1 day of downtime per domain spell level in periods of prayer at a church or shrine to your god or goddess while burning incense worth at least 20 gp per domain spell level.

Domains by Deity

See Chapter 6 for information about individual deities.

Aria Longmarch

Aria's followers teach honor, self sacrifice, and celebration in song.

When you gain this deity domain, you gain the following abilities and domain spells.

Bardic Performance (Su): When you select this deity domain, you add Perform to your list of class skills and gain bardic performance. Your effective bard level is equal to your level in the classes that grant this domain.

At 1st level, you learn the inspire courage and song of true Xaotawn bardic performances.

Song of True Xaotawn (Su): At 1st level, you can use your performance to sing a song that inspires yourself and your allies against the scourge of undeath. This song grants you and allies who can perceive you a +1 morale bonus to Armor Class and saving throws. Against the attacks and special attacks of undead creatures, this bonus increases to +2.

Aria of Last Light (Su): At 8th level, the bonuses for song of true Xaotawn are doubled, and you can use your performance to sing a song that rouses you allies to battle in order to protect what they hold dear. Once during the performance, if you or an ally who can perceive you would be reduced to 0 or fewer hit points, you can use an immediate action to cast a conjuration (healing) spell of a level you can cast, targeting them as if they were within range of the spell. If you have prepared such a spell with metamagic feats, you can use that spell instead. After you have done so, the performance ends immediately.

Domain Spells: 1st—*alarm, shield of faith*; 2nd—*levitate, sound burst*; 3rd—*daylight, heroism*; 4th—*heroic finale, holy smite*; 5th—*break enchantment, song of discord*; 6th—*greater heroism, mass eagle's splendor*; 7th—*holy word, instant summons*; 8th—*greater planar ally, prismatic wall*; 9th—*miracle, prismatic sphere*

Blazoke, the Passionate Devastation

Blazoke's will is to destroy when one is able to get away with it.

When you gain this deity domain, you gain the following abilities and domain spells.

Demonic Seize (Su): At 1st level, whenever you succeed on a steal, disarm, bull rush, or sunder attempt you deal an amount of fire damage equal to half your cleric level to the target of that combat maneuver.

Passionate Destruction (Ex): At 1st level you can reduce the Hardness of any object by your cleric level whenever the object is struck by your unarmed strike or a weapon you wield (minimum of 0).

Devastating Blows (Ex): At 8th level, your unarmed strikes and weapons you wield deal damage as if they were magic, cold iron, and silver.

Improved Devastating Blows (Ex): If you have devastating blows, your unarmed strikes and weapons you wield also deal damage as if they were chaotic aligned at 12th level, and adamantine at 16th level. At 20th level, they ignore all forms of Damage Reduction, including DR/—.

Domain Spells: 1st—*cause fear, true strike*; 2nd—*flaming sphere, resist energy*; 3rd—*keen edge, rage*; 4th—*black tentacles, shout*; 5th—*cloudkill, flame strike*; 6th—*harm, true seeing*; 7th—*delayed blast fireball, finger of death*; 8th—*incendiary cloud, unholy aura*; 9th—*wail of the banshee, weird*

Brutus Peregrine

Brutus asks little else of his followers than their appreciation, and to seek the best possible deal in any situation.

When you gain this deity domain, you gain the following abilities and domain spells.

Always Prepared (Ex): At 1st level, when you ready an action, you do not have to specify the action you will take or the conditions under which you will take it.

Something Useful (Su): Once per day at 1st level, you can reach into any container as a standard action and withdraw an object useful to your immediate situation. Most objects last for up to 10 minutes, then disappear. Currency, such as gold or gems, is permanent as you are effectively taking it from some future reward. The GM has final say of what you receive. This ability otherwise functions as a robe of useful items.

Something Else (Su): If you have the something useful ability, you can use it twice per day, or expend both uses to keep your something around for up to 20 minutes before it disappears.

Supernatural Luck (Su): At 8th level you gain a number of points of supernatural luck equal to to half your cleric level + your charisma modifier. You can spend any number of these points as a swift action and gain a luck bonus equal to the number of points spent on one of the following options. Points spent in this way are regained with 8 hours of rest.



Attack rolls, AC, saving throws, and Diplomacy or Sense Motive checks involving money.

Domain Spells: 1st—*comprehend languages*, *crafters' fortune*; 2nd—*align weapon* (chaotic only), *honeyed tongue*; 3rd—*contingent action*, *protection from energy*; 4th—*confusion*, *treasure stitching*; 5th—*bard's escape*, *sending*; 6th—*contingency*, *find the path*; 7th—*instant summons*, *word of chaos*; 8th—*fey gate*, *moment of prescience*; 9th—*gate*, *refuge*

The Eldest

The Eldest does not seek followers. Instead, they seek him for his knowledge of the world and its secrets. His gifts are those of the alkuaine and core of Theia herself.

When you gain this deity domain, you gain the following abilities and domain spells.

Boundless Knowledge (Ex): At 1st level, choose Linguistics or one Knowledge skill. That skill is always a class skill for you and you gain 1 additional skill rank per cleric level in that skill. If that skill was already a class skill for you, you gain Skill Focus in that skill as a bonus feat.

Selective Channeling (Ex): At 1st level, you gain Selective Channeling as a bonus feat, and you add your Intelligence bonus (if any) to the number of targets you ignore with that feat.

Applied Knowledge (Sp): At 8th level, for each skill in which you have at least 8 ranks (up to your Intelligence modifier), you add that skill's associated spell to your cleric spell list at the lowest level at which they're available. You can cast these spells spontaneously using your cleric spell slots of the same level. Once these skills are chosen, they cannot be changed.

Skill	Spell
Acrobatics	<i>jump</i>
Appraise	<i>detect secret doors</i>
Bluff	<i>eagle's splendor</i>
Climb	<i>bull's strength</i>
Craft	<i>make whole</i>
Diplomacy	<i>charm monster</i>
Disable Device	<i>knock</i>
Disguise	<i>alter self</i>
Escape Artist	<i>freedom of movement</i>
Fly	<i>levitate</i>
Handle Animal	<i>dominate animal</i>
Heal	<i>lesser restoration</i>
Intimidate	<i>fear</i>
Knowledge (arcana)	<i>greater magic weapon</i>
Knowledge (dungeoneering)	<i>augury</i>
Knowledge (engineering)	<i>fabricate</i>
Knowledge (geography)	<i>longstrider</i>
Knowledge (history)	<i>owl's wisdom</i>
Knowledge (local)	<i>fox's cunning</i>
Knowledge (nature)	<i>barkskin</i>
Knowledge (nobility)	<i>unseen servant</i>
Knowledge (planes)	<i>resist elements</i>
Knowledge (religion)	<i>detect undead</i>
Linguistics	<i>comprehend languages</i>
Perception	<i>alarm</i>
Perform	<i>hideous laughter</i>
Profession	<i>locate object</i>
Ride	<i>mount</i>
Sense Motive	<i>zone of truth</i>
Sleight of Hand	<i>misdirection</i>
Spellcraft	<i>identify</i>
Stealth	<i>blur</i>
Survival	<i>create food and water</i>
Swim	<i>water breathing</i>
Use Magic Device	<i>dispel magic</i>

Alkuaine's Gift (Su): At 8th level, you take half penalties to your ability scores for aging (rounded up), and you gain a +4 bonus on saves against spells or effects that would magically age you. At 17th level, you gain timeless body, as the monk class feature.

Domain Spells: 1st—*blend*, *keen senses*; 2nd—*fox's cunning*, *heat metal*; 3rd—*meld into stone*, *spiked pit*; 4th—*divination*, *lesser age resistance*; 5th—*telepathic bond*, *threefold aspect*; 6th—*age resistance*, *hungry pit*; 7th—*greater age resistance*, *legend lore*; 8th—*earthquake*, *repel metal or stone*; 9th—*clashing rocks*, *foresight*

The Heresies of the Dark

In the Heresies of the Dark does one lose themselves, subsumed by their teachings. It is at once a terrifying and elating experience.

When you gain this deity domain, you gain the following abilities and domain spells.

Choking Aura (Su): At 1st level, when you cast a spell with the evil descriptor, choose one creature that failed its save against that spell. That creature must attempt a Will save against your sickening aura effect (see below) at the same DC as the spell you cast.

You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Sickening Aura (Su): At 1st level, a creature that successfully detects your aura (such as with *detect evil*) must succeed at a Will save (DC 10 + 1/2 your cleric level + your Wisdom modifier) or suffer from the following effects for 1 round each, concurrently (it is staggered for 1 round, then sickened for 1 round, and so on), dependent on its Hit Dice. Creatures whose Hit Dice exceed your cleric level are unaffected.

Hit Dice	Effect
Equal to your cleric level	Sickened
Up to your cleric level –1	Staggered, sickened
Up to your cleric level –5	Nauseated, staggered, sickened
Up to your cleric level –10	Blinded and nauseated, nauseated, staggered, sickened

Palpable Aura (Su): At 8th level, as a standard action, you can suppress or make your sickening aura visible to creatures within 15 feet of you. Non-evil creatures that can see the aura are affected by it as if they detected it.

Potent Aura (Ex): At 8th level, your effective cleric level with your sickening aura increases by +5.

Domain Spells: 1st—*doom, lesser confusion*; 2nd—*align weapon (evil only), unliving rage*; 3rd—*bestow curse, rage*; 4th—*explosion of rot, unholy blight*; 5th—*confusion, slay living*; 6th—*antilife shell, phantasmal killer*; 7th—*blasphemy, creeping doom*; 8th—*death clutch, unholy aura*; 9th—*antipathy, implosion*

Lady Shinzosui

The Great One Beneath the Sea is indifferent to her worshipers, but will not hesitate to punish those who disrespect her realm, above or below the surface.

When you gain this deity domain, you gain the following abilities and domain spells.

Darkvision (Ex): At 1st level, you gain darkvision out to 60 feet, or increase your darkvision by 60 feet.

Recognize Vibrations (Su): At 1st level, you can use a move action to negate any bonuses to Stealth granted by concealment within 30 feet of you until the start of your next turn. You also reduce the miss chance granted by concealment by 5% per cleric level, up to a total reduction of 40% at 8th level.

Blindsense (Ex): At 8th level, you gain blindsense out to 30 feet.

Lunge (Ex): At 8th level, you gain Lunge as a bonus feat, and you only take a –1 penalty to AC when using that feat.

Domain Spells: 1st—*read weather, sleep*; 2nd—*gust of wind, hypnotic pattern*; 3rd—*air breathing, water breathing*; 4th—*freedom of movement, shadow conjuration*; 5th—*dispel chaos, old salt's curse*; 6th—*dream, repel wood*; 7th—*black mark, dictum*; 8th—*sea mantle, whirlwind*; 9th—*elemental swarm (water elementals only), tsunami*

The Philosophy of the Light

In the Philosophy of the Light does one find themselves, enlightened by their teachings. It is at once a glorious and beautiful experience.

When you gain this deity domain, you gain the following abilities and domain spells.

Brilliant Aura (Su): At 1st level, you can increase the effectiveness of your healing spells and spells with the good descriptor, treating your caster level with those spells as up to 5 higher. If you do, the creatures affected by those spells must also attempt a Will save against your overwhelming aura (see below) at the same DC as the spell you cast.

You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Overwhelming Aura (Su): At 1st level, a creature that successfully detects your aura (such as with *detect good*) must succeed at a Will save (DC 10 + 1/2 your cleric level + your Wisdom modifier) or suffer from the following effects for 1 round each, concurrently (it is staggered for 1 round, then sickened for 1 round, and so on), dependent on its Hit Dice. Creatures whose Hit Dice exceed your cleric level are unaffected.

Against evil creatures, your aura acts as a sickening aura (see the Heresies of the Dark). Non-evil creatures suffer the following effects instead.

Hit Dice	Effect
Equal to your cleric level	Dazzled
Up to your cleric level –1	Staggered, dazzled
Up to your cleric level –5	Dazed, staggered, dazzled
Up to your cleric level –10	Blinded and dazed, dazed, staggered, dazzled

Palpable Aura (Su): At 8th level, as a standard action, you can suppress or make your overwhelming aura visible to creatures within 15 feet of you. Non-good creatures that can see your aura are affected by it as if they detected it.

Potent Aura (Ex): At 8th level, your effective cleric level with healing spells, spells with the good descriptor, and your overwhelming aura increases by +5.

Domain Spells: 1st—*light, sanctify corpse*; 2nd—*see invisibility, zone of truth*; 3rd—*remove disease, searing light*; 4th—*cure critical wounds, flame strike*; 5th—*dispel evil, righteous might*; 6th—*heroes' feast, transformation*; 7th—*holy sword, symbol of stunning*; 8th—*holy aura, power word stun*; 9th—*miracle, overwhelming presence*

Rekej, the Smiling Friend

Rekej is always happy to accept new followers as fascinated by his divinity as he is. The more good souls in the world, the less suffering everybody will experience.

When you gain this deity domain, you gain the following abilities and domain spells.

True Comradery (Su): At 1st level, as a standard action, you can grant yourself and a number of your allies up to your Charisma modifier that can see you a +1 morale bonus on all attacks, saves, and skill checks, and to AC. This bonus increases to +2 at 11th level, and is doubled when used to negate morale penalties, such as Saint Deirdren's depressing aura. Once these bonuses are granted, the creatures do not need to remain in your line of sight.

You can grant these bonuses for a total number of rounds each day equal to 3 + your Charisma modifier.



True Ally (Ex): At 1st level, you can designate one creature as a true ally. This true ally can be a fellow adventurer, an NPC with whom you interact at least once per month, or a pet you keep close by. You gain an additional true ally at 8th level and 15th level. Should you learn of the death of one of your true allies, you can designate a new true ally after one week of downtime spent in mourning.

As long as you can see one of your true allies, you can cast conjuration (healing) spells on them from up to 30 feet away as if you were adjacent to them.

Follow You Anywhere (Sp): At 8th level, whenever you cast a teleportation spell, you can almost unerringly teleport to the location of one of your true allies within the spell's range, even if you normally could not otherwise do so (line of sight, familiarity with the area, etc). Effects that block or misdirect teleportation still affect your spells appropriately.

Share Spells (Sp): At 8th level, you may cast a spell with a target of "You" on a willing creature you touch that is benefiting from your true comradery bonus instead of on yourself. You may cast spells on that creature even if the spells do not normally affect creatures of its type.

Domain Spells: *1st—magic aura, protection from evil; 2nd—masterwork transformation, shield other; 3rd—dispel magic, helping hand; 4th—arcane eye, scrying; 5th—telepathic bond, plane shift; 6th—geas/quest, ironwood; 7th—greater scrying, spell turning; 8th—discern location, protection from spells; 9th—foresight, summon monster IX (good or lawful spell only)*

Saint Deirdren, the Hollow

Saint Deirdren pities any who would worship he who is morosity incarnate. He shepherds them, hoping they might find their way and leave his grace someday.

When you gain this deity domain, you gain the following abilities and domain spells.

Depressing Aura (Su): At 1st level, a creature that uses a spell or special ability that detects alignment on you must succeed at a Will save (DC 10 + 1/2 your cleric level + your Wisdom modifier) or suffer a morale penalty on all attacks, saves, and skill checks, and to AC, dependent on its Hit Dice (see below). The penalty is –1 at 1st level, –2 at 6th level, –3 at 11th level, and –4 at 16th level. This is a mind-affecting effect.

Hit Dice	Duration and Effect
Equal to your cleric level	1 round
Up to your cleric level –1	2 rounds
Up to your cleric level –5	3 rounds, and the target is sickened for the 1st round.
Up to your cleric level –10	4 rounds, and the target panics for the 1st round, then is sickened for the 2nd round.

Null Aura (Su): At 1st level, you are immune to effects with an alignment descriptor or that affect creatures of specific alignments, and creatures within 10 feet of you gain a +4 bonus on saves against such effects. You can choose to suppress this aura as a swift action on your turn, and activate it again is a free action.

Palpable Aura (Su): At 8th level, as a standard action, you can make your depressing aura visible to creatures within 15 feet of you. Chaotic, evil, good, and lawful creatures that can see your aura are affected by it as if they detected it.

Potent Aura (Ex): At 8th level, your effective cleric level with your depressing aura increases by +5.

Domain Spells: *1st—deathwatch, shield of faith; 2nd—calm emotions, status; 3rd—cure serious wounds, speak with dead; 4th—black tentacles, death ward; 5th—raise dead, plane shift; 6th—find the path, heal; 7th—insanity, resurrection; 8th—curse of night, trap the soul; 9th—mass heal, polar darkness*

Theia, The World Spirit

Theia loves her world more than the beings that scurry over her, and her worshipers understand that. They seek to protect their home against all odds.

When you gain this deity domain, you gain the following abilities and domain spells.

With Theia's Blessing (Su): At 1st level, whenever you make a Strength, Dexterity, Constitution, or Wisdom-based skill check in a natural environment, you can gain a +2 bonus on that check. If you have 10 or more ranks in any of those skills, this bonus increases to +4 for that skill. You must decide to use this ability before learning the result of the check. These bonuses do not stack with feats such as Alertness or Athletic.

With Theia's blessing can be used a number of times per day equal to 3 + your Wisdom modifier.

With Theia's Guidance (Sp): At 1st level, if you have a natural focus, such as a yew branch or a jar of dirt, you can spend one use of with Theia's blessing and a 1st-level spell slot to spontaneously cast *augury*.

With Theia's Protection (Su): Choose one energy type (acid, cold, electricity, fire). At 6th level, you gain resistance 10 against damage of the chosen type. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to that energy type. You can spend 1 use of with Theia's blessing as a full-round action to change your resistance for 1 minute.

FYI: Spellsteal

School abjuration

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous and see text

Saving Throw Will negates; **Spell Resistance** yes

If the target prepares spells, it must choose one prepared spell of the highest level it can cast that you can also cast as a cleric. The chosen spell is immediately lost. If the target has no spells remaining of that level, it loses one from the next highest spell level, and so on. If the target has no prepared spells remaining, this spell has no effect. You can cast this lost spell (using your cleric level) on your next turn.

If the target is a spontaneous spellcaster, it loses one of its spell slots of the highest level it can cast that you can also cast as a cleric (progressing as above). Randomly select one of the target's spells known of that spell level; you can cast it (using your cleric level) on your next turn.

You use the creature's components or focus as necessary, but must otherwise meet all requirements to cast the spell.

If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities.

Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast—the spell or spell slot is wasted and has no effect, but it is recovered normally the next time the character prepares spells or regains spell slots.

Valgyra

Valgyra seeks to learn more about the races that defeated the kyver, so she watches them. Those who she deems worthy subjects may find themselves strengthened by her bond.

When you gain this deity domain, you gain the following abilities and domain spells.

Primal One's Blessing (Su): At 1st level, as a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Scaled One's Blessing (Su): At 1st level, as a swift action, you can grow scales over your body that grant you a +1 enhancement bonus to your natural armor and 1d4 temporary hit points + 1 for every 2 cleric levels you have. The natural armor bonus increases by 1 for every 5 cleric levels you have. The scales retract after 1 round, ending their benefit. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Primal Transformation (Ex): At 8th level, you gain a bite and two claw attacks appropriate for a creature your size, or increase your damage with those attacks by 1 step if you have them already.

Scaled Transformation (Ex): At 8th level, you gain a +2 natural armor bonus and the lizard brain racial trait. If you already have that trait, its bonus also applies on all Reflex saves.

With Theia's Wrath (Su): At 8th level, you gain 2 additional uses of with Theia's blessing. You can spend 2 uses of with Theia's blessing and touch a willing creature to grant it the ability to smite, as the paladin ability, against a creature that directly opposes nature or has actively and purposely harmed the natural environment.

Domain Spells: 1st—*endure elements, sun metal*; 2nd—*binding earth, wind wall*; 3rd—*plant growth, stone shape*; 4th—*control water, reincarnate*; 5th—*control winds, treestride*; 6th—*fire seeds, move earth*; 7th—*elemental body IV, vortex*; 8th—*control plants, dimensional lock*; 9th—*sympathy, world wave*

Ursinaph the Selfish Slumber

Ursinaph offers his gifts to clerics of any alignment who pay appropriate tithes to his church (1/8 of their earnings per level if LE, LN, or NE, 1/6 if LG, N, or CE, and 1/4 if CN NG, or CG).

When you gain this deity domain, you gain the following abilities and domain spells.

Lie in Wait (Ex): At 1st level, when you ready an attack roll, skill check, or other action requiring a d20 roll while in a dangerous situation such as combat, you gain a +2 circumstance bonus on that roll when it triggers. If you ready an action while in that situation and it does not trigger, you instead regain 2 hit points instead. This bonus, and the hit points regained, increases by 1 at 6th, 12th, and 18th level. You can use lie in wait a number of times per day equal to 3 + your Wisdom modifier.

Copy Spell (Sp): At 1st level, whenever you identify a spell being cast that is a level you can also cast as a cleric, you can also cast that spell using your cleric spell slots on your next turn. Except for materials, you must meet all other requirements to cast that spell.

You can use copy spell a number of times per day equal to 3 + your Wisdom modifier.

Spellsteal (Sp): At 8th level, you can ready an action on your turn to cast *spell steal*, with the changes noted in the description of that spell in the sidebar. If a creature you can see with spellsteal's range casts any spell while your action is readied in this way, you cast *steal spell* on that creature just before its own spell completes and takes effect.

Taskmaster (Su): At 8th level, you can ready an action on your turn for when a creature you can see attempts an attack roll, skill check, save, or other d20 roll. If you do, and a creature triggers your readied action, you can take the exact same action (bonuses, damage, and all) as that creature on your next turn (If the creature is an enemy, the GM may opt to roll for you to avoid revealing any bonuses or penalties it may have). If you have lie in wait, you can also spend a use of that ability to apply its circumstance bonus to your own roll. If the action you take is an attack, you must have a comparable weapon to the creature's attack, such as using an axe in place of a claw.

You can use taskmaster once per day at 8th level, and one additional time per day for every 4 cleric levels beyond 8th.

Domain Spells: 1st—*command, sow thought*; 2nd—*compulsive liar, hold animal*; 3rd—*invisibility purge, suggestion*; 4th—*black tentacles, summon nature's ally IV*; 5th—*dispel chaos, telepathic bond*; 6th—*hold monster, true seeing*; 7th—*animal shapes, symbol of persuasion*; 8th—*frightful aspect, summon nature's ally VIII*; 9th—*shapechange, summon monster IX*

Domain Spells: 1st—erase, hide from undead; 2nd—masterwork transformation, touch injection; 3rd—glyph of warding, explosive runes; 4th—summon nature's ally IV (dinosaurs and lizards only), stoneskin; 5th—death ward, slay living; 6th—greater glyph of warding, ; 7th—summon nature's ally VII (dinosaurs and lizards only), symbol of fear; 8th—symbol of death, ; 9th—energy drain, regenerate

Censor Spell List

0-Level Censor Spells (Orisons)

Arcane Mark: Inscribe a rune on an object or creature.
Bleed: Cause a stabilized creature to resume dying.
Daze: Humanoid with 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Message: Whisper conversation at distance.
Open/Close: Opens or closes small or light things.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.

1st-Level Censor Spells

Alarm: Wards an area for 2 hours/level.
Bane: -1 on attack rolls and saves against fear.
Bless: Allies gain +1 on attack rolls and saves against fear.
Cause Fear: One creature of 5 HD or less flees.
Charm Person: Makes one person your friend.
Comprehend Languages: You understand all languages.
Cure Light Wounds: Heals 1d8 + 1/level (max +5).
Detect Secret Doors: Reveals hidden doors within 60 ft.
Divine Favor: You gain bonus on attack and damage rolls.
Hold Portal: Holds door shut.
Identify: Gives +10 bonus to identify magic items.
Inflict Light Wounds: Deals 1d8 +1/level (max +5).
Mage Armor: Gives subject +4 armor bonus.
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
Protection from Chaos: +2 to AC and saves vs. chaos.
Shield: Invisible disc gives +4 to AC, blocks magic missiles.
Subjugate Water: Chaotic creatures treat water like acid.
Summon Monster I: Summons creature to fight for you.
Unseen Servant: Invisible force obeys your commands.

2nd-Level Censor Spells

Align Weapon: Weapon gains chosen alignment.
Arcane Lock: Magically locks a portal or chest.
Cure Moderate Wounds: Heals 2d8 + 1/level (max +10).
Detect Thoughts: Allows "listening" to surface thoughts.
Eagle's Splendor: Grants +4 to Cha for 1 minute/level.
Fox's Cunning: Subject gains +4 to Int for 1 minute/level.
Inevitable Terrain *: Fills area with lawful energy.
Inflict Moderate Wounds: Deals 2d8 + 1/level (max +10).
Knock: Opens locked or magically sealed door.
Locate Object: Senses direction toward object.
Order's Weapon *: Gain an order's ethics and challenge.
Owl's Wisdom: Subject gains +4 to Wis for 1 minute/level.
Protection from Arrows: Gain DR against ranged attacks.
Resist Energy: Resist damage from specified energy type.
Scare: Frightens creatures of less than 6 HD.
See Invisibility: Reveals invisible creatures or objects.
Summon Monster II: Summons creature to fight for

you.

Undetectable Alignment: Conceals alignment for 24 hours.

Whispering Wind: Sends a short message 1 mile/level.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Censor Spells

Arcane Sight: Magical auras become visible to you.
Cure Serious Wounds: Heals 3d8 + 1/level (max +15).
Dispel Magic: Cancels one magical spell or effect.
Gentle Repose: Preserves one corpse.
Hold Person: Paralyzes one humanoid for 1 round/level.
Inflict Serious Wounds: Deals 3d8 + 1/level (max +15).
Magic Circle against Chaos: Grant protection in an area.
Magic Weapon, Greater: Weapon gains +1 to +5 bonus.
Nondetection: Hides subject from divination, scrying.
Protection from Energy: Absorbs one kind of energy.
Slow: one action/round, -1 to AC, Reflex saves, and attacks.
Suggestion: Subject follows stated course of action.
Summon Monster III: Summons creature to fight for you.
Tiny Hut: Creates shelter for 10 creatures.
Tongues: Speak and understand any language.

4th-Level Censor Spells

Arcane Eye: Invisible floating eye moves 30 ft./round.
Charm Monster: Makes monster believe it is your ally.
Death Ward: Resist death spells and negative energy.
Detect Scrying: Alerts you to magical eavesdropping.
Dimensional Anchor: Bars extradimensional movement.
Discern Lies: Reveals deliberate falsehoods.
Dispel Chaos: +4 bonus against chaotic creatures' attacks.
Geas, Lesser: Commands subject of 7 HD or less.
Globe of Invulnerability, Lesser: Stops some spell effects.
Locate Creature: Indicates direction to familiar creature.
Scrying: Spies on subject from a distance.
Secure Shelter: Creates sturdy cottage.
Summon Monster IV: Summons creature to fight for you.

5th-Level Censor Spells

Dismissal: Forces a creature to return to native plane.
Dominate Person: Controls humanoid telepathically.
Hold Monster: As hold person, but any creature.
Interposing Hand: Hand provides cover against 1 opponent.
Mage's Faithful Hound: Phantom dog guards a location.
Mage's Private Sanctum: Prevents viewing an area.
Mark of Justice: Action that triggers curse on subject.
Permanency: Makes certain spells permanent.
Planar Binding, Lesser: Traps creature it performs a task.
Prying Eyes: 1d4 + 1/level floating eyes scout for you.
Secret Chest: Hide chest on Ethereal Plane; retrieve at will.
Sending: Delivers short message anywhere, instantly.
Summon Monster V: Summons creature to fight for you.
Telepathic Bond: Link lets allies communicate.
Wall of Force: Wall is immune to damage.

6th-Level Censor Spells

Antimagic Field: Negates magic within 10 ft.
Banishment: Banishes 2 HD/level of creatures.
Contingency: Sets trigger condition for another spell.
Dispel Magic, Greater: Dispel multiple targets.
Forceful Hand: Hand pushes creatures away.
Geas/Quest: As lesser geas, but affects any creature.
Globe of Invulnerability: Ignore 4th-level spell effects.
Guards and Wards: Array of magic effects protect area.

Hold Person, Mass: As hold person, but all within 30 ft.
Planar Binding: As lesser planar binding, but up to 12 HD.
Repulsion: Creatures can't approach you.
Scrying, Greater: As scrying, but faster and longer.
Sequester: Renders subject invisible and comatose.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
Suggestion, Mass: As suggestion, affects subject/level.
Summon Monster VI: Summons creature to fight for you.
Transformation: You gain combat bonuses.
True Seeing: Lets you see all things as they really are.

Necromancer Spell List

0-Level Necromancer Spells (Cantrips)

Arcane Mark: Inscribe a rune on an object or creature.
Bleed: Cause a stabilized creature to resume dying.
Daze: Humanoid with 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Ghost Sound: Fidget sounds.
Grave Words: Make a corpse babble.
Mage Hand: 5-lb. telekinesis
Putrefy Food and Drink: Makes food and water inedible.
Touch of Fatigue: Touch attack fatigues target.

1st-Level Necromancer Spells

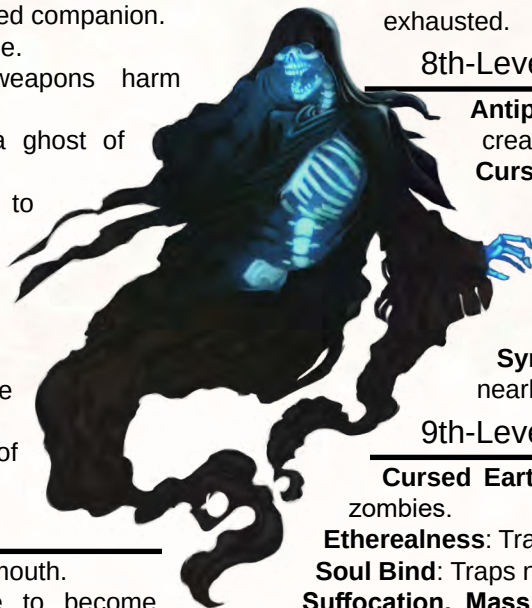
Bane: Enemies take -1 on attack rolls and saves vs fear.
Cause Fear: One creature of 5 HD or less flees.
Deathwatch: Reveals status of dying subjects within 30 ft.
 Decompose Corpse: Turn a corpse into a clean skeleton.
Detect Undead: Reveals undead within 60 ft.
Diagnose Disease: Detect and identify diseases.
Doom: Subject takes -2 penalty on everything.
Mask Dweomer^{APG}: Hides spell from *detect magic*.
Undetectable Alignment: Conceals alignment for 24 hours.

2nd-Level Necromancer Spells

Animate Dead, Lesser: Create one skeleton or zombie.
Blindness/Deafness: Makes subject blinded or deafened.
Blood Biography: Learn about a creature with its blood.
Command Undead: Undead obey your commands.
Companion Life Link: Sense wounded companion.
Gentle Repose: Preserves one corpse.
Ghostbane Dirge: Nonmagical weapons harm incorporeal.
Ghostly Disguise: You look like a ghost of yourself.
Life Pact: Creatures donate hp to stabilize fallen ally.
Scare: Frightens creatures of less than 6 HD.
Sentry Skull: Turn a severed head into a magical sentry.
Severed Fate: Target becomes unable to use hero points.
Status: Monitors condition, position of allies.

3rd-Level Necromancer Spells

Cackling Skull: Skull acts as magic mouth.
Cup of Dust: Causes a creature to become dehydrated.
Diminish Plants: Reduces or blights plants.
Halt Undead: Immobilizes undead for 1 round/level.
Howling Agony: Screaming pain limits the target's actions.



Marionette Possession: As magic jar, but limited.
Ray of Exhaustion: Ray makes subject exhausted.
Speak with Dead: Corpse answers one question/two levels.

4th-Level Necromancer Spells

Age Resistance, Lesser: Ignore penalties from age.
Anti-Incorporeal Shell: Incorporeal creatures stay away.
Aura of Doom: Creatures in your aura become shaken.
Blight: Withers one plant or deals damage to plant creature.
Death Ward: Resist death spells and negative energy.
Dread Sand^{*}: Imbues sand with deadly shadow magic.
Fear: Subjects within cone flee for 1 round/level.
Ghostbane Dirge, Mass: Ghostbane dirge affects more.
Shadow Step: Teleport from one shadow to another.
Speak with Haunt: Haunt answers one question/2 levels.

5th-Level Necromancer Spells

Nightmare: Sends vision dealing 1d10 damage, fatigue.
Rest Eternal: Dead creature cannot be revived.
Shadow Walk: Step into shadow to travel rapidly.
Suffocation: Target quickly suffocates to death.
Unhallow: Designates location as unholy.
Unwilling Shield: Subject shares wounds you receive.
Waves of Fatigue: Several targets become fatigued.

6th-Level Necromancer Spells

Age Resistance: Ignore penalties from old age.
Antilife Shell: 10-ft.-radius field hedges out living creatures.
Contingency: Sets trigger condition for another spell.
Repulsion: Creatures can't approach you.
Spellstaff: Stores one spell in wooden quarterstaff.
Twin Form: Creates controllable duplicate of you.

7th-Level Necromancer Spells

Age Resistance, Greater: Ignore penalties from age.
Blasphemy: Non-evil subjects suffer for being weaker.
Ethereal Jaunt: You become ethereal for 1 round/level.
Phantasmal Revenge: Ghost from corpse hunts killer.
Symbol of Weakness: Rune weakens nearby creatures.
Waves of Exhaustion: Several targets become exhausted.

8th-Level Necromancer Spells

Antipathy: Object or location repels certain creatures.
Curse of Night: Curse an area with eternal night.
Death Clutch: Rip out someone's heart.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Symbol of Death: Triggered rune kills nearby creatures.

9th-Level Necromancer Spells

Cursed Earth: Harm plants or creatures, or raise zombies.
Etherealness: Travel to Ethereal Plane with companions.
Soul Bind: Traps newly dead soul to prevent resurrection.
Suffocation, Mass: One creature/level suffocates to death.
Wail of the Banshee: Deals 10 damage/level to creatures.

Thaumaturge Sample Spellbooks

In percimium, most fledgling thaumaturges are given their choice of a basic spellbook that meets the needs of their training. Some examples of these spellbooks can be found here. Spells listed before the semicolon (;) are gained based on lower or same-level spells. Those listed after either require higher-level spells first, or are gained outside of the level range at which those spells are usually chosen.

Sample Spellbook - Protector Book 1

1st-Level Protector Spells

cure light wounds, mage armor, magic weapon, protection from evil, shocking grasp, shield of faith

2nd-Level Protector Spells

bear's endurance, bull's strength, cure moderate wounds, darkvision, knock; cat's grace

3rd-Level Protector Spells

cure serious wounds, greater magic weapon, magic vestment, rage

4th-Level Protector Spells

cure critical wounds, confusion, holy smite, order's wrath

Sample Spellbook - Ravager

1st-Level Ravager Spells

burning hands, déjà vu, enlarge person, magic missile, reduce person, sleep; ray of enfeeblement

2nd-Level Ravager Spells

instant weapon, scorching ray, shatter, sonic scream

3rd-Level Ravager Spells

fireball, haste, lightning bolt, slow

4th-Level Ravager Spells

dimension door, mass enlarge person, mass reduce person, volcanic storm

Sample Spellbook - Savior

1st-Level Savior Spells

command, doom, entropic shield, expeditious retreat, hide from undead, sanctuary

2nd-Level Savior Spells

fox's cunning, hold person, owl's wisdom, savage maw; eagle's splendor

3rd-Level Savior Spells

bestow curse, greater hide from undead, hold monster, howling agony

4th-Level Savior Spells

enervation, fear, poison, stonesskin

Sample Spellbook - Skulk

1st-Level Skulk Spells

blurred movement, shield, stunning barrier, stone fist, true strike, vanish

2nd-Level Skulk Spells

blur, ironskin, mirror image, see invisibility; invisibility

3rd-Level Skulk Spells

arcane sight, beast shape I, invisibility sphere, greater stunning barrier

4th-Level Skulk Spells

beast shape II, divine power, eyes of the void, greater invisibility

Thaumaturge Synthesized Spells

3rd-Level Common Synthesized Spells

Dying Fields Infantry: *entropic shield, hide from undead*
Empyrean Warding: *command, sanctuary*
Magnetic Movement: *blurred movement, stunning barrier*
Percimium's Defense: *mage armor, shield of faith*
Steal Size: *enlarge person, reduce person*

4th-Level Common Synthesized Spells

Aria: *instant weapon, magic missile*
Desert Rays: *ray of enfeeblement, scorching ray*
Empyrean Warding: *hold person, sanctuary*
Shade Armor: *darkvision, mage armor*

5th-Level Common Synthesized Spells

Dying Fields Infantry: *entropic shield, greater hide from undead*
Magnetic Movement: *blurred movement, greater stunning barrier*
Mirror Form: *ironskin, mirror image*
Mental Prowess: *fox's cunning, owl's wisdom*
Physical Might: *bear's endurance, bull's strength*
Void Shield: *eyes of the void, shield*

6th-Level Common Synthesized Spells

Dying Fields Infantry: *hide from undead, stonesskin*
Empyrean Warding: *hold monster, sanctuary*
Steal Size: *enlarge person, mass reduce person*
Ursinaph's Gift: *beast shape I, see invisibility*

7th-Level Common Synthesized Spells

Screaming Darkness: *bestow curse, howling agony*
Shinzosui's Blessing: *greater magic weapon, magic vestment*
Steal Time: *haste, slow*

8th-Level Common Synthesized Spells

Deirdren's Failure: *bestow curse, enervation*
Dying Fields Infantry: *greater hide from undead, stonesskin*
Mental Superiority: *eagle's splendor, fox's cunning, owl's wisdom*
Peregrine's Parting Gift: *dimension door, fireball*
Physical Perfection: *bear's endurance, bull's strength, cat's grace*

9th-Level Common Synthesized Spells

Blazoke's Fury: *dimension door, volcanic storm*
Steal Size: *mass enlarge person, mass reduce person*
Ursinaph's Form: *beast shape II, divine power*
Valgyra's Bite: *doom, poison, savage maw*

Zealot Spell List

0-Level Zealot Spells (Orisons)

Acid Splash: Orb deals 1d3 acid damage.
Bleed: Cause a stabilized creature to resume dying.
Breeze ^{Blog}: Light wind blows from a direction of your choice.
Dancing Lights: Creates torches or other lights.
Daze: Humanoid with 4 HD or less loses next action.
Flare: Dazzles one creature (−1 penalty on attack rolls).
Guidance: +1 on one attack roll, saving throw, or skill check.
Jolt ^{Blog}: Deal electrical damage with a ranged touch attack.
Ray of Frost: Ray deals 1d3 cold damage.
Resistance: Subject gains +1 bonus on saving throws.
Spark ^{APG}: Ignites flammable objects.

Stabilize: Cause a dying creature to stabilize.

Virtue: Subject gains 1 temporary hp.

1st-Level Zealot Spells

Abjuring Step ^{UC}: Move safely and still cast spells.

Aphasia ^{UI}: Prevent a target from understanding language.

Color Spray: Spray has greater effect on weaker creatures.

Cure Light Wounds: Heals 1d8 + 1/level (max +5).

Dancing Darkness *: Created spheres reduce illumination.

Desperate Weapon ^{UI}: Create an improvised weapon.

Disguise Self: Changes your appearance.

Ear-Piercing Scream ^{UM}: Sonic damage dazes target.

Flare Burst ^{APG}: As flare, but all creatures within 10 ft.

Grease: Makes 10-ft. square or one object slippery.

Hypnotism: Fascinates 2d4 HD of creatures.

Inflict Light Wounds: Deals 1d8 + 1/level (max +5).

Liberating Command ^{UC}: Target uses Escape Artist.

Obscuring Mist: Fog surrounds you.

Protection from Law: +2 to AC and saves vs. law.

Shock Shield ^{UC}: A shield you can dismiss with an explosion.

Sleep: Puts creatures into magical slumber.

Summon Monster I: Summons creature to fight for you.

Thunderstomp ^{ACG}: Trip one creature within range.

True Strike: +20 on your next attack roll.

Wave Shield ^{ACG}: Water blunts incoming attack or fire effect.

2nd-Level Zealot Spells

Align Weapon: Weapon gains chaotic alignment.

Bloodbath ^{HA}: Cause yourself and enemies to bleed.

Blur: Attacks miss subject 20% of the time.

Burning Arc *: Create a flame that arcs between targets.

Burst of Radiance *: Fills area with blinding light.

Chaos Terrain *: Fills area with chaotic energy.

Instant Weapon: Creates a weapon from opaque force.

Cure Moderate Wounds: Heals 2d8 + 1/level (max +10).

Fog Cloud: Fog obscures vision.

Hideous Laughter: Subject loses actions for 1 round/level.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Inflict Moderate Wounds: Deals 2d8 + 1/level (max +10).

Mad Hallucination ^{UM}: Causes penalties to mental actions.

Misdirection: Misleads divinations for a creature or object.

Share Language ^{APG}: Subject understands new language.

Shatter: Damages objects or crystalline creatures.

Summon Monster II: Summons creature to fight for you.

3rd-Level Zealot Spells

Adjustable Disguise ^{ACG}: *Disguise self* as a swift action.

Battering Blast *: A spiked ball of force rams targets.

Claim Identity *: Become a humanoid. It loses all features.

Cure Serious Wounds: Heals 3d8 + 1/level (max +15).

Displacement: Attacks miss subject 50% of the time.

Distracting Cacophony ^{UM}: Noise makes it difficult to cast.

Fireball: 1d6 fire damage per level, 20-ft. radius.

Inflict Serious Wounds: Deals 3d8 + 1/level (max +15).

Lightning Bolt: Electricity deals 1d6/level damage.

Mad Sultan's Melody ^{HA}: Fascinates eldritch creatures.

Magic Circle against Law: Grant protection in an area.

Open Book ^{UI}: Make it easier to learn more about a target.

Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

Rain of Frogs ^{UM}: Summon a swarm of poisonous frogs.

Suggestion: Subject follows stated course of action.

Summon Monster III: Summons creature to fight for you.

Thunderstomp, Greater ^{ACG}: Trip multiple creatures.

Tongues: Speak and understand any language.

4th-Level Zealot Spells

Black Tentacles: Tentacles grapple within a 20-ft. spread.

Chaos Hammer: Harms and slows lawful creatures.

Cure Critical Wounds: Heals 4d8 + 1/level (max +20).

Detonate ^{APG}: Inflicts damage to all creatures within 15 ft.

Dimension Door: Teleports you a short distance.

Dispel Law: +4 bonus against attacks by lawful creatures.

Flash Forward *: Return to original position after charging.

Fool's Teleport *: Turn invisible, appear to teleport away.

Forgetful Slumber ^{ARG}: Target sleeps and loses 5 minutes.

Hurricane Blast *: Creates a severe blast of wind.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Inflict Critical Wounds: Deals 4d8 + 1/level (max +20).

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Remove Curse: Frees object or person from curse.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Summon Monster IV: Summons creature to fight for you.

5th-Level Zealot Spells

Baleful Polymorph: Transform subject into animal.

Break Enchantment: Frees subjects from some spells.

Claim Identity, Greater *: Creature becomes a mask.

Cone of Cold: 1d6/level cold damage.

Dimensional Blade: Weapon ignores all armor for duration.

False Future ^{UI}: Divinations reveal the result you choose.

Fickle Winds ^{UM}: Wind walls selectively block attacks.

Hostile Juxtaposition ^{UC}: Switch spots with a creature.

Lightning Arc ^{UM}: Targets in a line take 1d6 electricity/level.

Passwall: Creates passage through wood or stone wall.

Polymorph: Gives one willing subject a new form.

Seeming: Changes one person per two levels.

Song of Discord: Forces targets to attack each other.

Summon Monster V: Summons creature to fight for you.



6th-Level Zealot Spells

Acid Fog: Fog deals acid damage.

Animate Objects: Objects attack your foes.

Banshee Blast ^{ACG}: Cone damages and panics creatures.

Chain Lightning: 1d6/level and 1 secondary bolt/level.

Cold Ice Strike ^{UM}: Cone of ice slivers deals 1d6 cold/level.

Contagious Flame ^{APG}: Scorching rays bounce around.

Contingency: Sets trigger condition for another spell.

Fluid Form ^{APG}: Gain DR, increases reach, and breath water

Form of the Dragon I: Turns you into a Medium dragon.

Getaway ^{APG}: Teleports to a safe location.

Illusion of Treachery, Greater ^{UI}: Conceal attacks.

Mislead: Turns you invisible and creates illusory double.

Phobia ^{HA}: Induce fear and madness in a creature.

Sirocco ^{APG}: Hot wind does damage, fatigues, and trips.

Sonic Form ^{ACG}: Turn into a creature of semisolid sound.

Suggestion, Mass: As *suggestion*, affects subject/level.

Summon Monster VI: Summons creature to fight for you.

Unwilling Shield ^{APG}: Subject shares wounds you receive.

Vengeful Outrage ^{UM}: Target compelled to kill one enemy.

Spell Descriptions

Some of the spells presented here are for ease of reference. They may also be available to additional classes through other sources.

Battering Blast

School evocation [force]; **Level** zealot 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature or unattended object

Duration instantaneous

Saving Throw Reflex partial (see text); **Spell Resistance** yes

You hurl a fist-sized ball of force resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of force damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5th, you gain a second ball of force.

A creature struck by any of these is subject to a bull rush attempt. The force has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The CMB for the force's bull rush uses your caster level as its base attack bonus, adding the force's Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of force makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple CMB checks but only take the highest result to determine success. If the bull rush succeeds, the force pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone.

This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn't do the job.

Burning Arc

School evocation [fire]; **Level** zealot 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one primary target plus one additional target/3 levels (each of which must be within 15 ft. of the primary target)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level (maximum 10d6). For every additional target the discharge arcs to, reduce the number of damage dice by half (rounded down). Therefore, at 9th level, your burning arc deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Burst of Radiance

School evocation [good, light]; **Level** zealot 2

Casting Time 1 standard action

Components V, S, M/DF (a piece of flint and a pinch of silver dust)

Range long (400 ft. + 40 ft./level)

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex partial; **Spell Resistance** yes

This spell fills the area with a brilliant flash of shimmering light. Creatures in the area are blinded for 1d4 rounds, or dazzled for 1d4 rounds if they succeed at a Reflex save. Evil creatures in the area of the burst take 1d4 points of damage per caster level (max 5d4), whether they succeed at the Reflex save or not.

Claim Identity

School transmutation (polymorph); **Level** zealot 3

Casting Time 1 standard action

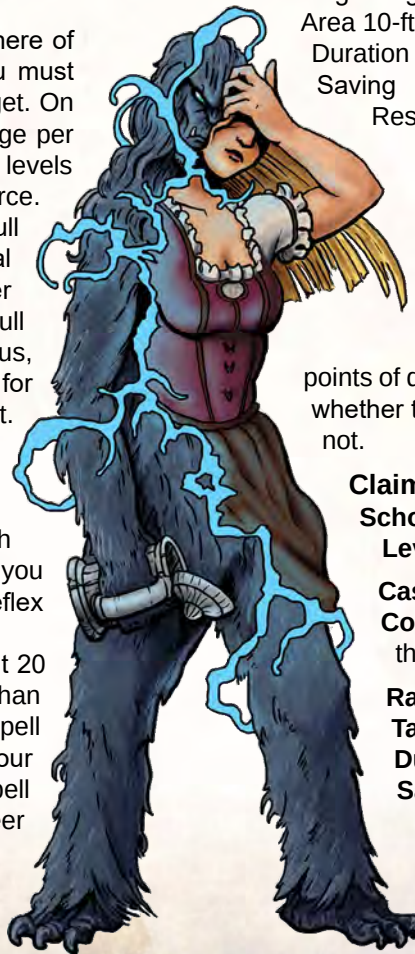
Components V, S, M (a needle and thread)

Range touch

Target humanoid creature touched

Duration 1 hour/level

Saving Throw Fort negates; **Spell Resistance** yes



You steal the target's face, transforming yourself into a flawless imitation of it. All of the target's facial features, vocal cues, and identifying physical traits change, transforming it into an unremarkable member of its race and gender. You transform into a perfect likeness of the target's true form, as if affected by *alter self*, and gain a +10 bonus on Disguise checks to impersonate the original subject of this spell; you take no penalties on this check if the original target is of a different race, age, size, or gender.

Claim identity prevents any other polymorph effects from restoring the target's true face for the spell's duration, though the target can still assume other forms or faces via magic or any natural shapechanging ability.

Claim Identity, Greater

Level zealot 5

Components V, S, M (a silver needle costing 100 gp)

This spell functions as *claim identity*, except it transforms its target into a helpless, inanimate porcelain mask for the spell's duration.

The target remains aware of everything it can see or hear while transformed. The target can't speak or move, but can still take purely mental actions (such as casting certain spells) or be targeted by spells that affect its mind.

Any creature donning this mask is transformed into a flawless imitation of the spell's target, as if affected by *claim identity*, and reverts to its natural form upon removing the mask. Any damage dealt to the mask immediately ends this spell.

Dancing Darkness

School evocation [darkness, shadow]; **Level** zealot 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect Up to four spheres, all within a 10-ft.-radius area

Duration 1 min/level (D)

Saving Throw none; **Spell Resistance** no

You create either up to four spheres of darkness that each reduce the illumination level by one step within a 20-foot-radius, or one dimly lit, vaguely humanoid shape. Each sphere must stay within a 10-foot-radius area of one another but can otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like.

The darkness can move up to 100 feet per round. The effect winks out if the distance between you and it exceeds the spell's range.

This spell can be made permanent with a permanency spell cast by a 9th-level spellcaster for the cost of 2,500 gp.

Dimensional Blade

School transmutation; **Level** zealot 5

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round

This spell gives you the power to turn one melee weapon in your hand into a two-dimensional object with length and height but no width. A sword becomes a flat image of a sword, a mace is reduced to a flat outline, and so on. The magic of the spell allows the weapon to be wielded by you normally, creating just enough depth to grasp it.

Attacks made with the weapon are melee touch attacks that ignore all armor. Force effects, such as mage armor and shield, still apply their AC against attacks made with a dimensional blade. Bludgeoning weapons used to make attacks with this spell deal half damage and are treated as slashing weapons. If the weapon leaves your hand before the end of the spell, the effect ends.

Dread Sand

School necromancy [darkness, evil]; **Level** antipaladin 4, cleric 4, druid 4, necromancer 4, zealot 4, witch 4

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 minute/level

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell infuses an area of sand with shadow magic. The area exudes magical darkness up to 20 feet over its surface. Creatures that enter or start their turn within dread sand suffer 1d6 points of negative energy damage per 2 caster levels (max 5d6, no save). A successful Reflex save when the spell is cast moves a creature up to its speed toward the nearest edge of the area. This movement does not provoke attacks of opportunity from creatures in the area unless a creature willingly fails its save to make one.

Only the surface of an area is affected by *dread sand*. Creatures burrowing beneath the surface are unaffected unless they break the surface within the area.

Dread sand can be made permanent with a permanency spell cast by an 11th-level spellcaster for the cost of 7,500 gp.

Flash Forward

School conjuration (teleportation); **Level** zealot 4

Casting Time 1 standard action

Components V, S, F (a single gear or bit of clockwork)

Range personal

Target you

Duration instantaneous

Saving Throw none (harmless); **Spell Resistance** no

You cheat the laws of time and enter into combat before reverting back to your original position. As part of the action to cast the spell, you make a charge attack against an enemy. You make this charge attack normally, accounting for terrain, obstacles, attacks of opportunity, attack rolls, and damage rolls. At the end of your charge action, you instantly teleport back to your original location as a free action. Any damage or conditions dealt by you or to you during this action are real and remain when you return to your original location.

Fool's Teleport

School illusion (glamer); **Level** zealot 4

Casting Time 1 standard action

Components V

Range personal and touch

Target you and other touched willing creatures

Duration 1 minute/level

Saving Throw Will negates (harmless); see text; **Spell Resistance** no

This spell instantly renders you unseen as per invisibility, but creates a visual and auditory display that makes it appear as if you had teleported away. You can affect one additional Medium or smaller creature or its equivalent per 3 caster levels (a Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth). All creatures to be affected must be in contact with one another, and at least one of those creatures must be in contact with you.

If a viewer identifies the spell with a successful Spellcraft check, she can attempt an immediate Will saving throw as if interacting with an illusion. With a successful Will save, the observer can correctly identify *fool's teleport* for what it is; otherwise, she perceives the spell to be *dimension door*, *teleport*, or similar conjuration magic. A successful Will save doesn't negate the invisibility.

Hurricane Blast

School evocation [air]; **Level** zealot 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Area 5-ft.-radius burst/2 levels (maximum 25-ft.-radius burst)

Duration 1 round

Saving Throw Reflex negates; **Spell Resistance** no

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in the burst.

- A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.
- Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.
- Large or larger creatures may move normally within a hurricane blast effect.

Hurricane blast can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Listen checks in the area of a hurricane blast. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a hurricane blast can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, and blow gases or vapors to the edge of its range.

Chaos Terrain

School evocation [chaos]; **Level** antipaladin 2, cleric 2, inquisitor 2, sorcerer/wizard 2, zealot 2

Casting Time 1 standard action

Components V, S, M (a vial of water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 2 hours/level

Saving Throw none; **Spell Resistance** yes

This spell imbues an area with chaotic energy. The DC of all chaotic spells cast within this area gains a +3 circumstance bonus. Every aberration, chaotic outsider, or water elemental entering an area of chaotic terrain gains a +1 circumstance bonus on all attack rolls, damage rolls, and saving throws. A creature with the chaotic subtype created within or summoned into such an area gains +1 hit points per HD.

If the chaotic terrain contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 circumstance bonus to chaotic spell DCs, +2 circumstance bonus and +2 hit points per HD for creatures with the chaotic subtype created or summoned in the area).

Furthermore, anyone who casts a *summon monster* spell within this area may summon as many as double the normal amount of creatures with the entropic template (that is, 2, 2d3, or up to 2d4+2 monsters). This template overrides the celestial or fiendish template usually applied to those monsters.

Lawful effects, such as a censor's punishment and decree abilities, or a witchblade's aura of wrath, do not function within chaos terrain.

Chaos terrain counters and dispels *inevitable terrain*.

Inevitable Terrain

School evocation [law]; **Level** censor 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2

Components V, S, M (a vial of subjugated water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF

This spell functions like chaos terrain, except that it affects lawful dragons, earth elementals, and lawful outsiders; as well as creatures with the lawful subtype. *Summon monster* spells cast within the area may summon resolute creatures. Finally, Chaotic effects, such as a zealot's outburst, do not function within inevitable terrain.

Instant Weapon

School conjuration (creation) [force]; **Level** zealot 2

Casting Time 1 standard action

Components V, S

Range touch

Effect melee weapon of opaque force

Duration 1 minute/level

You create a melee weapon sized appropriately for you from opaque force.

You are considered proficient with this weapon, which acts in all ways as a masterwork weapon typical of its type. The instant weapon has hardness 20 and the same number of hit points as a typical weapon of its type. As a force effect, it can strike and damage incorporeal creatures. If the instant weapon leaves your hand at any time, the spell ends at the beginning of your next turn.

Mumchance

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 2, cleric 4, inquisitor 2, medium 2, mesmerist 2, psychic 3, witch 3, zealot 2; **Domains** chaos 3, madness 3, trickery 3

Casting Time 1 standard action

Components V, S, F/DF (knotted twine)

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

Creatures within the emanation area (or those who enter it) can only speak in a forgotten language or a language from another world or dimension, effectively speaking gibberish to every other creature in the spell's area. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may attempt a Linguistics check at the same DC to cast spells with verbal components or understand other creatures affected by the spell. Creatures who leave the area are free to speak normally again, having no memory of the language they were just forced to speak.

Mumchance counters and dispels *tongues*. It can also be countered or dispelled from one or more creatures by *tongues* or similar spells.

Order's Weapon

School transmutation; **Level** bard 2, bloodrager 2, censor 2, cleric 2, druid 2, inquisitor 2, magus 2, paladin 2, witch 2; **Domain** law 2

Casting Time 1 standard action

Components V, S

Range touch

Target one intelligent creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You touch the subject, imbuing them with the ethics of a cavalier order (or militia) of your choice for the duration. While the spell lasts, and as long as the subject adheres to the ethics of the chosen order, they gain challenge and the order's challenge benefit as a 4th-level cavalier.

When cast on a creature who is already a member of an order, the subject instead treats their class level as 4 higher for the purpose of determining the abilities granted by their order for the duration of the spell.

Order's weapon can be made permanent with a *permanency spell* cast by a 10th-level spellcaster for the cost of 5,000 gp.

Sand Castle

School transmutation; **Level** druid 7, sorcerer/wizard 7; **Domains** earth 7, travel 7

Casting Time 1 standard action

Components V, S, M (3 lbs. of salt or sand per 10-ft. cube)

Range close (25 ft. + 5 ft./2 levels)

Effect extra-dimensional mansion, up to three 10-ft. cubes/level (S)

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

You shape salt and sand into a domicile in which you and your allies can rest. This functions like *mage's magnificent mansion*, except the physical presence of the building can be assaulted from the outside (treat its walls as sandmetal for the purpose of spells and other effects that might damage it). If any of the physical walls are breached, the spell ends immediately and anybody inside reappears in the space, unharmed.

Sandmetal

School transmutation; **Level** druid 6

Casting Time 1 min./lb. created

Components V, S, F (salt or sand to be transformed)

Range 0 ft.

Effect a sandmetal object weighing up to 5 lbs./level

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *ironwood*, except that it creates objects from salt or sand, and requires *stone shape* or a stone-related Craft check to fashion items that function as metal objects.

Subjugate Water

School transmutation [law]; **Level** alchemist 1, cleric 1, druid 1, paladin 1, sorcerer/wizard 1, witch 1, zealot 1

Casting Time 1 standard action

Components V, S

Range touch

Target one creature or vial of water touched; see text

Duration instantaneous or 1 round/level (D); see text

Saving Throw none; see text; **Spell Resistance** no

When cast on a vial of water, the water is imbued with magic from the plane of law and acts as holy water, except that it affects aberrations and chaotic outsiders.

When cast directly on creatures with the chaotic subtype, water elementals, and other water-based creatures, this spell instead acts as a *hold person* spell (Will negates). The spell has no effect when cast directly on other creatures (including creatures of chaotic alignment that do not have the chaotic subtype).

Synthesis Spells

Synthesis spells are combinations of lower-level spells that a thaumaturge can cast using her spell synthesis ability. What follows are several examples of synthesized spells of different levels.

Aria

Level thaumaturge 4; **Parent Spells** *instant weapon*, *magic missile*

Shared Traits Casting time 1 standard action, [force]

Raising their voices to the sky, the followers of Aria Longmarch call upon the weapons they need to battle incorporeal undead, even while striking a few down in the process.

Blazoke's Fury

Level thaumaturge 9; **Parent Spells** *dimension door*, *volcanic storm*

Shared Traits Casting Time 1 standard action, Range long (400 ft. + 40 ft./level)

In contrast to *Peregrine's parting gift*, thaumaturges will sometimes prepare the longer-lasting *blazoke's fury* to keep enemies busy as they scramble to escape the volcanic eruptions.

Deirdren's Failure

Level thaumaturge 8; **Parent Spells** *bestow curse*, *enervation*

Shared Traits School necromancy, Casting Time 1 standard action

Worse even than invoking Blazoke's passion, thaumaturges who channel *Deidren's failure* pull the very life essence from their target to create a more powerful curse still.

Desert Rays

Level thaumaturge 4; **Parent Spells** *ray of enfeeblement*, *scorching ray*

Shared Traits Casting Time 1 standard action, Range close

The heat on Theia can be overwhelming at times, and casters are able to harness that exhaustion. They can target the same creature with all rays, or divide them between potential targets.

Dying Fields Infantry

Level thaumaturge 3; **Parent Spells** *entropic shield*, *hide from undead*

Shared Traits School abjuration, Casting Time 1 standard action

Soldiers leaving Last Light on their way to the dying fields often carry scrolls with this spell to protect them from both the undead host and the living followers of the Blood Emperor who fire on them when they draw near enemy lines.

Higher-level thaumaturges may substitute *greater hide from undead* as a 5th-level spell, or *stoneskin* in place of *entropic shield* as a 6th-level or 8th-level spell.

Empyrean Warding

Level thaumaturge 3; **Parent Spells** *command*, *sanctuary*

Shared Traits Casting Time 1 standard action, Saving Throw Will negates

In their battles against the Dread Lands, the thaumaturges who defended Idon discovered this effective way to quickly protect themselves while keeping an enemy at bay.

More powerful thaumaturges have been known to cast this using *hold person* (as a 4th-level spell) or *hold monster* (as a 6th-level spell) in place of *command*.

Magnetic Movement

Level thaumaturge 3; **Parent Spells** *blurred movement*, *stunning barrier*

Shared Traits Casting Time 1 standard action, Target you

Magnets play a major role in a lot of Theia's technology and magic. Residents of Inframundo have learned how to manipulate magnetic fields to generate one themselves as they move.

Thaumaturges with access to 5th-level spells can prepare a more powerful *magnetic movement* using *greater stunning barrier* instead.

Mirror Form

Level thaumaturge 5; **Parent Spells** *ironskin*, *mirror image*

Shared Traits Casting Time 1 standard action, Target you, Duration 1 minute/level

In Wutente's Sea of Sands, spellcasters must protect themselves through a combination of abjuration and illusion. They twist the sands into mirage duplicates while coating their skin in a protective sheen.



Percimum's Defense

Level thaumaturge 3; **Parent Spells** *mage armor*, *shield of faith*

Shared Traits Casting Time 1 standard action, Target creature touched, Saving Throw Will negates (harmless)

Percimum's defense is a standard among thaumaturges, and one of the first spells most learn upon gaining the ability to synthesize spells. Most carry a leather-bound copy of the Philosophy of the Light on them that they wear down over time (consuming pages in the casting) precisely to cast this spell.

Peregrine's Parting Gift

Level thaumaturge 8; **Parent Spells** *dimension door*, *fireball*

Shared Traits Casting Time 1 standard action, Range long (400 ft. + 40 ft./level), Duration instantaneous

When Brutus Peregrine feels he's been cheated, he has been known to leave one of these just before disappearing with a wry chuckle.

Thaumaturges with access to *controlled fireball* will sometimes prepare this as a 9th-level spell using it instead. This allows them to do minimum damage to their allies, while also placing the bead at a location of their choosing within range.

Physical Might

Level thaumaturge 5; **Parent Spells** *bear's endurance*, *bull's strength*

Screaming Darkness

Level thaumaturge 7; **Parent Spells** *bestow curse*, *howling agony*

Shared Traits School necromancy, Casting Time 1 standard action

Thaumaturges will sometimes invoke Blazoke's passion in a fit of anger, cursing their enemies with a powerful yell that causes tremendous pain to wrack others nearby.

Shared Traits Casting Time 1 standard action, Target creature touched, Duration 1 min./level, Saving Throw Will negates (harmless)

Percimum thaumaturges have learned how to save money on expensive belts and headbands by casting these synthesized transmutation spells on themselves and their allies instead.

A more powerful thaumaturge may also incorporate *cat's grace* into this spell, making it an 8th-level spell instead. Those capable of doing so have taken to calling that version of the spell *physical perfection*.

Similarly, the mental equivalent of this spell would be *mental prowess*, increasing Intelligence and Wisdom. By incorporating Charisma, they would cast *mental superiority* instead as an 8th-level spell.

Shade Armor

Level thaumaturge 4; **Parent Spells** *darkvision*, *mage armor*

Shared Traits Casting Time 1 standard action, Target creature touched, Duration 1 hour/level, Saving Throw Will negates (harmless)

In Inframundo, Wa-hat, and Xaotawn, beings with supernatural control over shadow hinder adventurers without a means of seeing through the natural gloom and darkness of those areas. *Shade armor* counters that by granting the benefits of both *darkvision* and *mage armor*.

Shinzosui's Blessing

Level thaumaturge 7; **Parent Spells** *greater magic weapon*, *magic vestment*

Shared Traits School transmutation, Casting Time 1 standard action, Duration 1 hour/level

This spell was created by followers of the war goddess during the three-fold war, when Percimum needed a faster way to prepare their golems for combat against Onilaar's technological weaponry and Xaotawn's necromancers.

Steal Size

Level thaumaturge 3; **Parent Spells** *enlarge person*, *reduce person*

Shared Traits Casting Time 1 round, Range close (25 ft. + 5 ft./2 levels), Target one humanoid creature, Duration 1 min./level (D), Saving Throw Fortitude negates

Avemor gnomes perfected this spell to help even the playing field against the giants of their country. Since then, it has also been used to great effect by halflings wishing to put other races in their place and anybody facing a marauding band of orcs in Wutente.

Ursinaph's Form

Level thaumaturge 9; **Parent Spells** *beast shape II*, *divine power*

Shared Traits Casting Time 1 standard action, Target you

Casters of this spell channel the righteous fury of Ursinaph against those who might steal from them or believe them weak.

Ursinaph's Gift

Level thaumaturge 6; **Parent Spells** *beast shape I*, *see invisibility*

Shared Traits Casting Time 1 standard action, Target you

The Selfish Slumber's emerald eyes overtake the caster's as their form shifts to a more bestial appearance.

Valgyra's Bite

Level thaumaturge 9; **Parent Spells** *doom*, *poison*, *savage maw*

Shared Traits School necromancy, Casting Time 1 standard action (*doom*, *poison*); Duration 1 minute/level (*savage maw*)

Those who cast this transform their facial features into terrifying, venom-filled maws.

Void Shield

Level thaumaturge 5; **Parent Spells** *eyes of the void*, *shield*

Shared Traits Casting Time 1 standard action, Target you, Duration 1 minute/level

An advanced form of *shade armor* that is focused into a floating shield capable of blocking *magic missiles* and incorporeal attacks, *void shield* also allows the caster to see through magical darkness effects, including *deeper darkness*.



6 The World

World Summary

Magical sky races, volcanic jungles, steam-powered metropolises, and continent-spanning cave networks are only some of the wonders that await adventurers on the shattered world of Theia. The following sections detail this plane, its people, places, and historical events. Along the way, you will find a wealth of characters adventurers might meet, oppose, or otherwise interact with during their travels. As with previous chapters, spotlights offer a glimpse at what the world has to offer from its own perspective, while plots and rumors give direct examples of what a party might face in any given region. There are even a few less common player options specific to some regions labeled FYI.

The information provided in this chapter is here to give ideas to GMs and players alike for characters, plots, and backgrounds in various places and time periods.

Geography & Environment

Over half of Theia is canyons, deserts, flats, and wastes. Because of the turmoil at its core, mountain ranges that do exist have one or more volcanoes that may be active at any given time. The world's oceans spill through giant crystalline deposits as they flow into underground, fresh water lakes, rivers, and seas. The continents themselves contain no discernable, naturally created bodies of water. Pools do occasionally form during the spring and fall, when rain cascades down to collect and stand until it freezes or evaporation takes it back into the clouds. The brief months between hot and cold periods of the year are the only time during which freshwater fish spawn, grow, and are hunted on the surface anywhere outside of the hatcheries run by quick-thinking, fast-talking merchant lords.

The aptly named salt trees near the coasts of Theia have evolved a thin blue membrane that coats their roots and bark, filtering salt from ocean water and giving a small shock to ward off insects and animals. The inhabitants of those areas have learned how to safely tap the trees for drinkable water. Once a salt tree has grown beyond its usefulness as a source of hydration, the people harvest its tangy leaves and wood to season and smoke their food. While the trees bear no fruit, their bulbs can be split and replanted, maturing over a growth period of about 6 years.

Further inland, the presence of forested areas is the result of one of two events. In countries with consistent, lush growth, groundwater develops from the steaming seas beneath Theia's surface. The constant heat creates condensation that gets absorbed and fed through the soil rich in nutrients from the ashen remains of previous flora and fauna. In otherwise barren regions—and those with obvious, supernatural growth—Theia's Overrealm has bled into reality while collapsing on its side of the planar boundary. The fey refugees who barely escaped the disaster with their lives still survive in and jealously guard the pockets of their home that remain.

Along its equator, Theia hosts some of its most contrasting regions, with lush jungles and white-tipped mountains bordering desert plateaus and ancient wastelands where remnants of forgotten ages lie in wait for those willing to brave their depths. Since Theia herself is rather small—with a diameter of only 2,200 miles—the sun around which she orbits strikes most of her facing side on any day. This causes the frozen regions surrounding the world's magnetic poles to be quite small as well. The concentration of salt

in the ice that does build up in these locations is such that it creates miles of sludge on the edges of the wasteland that pull in anything which gets too close. That which gets trapped is essentially freeze dried as the moisture is drawn from it and subzero temperatures prevent decay.

Inside Theia, miles of uncharted tunnels interweave, threaded between massive caverns and underground lakes across which none can see without magical aid. The air is always somewhere between uncomfortably warm and unbearably hot, and the only sources of light to be found are generated by lightcaps and creatures in search of prey. Unfortunately, prolonged exposure to moss in the region has been known to make one increasingly sick. As one travels deeper into Theia, the pressure and heat grow to intensities most mortals cannot hope to survive. The dwarves that do live in these regions are so changed by them that they can barely survive on the surface without help.

History

Theia has a rich history broken into different ages that each began with a world-changing event. Unfortunately for those studying it, those same events often destroyed a large portion of that knowledge. Even now, historians and scholars host expeditions into ancient parts of Theia, hoping to learn more about her past and the people who lived then.

Prehistory

As of the current age, life has existed on Theia for just over 300 million years, but the only entities who can confirm this are the gods, and even they aren't one-hundred percent sure. The following accounts, therefore, are only as accurate as the collected knowledge and bias of those who gathered them. One of the greatest goals set forth by those who declared the beginning of the Age of Adventure has been to refine the world's understanding of these events. If they succeed, it could mean greater progress into the future.

Creation

To the best of their knowledge, scholars believe Theia was created nearly 2 billion years ago. The source of its creation, however, is a subject of much debate. Theologists believe the gods crafted Theia, the heavens, and the hells from the Abyss. While the gods themselves believe the latter as well, they are otherwise mute on the topic when prayed to for answers. This has led to theories that they are likewise unsure and therefore weren't involved at all.

The lack of knowledge when it comes to Theia's origins has occasionally led to mass conflict; wars fought across continents in the name of one belief or another. At present, many of the most reasonable minds in the world believe that Theia's creation era has been purposely hidden from them for reasons not even the divine can understand.

Of all the races on Theia, only the elves have the greatest chance of knowing the truth. An ancient offshoot of their kind, called the alkuaine, worship a being known to them as the Eldest. They cite the Eldest as the oldest living alkuaine, whose great size and memory of a young Theia have made him a god to his people. The downfall to this, however, is that, if the lore is true, the Eldest resides within or as close as possible to the world's core; where not even the hardiest of dwarves can survive.

In the end, Theia's creation myth remains exactly that, but with the Age of Adventure still in its infancy, even that mystery may someday be solved.



Idon Ah

Idon Re

Idon Oh

Jahu-fe'awla

Hunatii

Inekin



Percimum

Avemor

Borboto

New Onilaar

Wa-hat

Wutente

Fafutan

Xaotawn

Legend

Country

50mi/

80km

<i>Age Before Ages</i> —	1	
	1580	— <i>Hunatii Migration</i>
<i>Age of Earth</i> —	1583	
	2700	— <i>War of Scales</i>
<i>Civil Unrest</i> —	2770	
	2870	— <i>The Collapse</i>
<i>Age of Water</i> —	2871	
	2904	— <i>Coastal Invasion</i>
<i>Dwarven Migration</i> —	2906	
	2917	— <i>Dissolution</i>
<i>Age of Air</i> —	4300	
	4301	— <i>Hunatii Independence</i>
<i>Red Mourning</i> —	4615	
	4635	— <i>Treaty of Afion</i>
<i>Age of Fire</i> —	4800	
	4850	— <i>Year of Conquest</i>
<i>Kyver-Run Theia</i> —	4851	
	7000	— <i>Liezanred Rebellion</i>
<i>Dragonfall</i> —	7006/1	
	750	— <i>Age of Steel</i>
<i>The Roundup</i> —	751	
	758	— <i>Mechanical Expansion</i>
<i>Silent War</i> —	760	
	762	— <i>Afiondis Accord</i>
<i>Borboto's Rise</i> —	765	
	770	— <i>Three-Sided War</i>
<i>Idon's Fall</i> —	778	
	780	— <i>Empire of Blood</i>
<i>Economic Crisis</i> —	784	
	795	— <i>Protoporos Summit</i>
<i>Age of Adventure</i> —	800	
	820	— <i>Present Day</i>

The Age Before Ages

Named only for historical accuracy, the Age Before Ages was a time period steeped in oral tradition that began after Theia's creation. This was an age when prehistoric beasts and powerful saurians are believed to have roamed the lands of western Theia. Being a nomadic race, the elves and alkuaine of those regions did what they could to avoid conflict while also cultivating the growth of the Raxic. In a yearly cycle, they would move as a people from the western peninsula of their singular, massive continent to the jungle's edge at Mount Protoporos and back.

Facing the eastern half of the vast mountain was a collection of bestial races. Of potentially hundreds of animalistic species, gnolls, vanara, and a race of owl people that called themselves cabaros were the most populous. The cabaro had formed what many believe was Theia's first real society into which they attempted to incorporate others like them through education and labor. While the gnolls and their ilk accepted these gifts, the vanara turned down the cabaro's offer. Instead, they moved north into the White Wastes beyond Mount Protoporos before turning west and settling down in the region that would one day become Idon.

While the races that existed on Theia's surface were still finding their purpose, the dwarves who lived in the depths surrounding the world's core worked tirelessly, digging great tunnels through their underground realm. They called their home Inframundo because of its placement beneath the world's crust. Dwarven folklore speaks of a network of caverns and passages that stretched across all of Theia, but one story sticks out from the rest. In that tale, a major cavern that connected Theia's east and west sides was lost to the dwarves when an unknown force collapsed the passage. The only indication of what happened when the dwarves dared to approach the area again were the blasted remains of several lizard-like creatures and a skeleton large enough to scare them away from the area.

Hunatii Migration

Halfling songs and poems passed down over the centuries speak of a time when tallfolk lived among them before disappearing into the mountains. Human stories believed to be just as old line up with this event, calling it their migration. By all accounts, fire erupted in the sky over the proto-human tribes, destroying their homes and leaving them with nothing. They believed themselves doomed until a dream visited their spiritual leaders, pointing them north. Following these portents, the humans of that era evacuated their ancestral home and began a journey toward the most notable landmark of this time period; the Maw of Ancients.

Careful research has found nothing of the proto-human's time in the mountains between Jahu-fe'awla and Hunatii, as if whatever happened was purposefully left out of their mythology. The next accounts of humanity speak of their entering the jungle for the first time and encountering the giant reptiles there. Intent on reaching the Maw, the proto-humans made enemies of elf and lizardfolk alike.

Littered through the earliest carvings, stories, and fables told about the Hunatii Migration are references to disaster following in the proto-humans' wake. After pushing through the threats of the Raxic jungle, they at last arrived at their destination. Whatever happened next caused the volcano to erupt—much like the one from which they ran already. After this no information can be found until the Age of Earth.

The Age of Earth

According to the shared archives in Avemor, Percimum, and Idon Oh, the first historical documents of any provable substance pertain to the Age of Earth. They detail a time when strange metals were prominent on Theia, and the world itself looked very, very different.

The War of Scales

Western history liberated from the gilahn lizardfolk in Jahu-fe'awla paints the Age of Earth as one where they held the largest population, and thus the most power. Proto-humans had all but gone extinct, while the alkuaine were becoming even more disillusioned with the path their world was taking. The descendants of those races, the humans and elves of western Theia, didn't fair much better. The race of man could barely form sentences, let alone a society. The elves, while far more advanced, were overtly xenophobic. They outright refused to learn the grunting and guttural speech of the shorter-lived race. Since they couldn't communicate properly, both were overwhelmed by the gilahn's superior numbers.

Pushed to the north-eastern edge of the Raxic, the elves finally held their own, claiming the area from the lizardfolk, who retreated back to the Maw of Ancients. The humans fared less well. Still fighting both elves and lizardfolk, the tribes were driven south until their enemies were happy and left them alone. Exploring their new home, the humans were surprised to find more of their kind living alongside the halflings native to this area. The smaller race accepted the refugees with open arms, teaching them agriculture and worship of the world itself.

Satisfied with their success against the elves and humans, the gilahn returned to their study of the Maw of Ancients. It is unclear what events led up to it, but after lying dormant for almost 1,300 years, the volcano by which the tribes of lizardfolk lived was suddenly active again, sending shockwaves throughout the western half of Theia.

Civil Unrest

While the races above fought over food and water, the dwarves of Inframundo thrived. By this time, the united race had already spent many of its formative years adapting to its environment. By combining constant warmth and lightcaps harvested from around fresh water deposits, dwarven cultivators grew sustainable fruits and vegetables. Smiths created special tools that could function under the constant pressure of Theia's underground region. Miners used those implements to dig into deposits of the same strange metals found to the west. Utilizing these methods, the dwarves created a small empire on the shores of the Steaming Sea. But when it came time to form a government, everything fell apart.

The cultivators felt that they should lead the dwarven nation, since without their produce the dwarves would still subsist on roots. The miners believed their claim held more weight because it was them who built the city in which their people lived. The smiths saw value in both sides, but in refusing to pick one became an enemy to each. Years of squabbling with no true leadership to guide them led the dwarves into a hundred-year civil war that divided them even more. Literal

movement of the earth surrounding them on all sides was the only event powerful enough to quell the enmity that developed during this period.

As the world around them broke and shifted, the dwarves' once perfect city was shattered. Tens of thousands were killed while the heads of the cultivators, the miners, and the smiths finally met on peaceful terms to discuss a solution. They all agreed their capital couldn't sustain the increasing tremors that shook the world around it every few days. In a move that would ultimately save not just their people, but their heritage, the dwarves gathered willing members from each of their three factions and sailed half their population through tumultuous waters to the other side where they could construct a smaller, more manageable capital. The dwarves who remained behind abandoned two-thirds of their ruined home, gathering what they could safely bring and fortifying the areas of the once gleaming metropolis against the natural onslaught.

The Collapse

Every race with a written history has its own story of the Collapse. The vanara remember the waters around their homes becoming violent, with waves that blocked the sun crashing down and swallowing villages whole, never to be seen again. The elves watched as Mount Protoporos disappeared into a yawning chasm that the ocean quickly filled, leaving only a small island where once the mountain's peak had touched the sky far above. Some of the gilahn's most beautiful pottery and carvings depict the year of the Collapse as a rebirth, but of what none will say. Halflings and humans have been uncharacteristically mum on the topic, and there are some in the scholarly community who believe the Collapse to be just one more of the human follies that plagued the race in those early millenia.

While the lands west of them flooded, the regions where the cabaros and gnolls lived became parched and barren. Great rifts opened up all around, and spires rose up out of nowhere. Nothing was safe. Acting quickly, the cabaro developed a means of drawing water from the air and used it to create plantlife in localized areas. Once they had built enough of their temples, the cabaro abandoned their earthbound brethren for the safety of the sky overhead. To the south, an entire



chunk of the continent that once connected future Borboto, Hunatii, and Fafutan sank into the sea, and the area that would become Wutente was transformed into a refuge for orcs escaping the fractured Inframundo. An already dangerous race, the orcs were an even greater threat when frightened. They took this fear out on the bestial races with whom they were stuck as the world around them tore asunder.

The Age of Water

Once the earthquakes ceased and the erratic destruction slowed at last, the people of Theia were finally able to form larger societies once more. Better still, they soon discovered that the shifting of the tides and wind currents could carry their ships farther than ever. And thus began the Age of Water.

Costal Invasion

The sinking of the central regions of Theia into the ocean disturbed the sahuagin that called the aquatic depths their home. Now keenly aware of the presence of life on the surface, the fish-like race observed the land dwellers until they could formulate a plan to take them over. In a bid for control of what was now Theia's western continent, the sahuagin attacked.

The divided races of Theia would lose a hard fought battle but for the unexpected arrival of an unknown force. Suddenly faced with organized opposition, the sahuagin retreated back to the depths of the ocean, where many believe they continue to dwell, waiting for another chance to rule both land and sea.

Free of their plight once more, the surface races were at last able to open negotiations. Good will soon turned to partnership as the lizardfolk moved back inland to dominate the wilds beyond the jungle, leaving the elves and humans to their own devices. Through careful collaboration, the first vessel capable of crossing the ocean was built. Crewed by members of both races, the ship actually traveled farther than they could have hoped, allowing them to discover a series of islands to the south east on which they could settle.

Dwarven Migration

In the east, cabaros, gnolls, and orcs were equally surprised by the sudden presence of dwarves off the coast of their lands. When the galleons rose up from beneath the water and docked on the other side of the dangerous treeline, the barbarians could do nothing to stop those on board from building a small settlement. They could, however, fortify their own encampments on the opposite side of the groves in order to protect from greater incursion.

But the dwarves didn't push beyond the natural barrier between them and the races of whom they were unaware. Instead, they spent months studying the trees. Eventually, they figured out how to harvest the wood and incorporate it into their ever present ships that would sail off into the distant south or disappear again beneath the waves.

A decade came and went. Finally, it was the cabaros—who could fly over the trees—who risked first contact with the dwarves. The smaller race was apprehensive about meeting with the owlfolk, but greeted them warmly nonetheless. They even surprised their guests by inviting them on board the ships that rested on the newly constructed harbor. The dwarves had mastered their new home, even cultivating and farming what they called salt trees for fresh water and timber that they gladly shared with their new allies.

Dissolution

Relations took a turn for the worst when the dwarves fell ill with a mysterious sickness. Some began to get headaches when the cabaros visited, and their eyes would turn a strange shade of red. With no way to determine the reason they were ailing, the dwarves were forced to restrict their interactions with the owlfolk, and just like that the alliance ended.

At the same time, the orcish clans continued to fight the gnolls for dominance of their region. In the nearly twenty years that the cabaros were busy with the dwarves beyond the trees, neither side made any significant headway, but both suffered great losses to continuous warring. When the disgruntled owlfolk finally returned to their ancestral homes, they gathered what gnolls were willing to follow them and traveled northwest into the mountains and the unknown lands beyond. The remaining gnolls lost all sense of community, becoming as feral as their animal counterparts. They let the orcs claim the desert while their smaller packs could more easily hide in the dunes and pick off stragglers.

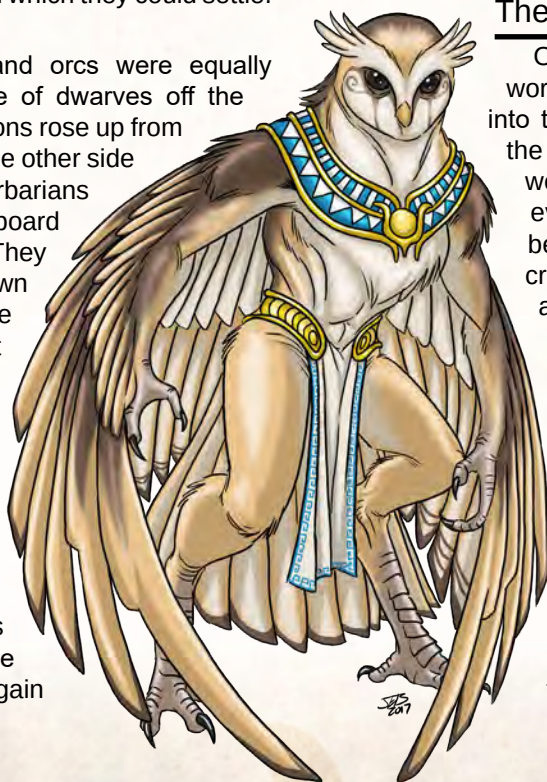
As if that wasn't enough, the dwarves had finally cut enough of the wood away to pose a direct threat to the orcish warlords. Unwilling to risk losing their superior numbers to enemies capable of taming the biting forest, the orcs retreated north and east. This decision, like so many others, did not go well for them, and the great clans soon dissolved their leadership. Those who refused to grow away from their past would instead threaten travelers for ages to come.

The Age of Air

Over 1,000 years passed before the next world-changing event would push Theia into the Age of Air. During the quiet period, the countries of Fafutan, Idon, and Inekin were established and grew to overshadow even the cabaros' society. Trade routes between those countries and the dwarves created Theia's gold standard of currency and brought peace for a time while everybody got to know their neighboring regions again. It was a renaissance of art and beauty that would be lost all too soon.

Hunatii Independence

Without an army to protect them, the halflings and humans on the southern tip of what was now referred to as western Theia had no way to fight back when Inekin decided to expand its borders across the waterways and into their land. Pleas



to Fafutan for aid fell on deaf ears as that country was facing internal struggles of its own. In the span of a year, Inekin occupied almost 40,000 square miles of land, declaring it as their own and forcing the native Hunatii to accept their rule.

In *The Winds of Change: Examining the Age of Air*, halfling scribe Billeus Corn pens an astounding twenty-two interviews with both willing and not-so-willing participants. Traveling the region in secret during Inekin occupation, Corn lived with a number of Hunatii natives over the course of sixty years or so. Sprinkled within that same time period, he would sign on as a member of an Inekin crew where he endeared himself as first mate and eventually captain. All the while, he wrote frequently of the storm that was brewing. What many believed at the time was one sailor's ramblings over the weather was later revealed to have been shorthand for revolution.

In his middle age, Billeus Corn bore witness to what happens when the halfling people are pushed too far. After years of occupation and fostered hatred, the Hunatii rose up against their Inekin oppressors, but even with superior numbers they couldn't hope to win. Instead, it was later learned that the halflings had spent the better part of two decades making themselves an invaluable asset as cooks and laborers to the Inekin nobles who presided over them.

Then, in a single week, a series of unfortunate accidents across the entire country killed every last one. The power vacuum was immediate, and the Hunatii used it to take over To-Naadiidaah Harbor, where not a single Inekin ship survived the resulting assaults. The halflings had proven themselves a genuine power by working together, and not one region contested them when they declared Hunatii a free country. Their free country.

Red Mourning

The origins of the Fuschian Gift remain a popular course of study in the colleges of both Percimum and Idon Oh; mostly because nobody can say definitively what they are. What has been confirmed is that something happened in Borboto around the same time that effectively erased the memories of the Borbotos people going back to the beginning of the Age of Air, and in some cases even further. One evening, everything across Theia was fine. The next morning, members of every race around the world woke up to splitting headaches and a red tinge to their vision that discolored their eyes.

Wizards investigating the event have found that those with fuschia in their vision are somehow more resistant to mind-affecting spells and effects. Attempts to divine what could have happened using them as a source fail consistently, and in one case caused serious harm to a spellcaster who tried too hard to break through. The occurrence of the Fuschian Gift has dropped considerably over the millenia since it began, but it does still happen often enough to remain a worthy subject for academic studies.

Even more confusing to scholars outside of Borboto is the sudden absence of most of the cabaro race that appears to be related to the Fuschian Gift. Unfortunately, because the remaining Borbotos have no direct memory of that time, they cannot explain the loss of the winged race either. All that remained of the cabaro were a couple dozen families of lowborn and the ruins of their temples that now littered Borboto, causing the earth beneath them to grow into beautiful oases.

FYI: The Power of a Name

The ages as they stand in modern Theia did not always carry such flare. Indeed most of them were simply referred to in the most historically accurate terms. It wasn't until after the Protoporo Summit that bards across the world sought more general publicity for its history. Their goal: To appeal to adventurers' sense of style and provide a minimum of context to the areas that were beginning to open up for exploration. In the end, the Age of Air was named such to align it to the elemental flow the new-age scholars had created. Thankfully for traditional historians, the name did still carry some weight given what transpired next in that time period.

The Treaty of Afion

While the world rebounded from the Red Mourning, the elves of eastern Jahu-fe'awla finally talked the lizardfolk into meeting peacefully. One lizardfolk tribe, the Cardeal, offered a neutral space between both cultures where they could discuss an end to their constant skirmishing. A date was set, and when the time came, even the alkuaine attended.

Negotiations over how the land would be utilized by both sides lasted weeks, with neither side apparently willing to give up any of their hard-won advantage. Finally, when it looked as if the whole meeting would fall apart, the leader of the Cardeal stepped in and offered to build a road that would connect to Hunatii and branch all the way across the Raxic. Offshoots from the Afion Road would lead travelers to the elven lands and the Maw of Ancients.

With the promise of uninterrupted trade routes through both sides of the region, the elves and lizardfolk could finally agree to the Treaty of Afion. Binding the treaty and those signing it with magic, the nation of Jahu-fe'awla was founded, combining the elven word for lizardfolk (fe'awla) and the lizardfolk name for elves (jahu).

The Age of Fire

Construction of the Afion Road took around fifty years, with elves and lizardfolk both joining in eventually to help. When word reached the Hunatii that it was being built, they brought gravel to help seal the clay and earth, making the road stronger still. News of the collaboration traveled to Idon as well, who sent some of their architects to aid in balancing the weight of the road in areas where the land was harder to pass through. In exchange, the road's length was extended through all the way to the peninsula of land where the Idonians and elves could build a port town. This led to more reliable trade of perishables because they no longer had to sail the full distance between their regions. When all was said and done, new allies were made and peace was enjoyed until the dragons of Theia's past returned.

Year of Conquest

3,200 years had passed since the kyver dragons seemingly vanished from Theia. They were stories parents told their children to warn them away from avarice, hatred, and malice. But in the year of historical reckoning (H.R.) 4800, the forgotten dragons were no longer a fairy's tale, they were real. Their collected army of lesser chromatic and metallic dragons and other abominations struck from the White Wastes, taking the walled Idonian village of Rena Idonia and the northern half of Eastern Theia first. From these prime locations, the dragons ran a successful, year-long campaign to take over Theia.



After an efficient and brutal takeover, the dragon flights divided the world between themselves and their allies.

For decimating Idon's standing army, the adamantine dragons were given that country and the Isle of Protoporos. Unlike their fellow dragons, the trojas built Idon's military back up, trained them how to fight better, and made them into the strongest non-draconic army.

The animalistic orange dragons were given control over Jahu-fe'awla. With their innate ability to change into other animals, Sunset and her flight regularly interbred with the people and creatures of that region, creating a menagerie of aberrations, magical beasts, and monstrous humanoids.

The yellow flight claimed Hunatii, but were surprised to find their former leader, Ocean, already controlled Inekin. Proving himself the most cunning among his brethren, the xanthus dragon took his place back at the head of their kind, then promptly had any dissenters killed.

Being unable and unwilling to follow orders, the mithral dragons were granted Fafutan and the islands west of Inekin. By keeping the pedasos just close enough, the other flights could watch them without having to always deal with the flight's idea of humor. For their part, the mithrals were just happy to have a nation where they could play pranks without fear of reprimand.

At first, the gray dragons didn't want land of their own. They just wanted to roam around and kill anything they could find for sport. Since the other flights refused to let them hunt with impunity, they opted to hunt the mix of gnolls, dwarves, and orcs that roamed the Sea of Sand. Rather than rule their people, the cyllaros were an ever-present threat that would decimate villages and caravans on a whim.

As the instigators of the invasion, the purple dragon flight, led by their matron, Violent, claimed the richest and most fertile land east of the Raxic. As dragons go, the phaethos were the most regal of their kind; more cunning than the xanthus, more physically imposing than the cyllaros, and more paranoid than the areios. Violent was always quick to stomp out any talk of rebellion. She offered land and sovereignty to loyalists with proof of wrongdoing. Enough came forward early on that any hopes the people had were lost. Violent and her kin could rule peacefully, confident that they had quashed the notion entirely.

The brown dragons were excited to build their new home surrounded by stronger dragons since, if anything happened, they would hear about it long before they were in any real danger. The flight used their mastery over earthen magic to carve through dirt and stone easily, rearranging many of the area's canyons and spires so that only they knew how to navigate them. In the event another flight decided to attack their home, the areios could use the mazes to escape, double-back, and destroy their enemies from behind.

Kyver-Run Theia

With the world firmly under kyver rule, life actually returned to a semblance of normality. In some regions, it even improved.

The areios learned the native languages of their peoples and taught them some draconic as well. They even named their country Borboto after an awful mispronunciation by the gnolls that became something of an in-joke between flights. So long as they could stay in the good graces of their kin, the brown dragons slept peacefully.

Divvying up their land to those willing to pledge fealty gave the purple dragons less to deal with in regards to keeping their region pristine. Violent lived as royalty in Castle Avemor while her family traveled between keeps built in their honor. When they inevitably left on another sojourn, the humans brought over from other countries ran the keeps and militia, free to enjoy the luxury afforded them by their masters. They even paid living wages for work and helped grow the economy to distract the masses from their plight.

The lands of the cyllaros remained as dangerous as ever. Over the years, the gray dragons and the races under their control played a dangerous game of cat and mouse. They destroyed the dwarves' ships almost as fast as the sea-faring folk could make them, preventing a return to Inframundo. When it looked like things were becoming too organized, they would take the form of gray-skinned gnolls or orcs and stir up more trouble. Battles for superiority in the dunes always held the possibility of ending in carnage when one or more cyllaros began circling overhead.

Except for the loss of outside trade with other countries, life in Fafutan under mithral control remained largely unchanged. With so many small islands, the country's population was quickly outgrowing its space. To resolve this, the pedasos orchestrated a transfer of several noble families to the larger island chain in the east. Left to their own devices, the Xaotawn, or displaced ones, dominated the wildlife in their new region and established their own kingdom where they could pay lip service to the dragons that decided their fate.

With Hunatii back under Inekin control, the xanthus dragons made the native humans and halflings test anything they created before providing it to one of the dragons' loyal disciples. Spies for Ocean were always within earshot. Save for a few exiled nobles and other vigilantes, the yellow dragons ran their countries uncontested.

In Jahu-fe'awla, the lizardfolk and elves were preoccupied with the orange dragon flight, which allowed members of the phaethos to perform their own research on the Maw of Ancients. The only reason anybody is aware of this research is because it was interrupted by a motley crew of heroes. After thwarting whatever plan Violent had for the Maw, the adventurers escaped to the north into Idon, where their trail went suddenly cold.

As for Idon itself, the subservient races soon spoke in whispers of its growing population of demagogues. The adamantine dragons did not prevent their people from speaking out against them or their kin in other countries. So long as the protests remained peaceful, there was no fear of retaliation. This, of course, drove the leaders of the other

flights to threaten Testament and her flight with punishment for allowing the lesser creatures to oppose them. As the leader of the trojas pointed out, however, discord between them would only further their subjects' cause. Violent acknowledged her sister's logic, but promised that no amount of perceived discord would stop them from stamping out open rebellion should it come to that.

Liezanred Revolution

In 7000 H.R., something unprecedented on Theia occurred. Over 2,000 years of draconic rule finally brought all of the world's races together. After witnessing firsthand the cruelty of the purple dragons, Aestrid Liezanred, his lifemate, and twelve of their closest allies organized a network of revolutionaries that grew and spread across both continents. To achieve their goal of ousting the kyver, it was decided early on that the rebels would do whatever they must to ensure absolute security and secrecy. Even if it meant sacrificing their own humanity or lives to create a safe future, each was willing to pay that price.

Taking a page from the Hunatii Independence, the revolution began by testing the patience of their draconic overlords. A small, collected army of rebel dwarves, gnolls, and orcs staged a massive battle that drew out the cyllaros. When the dragons swooped into the fray expecting to turn it into a bloodbath, they were caught by surprise. The races stopped fighting each other and as one unit turned on the gray dragons, slaughtering three of them. When Mayhem, leader of the grays left his nest to deal with them, the warriors were ready. In the end, it was the might of the orcs that proved too much for the elder wyrm, and their chieftain removed Mayhem's head to victorious chants of, "Wutente," from all three of the races present.

Word reached Violent of the death of the cyllaros, but she only cursed the dragons' own arrogance for their loss. Before she could move to take the region back, however, the queen of the dragons received word from Ocean that his spies had discovered communications between the trojas and pedasos that could spell trouble. Unfortunately, Violent's further inquiry was never returned, and she soon after learned that the yellow dragons fell to a waterborn toxin that only affected them. Enraged, the phaethos gathered her flight and personally flew them south to the pedasos' islands where they outright razed the mithral flight before they ever saw it coming.

The loss of three flights in as many months was enough to drive the areios to abandon their post, and the cowardly flight escaped into the bowels of Inframundo where their fate remains unknown. Meanwhile, her sister's stunt with the pedasos put Testament on high alert, and she mobilized her army to defend their borders while she confronted Violent personally. While the phaethos were considered the leaders of the kyver dragons, they were still smaller on average than the adamantine flight, so Testament approached her sibling without fear.

Trying to avoid more bloodshed, Testament pleaded her case, but her queen wasn't having it. She blamed the trojas for sparking the rebellion with their inaction. The battle that occurred after thundered across Idon, and with Sunset's intervention, Testament was slain in front of her army, who was likewise destroyed immediately after.

Standing over the corpse of her sister, Violent ordered the orange dragon flight to deal with the rest of the traitors and returned home to take control of her world back from the pests who believed they knew what was best. If she had to, the leader of the phaethos was prepared to kill all but the youngest generation and start fresh.

Back at Castle Avemor, the Liezanred Revolution had completely overthrown the attending purple dragons. Violent, by now tired of being made a mockery, lay waste to everything surrounding the castle before personally traveling into the throneroom to denounce the usurpers. But Aestrid had planned for the dragon's reaction accordingly, pulling his people out of the area at the last moment, maximizing casualties among the phaethos' loyal subjects while minimizing the rebellion's own. Now imbued with divine magic, the erstwhile king of the revolutionaries challenged Violent's claim on his people, making it clear to all that the revolution would die with him, should he fail.

The dragon queen had no recourse but to agree to the little person's challenge if she hoped to ever have peace again, but in her head she cursed the family for ruining all of the work she put in as leader of the world. The ensuing fight traveled through the corridors and over the parapets of Avemor. Purple, yellow, and white light spilled out into the night sky, giving the impression that a strange, alien sunrise had come to the region. Below them, Aestrid's beloved and the Liezanred army battled the dragon loyalists, killing gnoll, human, and lizardfolk alike.

The melee lasted long enough that both dragon and human were winded when Aestrid dealt the killing blow. Her lifeblood escaping through the mortal wound, Violent disappeared into the night, unceremoniously ending the Age of Fire. Her body was found in a destroyed clearing the next day, and within a week, the first kings Liezanred of Avemor were crowned. Their family would go on to serve the people benevolently through the subsequent ages.

Dragonfall

Six years to the day, Dragonfall was declared an official holiday throughout the recovering countries of Theia. Leading up to then, King Aestrid personally visited every region of the world, offering aid where it would be accepted, and support everywhere else. As a show of thanks for their efforts against the forgotten dragons, he returned Borboto and Wutente to the races who called those regions home. The gnomes, whose unexpected help was no less important to the revolution, were granted the Wa-hat region of Avemor to share with the dwarves beside whom they fought. Together, they transformed the area into its own fully realized country.

Around the same time, the chromatic and metallic dragons—whose participation in the rebellion was kept a secret from all but Liezanred's inner circle until after Dragonfall—formed the Dragon Council and moved to the edge of the White Wastes. From there, they could quickly reach the other areas of Theia and deal with any remaining members of the forgotten dragon flights who might turn up. As part of their deal, they brought the clerics, wizards, and other spellcasters who fought beside them to the eastern edge of Avemor, where the country of Percimum was founded.

After the trojas dragon's sacrifice to save them, the people of Idon went on to honor their former leaders by continuing their teachings. The orcs who helped to defeat what remained of the orange dragon flight were equally celebrated, and the adventurers who challenged the dragons at the Maw of Ancients finally came out of hiding to take roles as nobles and diplomats following the revolution. Without the steropus or xanthus to control them, the Jahu-fe'awla people were able to rebuild their lives, mend the road through their country, and restore the kinship they had grown before the dragons took over.

Threat of occupation by the Xaotawn, Idonians, and Avemor through their allies in Fafutan convinced Inekin to once more leave Hunatii. The halflings and humans of that country gratefully returned the favor by opening up trade routes with those countries once more. Inekin likewise recovered as time pressed on, returning to its roots as a home of despots, pirates, scoundrels, and thieves.

The Age of Steel

By Avemor reckoning (A.R.), it took 750 years for Theia to recover from the Age of Fire and Dragonfall. The first real progress made once the countries of the world were back in order was an industrial revolution kicked off by the gnomes and dwarves of Wa-hat. Their combined ingenuity would set a much faster pace for invention in the years to come and once more change the face of the world.

The Roundup

Because of their natural water table, the countries of Avemor, Percimum, and Wa-hat were always able to grow big enough crops, groves, and orchards to feed their people. Even during the summer months, those regions continued to supply Eastern Theia with fresh fruit and vegetables they could trade the dwarves for citrus, truffles, and root vegetables. Until one year, when the farmers noticed their land drying out. Something was preventing the water from reaching the plants.

Looking into the situation was King Alnoth Liezanred I. Like his ancestors before him, King Alnoth refused to sit idly by and watch his kingdom fall apart. Gathering a procession of scholars from Percimum and craftspeople from Wa-hat, he set out to discover why Avemor's largest trade commodity was in danger.

What they found surprised the noble and his entourage. Giants had blocked the waterways north of Avemor. According to the dwarves that traveled with Alnoth, the falls leading into Inframundo were necessary to keep the water level up. Without it, the steaming seas were drying up, which meant no condensation, and thus no ground water.

Following his scholars' suggestions, King Liezanred approached the giants in peace, but they refused to speak to the ones responsible for rousing them from their slumber. Alnoth didn't understand what this meant until he brought the news back to his people. Sheepishly, the dwarves and gnomes admitted to digging into the mountains west of their country, although they had no idea their mining would wake the giants. The Avemor ruler asked if Wa-hat could mine elsewhere, but they had recently discovered several veins of silver, gold, and other precious metals. To stop them now would leave those areas exposed to worse than an organized mining effort.

Working through the problem with all of his present subjects, the king finally returned to the giants with a proposal. If they would allow the people of Wa-hat to build an irrigation system with which to draw the desalinated water back into the soil, he would designate the entire region in which they currently lived as a refuge. With such a status, the area would be free of hunters, miners, and any others who might disturb the giants, with punishment for trespassers to be decided by the larger race.

The giants agreed to Liezanred's plans, and the Wa-hat procession left at once to gather the saltwood they would use to filter the water. Within two months, all three countries were back in business. The irrigation ran from the northmost point of Avemor to the southern tip of Wa-hat and across into Percimum. Eager to be left alone, the giants even assisted by digging new ditches in which the pipes could lay without destroying the beautiful scenery around them.

After going out of his way to reward his team for finding a non-violent solution to their problem, his subjects gave King Alnoth I the title of Innovator for his willingness to let everybody do what they were good at without interrupting.

Mechanical Expansion

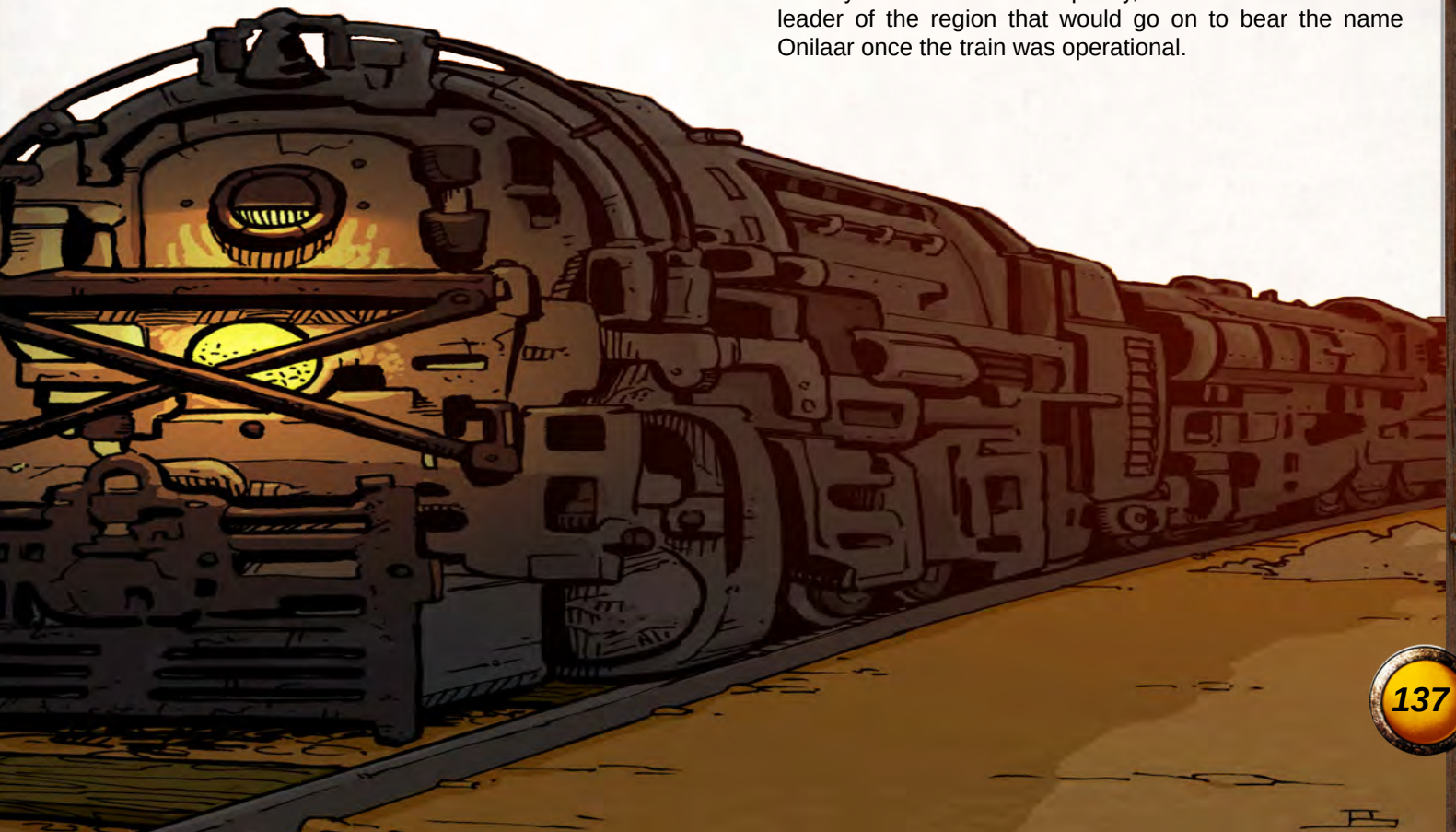
With the wealth of material dug out of Wa-hat's mines, the country's inventors were able to create more complex machinery. The country traded gold and silver ore by the pound for iron from Xaotawn and saltwood from Wutente. The wood, when well preserved, acted as the perfect conductor. It was just as easy to work with as common wood from other trees, but when electricity was passed through an apparatus, it didn't spark or catch fire as a result. With the perfect combination of goods, dwarven magnets, and steam to help create propulsion, the Wa-hat created Theia's first engine.

Wa-hat's engine was reasonable as a proof of concept, but it stood almost 20 feet high and consumed nearly 8 gallons of water per minute to operate. Bringing alchemy into the equation, inventors were able to reduce this to 1/5 the size and usage, which in turn allowed them to attach the engine to wheels and a rail, creating a steam-powered train with which to carry goods from the south of Avemor to the north. The locomotive's size and speed were enough to dissuade raiders while allowing more perishables to make the trip safely across the country.

Applying similar methods of combustion, Wa-hat also created the first firearms. These crude weapons could launch a pellet as far as 80 feet, or a spray of shrapnel up to 20 feet. The accuracy wasn't the best, but the weapons could cut through traditional armor like it wasn't there. Recognizing the threat firearms posed to the peace that existed, the Wa-hat government buried the project before it got out to the other world leaders.

Turning their attention back to their steam engine, Wa-hat proposed building a massive railway from the port town of Caerbin to the gates of Percimum. A combined 1,250 miles of circular track with rails going in both directions would allow travel from one end to the other and back in 2 days (factoring in load/unload and weight distribution, it was closer to 2.5 days of consistent travel, which was still 6-times faster and infinitely stronger than the average horse). Since it would be built through their lands, Avemor and Percimum agreed to help fund the project, so long as they could use the train as well.

In its second year, the scope of the project grew well beyond the ability to manage it remotely. To that end, Queen Evien the Sound and Chief Inventor Miles Coalbane promoted the project's foreman, Rowen Onilaar to the rank of lead artificer. Rowen was given power to make all decisions that wouldn't directly or negatively affect either country. In all but official capacity, Rowen became the first leader of the region that would go on to bear the name Onilaar once the train was operational.





Silent War

With alchemical and mechanical advances taking place in the next country over from them, Percimum's colleges were seeing fewer students signing up. Arcane magic was complex, requiring a steady curriculum and precisely 15 years of study minimum to even graduate to the rank of wizard. Divine magic, while easier to understand at 12 years, was falling out of popularity with the lack of theologically significant events. Everybody was looking for an easier, better paying way of life, and Onilaar was quickly becoming the destination for academic hopefuls.

The 8 years it took the average human to master the curriculum in the latest edition of *Engines & Erlenmeyers* was, at present, both the fastest and most lucrative option that didn't involve nobility or manual labor. Add to that the rising number of intuitive and self-taught roles in Avemor, Idon, and Xaotawn, and it appeared the world was moving away from spellcasting as a practice.

The threat of losing their livelihood worried Percimum's magelords. Their increasing paranoia made it difficult for the other countries—particularly Onilaar, Wa-hat, and Xaotawn—to interact with them. Numerous demonstrations to the contrary couldn't convince the spellcasters that the three regions weren't plotting against them. As the Age of Steel pressed ever onward, these feelings only compounded until Percimum closed their borders to all trade, stating that they would supply their own goods via magic.

Faced with the Percimum embargo, Xaotawn doubled down on efforts to make an ally of Onilaar. The emperor of Xaotawn believed that if the rumors were true—that Onilaar had invented reliable firearms—his region could keep the clerics, druids, and wizards to the north in check. Combined with a mysterious artifact that recently came into his possession, he could eventually rule all of Theia as a singular god king, greater even than the dragons that failed to do the same during the last age.

At first, emissaries sent to Onilaar with Xaotawn steel were encouraged to broach the subject, but persistent rebuke of the idea eventually drove a wedge between

the Emperor and Onilaar's Chief Artificer. An official writ sent to definitively explain that potential advances in mechanical weaponry would not be shared outside of Onilaar and Wa-hat was all the proof the emperor needed that those countries were more of a threat than they really were.

Now that they had been closed off from both Percimum and Xaotawn, Onilaar was forced to rely more heavily on Wa-hat, Wuntente, and Avemor for trade. The different materials used in those countries sparked creativity and led to new discoveries across the region. Much to the chagrin of both their former trade partners, Onilaar continued to grow its industry and talent.

Afiendis Accord

As tensions on Eastern Theia rose, Jahu-fe'awla, Idon, and Hunatii continued to work on increasingly complex projects together, all of which still relied on the road they built over three-thousand years prior. Now that their collaboration had completely outgrown their current arrangement, the Cardeal once again stepped up with a suggestion. If they could put smaller, less crucial jobs on hold for a year or two, the three countries could erect a city wherein they could not only reliably work in tandem, but also have one central location from which trade goods could be distributed between them and out to northern regions in the east and west via the waterways between Idon and Jahu-fe'awla.

Knowing the elves and their lizardfolk kin would want equal access to the city, the Cardeal offered up the site of the original signing of Treaty of Afion, with the caveat that they would still be allowed to practice their spiritual rites in the temples there. The collected races, including halfling dignitaries from Hunatii out of respect, agreed to these terms.

Within the allotted timeframe, the city of Afiendis was built. A "Council of Nine" was placed in charge of the city, comprised of three representatives from each country. Idon's academic, artistic, and military communities each provided a voice, as did the lizardfolk, elves, and neutral Cardeal from Jahu-fe'awla. Hunatii's representative three were comprised of the current mayor of To-Naadiidaah

Harbor, the head of agriculture and land distribution, and a delegate chosen by the humans that still called that country home. Coincidentally, each of those positions were filled by halflings at the time. With the Council of Nine established, and Afiondis acting as their new, central hub, Western Theia became a mostly unified continent.

Borboto's Rise

Following their occupation by the brown dragon flight, the leaders of the various Borbotos tribes finally banded together and redoubled their efforts to explore their country's past. The first stop on their tour were the oases surrounding crashed temples of unknown build and origin. Searching what they believed were ancient tombs only led to more questions. What decimated the cabaro race? Why were they depicted as fighting with leopard-spotted gnolls? How did the Fuschian Gift tie into it all? And what did all of that have to do with the country's collective memory loss?

One truly wonderful thing did come from rediscovering Borboto. While investigating one particularly large oasis temple, a band of gnomish adventurers found what they concluded was a giant wind turbine. After excavating the device and informing the heads of their people, the adventuring party was joined by cabaro, gnoll, and lizardfolk ambassadors as they ventured across the mountains into Wa-hat to get help in identifying the purpose of the turbine and potentially making it operational again.

Since there was no end to the blockades between Onilaar, Percimum, and Xaotawn in sight, Wa-hat was eager to do something technology-related and agreed to help. All they asked in return was to be included in the celebration of the machine's activation once it was complete. A small task force was formed and together with their Borbotos allies traveled back through the mountain range to the antiquary that now housed the turbine.

The effort soon proved more complex than anticipated, but this only spurred the team to greater heights. At the project's conclusion, the turbine's original function was never made clear, but they better understood how to repurpose and replicate it. Building on what they learned, the Borbotos transformed the maze-like spires and canyons of their country into entertainment venues at which they could host races. Word of these sky races spread across both Eastern and Western Theia, with challengers around the globe traveling to the region for increasingly better rewards and popularity. Borboto had at last found its societal niche.

Three-Sided War

Ten years after closing trade outside their borders, Percimum was nearing the point of falling apart as a country. Their former allies refused to dignify their requests for aid with any response other than to suggest they get over their worries and reestablish communications with Onilaar and Xaotawn, but the mage council still believed they were in the right. With no political backing, they recruited indoctrinated spellcasters across the country and declared war on Onilaar. In the articles of war preserved now in the archives at Avemor, Percimum, and Idon Oh, the magelords argued that their region's very existence was threatened by Onilaar's refusal to share their technology with the world, which in turn gave that sole country more power than was reasonable under the Dragonfall Decree.

Even knowing that open war would deplete the resources of all involved, Onilaar still refused to share knowledge pertaining to the creation of firearms. In his formal response to Percimum's declaration, the Chief Artificer of Onilaar explained one last time that no reliable process could be established for the advancement of mechanical weaponry. He elaborated by stating that the components to do so were spread thin between Onilaar, Percimum, Wa-hat, Wutente, and Xaotawn. To consistently produce Percimum's alleged firearms would require the efforts of all five countries and more currency than any three of them combined could supply.

In an effort to avoid being drawn into the conflict themselves, Avemor ratified the declaration set by Percimum, but left themselves out of it in every capacity. This also meant they would be unable to assist Wa-hat and Onilaar, should either or both need it.

When the declaration of war reached Xaotawn's emperor, he quickly drew up his own. In his official claim, the emperor argued that, should Onilaar fall under control of Percimum, they could block trade to Wutente and the rest of the eastern mainland continent, which would collapse Xaotawn's economy. By taking control of Onilaar for his people, the emperor could establish better exchange with his neighboring countries. Secret communications eventually recovered from that time have revealed that, unofficially, the emperor still pined for a foothold in Eastern Theia on his holy mission toward becoming Theia's undisputed god king.

Caught between two greater powers, Onilaar had no choice but to re-allocate its resources to defense efforts. The aggressive action taken by both Percimum and Xaotawn ultimately led to exactly what they both claimed to fear when Onilaar began manufacturing golems to hold back the spellcasters and tanks to face the soldiers that threatened them on both fronts.

In total, the Three-Sided War lasted ten years as all three countries slowly drained their economies, their supplies, and their people. Wa-hat assisted Onilaar as best they were able, but in the end, it was attrition that broke the fronts against both Percimum and Xaotawn. With nothing left to give, an armistice was called and the countries finally opened negotiations wherein Onilaar could finally get back to making life better for everybody. The tides of war receded, but the country's landscape was changed forever. After recovering all of their equipment, and a good share of their enemies', the re-envisioned country of New Onilaar would never again cower to threats from any of their adjacent regions.

Idon's Fall

In the midst of the turmoil in the east, Idon was called upon to help, but the country was unable to do so. Around the same time that Xaotawn discovered the artifact they hoped would win them the war, demons and other monstrous beings started assaulting the wall that separated the Dread Lands from the rest of the region. To quell the attacks, the Army of Re was deployed to the rebuilt Rena Idonia.

But the demons didn't fight the army. Instead, whatever was driving them to attack slowly corrupted the soldiers, who eventually turned on their own people. Once they were sure there was no saving those already lost, the remaining army was pulled back to decide what came next.

After saving as many citizens as they could from the expansion of the Dread Lands, the academic, artistic, and military communities of Idon met. Because the country relied on their army so heavily, the monks of Oh and the scholars of Ah had nothing to offer their fellow Idonians when the army fell. A plea for help was dispatched to Afiondis in Jahu-fe'awla, but by the time it was received and acted upon, Idon would fall to the demonic horde.

All seemed lost until a group of five heroes delved into the Dread Lands, fighting through masses of oni, undead, and dark fey. What started as a suicide mission became an important turning point in Idon's history, and when the heroes emerged, people around the country rejoiced at their success. Returning to Rena Idonia, the Heroes Five were asked to take over as leaders of the city. Four accepted, while the last returned to her home in the White Wastes beyond Idon's borders. Of the four, three original members and the children of the fourth still rule. Folk tales told by the people of Rena Idonia claim that the fifth member, who by all accounts is a human, still visits her former companions every year for the last forty-two years on the anniversary of their defeat of the Great Evil that threatened their homeland.

Unfortunately, the strain put on Idon's ruling parties broke the faith they had in one another. Soon after the country was safe from the monsters that threatened it, it was shattered into the three independent regions of Idon Ah, Idon Oh, and Idon Re. In a last ditch effort to retain their former glory, members of each faction came together to build temples honoring their different beliefs. Each was constructed an

equal distance from the other, forming a perfect triangle and a perfect path that could be traveled by those seeking wisdom from each. The warrior monks who run these temples in the present day refer to their teachings as the Three-Fold Way.

Empire of Blood

It was the end of the Three-Sided War, but Xaotawn wasn't finished yet. During peace talks, the emperor's representative responded to very little, and refused to sign anything until he could send word back to his home for approval. Nobody then could know that the nobility was back in that country, performing a massive ritual they believed would end the conflict in their favor.

The day after negotiations began, the delegates from New Onilaar and Percimum were openly accusing the Xaotawn native of stonewalling them when a wave of force from the south knocked over everything that wasn't bolted down. For the second time in recorded history, an unknown power ripped across Theia, but to what end, nobody yet knew.

The pulse ended as quickly as it began, and at first everybody appeared to be fine. Then they noticed the Xaotawn representative was acting strange. When a guard walked over to help the man stand, the delegate grabbed him with clawed hands and ripped his throat out with a mouthful of fangs that had not been there before.

Panic swept the hall as the ghast leapt at New Onilaar's Chief Artificer, but a thaumaturge visiting from Percimum subdued the creature with a flick of his wrist and a quick prayer from the Philosophy of the Light. Looking over the



monster that hours before was still insisting that they wait for his emperor's approval before moving forward, it occurred to the assembled ambassadors that this was probably Xaotawn's doing.

The thaumaturge destroyed the ghaſt, then ſigned her country's portion of the declaration to end the war. Following ſuit, the Chief Artificer did the ſame, and both agreed they would turn their attention to Xaotawn after this debacle. It was one thing to attack them during an open call for war, but to do ſomething like this during peace talks left no doubt that the island chain to the ſouth was a genuine threat to all.

But fate, it ſeemed, had already caught up with the emperor and his nobles. Accounts of the event paint a portrait of failure on a mythic ſcale. Many of the ſurvivors from that day were children at the time. They recall the burſt of energy, but only they ſtood back up from it. The reſt of the men and women around them were changed. Some, like the representative at the ſigning, became horrible ghoulſ and ghaſts, their ſanity and all humanity loſt. Others turned pale, fangs growing from their mouths as they ſtarted hunting thoſe who remained for their blood. Still more never ſtood again, at leaſt not uſing their bodies. They had become ghoulſ, forever caught between life and death. What remained of the people ſurrounding the ſurvivors was now a macabre collection of zombies, ſkeletonſ, and other myriad undead beings.

The living barely eſcaped, but when they did, the ſurvivors on each island eventually found ſafety in tiny areas of Xaotawn that hadn't been cursed by its ruler. Over time, they reconnected with each other and relayed the tragedy that ſtruck their home back to the mainland. Rather than leave the country to the dead, the ſurvivors rallied under the banner of True Xaotawn. One of the few remaining generals of the army that was called back from the Three-Sided War formed the Living Militia and the Greater Living Army of Xaotawn. While the army guarded the borders into the Dying Fields, the militia's job was to explore the world in ſearch of a way to win back the cursed remains of their country from the vampiric Blood Emperor and his undying, noble court.

Economic Crisis

Now that the proſpect of war was behind them, the participants from Wa-hat returned to their country only to face another problem. Mines throughout the region were tapped. Workers had nowhere to make a living, and there was talk of ſtrikes if ſomething waſn't done. Given the current ſtatus of the involved countries, it would be two years before Wa-hat could expect the firſt reparations from Percimum, and the chance of ſeeing anything from Xaotawn was ſlim to none.

To ſtimulate their economy, Wa-hat's Chief Inventor approved the miner's union to begin digging deeper into Theia's upper cruſt, ſkimming up to a mile of earth and ſtone between their country and Inframundo below. The venture was perilous, with unmapped pockets and pitfalls becoming more frequent the deeper they dug. Even worſe, the Womb of Industry was becoming a danger to workers when morlocks from the underground region attacked.

Violent and bloody battles with the monſtrous humanoidſ ran dwarven and gnomiſh miners out of the Womb of Industry. Only the ſtark contrast of daylight outside the cave networks prevented the morlocks from overtaking the

ſurface as well. In reſponse, the crews worked together to lay exploſives at the entrances to their mineshafts. Once all were in place, they ſet off a chain reaction that ſealed the paſſages back up, closing the morlocks off from the reſt of Wa-hat.

The downfall to this has been twofold. Wa-hat can no longer ſafely mine their country, and the morlocks continue to find ways to bother the ſurface well into the current age.

Protoporos Summit

The turn of the century was approaching, and the Dragon Council had ouſted many of the forgotten dragon flights from their hiding places. While ſome families ſtill eſiſted and might poſe the occaſional threat to adventuring parties going forward, the proſpect of a return to dragon-ruled Theia was no more.

Focusing back on the wider world, the dragons could ſee that things weren't great. War had ravaged Eaſtern Theia, and while the weſt was faring better, nobody ſtill had any idea how Idon and Xaotawn both fell to ruin around the ſame time in very ſimilar ways. Something draſtic had to be done to keep the people of Theia from laſing back into a ſtupor. After much deliberation, an idea came to the council.

Gathering the world's leaders on the Isle of Protoporos, the Dragon Council explained their plan to help bring the world back from yet another collapse. Each country was aſked to come up with a liſt of taſks that could be performed by groups ſeeking recognition as heroes and adventurers. Bards would travel the globe, ſpreading word of theſe miſſions, promiſing reward and recognition to any who ſucceeded. Maſs celebrations would be held to honor the groups, and their diſcoveries would bolſter economies worldwide.

The Age of Adventure

The ſummit proved a major ſuſſeſs for all parties involved. Within five years, each of Theia's fourteen active countries boaſted no leſs than ſix guildſ, all of which continue to recruit with every paſſing year. Even the dwarven capitals in Inframundo joined in by allowing liſensed parties to begin exploring the deepeſt areas of the underground to the eaſt and weſt. As one voice, the regions of Theia all proclaimed this glowing ſuſſeſs ſtory the Age of Adventure.

Present Day

The year is 820 A.R. Theia's countries are actively ſeeking adventurers of all types to delve into the world's hiſtorical locations. Ancient temples in Borboto, Hunatii, and Jahu-fe'awla rival cavernous dungeons in the Idonſ, Wa-hat, and Wutente. Avemor, Inekin, and Percimum are ripe with both political intrigue and high adventure, while New Onilaar is a mecca of industry and expansioniſm. Pirates and other ne'er-do-wellſ ſail the ſeaſ around Fafutan, and the undead hordſ challenge the living for control of Xaotawn. And then there's Inframundo, home to dark elveſ, dwarveſ, orcſ, and other various ſpecies of aberrationſ, humanoidſ, monſtrous humanoidſ, oozeſ, and plantſ. There is certainly no ſhortage of things to accompliſh during the Age of Adventure.

Countries & Regions

The ruling elite have divided the surface of Theia into fourteen different countries, each of which containing its own form of government, laws, imports, exports, and people. Within each country is a collection of important sites, from capital cities to monuments, and even a few places where adventure can be found. NPCs and story hooks at each of these locations provide the groundwork for a game played within Theia, or acting as foundation for custom games in which they can be placed.

How to Read a Region Entry

Each country includes the following information.

Capital: The major center of power within a region. These are not always home to nobility or royalty, but may be the chief location from which import and export happens.

Population: A rough total number of residents within the area, including percentage % breakdown for major races. Unless otherwise noted, a country always has at least 1% of its population taken to account for lesser known, less populous races that might exist there at any time.

Government: The officially recognized form of leadership within the region. These designations were established as recently as the Protoporos Summit, based on the decisions of those attending from each country.

Major Religions: Like population, this is a general list of which religions are most likely to be found in the area. Blended religions may worship in secret or have a shrine here and there in other temples along the way.

Imports: The major commodities the region brings in, either because the area lacks it or for economic purposes.

Exports: The major goods and commodities the region trades to other countries, either because there is an overabundance or for economic purposes.

In addition, within each of these sections, you will learn about the area's life and society, major geographic features, important sites, major events, plots and rumors, and noteworthy characters that can act as npcs or inspire interesting player characters.

Avemor

Capital: Castle Liezanred (Dragonfall, Liezanred).

Population: 117,992 (52% human, 26% gnome, 6% elf, 6% dwarf, 12% other)

Imports: Books, carved wood, chicken, clocks, clothing, coal, diamonds, food, jewels, liqueur, musical instruments, nonmetal weapons, paper, sculptures, tools, turkey, wine

Exports: Druidic magic and resources, fertilizer, food, liqueur, medicine, musical instruments, paintings, steel

Founded at the end of the Age of Fire, Avemor is a beautiful, lush country filled with forests thanks to inventive irrigation and giant-dug channels that bring desalinated water as far south as the New Onilaar border.

At its heart, Avemor is a realm of bards, druids, and knights in shining armor. Brave heroes thwart bandits on the trails between quaint villages and large, beautiful cities; righteous adventurers seek wisdom from giants and magic in mysterious lakes that pool up out of nowhere; and a noble family presents a benevolent face to its people while tearing itself apart from the inside.

Three regions make up the larger country of Avemor, each of which are run independently while still answering the call of their king in times of strife.



Banaha

Capital: Banaha Port

Population: 60,000 (48% human, 26% gnome, 8% elf, 6% dwarf, 12% other)

Government: Autocracy (the Liezanred monarchy)

Major Religions: All, especially Brutus Peregrine and Rekej, the Smiling Friend.

Imports: Ambergris, coconut, potatoes, rice, small ships, and trade goods from all other countries.

Exports: Beef, cattle, fine timber, grove fruits, lamb, sheep, ships, trade goods, wine.

Banaha is the first of Avemor's three regions to be formed. When dividing their recovered lands between them after Dragonfall, several of Liezanred's cousins pooled their titles into a single area of land that made up most of Avemor's coastline. Together, the cousins constructed Banaha Port, which they turned into the largest center of trade and commerce on Eastern Theia. Even now, their family runs the majority of the city's merchants' guilds.

While still beholden to the rule of the sitting monarch, Banaha usually operates fine with little to no supervision. Recently, however, a number of problems have spilled into the public forum, as has a growing dissent for the crown.

Life and Society

Banaha is a rich region, both in economy and natural wonder. When speaking of the area, most only recognize Banaha Port and assume the whole of the region is like it. Those living in the surrounding lands, however, are inclined to disagree, as personalities and beliefs vary greatly outside of the city limits.

On the western side of Banaha, relations with the giants of Dar Ggant have been interesting at best. A divide has formed between the people who wish to integrate more with the larger race and those who prefer to see less of them.

Major Geographic Features

Farmlands: Banaha uses their farmland to raise and herd cattle and sheep for export. In addition to providing meat for the whole of Avemor and Wa-hat, these farms also ship live animals out to other countries, including Jahu-fe'awla and Idon Re. In the cooler areas, grapevines are prominent, and during flood season, a few farmers have even started growing cranberries transplanted from the elven lands in Jahu-fe'awla.

Orchards: Apples and pears are chief among the trees grown in Banaha, and with regular irrigation and turnover, the groves are kept healthy without the constant pressure to plant other, nutrient enriching crops. This frees the workers up between planting and harvesting season to focus on their woodworking.

Violent's Fall: The location at which the corpse of the dragon queen was found after her defeat at the hands of the first King Liezanred. The area is a blasted, empty space within Banaha's otherwise beautiful apple orchards. Attempts to repurpose and reconstruct the area have failed, as whatever magic still holds the spot destroys anything left there in a matter of days.

Important Sites

Banaha Port (Metropolis, 37,000): The beating heart of Avemor's industry, Banaha Port is a bustling settlement that receives trade ships from all over Theia. The city has peoples and goods from across the globe and many immigrants from

the west continent come through here to start their new life abroad. The troubled youth of Avemor often try to sneak aboard a ship to stowaway to a new country, so docks are in constant need of patrols in the area.

While members of every race have been known to pass through the docks of Banaha Port, many agree that such visitors all fall into two categories: Tourists and hopefuls. Tourists stay in Banaha just long enough to get what they want out of it and leave. Hopefuls are escaping another life—usually one related to crime or persecution—in search of some place new to build a life of their own.

What most refuse to acknowledge except behind closed doors is the third group: Scamps. Like tourists, scamps come and go, but many have ongoing dealings, often illegal in nature, that bring them back to Banaha every few months like migrating fowl. Scamps may operate locally, keeping their business to Avemor proper, or remotely, sending their black market goods out of country for illicit gains.

The three major roads out of Banaha Port are the Port Haven, Dragon Port, and Belt Banaha. Merchants leaving or entering the trade ring from these roads are inspected by guards to ensure they carry only legal wares.

Major Events

Harvest's End: A tradition brought over from Hunatii, Harvest's End celebrates the close of another year for farmers in Banaha. As harvest season begins, growers stay in touch with each other so they all know when the last crop has been broken down. They then spend a week or more trading goods between them and helping any who didn't have a reasonable turn out to stay on their feet. At the end of all of this, a feast is held in every household to give thanks for another year. In Banaha Port, docked ships are brought samples of local food. All are invited to join in the festivities, and many offer cuisine from their homelands as well.

Starlight Annual: Since its inception, Banaha has always been a jumping off point for bards, poets, and musicians. To play at Banaha Port's Star Stage Stadium is a dream for many in the arts, and the city's annual competition makes it possible for even fledgling talent to get their chance. To keep up with the costs of operation, the stadium hosts smaller, pick up competitions throughout the year leading up to the Starlight Annual.

Plots and Rumors

Poachers: Banaha locals are still reeling after a band of poachers were caught in Dar Ggant and punished by the giants before word was sent of their crime. While this ordinarily wouldn't raise any alarms, one of the poachers was the son of an influential merchant lord. On learning of his child's death, the man claims the boy was there as an observer; something the giants would have known had they given him a fair trial. The tradesman is threatening an embargo on Avemor until justice can be served against the giants that killed his son.

Noteworthy Characters

Hellfire Phoenix: LE dwarf bard 5/summoner 5. A rising star in the musical community who is popular in more edgy crowds. Phoenix summons devil back up singers and band mates.

Soot: LN human gunslinger 5/mercenary 3. An ex-pirate who owns a firearm trade company in Banaha Port. Authorities believe Soot still has ties with crooked seafarers and are keeping an eye out for proof.

ERO: Hill Giants (12 RP, advanced)

While by no means a common race in Theia, there are some hill giants in the world who have made names for themselves. This is due largely to how much closer hill giants are to other humanoids in both size and demeanor compared to their brethren. In case a player finds themselves wanting to play a hill giant from Dar Ggant, the GM might want to consider the following racial traits.

+2 Str, -2 Dexterity, +2 to any one ability score: Except for their size, Theian hill giants have a lot in common with humans, both physically and mentally.

Large: As Large creatures, hill giants suffer a -1 size penalty to their AC and attack rolls. They also gain a +1 size bonus on combat maneuver checks and to CMD. Finally, they have a -4 size penalty on Stealth checks. The giant's space is 10-ft. x 10-ft. and it has 5-ft. natural reach.

Normal Speed: Hill giants have a base speed of 30 feet.

Humanoid: Hill giants are humanoids with the giant subtype.

Low-Light Vision: A hill giant can see twice as far as a human in conditions of Dim light.

Rock Catching: Hill giants can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a hill giant that would normally be hit by a rock can make a Reflex saving throw to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock (if the projectile provides a magical bonus on attack rolls, the DC increases by that amount). The hill giant must be aware of the attack in order to make a rock catching attempt.

Throw Anything: Hill giants begin play with Throw Anything as a bonus feat.

Dar Ggant

Capital: Fil-Muntanja

Population: 792 giants, 5,200 other (90% human, 6% gnome, 3% dwarf)

Government: Overlord, challenged by combat.

Major Religions: Theia

Imports: Alabaster, hemp, and fur.

Exports: Granite, horses, jewelry, limestone, metalwork, rope, salted meat, stone, tomatoes, and truffles.

When their homelands in Wa-hat were disturbed by constant mining and poaching, the giants of Avemor moved north along the Phaethos mountain range and took up residence on the shores of the northern ocean. At first, it appeared as if the humans would not leave them alone there either. Thankfully, the little people's king was willing to work with the giants so that they might once again know the peace they did before the Age of Steel.

But as with most things humans do, peace didn't last long. Once more, poachers threaten the rare and exotic beasts the giants protect in the mountains, and tensions are higher than ever as a new human takes the Liezanred throne at the same time that the giants' new leader seeks better representation for her people.

Life and Society

When Theia was young, the giants were pulled from her, given sentience, and named for their places of birth. Over thousands of years, the giants followed a guiding star toward one important region their dreams called Thwayya. When at last they reached the

location, only enough remained to fill the mountain range in which their sacred home lay. Through the ages of Earth, Water, Air, and Fire, the giants' numbers dwindled further as they were first hunted by smaller mortals, then enslaved by dragons, and finally hunted again.

What was once believed to be a physical place now exists only in the hearts of the few giants who remain. Left with nowhere else to go, the race now exists largely to keep their people from being wiped out like the cabaro of Borboto.

Major Geographic Features

Farmlands: Wild horses roam the plains of Dar Ggant, and the giants there make a game of safely catching them to be trained for riders in Belt Zghira. The beasts' hair is also braided with imported hemp to make sturdy ropes.

Phaethos Mountain Range: Once the sacred homeland the giants referred to as Thwayya, the purple dragons who ruled during the Age of Fire renamed the area, and the humans who took over afterward left it that way. At present, the range is full of magical beasts that escaped the collapse of the Overrealm. The giants who live there protect them as best they're able.

Important Sites

Belt Zghira (Small City, 30 giants, 5,200 other): This is the site of the meeting between King Alnoth the Innovator and the hill giant, Miroslav. After declaring Dar Ggant a refuge and giving it to the giants, Belt Zghira became the gateway into the region for any who wish to trade or otherwise interact with the larger races, and remains in that capacity. While nobody will stop travelers from leaving into the giant-owned lands beyond, they are warned that doing so means leaving behind Liezanred rule.

Fil-Muntanja (Hamlet, 53): Dar Ggant's seat of power, where the leaders of the different giant races meet, challenge each other for dominance, and observe religion together. Within a cave large enough for three human carriages lies a relic sacred to the giants' past that no other race has laid eyes upon.

Kaskata (Village, 190): Where the northern ocean spills into Inframundo, this was the site that the giants blocked off, causing the water level underground to drop, which in turn disrupted the water table on the surface. It now acts as a port of call for visiting envoys and oceanic trades that interest the giants more than the humans of Banaha.

In addition to trade, the giants of Kaskata harvest and break down large chunks of the salt that collects along the coast. The salt is used to cure fish and meats brought in from other parts of Avemor.

Major Events

Thwayya: The Celebration of Stars is a religious holiday for the giants of Dar Ggant, who gather at Fil-Muntanja on the first clear winter's night of the year to show their appreciation for Theia as the world that birthed them. The holiday is accompanied by merriment interspersed with long periods of quiet reflection.

Plots and Rumors

New Order: An envoy has been sent from Liezanred in search of the rebel princess many believe killed her parents. They are demanding an audience with Parr, but Parr was recently defeated in combat by the giants' new leader, Easton. Nobody's sure exactly what to do about this because the humans want access to the mountains, but the giants are refusing while they sort out their new hierarchy.

Poachers: Several animal carcasses were found stripped of fur and fang in the Phaethos mountain range. When the poachers were located, the giants who caught them attempted to capture the young humans, but a fight broke out that resulted in one giant falling to her death. In a fit of rage, the remaining giants took matters into their own hands. Afterward, the poachers' bodies were given back to the humans at Belt Zghira so they could properly mourned. The same couldn't be said for the girl, whose body was lost to the cave network beneath the mountains. Worse, the giants' actions have led to more poachers moving into the mountains and setting larger, deadlier traps in solidarity.

Noteworthy Characters

Grinjaw Stephens: NG hill giant investigator 4. A civil rights activist, raised by humans. Despite having official capacity to create policies and proposals, Grinjaw's efforts are largely ignored.

Easton: LN half-giant gladiator 6. Born in Wa-hat, where her mother fought for money to support them, Easton always felt a draw to go north and meet her father's kind. She never imagined she would have to prove herself to them and accidentally become their leader.

Liezanred

Capital: Dragonfall

Population: 52,000 (52% human, 24% gnome, 6% elf, 7% dwarf, 11% other)

Government: Autocracy (the Liezanred monarchy)

Major Religions: Philosophy of the Light, Brutus Peregrine

Imports: Crustaceans, fine metalwork, fireworks, glass, glassware, luxury goods, metal, minor magic items, mirrors, siege weaponry, silks

Exports: Books, jewelry, paper

When Avemor was first founded, the region of Liezanred was the central region from which the former leaders of the revolution directed their followers and doled out land. Moving into the Age of Steel, the monarchy slowly broke their rule up into smaller regions, some of which became countries in their own right. Even though Avemor is no longer half the size it once was, Liezanred remains as much a staple of life in Eastern Theia as ever.

Life and Society

Like much of Avemor, Liezanred is an area filled with groves and manufactured rivers. The region's quaint feel coupled with friendly and welcoming inhabitants has captured the eye of many of Avemor's eventual allies. Securing trade partnerships with four countries has secured Avemor's economy with a steady flow of jobs and currency.

All of the above has made it easier for the youth of Liezanred to find their homeland quite boring. This attitude has given birth to edgy and unique forms of art, music, and style. The little towns that dot Liezanred have become breeding grounds for innovative talent, which has made musical competitions more commonplace than elsewhere.

Major Geographic Features

Farmlands: The sheep raised in Liezanred are kept for their wool, which is either turned into clothing, carted north to Dar Ggant, or traded to visiting Borbotos weavers in exchange for their richly dyed clothing. The animals' vellum is likewise useful in creating the books Avemor uses to stock their libraries as well as in Percimum and Idon Oh.

During the fall, pools of water form from the rain that can't soak into the already saturated ground. When spring comes, freshwater fish spawn in these pools, as if by magic. Enterprising gnomes have bought enough of the land where these pools appear that they have turned a profit selling the hard to come by commodity. When the pools inevitably dry up in the summer, they fence the areas off so nothing can bring harm to the local biome.

Groves: Oranges and other citrus trees bear delicious fruit in winter months, while legumes and clover keep the soil fresh and ready to produce again during the summer. Because of this, Avemor's harvesters use the transitioning months to plant each. Trees that no longer produce are replanted and the wood is either processed or carted and shipped to areas without as much of it.

Orcs' March: After defeating the gray dragon flight that ruled their country, the orcs of Wutente led the gnolls and dwarves north through the mountains on a 50-day trek north to castle Liezanred, where they joined up with the gnomes and humans rebelling against their own draconic oppressors. The path those armies took has been named Orcs' March in their honor. In the Age of Adventure, the path is now a well-traveled road that branches off in several directions as it winds through Wa-hat into Avemor. Villages along the way bear the names of proud families who did their part in freeing Theia from the forgotten dragons.

Important Sites

Dragonfall (Metropolis, 32,000): Avemor's capital city, wherein one can find Castle Liezanred. The city itself is built in a semicircle around the castle front, with the back facing the Phaethos mountain range. Staggered gates in different sections of the city protect the keep from invasion, and while the back may appear to be unguarded, the former king Anthony maintained a respectful discourse with the giants of Dar Ggant, who regularly patrol the region.

Major Events

Dragonfall: This holiday is celebrated worldwide, but none can appreciate it more than those who live where it all began. The entirety of Avemor closes down for a week while preparations are made and the people enjoy their freedom from the rule of the forgotten dragon flights.

Plots and Rumors

The Throne of Avemor: After the tragic death of his parents during a birthday celebration for him and his twin, Prince Alnoth has taken the Liezanred throne. His sister Elizabeth, who was next in line for the crown, has fled the area, seemingly in guilt over her part in the tragedy. The king is in search of adventurers who can help bring his sister in for questioning.

Noteworthy Characters

Ardor, the Dragon: CG human trojas censor 8. Ardor is the leader of Liezanred's censorship. Over the years, he has trained many children in the ways of law without being able to enact it himself after defying a direct order from his predecessor. He refuses to atone for killing the man to protect an innocent, but he also understands that the law is the law, so he does his part by helping others practice it.

Milliard Tressle: NG gnome druid 3. Milli's parents stayed in Liezanred after the rest of her family moved to Wa-hat. She helps run their vineyard where she and Elizabeth Liezanred grew up playing Hide and Seek together.

Borboto

Capital: Cambione

Population: 104,000 (72% gnoll, 20% human, 6% gnome, 1% cabaro)

Government: Plutocracy

Major Religions: Brutus Peregrine; Rekej, the Smiling Friend

Imports: Berries, brass, ceramics, chains, cloth, corn, druidic magic, electrum, fertilizer, fireworks, hay, horses, incense, iron tools, leather, leather goods, lizard, milk, pineapple, pork, precious stones, rope, salted meat, spices, statues, wheat, wine, wood, wooden goods

Exports: Alabaster, ale, ancient artifacts, beans, carpets, carved wood, ceramics, clay, clothing, coffee, dates, dyed fabric, fowl, glass, glassware, goat, granite, hides, magic items (recovered), marble, mirrors, paintings, precious stones, sculptures, statues, stone, textiles, turkey

For what many would call a desolate nation of wastelands and canyons, Borboto has a good amount of rich and vibrant oases that provide enough resources for the country to thrive. These “bubbles” of life in an otherwise uninhabitable environment have become places of respite, where technology and the arts flourish. As a whole, the country is a breathtaking spectacle of color and entertainment, such as the world famous sport of sky racing.

Borboto also has a mysterious past. Its crags and canyons are haunted by the relics and spirits of an age better forgotten. Ancient temples lie in crumbled ruins at the center of oases, drawing explorers in to study the decimated race that built them.

Life and Society

Borboto was once home to three major sentient species. The cabaro, a race of owl people, acted as leaders to the gnolls and orcs who called Borboto their home. Between the Ages of Earth and Air, they ruled everything within the confines of El Anillo. They traded across the Central Sea that formed during the Collapse, and even explored into Wutente. They were one of the first surface races to interact with the dwarves after the seafaring race made landfall on the shores of the surface world.

And then, one day near the end of the Age of Air, the cabaro all but disappeared from Theia, leaving only a scant few to carry on their heritage. Worse, nobody could recall why or how the cabaro went missing. All that is left behind from that age are ruined temples and the Sky Engine—a massive wind turbine capable of reshaping the area over which it hovers.

Without a proper ruling class, the gnolls inherited Borboto while the orcs moved south and got a fresh start in Wutente. As traders, the gnolls have turned their country into one that celebrates art. With the help of the gnomes escaping the fey realm, their society gained an appreciation for color and textiles as well. When the Sky Engine was rediscovered, Borboto was transformed yet again into one of the sports entertainment capitals of the world.

Major Geographic Features

El Anillo de las Ruinas: Most of Borboto sits over 6,000 feet above sea level. Surrounding it is El Anillo, a sub-region roughly 40 miles across that rises quickly from sea level to peak elevation. The safest areas of El Anillo are those leading into Puerto Viejo, Joven, and Costa

Oceanica. These sections of Borboto were picked because they exist on a smooth grade with plenty of flat land to live and build upon. The rest of the borderlands are home to destroyed temples honoring the long lost cabaro highborn (the reason for the area's full name), deadly monsters rarely seen elsewhere in Theia, and pirate dens hoping to catch unsuspecting cargo ships bound for Wutente and Avemor.

El Rio Solitario: In the late fall and early winter, the otherwise desolate canyon at the center of Borboto fills with water from an underground spring and flows south along its path into La Puerta de Abajo. Known to its people as “the Lonely River,” it is the best place to grow what little natural vegetation they can leading into the spring when it dries up again.

La Puerta de Abajo: The area where El Rio Solitario descends back underground leads directly into Inframundo and is heavily guarded by soldiers and mercenaries who rotate in between stops made by Cambione. Adventurers are prohibited from using La Puerta de Abajo for fear of angering it's dark-dwelling denizens.

Pared del Cielo: The temple ruins in and around the oases of Borboto are not its only links to the past. The largest piece of history snakes its way through El Rio Solitario for all to see. Pared del Cielo is 280 miles of beautiful, worked marble and preserved limestone, shot through with calcite and dolomite. Remarkably, the wall itself is not painted. Instead, it appears as if whoever carved it chose areas of ruby, sapphire and other naturally occurring gemstones to carve around creating images and beautiful scenes. Of those, one in particular draws more admirers than any other.

Near the southern end of the wall is the depiction of an ancient cabaro highborn, bedecked in beautiful robes and a crown that would put any to shame. With one outstretched wing, she feeds a multitude of subjects beneath her. With the other, she fends off a jaguar-like monster as it kills and devours those around it.

Archeologists who have studied the depiction believe it has something to do with the final days before the race all but disappeared. Religious fanatics who visit the site believe the priestess to be a godlike entity that gave her life to protect Borboto from a great threat. Her sacrifice is why historians agreed to name that time period the Age of Air.

At first glance a wall of such value may seem like the perfect score for enterprising thieves. Many who believed themselves capable have lost something to whatever magic protects Pared del Cielo. If they're ever found, these fools are some combination of blind, mad, or petrified. They are sent to Percimum to recover and serve out sentences relative to their attempted crimes. The wall, meanwhile, stands unmarred as always.

Important Sites

Areios (Small City, 10,000): The original capital city of Borboto, it was from here that the brown dragons ruled their people. The city is built around a massive, bronze statue of a brown dragon that acts as a cradle for the original Sky Engine the Borbotos use to host their sky racing tournaments. It is also widely considered the first stop that Cambione makes during each of the larger city's annual cycles around El Rio Solitario.

As with each of the major cities in Borboto, Areios is run by its merchants. Caravans from as far east as New Onilaar travel to Areios to trade master glassblowers for their work



which includes alchemical vials, ceramics, and mirrors they can use in their experiments. Artists and clothiers visit the small city to learn from some of the best in their fields.

Law in Areios is dictated by the markets, and each vendor metes out justice as they see fit for thieves and cutpurses. Areios doesn't otherwise have a militia or army to fall back on, but sky racers and other monster handlers have been a reliable deterrent for potential threats so far.

Cambione (Large city, 17,800): Back during the Age of Fire, when the areios dragon flight ruled Borboto, they collected a majority of the population in one area where they could be carefully watched. To keep them satisfied, the brown dragons taught a handful of their more loyal subjects how to manipulate the earth and sand as they did. The sand weavers, as they were called, constructed homes and shops so their people could stay out of the blazing summer sun. This collection became the first iteration of Cambione, the ever-shifting city.

In the present, Cambione has grown into the capital of Borboto. As each year passes, the city shifts down the east side of El Rio Solitario and back up the west, gathering what food it can from the sparse land while also hosting sky races in the canyons and spires surrounding it.

Cambione's movement around Borboto also helps to lessen the distances traveled by different groups throughout the year when making trades, and most of the major names in trade keep a timetable of where the city is during any given month. This allows both Cambione and those with whom its people trade to plan accordingly for what trades they will make when one group or another visits them on their journey around El Rio Solitario.

Costa Oceanica (Metropolis, 30,000): This beautiful trade city is half covered in the greenery from the nearby oasis. Here, technology has flourished and the citizens of Costa Oceanica enjoy beautiful art, culturally rich museums, and the exciting sport of sky racing. Because of its stationary position coupled with the lush livery that exists in few other areas of Borboto, many more tourists are known to have visited Costa Oceanica than Cambione.

As the first major human port outside of Avemor, Costa Oceanica brings in a lot of good imports from their eastern cousins. Wine, salted meats, and berries make great snacks during sky races, as do steamed, sugar milk and fresh cheese. Leather and iron tools are carted south along with horses to Areios and Cambione where they can be used to make glasswares; some of which are then sent back east as a sign of appreciation for the equipment to make them.

The metropolis is also a great export site. On their way around the northern and of Borboto, tradespeople from Cambione will make a stop in Costa Oceanica with goods they've picked up from the border cities of Joven and Puerto Viejo, as well as the countries of Wa-hat, Wutente. Beans, coffee and dates hold a good share of the food exports because they're easy to ship and popular in several regions outside of Borboto. Stonework and cloth tradegoods are equally prized in richer countries such as Idon Ah, New Onilaar, and Percimum.

With so much happening at every time of year, Costa Oceanica has accepted aid in maintaining order from Avemor's censors, but they also train their own barrier sentinels, and there's always at least one contingent of mercenaries or soldiers trying to relax after a job if a fight breaks out.

Spotlight: The Sky Engines of Borboto

The original Sky Engine was uncovered after an earthquake near La Puerta de Abajo revealed a previously unknown temple. The people of Cambione sent a small band of adventurers in to investigate, and they came out with news of the turbine. The machinery was massive, easily bigger than two ogres side-by-side, and just as tall. The technology built into the device was both ancient and well beyond anything the Borbotos could understand. Knowing it wouldn't be safe leaving the engine for another cycle around El Rio Solitario, the people of Cambione decided to stay where they were until they could safely move it to a more defensible location.

When next the Lonely River filled with water, the city of Cambione worked together to move the engine onto a sturdy raft they had constructed specifically for that purpose. They then spent four straight days in shifts, pulling the raft against the tide north to Areios, where word had been sent of the discovery. Areios was ready with pop-up cranes and wenchies they could use to pull the turbine up into the base of the massive dragon statue that served as one of few reminders of their past.

By luck or design, the engine fit perfectly into the space, which made it that much easier to study. The scholars and craftspeople of Areios examined the turbine with the help of inventors from Wa-hat. After almost a year of learning how to make the engine sort of work, Cambione returned from its latest circuit, and the merchants were eager to glean what profit they could from it. The team was asked to replicate what they knew already, and they could continue to study the newly christened Sky Engine in the meantime.

The researchers agreed and used the opportunity to create smaller sky engines that could be attuned to specific areas. When turned on and directed, the turbines could reshape between one and three square miles of space. The later models could even control the weather in the immediate area, creating rain, lightning, and heavy winds when fully charged. The more portable engines could travel with Cambione as it circled Borboto. The merchants would sell their machines to the highest bidders, who used them to create the sky racing tracks that have become so popular over the years.

Since that time, the lively sport of sky racing has inundated Borboto with visitors and spectators from around the cosmos. Sky engines now float above tracks in several areas of the country, shifting them in place periodically to keep the courses fresh. Potential racers come from all over the world to try their hand at the sport. Students of artifice join Cambion on its circuits to study the engines that make it happen. And anybody who can afford it stops in Areios to see the original, of course.

Joven (Large town, 4,300): Joven is a brand new town well on its way to becoming a small city. It is named for the dwarven bard who founded it. He was returning home from spreading word of the call to adventure formed by the Protoporos Summit when his tiny ship was blown off course by an unseasonal wind storm off the southern coast of Borboto.

When he landed, Joven's sails were destroyed and there was nowhere safe to travel in sight, so he walked inland, up the slope of El Anillo de Las Ruinas. When he reached the top, the storyteller found himself staring at a beautiful oasis. All around were buildings of stone and sand, people everywhere. Luckily, he'd stumbled into the path of Cambione as it was passing through the area. Joven was so taken by the sights, sounds, and smells that he decided to stay and learn more before the city moved again.

After bidding farewell to his new friends until the next time they came back, Joven brought the supplies he'd earned while working in Cambione back to the remains of his ship. Rather than rebuild it, though, he turned it into a home. Over the last twenty years, Joven has welcomed many more travelers between east and West Theia. Enough have opted to stay that they built a settlement, named for its founder, and began to take on bigger and more elaborate trades in expectation of Cambione's yearly visits.

Joven still hasn't made it back to his original home in Wutente, but he has made one of Borboto. Now that the city is somewhat self-sustaining, the bard in him is getting the itch to travel again, and he's even considered taking up adventuring himself. Afterall, if not for this last adventure, he'd never have such a great story to share.

Outpost (Large town, 2,500): The only major settlement on the eastern end of Borboto, Outpost was originally just that—an outpost for rangers bringing travelers through the Phaethos Mountain Range between Wa-hat and Borboto. The town's location in one of the driest

sections of the country makes it a difficult place to live long-term, so while there are upward of 2,500 people there at any given time, only about 900 of them are permanent residents.

Scarcity of food and water means that Outpost relies on travelers bringing such things through, and the town does more bartering than selling of goods and services. A room for the night can be bought with a couple pounds of meat or equivalent fruits and vegetables.

From an economic and gold standpoint, Outpost still treats its base limit and purchase limit as if it were a village. During peak trade season in the fall, this increases to the limits of a Small town, and there's a 60% chance of running into somebody who has something of Large town value on their way to Areios, Cambione, or Costa Oceanica.

A half day west of Outpost is a sky racing track built for beginners interested in learning the sport. The area is counted as part of Outpost, since most of those who train there head back into town to sleep and recover from injury. A fair number of professional sky racers have this course and its head trainer to thank for their popularity, and most of them give back to it with payments to help cover the cost of doing business.

Puerto Viejo (Large city, 13,400): Near the western coast of Borboto lies Puerto Viejo. Founded in 2,825 H.R. by humans escaping whatever threats existed in Central Theia before the Collapse, Puerto Viejo survived even that catastrophic event, becoming beachfront property. When the Age of Water began, travelers from across the Central Sea crashed into the shallows at the edge of El Anillo. After recovering what they could from the wreckage, they joined the natives and helped to grow the fortunate city even further. Since then, it has survived in some capacity for going on five-thousand years. Having outlived even its founders' ancestors, the city has changed hands a few times in the millenia since its founding. As a result, the architecture varies wildly from building to building and street to street.

One of the oldest remaining buildings in Theia is the first functional lighthouse built after the local settlers decided to invite others to stay and needed to warn them against sailing into the same low tides near the ocean's border. The lighthouse stands on the beaches of El Anillo and continues to keep ships from traveling too far into the shallows during the storms that frequent the area during the winter months.

The lighthouse's crew usually leave from Puerto Viejo the day after celebrating Cumpleaños de la Ciudad. They remain until the tides rise again in the spring, decreasing the risk of running aground. The city tries to keep at least two druids, a wizard, and a healer of some kind on the crew, and pays well for the time spent. Each member is trained extensively in procedures to save crews and recover ships that fail to heed the warnings.

Major Events

Cabaro Cup: All of the different contenders from the many sky race tracks around Borboto meet once per year at Areios to compete in the Cabaro Cup. The Sky Engine is activated the night before to make sure nobody can pre-plan for the course, and in the light generated by the turbine, spectators and competitors catch up on the last year of activity around the country. Some years, the light burns so bright that some of the residents also call the event the Three Days' Night, since it's like putting a whole extra day between the day before the race and the day of.

Cumpleaños de la Ciudad: Every year, Puerto Viejo celebrates its founding with a citywide party. Bead necklaces are handed out to children and entertainers, music fills the streets, and delicious, homemade food is shared in great quantity. Even during the Age of Fire, the celebration was allowed to continue because the leaders of the city went out of their way to invite the areios dragons to join them.

Plots and Rumors

Celebrating Five-Thousand Years: The 5,000-year anniversary is quickly approaching at Puerto Viejo, and Cambione has spent the last three years in preparation for it by sending out and receiving back two thousand vases from around the world, asking the collected leaders for depictions of what their given century was like. This gesture, in addition to being a sign of respect and peace between the countries, is also meant to help fill in the gaps of memory lost at the end of the Age of Air.

Now that everything has been put in order, a small detachment is being sent ahead of Cambione's usual schedule to surprise the leaders of Puerto Viejo with the gift on the night before the anniversary. They are sparing no expense when it comes to guards for this truly unique offering, not just because of its sentimental and physical value, but also because there have been threats to steal or damage the vases in transit. Why anybody would do such a thing, none are willing to say. They can only hope to get the gift to its destination whole and on time.

Darkening Skies: Within La Puerta de Abajo live many darkfolk, all of whom appear to have the Fuschian Gift. The usually cloudless sky of the country keeps them at bay, but in seasons when thunderstorms and flash floods are common, they venture out and attack any who draw too close to their homes. Diviners in the employ of the Borbotos government have recently predicted just such a season. While the capital remains as safe as ever, the call has gone out to any who will help protect travelers on their way to the upcoming races.

Race Day: A local sky racing event is at risk of being canceled because some of the competitors have disappeared after going out for drinks the night before. If this happens, it would cost the sponsors hundreds of gold, which will have to be recouped through raised prices in the markets, making it even harder for the already poor to afford food and other necessities.

The track organizers need one of two things to happen. They either need additional competitors who can race with even a slight chance to win. Or they need somebody to find out what happened to the racers who disappeared and bring them back in time for the event to happen on schedule. For every hour they spend not racing, the track, and thus the sponsors, lose 200 gp between them.

We Need the Medicine, Man: The same, strange wind channels that blew Joven the dwarf off course twenty years prior continue to befuddle the occasional boat. Most just steer clear of the area, but with Fafutan recently doubling down on refusing trade past their borders, there's only so much sea to travel on. More pressing, a recent cargo vessel containing hundreds of gold's worth of art and statues was lost in the area.

The trade goods were being sent to the elves in Jahu-fe'awla as payment for some of the medicine they create that helps reduce the pain and suffering of heat stroke in the desert regions of Theia. Without the medicine, many children and elderly could die before the summer ends.

Joven suspects more than just strange wind patterns are to blame, but none of his contacts in the nearby pirate dens are willing to speak with him about it, so he's reaching out for any aid in recovering the lost ship's wares.

Noteworthy Characters

Alvaro Banderes-Aiza: CG half-elf bard (archaeologist) 6. Alvaro has spent a good portion of his extended life exploring El Anillo de las Ruinas. He keeps beds in Joven, Puerto Viejo, and Costa Oceanica, though he rarely sleeps in any of them. Those who know him are aware that he can go missing for weeks at a time before suddenly popping back up with some treasure, asking about the next job.

Joven Talespinner: CN dwarf bard 7. As an adventurer, Joven has a few tricks up his sleeve that he keeps in case his allies get into a pinch. He's fond of confounding enemies with a fascinating story before a fight breaks out, and recently he's come to appreciate his ability to make *suggestions* of those who would otherwise threaten him and his companions.

Luis Crespo-Corazon, El Sombreron: CG caligni cavalier 3. Luis is easily misunderstood by others because he only ever ventures out into the city of Areios at dusk and returns to his home shortly after dawn. What he does in the dead of night when most reputable businesses are closed is a mystery. He's easily identified, though, because he always wears a large, black sombrero in case he gets caught outside for too long during the day. He's also known for his many failed attempts to court human women. In spite of them, El Sombreron continues undaunted.

Yuridiana Martinez-Agua: LG human cavalier (drake rider) 4. Yuri is an accomplished sky racer and the captain of Team Viento Azul. She flies harder than anybody she knows. Many speculate this is because she still lives in the shadow of her deceased older sister, who was likewise a legendary Sky Racer.

Fafutan

Capital: Maunikki

Population: 41,000 (half-elf 21%, human 20%, elf 18%, dwarf 15%, half-dwarf 12%, dworg 6%, gnoll 5%, kerata 2%)

Government: Autocracy (Queen Noelani, monarch)

Major Religions: Lady Shinzosui; Ursinaph, the Selfish Slumber

Imports: Arrows, chicken, fowl, goat, groves, marble, paintings, salt, saltwood, small ships, soldiers, stone, tomato,

Exports: Ambergris, bananas, citrus, coconut (coast), cotton, crustaceans, edible salt, exotic goods, exotic magic items, fish, herbs, illicit substances, ink, liqueur, mithral, nonmetal weapons, nuts, oil, pearls, pineapple, produce, rubber, rum, silks, small ships, sugar, tobacco, whale oil,

The Isles of Fafutan were discovered during the Age of Water. The quiet, tropical nation was the perfect place for elves and humans to colonize. It is the home of many beautiful beaches, fruit-filled jungle trees, breathtaking sights, and friendly, fun-loving people.

During the Age of Steel, a historic meteor shower was the herald of attacks in the small nation by titanic god-beasts the people of Fafutan know as the kaiju. Even more shocking was the discovery of a way to calm the monsters, giving the locals the secret of controlling them. The island region has used its pets to become a major power, threatening any potential invasion or hostility with the promise of bringing the kaiju's disastrous power to bear on rival countries. So far, the threats have dissuaded violence, but other nations—particularly Inekin and Xaotawn—still crave the secret to owning a living weapon of mass destruction.

Life and Society

Fafutan's traditions have been left mostly intact throughout the years. The people are laid back and happy as they are left to do nothing but enjoy their lives. The beloved Queen Noelani doesn't demand much of her citizens, who spend their time fishing, boating, growing food, and basking in the sun. With their cost of living lower than most countries, and their people fed and happy, there are not a lot of selfish people to be found in Fafutan.

With the threat of the kaiju keeping the ocean waters surrounding Fafutan safe, the people have little to fear. Life there is peaceful and worry free with most people having multiple hobbies and activities that they enjoy to fill their day.

Traditional money does have value in Fafutan, but it is less important than with other nations and is only really collected near the capital. Most places outside of Maunikki will clothe the cold, feed the hungry, and shelter the homeless without promise of compensation. This odd way of life is contagious, and vacationers often go back to their countries as more giving, loving people. Though many people vacation in Fafutan, the queen makes sure none of them come anywhere close to the capital city's secret of how to control the kaiju, lest they be spies from power hungry nations.

The Fafutan people worship Ursinaph as the Beast Below, who they believe is the animal mate of Lady Shinzosui, ruler of the oceans. The pair are viewed as equals, and their combined imagery can be found in many artistic representations of the country's history. Prayers to the Beast Below are sometimes used in reverence of the Fafutan kaiju.

Major Geographic Features

The Claimed Sea: When the open waters between Hunatii, Wutente, and Fafutan was first claimed by the island nation as their own, nobody paid much heed. After the awakening of the kaiju, however, Fafutan started levying tariffs on ships passing through their waters. Unregistered ships are threatened, forcing them to pay the required fees or sail along the rocky shallows off the southern coast of Wutente to travel the otherwise shorter distance to True Xaotawn.

Many of the countries around Fafutan have made their disapproval of this embargo quite clear, but Queen Noelani pays them little heed, since she can answer any credible threat with the kaiju under her control. Tensions between Fafutan and neighboring countries have become strained as a result.

Over the last 80 years or so, the embargo has lightened up its cost in some ways. After the Protoporos Summit, Fafutan stopped charging dwarven ships traveling the waterway in a show of good faith towards Inframundo and Wutente. Also, the queen now allows bartering for goods to use the Claimed Sea instead of gold, as her people desire the inventions, knowledge, and advances of other nations. These changes have allowed Fafutan to become an even more unique country where magic from Percimum is used side by side with simpler technology from Wa-hat. The fafutans have also fused these innovations to create their own crude artifice.

Ke noho nei Beach: Fafutan's Mea Huaka'i Island hosts Theia's only surfing competition, and people are beginning to show interest. The country has always been known for surfing, but the lack of strong current around the islands barely creates waves big enough to really ride. During the Age of Fire, the fun-loving mythril dragons who ruled the nation saw the people surfing and began magically helping them create bigger waves. This turned a peaceful pastime into a full on spectator sport, and while the Pedasos are all but extinct, the knowledge of elemental conjuring stayed with the people of Fafutan. Even in the Age of Adventure, they still use it to create amazing spectacles.

The elementals of Ke noho nei Beach swim in the seawater, keeping its temperature consistent and churning the water to create waves. They are friendly and even help keep the shoreline safe for all who visit. Lately, Borbotos sky racers have been attending Ke noho nei Beach to learn new tricks and promote tourism. Riding the more solid waves of water is good training for riding the currents of air. Fafutan surfers welcome the athletes, seeing their challenges as a chance to show sky racers how Fafutan's form of element riding is superior.

The Last Ocean: Theia's south pole has largely been unexplored and feared as a cursed place. Fafutan has sent explorers to the south pole many times throughout its history, however the few that come back share maddening stories that couldn't possibly be true. Tales of giant monsters, odd lights, mysterious disappearances, and haunted islands have long accompanied any talk about the dreaded Last Ocean. Because of this, the Fafutan people rarely go there, and they warn other countries about venturing too far south as well.



Of all these stories, none is more terrifying than the recent talk of a second sun, hanging in the sky above the south pole. These stories were first told by a shipwrecked survivor of the Last Ocean Expedition, Ahuahu, who came back a madman driven insane by what he had seen. Ahuahu's ravings reached a man from Avemor named Edward Randalls who traveled to Fafutan to fund the Second Sun Expedition. Randalls was the only survivor and he confirmed the Ahuahu's sightings. According to Randalls, it's a celestial body that seems to writhe and roar at random intervals. The eldritch horror is thought to be some kind of mirage or reflection of Theia's actual sun on the frozen ice by those who are still sceptical as the "roaring" could be cracks in the nearby glaciers. Even still, The thought of such a thing is nightmare inducing.

Laau Nahele: Also known as the fruit jungle, Laau Nahele is a vast rainforest with an overabundance of fruit and edible vegetation. Lilikoi, mango, guava, pineapple, coconuts, bananas, papaya, and starfruit are but a few of the foods that grow freely in the jungle, ready for the picking. The fruit in Laau Nahele grows to enormous size and is amazingly delicious when ripe.

The jungle itself is rather dangerous, with many plant monsters and giant birds that feed off the local fruit. Most folks pay adventurers to retrieve the fruit for them. They then cook it in all sorts of rare and mouth-watering recipes.

Legend has it that a mythical fruit grows deep in Laau Nahele. Known as the durian, the durian is believed to smell horrible and look like a giant sea urchin. Inside its shell is said to be the best tasting fruit on Theia. Going deep into the jungle is incredibly risky as the plant monsters become more frequent and powerful the deeper you venture into the

rainforest, making the durian's taste a dream to most. Even Queen Noelani hungers for the durian and she has promised a hefty reward to anyone that can deliver her some.

Important Sites

Apana Kauka (Large City, 12,000): Once a small village on one of Fafutan's smaller islands, Apana Kauka is known for its innovative thinkers and brilliant inventors. On the queen's order, the village was relocated to the central island, where it receives most of the items and information bartered by other countries to cross the Claimed Sea. They study the bits and pieces of other technology, weapons, and arcane arts to create items that are unique to Fafutan. These crude inventions sometimes malfunction or explode, but the inventors of Apana Kauka see that as part of the fun.

Many items unique to Fafutan were born by mixing ideas, theses, and experiments from other places. As of right now, the elemental board is one of the more popular inventions. A surfboard that can house a willing water elemental within an orb in its middle, this board allows the surfer to ride waves and surf, even while not in the water. The inventions of Apana Kauka don't stop there, as some have started drafting blueprints for housing a fire elemental in the board for lava surfing. This particular idea isn't too popular with the locals though.

Embassy (Small city, 8,000): Anybody who wishes to legally enter or trade with Fafutan must first pass through Embassy. It is here that the specially made sails and flags are sold which signal that a ship is permitted to travel through the Claimed Sea. Embassy is also home to one of the largest fish markets east of Hunatii. Even countries like Wutente and Xaotawn often import fish from Fafutan in exchange for their own hard to gather goods.

Maunikki (Large city, 14,000): The capital city of Fafutan shows just how far the influence of the kaiju has promoted the country's power. Maunikki is a hub of culture, fashion, and industry. Tall buildings and motorized carts adapted from Onilaaran technology are just a few of the nation's luxuries.

To an outsider, the city's advances may seem impressive and amazing; but folks from areas like Wa-hat, Percimum, New Onilaar, and Idon Oh know that the city is filled with older, defective models of their empires' design. The Fafutan citizens don't mind this and have learned from the past inventions to create new innovations. Magical vehicles, elemental-powered technology, and even more is what really makes Fafutan's capital stand out. It is a true show of what could be accomplished if people of many different origins work together.

With the iguana-like kaiju known as Ali'i Lohi resting just beneath the waters, the ocean around the island capital is strangely sparse of ships of commotion. Few would dare incur the ire of Maunikki's guardian. The humongous kaiju that feeds off of the thermal vents on the ocean floor. Encrusted in salt and heat, Ali'i Lohi answers to the call of Maunikki's kaiju caller; a voice it can hear even from the ocean's depths. When Ali'i Lohi is summoned, it is because the city is in trouble, but since this rarely happens the kaiju is free to lounge around the island's beaches and shallows.

Major Events

Kaiju Day: The three kaiju that Fafutan has under its control don't just help the country when it comes to protection and war. They are also a huge spectacle and reason enough for many tourists to visit the island nation. This, of course, boosts the country's economy. On Kaiju Day, large toys, huge sandwiches, giant desserts, and oversized articles of clothing are sold all over the island nation as an influx of foreigners come to see the guardian kaiju with their own eyes. The kaiju themselves don't mind being called on this day because a massive amount of food is prepared for them to honor their protection and strength.

Ke noho nei Championship: Once a year the Ke noho nei championship is held on the eponymous island. It is a surfing competition that tests the mettle of both surfer and the water elemental that resides in their board's containment orb. Many amateur surfers come on this day to buy lessons at a discounted price and to watch their heroes ride the magically enhanced ocean water. Surfers and their elemental companions usually perform stunts and fancy tricks during the competition so that the judges will declare them Luna o na Wa, Ruler of Waves. Afterwards there is a feast and, of course, a chance to meet the surfers for an autograph.

Shifts in the Tides: In a three-month cycle, the tides shift between high and low. During spring and standing tides, travel between Inframundo and Fafutan via the Claimed Sea is safest and any boat can make the journey without too much trouble. During receding tides, passage is tumultuous as the waters flow rapidly into the underground region. Only the most daring of captains with the best ships dare travel into or out of Inframundo in Receding Tides. Non-magical travel into or out of Inframundo during the three weeks of neap tides is impossible.

Many historians argue Resting Tide is Theia's natural state as it existed before the Age of Water; before the world cracked and the dwarves landed on Wutente's shores for the first time. The shifts in the tides were brought about when a third of the continent that was Theia sank into the depths of the ocean.

Plots and Rumors

The Bonding: No one but the Fafutan elite know anything about how the country controls their three kaiju, only that the guardians of Fafutan seem to be bonded to the minds and souls of three individual people. These people are known as the kaiju callers. The kaiju can sense their caller's level of distress, reacting to it accordingly. When a kaiju caller dies, the kaiju it's bonded to flies into an uncontrollable rage until a new caller can be established. The process of who is a suitable caller and how to bond the suitor is a well guarded secret.

An Uneasy Alliance: No one seems to trust Akama Paoa, a kaiju caller that watches over the Claimed Sea with his jellyfish kaiju, Palela Lele. Akama was a criminal and mercenary in the darkest sense and was in jail when Palela Lele's last caller died. Palela Lele's rampage brought the kaiju to the island on which Akama's prison was built. Something happened between the two and Akama found himself bonded with the kaiju as a caller.

He was put to work out by the claimed sea where his sadistic nature has rubbed off on Palela Lele and is perfect for sinking ships, but who knows how long before the criminal sends the kaiju against his own people like the knife he used to murder before.

The Winds of Change: A friendly rivalry has always existed between sky racing and elemental riding. Both sports require agility and quick thinking, but which one requires more is the subject of much debate among fans of both. Thanks to a recent invention out of Apana Kuaka, tensions between the two sports are higher than ever.

By binding willing a lightning or air elemental to a special containment orb similar to those used in the local surfing competitions, Fafutan has created the first wind riding devices. These aerodynamic boards can't compete with sky racers when it comes to speed, but wind riders can perform amazing aerial stunts and tricks while on their boards. Interested sky racers who are already surfing during their off season are testing the boards now. This begs the question, "What will the eventual clash of these two spectator sports look like?"

A Spy?: Fafutan has no trust for foreigners near the capital city during their travels, and have outlawed anybody attempting to enter without express, written permission and accountability of a Fafutan noble. These laws were enacted not out of bigotry, but a misplaced sense of national security.

Fafutan's kaiju are very dangerous beings. Fafutan believes that to have one leashed is to almost certainly win a war or national conflict. The queen understands that fact better than any and fears for Theia if such a war were to break out. Recently, wanted posters have been circulating around Maunikki of a foreign woman traveling without representation. There are those in the city who wonder if the posters are just a sign of paranoia and fear or has someone gotten too close to the country's greatest secret?



Noteworthy Characters

Ahe Kahue: N elf magus (spell dancer) 7 variant-multiclass cultist. Ahe has been studying the ancient Hula for some time and is a master of the dance. She is a worshiper of the wind and sea spirits honored in the dance and as such gains divine power from her offerings of fruit and handmade fetishes. Though she spends most of her time practicing her art form and arcane skills she does occasionally go on adventures to earn more gold for her dance hall.

Akama Paoa: LE gnoll mercenary 10/ bard 5. Akama was an assassin and a murderer, a criminal now in service to the Fafutan government to watch over the Claimed Sea. As a kaiju caller, he's tasked with waking the kaiju and using its power to deal with unauthorized ships sailing through the area. Lately, he actually has started taking it easy on some survivors of the ships he has Palele Lele destroy after he noticed how the other kaiju callers get treated on Kaiju Day.

Akama longs for the kind of relationship his fellow callers have with their people. He wants to repent, but he feels the crimes he committed cannot be forgiven. Of late, he prays to Saint Deirdren to relieve his guilty conscience.

Alika Ka'ana'ana: NG half-elf bard 4. The old man who has control over Maunikki's guardian kaiju, Ali'i Lohi. He is kind hearted and friendly, vowing only to call the beast in case of a national emergency. Alika is loved by many and is an all around friendly person. He is slow to anger and many folks felt protected and safe around him even before he became a kaiju caller. As he grows older, people are beginning to fear Ali'i Lohi's soon to come rampage.

Dara Hanohano: LN cabaro astrologer 6. Dara believes that the shifts in Fafutan's tides are driven by Theia's moon and its current phase. She can often be found by one beach or another, measuring the water level and making notes.

Edward Randalls: NG half-dwarf noble 3/ ranger 3/ bard 3. Edward is an explorer from Avemor and the only survivor of the Second Sun expedition. When he was rescued, from the Last Ocean, Randalls was hysterical. It took him a month of therapy to regain any sense of normalcy. He decided to stay in Fafutan and has become very protective over a pet turtle he found while adventuring. He walks with it, sings to it, and makes sure it gets the proper food. The beast has grown much in a short time, and it only seems to answer to Edward above anybody else.

Pele: CG half-elf gladiator 8. Pele is the daughter of the great inventor Inoa, a woman who has improved the containment orb of element riding surfboards and invented wind riding. One day, Pele was rummaging around her mother's shed in search of a spare orb to go boast her surfing skills to her friends. In a pile of debris, she stumbled upon a scrapped project. It was a lava riding board. After much studying and getting a friend of hers to summon a magma elemental, she got the board to work. Always the show off, Pele has already used the board to perform for sponsors and soon worries that her mother will see one of the broadcasts of her death-defying surfing that her sensor records.

Vestrie: N human warrior 2, expert 4, aristocrat 1. Vestrie is the harbor master at Embassy. No ship pulls into Fafutan's port legally without this former soldier-turned-spy knowing it. She's familiar enough with her city and its docks that she can not only tell somebody where to find a specific ship if it's there, but how long it has been docked, who the captain is, and what the ship has been confirmed to carry by her crew. She also has a direct line to Akama and the queen, should she need the services and aid from either.

Hunatii

Capital: To-Naadiidaah Harbor

Population: 145,000 (76% halfling, 17% human, 3% half elf, 1% half orc, 1% merfolk, 2% other)

Government: Republic

Major Religions: Theia, the World Soul and Saint Deirdren, the Hollow (primarily). There are shrines to all of the various gods of Theia in each of the major cities.

Imports: Alligator, beans, Caravan Items, Chiles, coal, coffee, divine magic, druidic magic, goat, granite, ink, iron tools, limestone, lizard, orchard fruits, precious stones, salted meat, ships, spices, stone, timber, wagons, wood

Exports: Ambergris, carved ivory, carved wood, cattle, chicken, horses, pearls, perfume, rope, rum, sheep, tools, turkey, vodka, wagons, whiskey, wine, food, trade goods

Originally known as the cradle colonies, Hunatii is one of the oldest regions of Theia, though it didn't become its own country until after the halflings freed it from Inekin occupation during the Hunatii Independence. Thousands of years of volcanic ash mixing with the country's soil has turned Hunatii into a lush, fertile land of bountiful resources and agricultural opportunities.

Only a few villages and small towns dot the vast, relatively flat expanse of Hunatii's landscape. Most function as little more than collection venues for caravans headed toward the country's only two major cities to be exported into Jahu-fe'awla and across the sea to Eastern Theia.

Life and Society

From the day they were first drawn from the soil of the world, the halflings of Hunatii have worshiped Theia. She is their mother, their life-giver, and their guardian. The Hunatii tend to their corner of Theia with more care than they give to any of the other races that live upon her surface. While they have accepted the humans who share their homeland as kith and kin, they are still wary of outsiders after several times being made slaves to them. Only since the founding of Afiondis in Jahu-fe'awla have they started to open back up to more than regional trade agreements. Even then, they prefer to keep outsiders away from the central and western regions of their homeland, and they actively guard against boats docking anywhere along the southern border facing Inekin. Such ships are given one opportunity to turn toward To-Naadiidaah Harbor. Refusal often results in capture and/or the sinking of one's ship.

Sadly, after suffering thousands of years of oppression, there are some native Hunatii who no longer feel they are worthy of Theia's love. These poor souls have instead turned to Saint Deirdren for guidance. As penance for their self-inflicted isolation from the world, these halflings spend their time traveling into the realms of the dead. There, they act as guides for the recently passed, bringing them to their end destinations so that they may find the glory the halflings have lost.

Major Geographic Features

Dragon: A pristine, well preserved dragon's skeleton rests at the base of the mountains leading into Jahu-fe'awla. It has been there since the Age before Ages. From the size and shape, the dragon is believed to have been a member of one of the forgotten flights, possibly the phaethos, or purple dragons.

The site is also the entrance point through which the humans of ancient Hunatii passed on their way into Jahu-fe'awla. At the onset of the Age of Adventure, Afiondis reached out to the Hunatii and received permission to pave the way as a historical road that would also serve as easier passage to the metropolis for any halflings or humans who wish to trade there. Lizardfolk occasionally walk the passage to the dragon in order to leave small tributes and religious markers denoted as Valgyra's holy symbol.

Dreensa Trade Roads: All over Hunatii are the Dreensa Trade Roads, a series of travel routes across the country that provide the means to export Hunatii's various resources. There are those who travel the roads purely for the breathtaking sites and interesting people met along the way. The trade roads are monitored by Hunatii's native population as to avoid people getting hurt or wandering too far off the beaten path.

Guarded Waters: Ages of time spent as an occupied region have made the halflings of Hunatii wary of outsiders. Because of this, volunteers sail the coastline for months at a time, guarding it from incursion. The guarded waters is the first line of defense, and they are usually happy enough to point visiting ships up or down the coast to the nearest port city. They are also armed well enough to handle blatant refusal.

Important Sites

Human Tribe Sites (Village, between 70-90): When the world was young, humans and halflings both were believed to hail primarily from Hunatii. The humans, however, left early on after their home was destroyed by the nearby volcano. Since that time, the race has returned, and many still practice their ancient ways.

While the rest of the world looks to progress made in magical and technological study, the humans of Hunatii continue to enjoy living off the land, bartering with the halflings and the occasional band of adventurers. Shown the respect they deserve, the human tribes are always willing to offer a comfortable bed and a meal to those passing through.

Hunatii Tribe Sites (Hamlet, between 25-60): Various areas of Hunatii are the sites of the native Hunatii peoples. These sites welcome visitors and are places of tradition and culture. Visitors and immigrants maintain a good relationship with the country's native population, and the sharing of information and resources is commonplace. When it is clear somebody doesn't understand their culture, the Hunatii have been known to usher outsiders away from their homes as politely and fervently as possible.

Noord-Uitsig (Large city, 23,000): Outsiders refer to this city as "North Wheatsig," or sometimes just Wheatsig. When the halflings recovered their capital from the Inekins who took it, they were keen to keep it as the only major city in all of Hunatii. If they kept themselves small, they could do business and keep an eye on their neighbors to the south.

But the world had different plans. Years of ships sailing past To-Naadiidaah Harbor and straight to Jahu-fe'awla finally convinced the Hunatii to build another, more accessible port at the northern tip of their country. Doing so worked out for them in the end, since it also opened up negotiations with the country above them and eventually led to the Treaty of Afion and the Afiondis Accord.



Because the Hunatii wanted to keep construction simple, the city itself is a scaled-down replica of the capital in the south, adjusted so the ports face east. The streets and buildings are otherwise nearly identical.

To-Naadiidaah Harbor (Metropolis, 82,000): The heart of Hunatii's trade agreement lying on its southern coast, To-Naadiidaah Harbor is the third largest city in Theia; outsized only by Afiondis and New Onilaar's capital. People of all races and backgrounds can be found within the city. Folks in the port can catch a ship to almost any other country and the Dreensa Trade Roads connect here, shipping goods and people all over Hunatii and beyond. Though they helped build it, the native Hunatii rarely travel here, but lately groups of 10 or so halflings have begun showing interest in exploring the world via the harbor.

Major Events

Recognized Holidays: The Hunatii celebrate both their own Independence Day and Dragonfall each year. They also hold minor celebrations for Debate Day, Harvest's End, and any other events of which they are made aware. About the only holidays they do not recognize (at least publicly) are those specific to Inekin.

Even sombre holidays are joyous in Hunatii. This is because the native halflings feel they have suffered enough degradation and sadness over the years that they look for fun in all things.

Plots and Rumors

The Caravan: A Hunatii folktale tells of a caravan that approaches travelers on the Dreensa Trade Roads as they're making camp. The driver, a gnome, asks if he and

his family might stay the night as well, offering food and entertainment as thanks for the kindness. Everything is fine, even enjoyable... Until the moon rises.

Suddenly, everything's different. The driver's face is half missing, and his family have all turned into abominations and monsters. By the time anybody realizes it isn't a show anymore it's too late. In the morning, the caravan picks up and disappears back onto the road, leaving behind a gruesome scene.

Recently, the halflings that guard the trade roads have come across several frightful scenes straight out of the story. They could use all the help they can get to determine if the story has come to life, or if somebody's taken it too close to heart.

Set Sail: A brand new ship just made dock in Noord-Uitsig, and they're taking on crew members for what is being advertised as, "A big job just south of Idon Oh." They are charging 30 gold of anybody who wants to hear about it, then give that gold back should the individual sign on to the crew. So far, everybody who's listened to their plan has gotten their money back.

Noteworthy Characters

Gael Thomas: CN elf magus 6. Gael wanted to explore the areas the native Hunatii warn are off limits. When he finally worked up the courage, he disappeared from even magical detection. Now, about a year later, he's turned back up again. He's a lot more easily distracted, though. He trails off his sentences and sometimes just stares into the middle distance. When asked about it, he just shrugs it off and goes back to what he was doing.

Vrede Voorspoed: LE halfling cultist 12. Vrede showed up one day in Noord Uitsig with nothing to his name save an immaculate, white robe and a golden mask bearing a peculiar countenance. He spent his first months in Hunatii working any jobs he could that brought him closer to the people, all the while speaking to them of a god they did not recognize. After about two years, he had amassed both a reasonable amount of wealth and a small following. When he won an elected position as one of the leaders of the city, it became apparent how many friends he had made. In the nine years since his election, Vrede continues to capture the ear of any who will listen to his promises, and it sounds like he has his eye on a place in To-Naadiidaah next.

Hunatii Expanse

Capital: Temple

Population: 40,000 (99.9% halflings)

Government: Theocracy (Theia)

Major Religions: Theia, the World Soul and Valgyra.

It should be noted that the map of the Hunatii Expanse has been pieced together from incomplete geographical surveys and older, faded maps from when Inekin still thought they ruled the area. The Hunatii themselves are obviously to share any actual information about the area and guard it jealously. To speak of the Theigard openly within the confines of Hunatii proper is to find one's self followed closely and shut out of most halfling-run businesses until one leaves the country for long enough to be forgotten (and halflings are known for their good memories).

Life and Society

Speculation abounds in regards to the Hunatii Expanse. What follows is derived from stolen commentary and heresay that has enough grains of truth to warrant inclusion.

Even the forgotten dragons left the Hunatii Expanse alone. Ocean, the leader of the xanthus dragon flight, only ever allowed his people to build thorps and villages on the coast. They repurposed the old roads that Inekin used during its occupation, and when they inevitably drew the halflings' attention, they quietly left everything in the middle of the night.

Only two non-halflings in any record have been allowed to travel the Hunatii Expanse. Brutus Peregrine and his long-time business partner and friend whose name is lost to history. The two travelers disappeared somewhere near the temple around the time of the Collapse. Soon after, Brutus Peregrine, now somehow a deity, began to appear all around Theia, performing miracles and growing a healthy following of worshipers. His friend wasn't seen again until many years later, when he entered an Inekin settlement and passed right through several dozen people. He never spoke to them, nor did he interact with anybody beyond walking past them, always following the same path. He has since been given the moniker "Walker of the Roads".

Major Geographic Features

Dreensa Trade Roads: As with Hunatii, the Dreensa trade roads of the Hunatii Expanse are paths used by the local halflings to bring trade goods between tribes and out to the Theigard encampments. Unlike the paths in Hunatii, anybody found traveling these routes is not politely escorted back to a main road.

Guarded Waters: The waters surrounding the Hunatii Expanse are more dangerous than those just south of Hunatii. Sailors wishing to trade between

Inekin, Xaotawn, and Idon Oh must sail far out into the ocean before circling back to avoid being attacked by the Theigard.

Inekin Ruins: When Hunatii was controlled by Inekin, the latter built ports along the coast of the Hunatii Expanse, slowly working their way up into the area that would eventually be Idon then Idon Oh. They built roads connecting each of these small cities, exiting into the mountains surrounding Jahu-fe'awla in the north and Hunatii in the south.

After the Hunatii Independence, the cities were abandoned by the halflings and fell to ruin until Inekin returned for a short time during the Age of Fire. This time, the kyver dragons were far more cautious about their actions, and even left willingly before something worse happened again.

Important Sites

Hunatii Tribe Sites (Hamlet, between 25-60): The Hunatii tribes beyond the Theigard's first blockade are some of the oldest, most faithful of halflings. They are the grondbouer, the land builders; diviners, geomancers, and transmuters. When the world is in pain, so do they feel it in their bones. When she weeps, they bear the unbearable sadness in their hearts. Her righteous fury is their cry to war, though thankfully it has only ever been heard once.

Theigard Encampments (Thorp, 20): The Theigard are the fiercest warriors of the Hunatii. They are experts with poi and longspears. Contraband believed to be taken from the Theigard seems to indicate that they worship Valgyra as an animalistic representation or ally of their primary goddess, Theia. By all reckoning, this makes no sense to scholars, but then they cannot ask the Theigard directly as to why the iconography is what it is.

The Moving Palace (Small City, unknown): On the western coast of the Hunatii Expanse there have been tales of a magnificent palace that seems to float on the ocean waves. It's pearl spires crusted with coral and draped with seaweed, the Moving Palace seems to be there one moment, then gone another. A few adventurers have set out to explore the palace with most returning disappointed to have seen nothing. The few who don't return have never been heard from again.

Stories from when the sahuagin attacked during the Age of Water speak of a similarly opulent location moving back and forth along the coast, helping to battle the invaders. The blue-skinned race that aided in defeating the sahuagin had much more advanced technology than any of that time could craft, and the golems that assisted them were claimed to be powered by multiple souls bound within the crystals that bound them together.

When they left, the strange race was exacting in the recovery of its technology, even killing off a few tempted profiteers before disappearing. While they haven't been seen since, the Moving Palace still acts as a reminder of their help. Should the ocean ever rise up again, it is hoped that they will return as well.

Temple: The only actual landmark anybody actually remembers about the Hunatii Expanse is the temple nestled in the mountains. Nobody save the Hunatii halflings know what they do around the massive, city-sized structure, but Percimum historians who have studied the Age Before Ages believe this location to be the point from which the Collapse spread across Theia. Even several millenia later, ripples from that event are felt when casting ritual magic, and the math lines up with the scholars' speculation.



Major Events

If the halflings of the Hunatii Expanse celebrate any different holidays than those of Hunatii, nobody can or will say.

Plots and Rumors

Breaking Down: Recently, a halfling priest showed up at the edge of the Hunatii Expanse, beaten and bloodied. Just before dashing back into the nearby woods to avoid capture, he told a passing tradesman that something terrible has happened at the temple, but that the grondbouer refuse to ask for outside help. If something isn't done soon, the halfling believes all of Theia could face another, far worse Collapse.

Breaking In: With the Age of Adventure comes new attempts to breach the guarded waters of the Hunatii Expanse and make landfall. That act in and of itself would be a story worth telling, but those who hear such tales want proof. What better proof than some verified piece of Inekin history abandoned before the Age of Fire?

Breaking Out: Every few days, a message reaches out almost seven miles beyond the border of the Hunatii Expanse. Somebody is in there, held captive by the Theigard, and they are willing to pay well if only they can get away.

The Castle on the Sea: For the first time since the Age of Water, something has happened around the site of the Moving Palace. A trader vessel was hailed by a human-like man floating in the ocean on a small crate. The man's blue skin pegs him as an outsider, and after being allowed

on board, he opened the crate to reveal a small golem companion he refers to as a manussos. According to him, they are in need of help getting to the Moving Palace so that the two of them can take over the watch.

Noteworthy Characters

Captain Blind Beau: CE changeling oracle (dual cursed) 8. Beau is an old, murderous pirate who sails Hunatii's western ocean, just outside where the Theigard ships patrol. He interacts with most as a member of their race to make them more comfortable. In truth, he is a rare, male changeling. He is hunting hags to force from them the secret of his mother's identity and a way to transcend his form to become the first male hag.

Grondbouer Priest: N halfling cleric of Theia 9. Those who choose the sun and plant domains spend more time inland, while out closer to the sea they often pick air and water. Both have healing spells and at least one *raise dead* at the ready in case any of their kind fall to battling interlopers.

Theigard Soldier: LN halfling fighter 5. Most Theigard carry a poi and a long spear that they use expertly. They show less mercy to intruders the further into the Hunatii Expanse they are found.

Walker of the Roads: NG half-elf cultist 1/ranger 2. A young Borbotos man, he travels the roads endlessly, quietly offering aid to those in need before moving on. Mention of Brutus Peregrine in his presence has been known to elicit different responses at different times, from frustration to a smile, to tears.

Idon Ah

Capital: Long Cheng, the Adamantine City

Population: 22,400 (38% human, 14% elf, 12% orc, 9% gnome, 7% halfling, 4% half-elf, 3% half-orc, 3% gilahn, 3% kerata, 2% kitsune, 2% ratfolk, 2% aasimar)

Government: Autocracy (Emperor Ah Fengahn)

Major Religions: The Philosophy of the Light, Valgyra

Imports: Alchemy, art, berries, carpets, clay, exotic goods, fertilizer, fine metalwork, fine timber, gold, grapes, hides, jewels, luxury goods, marble, metal weapons, mutton, orchard fruits, parchment, salt, sheep, soldiers, sturdy books, swords, tea

Exports: Adamantine, alabaster, beer, carvings, cheese, chicken, clocks, clothing, corn, edible salt, fabric, fireworks, fur, glassware, goat, grain, hay, herbs, jewelry, lace, limestone, milk, minor magic items, silks, stone, tea, textiles, wheat

Idon Ah, Idon Re, and Idon Oh used to be the same country but a cataclysmic battle with a Great Evil split the nation into three as the royal families descended into civil war. Idon Ah claimed the most fertile lands of their former nation, becoming the most beautiful and successful of them.

Deep in the mountains of Idon Ah a secret temple dwells, where the dark force that caused the fall of Idon is contained and guarded. Thought destroyed by the citizens of modern times only the guardians of the temple know the truth about the Great Evil and how it couldn't be destroyed, only imprisoned and maintained. The icy mountains where the temple is hidden are home to natural dangers, monsters, and worse. Because of this the common people are forbidden from going to the mountain, for fear some fool learns what shouldn't be known and releases what shouldn't be free.

Life and Society

The people of Idon Ah are friendly, honorable folk. They are ruled by Emperor Ah Fengahn and his family of lazy nobles. The commoners are tired of the emperor's increasing demands of them while the nobility enjoys comfortable lives. They look to their history and pine for their first Empress Testament and the golden age of unity and prosperity she commanded.

Some have turned this need into action, speaking out against those who would offer the dragon's blessings wantonly. They point to the greed and inconsiderate actions of their royal families, and they call for change. For some, this means dethroning the emperor and placing his son, Prince Ah Xiu Ying, on the throne. Others seek revolution in its entirety and a rebuilding of the government with 800 years of tradition taking precedent.

Ignoring his people's concerns, Emperor Fengahn knows the teachings of the Philosophy of the Light are key to maintaining structure in Idon Ah. The divine power of the Light is all that holds at bay the great darkness buried in the far reaches of the country. To keep the belief structure strong, he has asked his priests and canites from the dream realm to promote it to all who will listen. This also aids foreign diplomacy, since Emperor Ah Fengahn has allowed for the building of smaller shrines to other known lawful and good religions. Within temples dedicated to the Light, those who wish to worship another deity can pay a small tithe to the church. This helps with the upkeep of their shrines and acts as a measure of participation.

Major Geographic Features

The Great Plain: This region is a vast flatland in the middle of Idon Ah and home of most of its population. It is a fertile expanse that supplies most of the country's food while also providing export business. Golden crops of wheat and rice paddy fields stretch for miles, giving a lot of the plains a peaceful, almost supernatural feel. Villages and towns dot the plain, and the locals share leisurely trips along its winding roads with foreign travelers on quiet vacation. There is very little trouble found on the main paths, since it's never long before somebody else comes along.

After helping to beget the Age of Adventure, the noble caste has taken to frequenting the Great Plain to relax and vacation among the serene fields. In their efforts to enjoy themselves, the nobles have no idea that their presence is often an inconvenience to the locals, who have to stop what they're doing to provide the finest accommodations (no matter how ridiculous). The citizens would never tell them this, of course, since it is such a high honor to serve the royal families.

The Forest of Beasts: The natural border between Idon Ah and Idon Re is a dark and dangerous forest known as the Forest of Beasts. Both countries guard their respective side, but neither claims the land within, leaving the fate of those who chance a visit to chance.

Without supervision, the forest has become a den of sorts for criminals and carnivorous animals of exceptional size. As a result, no public roads pass through the Forest of Beasts. The safest, land-based route between Idon Ah and Idon Oh takes caravans and travelers almost a week out of their way. Guard houses are posted with some regularity along this road, at the forest's edge, to keep potential threats in and curious foreigners out. Merchants appreciate these safe points and have taken to paying for the chance to rest on the grounds for added protection.

A league of adventurers who call themselves the Fang Finders hunt the titanic beasts of the forest for sport. Each hopes to prove themselves the best hunters and poachers in the world. They have lodges located along the inner edge of the trees, just past the patrolled areas. At each lodge they post bounties on certain creatures in the forest that have either killed many, are hard to kill, or are rare and elusive. Some despise this practice and think the Fang Finders should be stopped. Much to their chagrin, the noble caste fully endorses the Fang Finders as long as they bring the emperor presents and rare pelts.

Idonia: According to historical records kept in Long Cheng, Idon was once ruled by the trojas matriarch Testament and her adamantine dragonflight. They lived in the Idonia mountain range on the country's northern edge. Even after Idon's Fall, these peaks remain sacred to the split nations of Idon Ah, Idon Re, and Idon Oh.

Within the snow-covered region lies the frozen ruins of an ancient city many believe still houses the dragon hoards of the trojas. Attempts to get there are halted almost immediately, as the city was repurposed to house the Great Evil after it was defeated. Guards regularly patrol the road leading from Huo Ya into the mountains, and full regiments of clergy, monks, scholars, and soldiers have been witnessed rotating in three-month shifts. It has been decades since anybody willing to speak of it has seen the tomb or the city itself.



Idonia is the one area of Idon Ah where nobody but the emperor and his guard are allowed. Even nobles are warned against traveling the roads leading there, and while most patrols will simply escort curious travelers back to the gates of Huo Ya, being observed on the path more than once is an offense punishable by death. This level of secrecy doesn't sit well with the naturally antagonistic commoners of Idon Ah, and rallies for the freedom to visit the landmark city are a frequent occurrence at the gates of the capital.

Important Sites

Huo Ya (Small city, 6,732): The city of Huo Ya is carved into the side of the mountains between the Great Plain and Idonia. It is the last point that Idon Ah's citizens are allowed to go to before they reach the forbidden mountain range beyond the city. The city is a beautiful sight at sunset, when the orange rays from the sun bounce off the canyon walls, and the stone houses make a beautiful spectacle of ambers, yellows, and reds.

Like most things in Idon Ah, the emperor has seen fit to make Huo Ya a popular tourist destination. Visitors can learn about the history of Testament's well-trained armies and enjoy beautiful stone artwork, sculptures, and pottery. There are also cavern tours, rock climbing, and other myriad activities.

Within the lower caste, it's common knowledge that Huo Ya is home to several thieves' guilds operating under one collective banner. This criminal organization is comprised of four different families—The Lion's Pride, Seven, the Storm, and the Street Dragons. Each family has its own head, who in turn reports to the myserious guild master. For years the

emperor's guards have had no luck in learning the guild masters' identity, but they all agree that the citizens protect the guilds' members because they only steal from the emperor's direct reports and share their ill gotten gains with the rabble. If the emperor ever finds time and opportunity, he may set his sights on cleaning out the guilds at last.

Long Cheng, the Adamantine City (Small city, 5,021): When the kyver dragons attacked Idon, Testament gave her life to protect her people. After Dragonfall, the Ah Dynasty was established from the trojas' most trusted allies and advisors. In honor of their fallen queen, they built Long Cheng before retiring back to the capital at Huo Ya, where they would rule for twelve generations before the Great Evil split their homeland.

When Emperor Ah Fengahn took over Idon Ah from his father, he moved his court to Long Cheng and declared the adamantine city his new capital. At the time, speculation was rampant, with a brave few whispering claims that the emperor is afraid of the ghosts that haunt what was his family's ancestral home since before Dragonfall. They insist that Fengahn's uncle was one of the soldiers who entombed the Great Evil over 22 years ago; an act that cursed not only those involved, but their families as well.

The city itself is built at the location where Testament gave her life and her army was destroyed. The stone walls are carved and dyed to look like the adamantine scales of the trojas (The actual scales of the kyver and her kin were turned into weapons and armor for the remaining guardians of Idon). Flanking the city is a pair of watchtowers shaped like dragons' wings, folding over and protecting the city's

ERO: The Dragonkin of Idon (11 RP)

Dragonkin are a bit of a sore subject for most of the races on Theia. While many try to let the past go and accept them, the memory of the Age of Fire is hard to ignore. Especially since there is an entire holiday devoted to celebrating the end of the forgotten dragon flights.

In Idon Ah, dragonkin find acceptance and welcome as honorable members of society. They often train alongside their human, orc, and vanara brethren in the arts of combat and divine magic as students of the Philosophy of the Light.

+2 Strength, +2 Wisdom, -2 Charisma: Dragonkin are powerful and insightful, but rough around the edges.

Medium: As Medium creatures, dragonkin receive no bonuses or penalties due to their size.

Sprinter: Dragonkin have a base speed of 30 feet, and gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

Powerful Jumper: Dragonkin add their Strength bonus (if any) on Acrobatics checks made to jump, and they are always considered to have a running start when jumping.

Reptilian: Dragonkin are humanoids with the reptilian subtype.

Honorable: Dragonkin honor is supernaturally bred into them. When an effect would force a dragonkin to do something against its nature, it gains a saving throw to end the effect with a +5 bonus. If the effect already allows for a saving throw, the dragonkin can roll twice and pick the higher result. The bonus to these saves does not stack with any other bonus the effect may grant on its own.

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

Natural Armor: Dragonkin's scales are naturally tough, granting them a +1 natural armor bonus.

Trojas Scales: A dragonkin's unarmed strike, and any natural attacks it may possess, counts as adamantite for the purpose of overcoming Damage Reduction, but not hardness. This does not allow the dragonkin to overcome any other form of DR.

gates from intrusion. Inside, the city is a collection of near-perfect squares that break zones into districts and districts into blocks. A carefully and well kept ledger documents any expansion or changes in the physical layout of Long Cheng, making it easy for visitors to navigate with the aid of either a free, simple map or a purchased, more detailed one.

The organization of the city is structured, but beyond that, the people of Long Cheng are welcome to express themselves however they wish. Stunning artists, amazing culinarians, beautiful geisha, and many other talented people flock to the adamantite city to entertain and serve the noble families who live there.

Temple of The Threefold Way (Hamlet, 48): One of three temples built equidistant from each other across the former country of Idon, the monks of Idon Ah teach that there is greatness in all things. Those who visit the temple within Huo Ya as guests are offered a history of the guardians' role in the fight against the Great Evil and how that role has evolved over the years. At the end, they are shown the temple's dedicated arenas where tactics and strategy are taught with a focus equal to the martial arts.

In the present age, the monks still teach willing students the basics of their order. Those who pass the required exams are offered the opportunity to

learn travel to the other temples, where they can walk the other two paths before returning and becoming a guardian themselves. Those who fail without signs of improvement and those who choose otherwise, are allowed to train on their own, but will not be allowed to join the ranks of the guardians or offered a place at Idonia.

Major Events

Dragonfall: Idon Ah's celebration of Dragonfall is more formal than in other countries, given the region's history with their draconic rulers during the Age of Fire. At dawn, on the morning of Dragonfall, participants dressed in their finest attire gather at Long Cheng for a two-hour ceremony recounting the battle between Testament, Violent, and Sunset, the destruction of the trojas dragonflight, and the dismantling of Idon's army. It ends with the declaration of freedom sent by the leaders of the Liezanred Revolution. A procession is then formed as everybody moves as one to the emperor's palace, where they climb the stairs to bow before a 15-foot-tall, adamantite replica of their former queen.

At noon, once everybody has paid their respects, a final speech is given to help raise morale for the next year. Traditionally, this was given by the sitting emperor, but after Idon's Fall, a representative from each ruling family of Idon Ah, Idon Oh, and Idon Re instead shares their portion of the speech, which itself is rotated between them each year. The nobles always end the speech with a promise that this could be the year when they reunite the sleeping country of Idon and return it to its former glory, but after 20 years of the same promises, not many remain in attendance for this closing ceremony.

The remainder of the day, celebrations are held by families throughout Long Cheng. Stalls are erected, and everybody enjoys various games, toys, entertainment, and food. The price for doing so is a willingness to sit and listen for a few moments as the presenter shares a story about their offering. In this way, the people of each Idonian country can maintain a relationship. In this way, the country of Idon remains united, at least for one day.

The Great Races: Idon once hosted a series of three different races across a 300 km expanse. Combining the efforts of teams of 3, this relay included driving chariots across a section of the Great Plain, surfing the waters that separated the northern end of the country from the south, and finally a sky race over the Forest of the Failed and back to the finish line. Each of the countries still hosts their portion of the race, albeit separately, but participants who can win all three are still rewarded with recognition for their accomplishments.

Idon Ah still runs the chariot races around the Great Plains. The people gather along the sides of the roads, where wooden stands are erected and vendors sell tributes, food, and memoirs. Racers bring their finest vehicles and mounts, pick up a sensor similar to those used in the arenas at Inekin and Wa-hat, and draw straws to determine their starting position. After everybody's lined up, the race begins.

The race itself takes drivers through the cities of Long Cheng and Huo Ya on their way around the course. At the end, where the relay once passed onto the surfing section, they are instead greeted by adoring fans. Winners receive an acceptable gold prize for their effort, and their standing may allow them to court a noble, should one be available and their family willing.

Plots and Rumors

Fire in the Streets: After the leader of the Street Dragons disappeared without a trace, the power dynamic between Huo Ya's guilds shifted. Suddenly, fights are breaking out in broad daylight between the families, requiring the guards to step in and break them up before innocents get drawn into the turf war. Word on the streets is that Emperor Ah Fengahn is the source of the turmoil; that he is turning his attention back to the former capital and trying to clean it up by dismantling the guilds from the inside out.

A Growling Garden: The Fang Finders will occasionally post a challenge for anybody willing to travel into the heart of the Forest of Beasts. The notice details a clearing wherein one will find a mysterious old man tending a zen rock garden. The man happily greets those with whom he has no quarrel and invites them to sit at the edge of his garden to meditate for a time.

The Fang Finders believe the man to be otherworldly, either a fey or an outsider, and that the stones in his garden have magical properties. Whatever he is, they know he guards his home tenaciously from scoundrels and thieves, growling and yelling at any who pose a threat to him or his stones.

To earn the reward, each participant has up to 3 days from the time of accepting the challenge to reach the old man's clearing, obtain a stone from the garden by any means, and return it safely to the building at which the challenge was posted.

Heresy in the Court: Word has gotten out that an unknown faction has opened investigations into the court of Emperor Fengahn, and Idon Ah's ruler is not happy about it. If the rumors are to be believed, the faction seeks to out a sect of cultists dedicated to the Heresies of the Dark. The emperor, of course, refuses to believe any such thing without concrete proof. He is now creating his own task force to determine who the faction is, whether they are spreading lies and, if not, what they know of the supposed heretics.

The Sewer Palace: Beneath the Great Plains is a marvel of magic and technology that allows the homes in that region to use indoor plumbing. Pioneered by Testament during her rule, this sewer palace, as the locals have taken to call it, consists of a network of portals and pipes connected through labyrinthine tunnels. Waste is burned away or purified and heat generated by the process heats water that can be used for cleaning or which steams up to the topsoil, keeping the crops fertilized and watered.

Complaints of kappa in the tunnels have surfaced after a handful of the emperor's workers went into the sewer palace to repair a damaged pipe. They fear that the infestation will only make things worse, threatening the next year's crops and backing up sewage into homes.

Noteworthy Characters

Prince Ah Xiu Ying: NG human noble 15. Xiu Ying is the eldest son of Fengahn and heir to the Ah Dynasty. From a young age, he met with petitioners on his father's behalf while the emperor was away, tending to other business. Xiu used this time to learn about the people of his country. He grew to understand their needs and never balked at a reasonable request—a fact that quickly spread through the Great Plains. It wasn't long before most petitioners waited

for their emperor to leave before approaching the prince with a request, and as long as Xiu was careful with his decisions, his father never questioned them.

Recently, the growing revolts among the common folk, coupled with rumors that one of the gangs in Huo Ya was stirring up trouble, have led the prince to wonder if his efforts have been enough. He has left Long Cheng on a pilgrimage to find his way and learn the meaning of leadership. In his absence, his father has been forced back into tending petitioners' requests, which seems to be making things even worse.

Grand Master Liu Wei: N orc monk (guardian of Idon) 8. The grand master is a powerful member of the order of guardians that resides in the mountains by ancient Idonia. His are the final tests prospective guardians must pass before they are allowed to join in the vigil over the Great Evil. In his role as grand master, Liu Wei has never accepted a student as his pupil who he did not believe had the potential to succeed.

Zhang Yong: CG kitsune vigilante 4. When Zhang's village couldn't pay their taxes, their homes were taken by the emperor's nobles and made into villas. The commoners were only allowed to stay if they worked as indentured servants to pay their back taxes. Infuriated by this backward way of ruling, Zhang took to attacking and stealing from the nobles, driving many of them away from the area. He now goes by the name Tears of Trojas, and he continues his vigilante operations despite the increased presence of royal guards. He hasn't been captured yet, and his capers are becoming the stuff of legend, inciting revolution and igniting rebellion among those less fortunate.

Rust: N ratfolk ninja 4. The real name of this ratfolk is unknown, even to him, so he refers to himself by the color of his fur. From a young age, Rust was trained in a secret sect of ninjas called The Blades of the Emperor. As an operative for Idon Ah's nobles, he has remained a staunch supporter of their goals for many years.

While on a mission to silence the vigilante Tears of Trojas, Rust tracked the shapeshifter to a beautiful villa overlooking the sea. The two battled while conversing about revolution. Tears' final words to his opponent shook the ratfolk, forcing him to back down and retreat. Since that fateful duel, Rust has fled the Blades of the Emperor and disappeared into the night, leaving behind a letter calling into question his honor and the honor of the order.

Pierce Stealthscale: CN gilahn fighter (archer) 13. Pierce is the most well known living member of the Fang Finders. An infamous hunter, he's never without his orc-hornbow. When the gilahn sets his sights on a new quarry, it is never long before he mounts another head on the mantle of his lodge on the west end of the forest.

Pierce's growing collection makes him the envy of his fellow hunters, and has earned him more than a few favors with the nobles of his country. Their presence has also greatly disturbed a vocal minority of locals who believe that continued hunting in the forest will destroy the ecosystem and potentially bring harm to the Great Plains beyond. In spite of proof that the kappa harrassing workers in the Sewer Palace were driven there by Pierce during a hunt, he has been allowed to continue operating with impunity.

Idon Oh

Capital: Ishogashi

Population: 40,000 (18% human, 17% halfling, 11% elf, 10% gilahn, 9% kerata, 9% gnome, 9% half-elf, 8% half-orc, 5% orc, 3% wayang)

Government: Autocracy (elected leader)

Major Religions: The Philosophy of the Light, the Eldest

Imports: Alabaster, bananas, beef, beer, berries, books, ceramics, chiles, citrus, clay, clocks, craftwork (dwarven), dates, dyed fabric, edible salt, exotic metalwork, fine manufactured items, gems, granite, herbs, incense, ink, magic items, metal, mushrooms, nuts, oil, olives, paintings, paper, parchment, pineapple, pork, produce, rice, rubber, sculptures, seed oil, tea, technology, tools, truffles, vehicles, wooden goods

Exports: Books, bread, cattle, corn, fine manufactured items, fine metalwork, fireworks, horses, illicit substances, ink, magic, magic items, manufactured items, medicine, olive oil, paper, parchment, silks, sturdy books, tea, turkey

As the Great Evil drove a wedge between Idon's leadership, those who aligned with the family of Oh gathered their children and left across the sea to the farthest corner of their homeland in hopes that the distance would protect them. For their efforts to protect their youth, the families of Ah and Re branded them cowards, and it wasn't until the Protoporos Summit twelve years that tentative relations between them began again.

When they first landed on the shores of their new home, the settlers of Idon Oh were greeted by a fertile land, but their proximity to the Raxic Jungle also left them vulnerable to the beasts of Jahu-fe'awla. Without the help of their military to protect them, the idonians lost a full third of their people in the first year. Building away from the jungle, the remaining Idonians were finally able to establish themselves as a country.

Life and Society

Because of their actions during Idon's Fall, the people of Idon Oh are seen as cowardly and of less value by their sister countries to the north, across the sea. Having to fight for recognition and acceptance has made them a no-nonsense people who cling to any advantage they can get, primarily when it comes to magic and technology. They have spent the last 20 years working in those areas, which has made them second to both Percimum and New Onilaar, respectively.

Idon Oh's strict adherence to competence has given the country motorized carts, magical gateways to Percimum, and a paper standard of currency similar to Inekin's, with banks exchanging gold for notes that can be carried easily and are complex enough to keep safe from forgery. The colleges teach a variety of subjects beyond just the arcane, making Idon Oh the best choice of location for any seeking a well-rounded education.

The country's achievements are also its harshest drawbacks. The need to always improve and become better than before has made depression common among the working class in Idon Oh. New schools open and close at alarming rates when they lose funding for not making the next greatest discovery. Researchers cut corners and make deals with potential threats for quick results that end in their disappearance or death.

The generation entering into secondary school now is inured to these feelings. Their collective stance is one of taking a more practical route to research and achieving goals. This frustrates those who came before them, but with such prolific feelings across the majority of those students, the tide has begun to shift in their favor.

Major Geographic Features

Forest of Shippai: The Raxic Jungle has overtaken the site of the memorial graveyard wherein so many Idonians were interred after succumbing to the deadly flora and fauna. Renamed the forest of Shippai, this area is a bleak and disturbing woodland expanse. Those who survived treat the forest as sacred ground. They pay their respects from the safety of the treeline, where priests worshipping the Philosophy of the Light offer prayers and perform rituals that keep the spirits of the forest closest to them at rest.

Within the Forest of Shippai, ghosts unable to find peace walk the damp grounds. Their search for souls to share their fate and bodies to possess never ends. Idonian youth sometimes sneak into the forest to observe the spirits and perform occult rituals. The depressed see the forest as inviting. If not stopped by the priests, they can and do disappear into the dark, joining the other souls that call the area home. The ghosts often watch these individuals carefully. Should their determination sway, the spirits gladly drag them in, kicking and screaming if necessary.

Important Sites

Csedonsha-Een (Small city, 5,239): A port city built before ancient Idon even existed, Csedonsha-Een is another relic from the past that the citizens from Idon Oh strive to protect. Built by elves and ancient Idonians the port was used for trade and peace between Idon and Jahu-fe'awla. In the Age of Fire, the port was ransacked and smashed by the steropus dragonflight. Once the orange dragons were deposed, the port was rebuilt.

When the Idonians fleeing the Great Evil landed in Csedonsha-Een, they found it overrun by otyughs. Rather than deal with the monsters, they fled first to the area that would become the Forest of Shippai, then to the northern peninsula, where they founded Ishogashi as their capital instead. Csedonsha-Een would remain abandoned to the beasts of the Raxic until the Age of Adventure.

After the Protoporos Summit, when trade was being reestablished between the now three countries of former Idon, the elves of Jahu-fe'awla offered their aid in clearing out Csedonsha-Een. Idon Oh accepted, and after months of fighting off monsters, the city was reclaimed. It now stands as both a port and a reminder of the country's bleak past. Tours detail the trials of the country's first couple years on its own, and there remains expeditions into the sewers, where plenty of mimics, otyughs, and phase spiders remain.

A Ken (Hamlet, 50): The spire of A Ken is one of two major landmarks in Idon Oh that visitors can stop at while traveling on the Wraith Train. Also known as the Sword of Oh, the spire was built to honor the unnamed warrior whose actions calmed the spirits that haunt Shippai, allowing her people to escape to the west. Rather than craft the monument in the forest, it was decided that it would be built at a location beloved by the warrior in life.



Soon after its construction, the land surrounding A Ken became increasingly fertile, and Misuto village was founded to take advantage of it. Druids visit the spire to study its effects on the area where it stood, and it has become the defacto meeting place of more than one circle over the years.

Ishogashi (Metropolis, 27,432): Idon Oh's capital is a growing beacon of its recent success in blending high-end education, magic, and technology. From the time when the first bricks were laid, the city has strived to prevent a separation of existence between its ideologies, classes, and people in general. For outsiders, the result is a confusing entanglement of shops, homes, markets, inns, and other businesses. Local shops sell maps of their immediate vicinity that detail every building's purpose, even if that building is somebody's home.

Mobile carts, rickshaws, and a small rail system makes traveling through Ishogashi a complex task. Visitors have to watch where they're walking to avoid being in something's way that may not be able to quickly stop, and learning all of the times and routes these various means of transportation use requires superior knowledge of the local area. All of this has given Ishogashi the nickname "maze city."

In addition to its roles as capital city, societal hub, and education central, Ishogashi is also a den of criminal activity. Black market trade runs rampant, keeping an already corrupt law enforcement busy. Thugs stalk the streets, looking for anybody lost they can lead down an alley and mug. A powerful thieves' guild keeps guard captains well paid and happy to look the other way when performing illicit acts. Those who don't accept this protection are quietly dealt with, leaving room for more agreeable leadership.

Misuto (Village, 184): What little agriculture there is in Idon Oh exists around the farming village of Misuto. A working community, Misuto provides most of the food that isn't imported to Idon Oh. Fish, Game, and a scarce few vegetables that grow in the soil nearest the Raxic keep the country during years when crops in other regions aren't as well distributed.

A persistent, light fog hangs over Misuto, but the denizens pay it no mind. Some even jokingly complain of the brightness on days when it does dissipate temporarily. The weather is otherwise mild here year-round, allowing for crops that need such environments to flourish.

Necropolis (Small town, 1,300): Necropolis is a colossal enclosure that functions as church, mausoleum, school, and town. Clerics, necromancers, and oracles practice their arts here, studying death in its many different forms. They are always seeking new initiates and donations in the form of body, mind, or spirit. Inquisitors, paladins, and other religious types also frequent the sanctum if only to pray to their respective gods.

Necropolis is considered neutral territory by the collected churches of Theia, where good and evil, law and chaos intersect without fear of reprisal. This has created an interesting dynamic where lectures, debates, and discussions are held without enmity between otherwise hated rivals and factions. The town's stance has become so popular within the religious community that disputes starting in other countries have led there to resolve any potential conflict peacefully.

Temple of The Threefold Way (Hamlet, 48): One of three temples built equidistant from each other across the former country of Idon, the monks of Idon Oh teach that competence is the greatest weapon one can wield. Those who visit the temple as guests are offered a history of the guardians' role in the fight against the Great Evil and how that role has evolved over the years. At the end, they are shown the temple's dedicated schools, where literacy, math, and science are taught with a focus equal to the martial arts.

In the present age, the monks still teach willing students the basics of their order. Those who pass the required exams are offered the opportunity to learn travel to the other temples, where they can walk the other two paths before returning and becoming a guardian themselves. Those who fail without signs of improvement and those who choose otherwise, are allowed to train on their own, but will not be allowed to join the ranks of the guardians or offered a place at Idonia.

The Wraith Train: In its zeal to gain recognition as a country equal to no other, Idon Oh has constructed its own railway that travels along its coastline and across the border into Jahu-fe'awla. Traveling along the well-laid tracks is the wraith train, named such for its high-pitched screams and the white smoke that shrouds it from view when it moves.

The singular train stops for an hour and a half at each of its six stops on one day's trip around Idon Oh. If it loses any time along the way, the locomotive can make it up on its way from Misuto to Ishogashi by traveling up to three times faster than normal if necessary. Only twice has the train ever been delayed long enough that its schedule was pushed a full day to keep its timing otherwise precise.

Many country-dwelling Idonians use the train as an impromptu alarm clock as each day its screams can be heard across the land. Backup whistles are in place, should the train be waylaid, both to alert the people of the delay and keep them going on their relative schedules. Any talk of running a second train is currently shot down, as doing so would mean building another rail that could throw everything off if the trains' passing got shifted for any reason.

Major Events

Dispossession: Each year, the spiritual energy in Idon Oh builds up until it becomes too much and the Realms of Death bleed through into reality, causing hauntings and other dangerous interactions with the once-living. To combat this, Necropolis calls upon all who are willing to join them on the last day of fall for a special ritual that eases the stress on the veil between realities for another year. The rest of Idon Oh has taken this spooky event and turned it into a celebration of their ancestors and the other creatures that exist on the other planes to which their home is tied.

The ritual itself begins with a candle-lit vigil at the border into the Forest of Shippai. Anybody joining the vigil is encouraged to chant a repeating mantra that draws the wandering spirits around Idon Oh back to the forest. The seal that holds them back is then strengthened by the necromancers hosting the event. The entire process lasts about three hours, from the point at which the wraith train leaves the station at Csedonsha-Een (approximately 4 hours past midnight).

The Great Races: Idon Oh continues to host the sky racing portion of the Great Race. The Idonian sky race is one of endurance, rather than the tactics and great skill required during Borbotos races. As with the chariot race in Idon Ah, the sky race has been adjusted to account for the separation of the three countries.

The new race begins at Ishogashi's port. Riders travel 90 miles across the sea to Idon Ah's port town where the chariot races begin. One way, this trip takes an average of 13 hours in the air (for a mount with a fly speed of 60 ft.) Those who fail to make it are recovered by ships traveling in either direction. Once they land, riders and mounts can rest and recover, then turn around and head back. Sensors are used to track riders on their journey in both directions.

Because Idon Oh's sky race is more about endurance, anybody who makes it back and forth wins, regardless of how fast they do so. Despite this, unofficial rankings are held by riders of various mounts with the same average speed. Everybody within a specific category tries to meet or exceed the current best time, which is 29.5 hours without magical recovery and 24 hours with.

Innovation Day: Once per year, students from Idon Oh's colleges are invited to share their newest discoveries and inventions with the rest of the country in a public forum. The goal of this event is to find something new that can be replicated on a larger scale and distributed to make the country a better place. Applicants are voted on by secret ballot throughout the first half of the day by attendees and a select group of five judges whose votes count three-to-one against any other.

The top ten exhibits are then presented to the judges directly, who break them down further to the top three. By the day's end, the sitting president of Idon Oh selects a favorite to give a grand prize. The two runners up are also allowed to sell their creations/discoveries to eager buyers, but they don't receive the same prize money or recognition.

Plots and Rumors

A Haunting Sound: An original invention has been gaining popularity around Idon Oh. Students at the Ishogashi colleges have been researching wireless telegraphy—the ability to send and receive sound at great distances without magic. The process is far from perfect, however. Screeching sounds and indistinct voices are picked up during communications, particularly in areas known for heavy spiritual activity.

The current thinking is that the process is somehow connecting to the Realms of Death. Clerics and necromancers from Necropolis have been called in to help decipher cryptic messages and help to either separate or completely block them from living broadcasts. Researchers are hopeful that this obstacle can soon be overcome and they can begin sending messages across the sea to Idon Ah, Percimum, or eventually greater distances such as Avemor and Borboto.

After School Activities: Ishogashi is experiencing an unusual and sudden uptick in missing students. As of the most recent update, two have been found dead, killed in different, equally mysterious ways. It is believed that both the disappearances and the subsequent deaths are somehow tied into a cult started by the student body, but nobody surrounding the events is willing to talk for fear of becoming the next victim.

Off the Rails: The wraith train is a privately owned and operated vehicle, but nobody knows who that owner might be. The workers all say they gave their requests for employment to one of the conductors and were told on a subsequent trip that they could start within the next week or two.

Recently, construction of a second train began in Necropolis. Those building the new train say it's meant to travel the same general speed on a rotating schedule with the original, but is capable of going faster to catch up should its schedule fall behind the other. If the mystery fuel source proves tenable, there's a chance the original train will be updated to match, taking jobs from workers across Idon Oh.

Offers are being extended to the living families of recently deceased citizens to put their loved ones' corpses and spirits to work on the new train. This would also make it operate more efficiently with a single necromancer in charge of the operation, rotating on daily shifts. In exchange, those families would be allowed free travel for the duration of their lives.

What is That?: Living near the Raxic jungle has never been easy. The people of Csedonsha-Een are used to losing members of their community to animal attacks, poison, and the gilahn who have yet to embrace the society of their country. But recently, a string of deaths unrelated to anything obvious have occurred.

The only known witness is an elderly woman who has clawed her eyes out as a result. Her grandson, who lives with her has told investigators that she just sits and mutters, or cries out in her sleep. "If I can't see it, it can't see me. Wait, what is that? What is that!?"

Noteworthy Characters

Doctor Isato Hiro: NE human rogue 9. Doctor Isato is one of the most well known and respected doctors in Isogashi. He is an expert surgeon and midwife who offers his patients both financial and moral support. This puts the beloved doctor in high demand by patients as well as other doctors seeking to imitate him.

When not in an operating theater, Doctor Isato has been known to visit the indigent citizens of his city, treating ailments they didn't know they had. Many believe he has dabbled in divination because he always seems to know just where to look to find somebody suffering from an otherwise untreatable illness. They are aware that he always tries his best to help the unfortunate few he encounters, and at the least he eases their suffering. All of Hiro's research has led to breakthroughs that are now taught in Isogashi's schools and refined by other healers for patients better able to afford the care.

Do Ru Ido: LN leporine druid 5/samurai 7. Ru is the caretaker and only permanent resident of A Ken. They keep the spire safe from danger both natural and supernatural. By keeping to a strict code and maintaining their honor, Ru has gained the trust of the various druidic circles that visit the spire. Their ironwood, ghost touch daisho is a marvelous blend of Idon Re construction and Idon Oh magical enhancement.

Ok-vin Chae: N halfling medium 5 variant-multiclass zealot. When Chae returned home to Csedonsha-Een and what was supposed to be a surprise party, she was greeted instead by news that she had lost her parents in a horrible

When Idon Oh was searching for a niche it could fill beyond its place as both a lesser New Onilaar and Percimum, university heads suggested that they offer a greater focus on rituals than their allies across the sea. The idea had merit, and has been in practice at least since the Age of Adventure began.

The following rituals are available to students deemed worthy of their access: *avoidance ward, breach the veil of dreams, call beyond the veil, ensnaring circle, ethereal rip, fugue of oblivion, haunted communion, hungering of shadows, imperial augury, opening the third eye, ouroboros blood ritual, paired suffering, psychic shielding, reinforce campsite, return to dormancy, ritual exorcism, second sight, seeded doom, seek astral insights, sever spirit, veil structure, welcome the blighted soul*

In addition, new rituals are presented on Innovation day each year that may be learned by those in attendance. Examples of these rituals include:

Come find me (4th-level necromancy)—the ritual caster entreats a child spirit for aid by playing hide and seek with a murderous stuffed animal.

Don't slip (9th-level universal)—the ritual caster and secondary casters avoid a deadly, advanced yurei for the ritual's duration. If they succeed, the caster is granted a single *wish*.

The forbidden floor (5th-level conjuration)—the ritual caster and secondary casters conjure an elevator that ferries them between reality and Gakkido, Plane of Agony.

accident. Bereft, the young woman traveled to the Forest of Shippai. With nothing more than a rope in hand, she stepped into the trees to rejoin her family.

Some time later, the girl was seen back in town. She was unharmed, but now spends her nights by the window of her parents' home, speaking in tongues as she stares blankly out into the night. Passersby have noticed that the voices with which she speaks are sometimes not her own.

Do Tamashi: CG leporine necromancer 5/samurai 7. Tamashi is Ru's identical twin, but her life took a different path as she grew into her role as the overseer of Necropolis. When the Great Evil attacked what is now Idon Re, Tamashi and her family tried to stay and fight for their homeland. Ru did this through druidic magic, while Tamashi took a more direct approach. In the end, neither won out, and to keep from losing their siblings, they worked together to bring their family to Idon Oh. After everybody was safe, the twins went on to live entirely separate, yet still very similar lives. They haven't spoken in 40 years.

Yu Aki: NG kerata ranger (guide) 7. Aki is one of the caretakers of the Forest of Shippai. His roles include guarding visitors, tracking the missing, mapping the area, and training others like him. A few of Aki's ancestors are buried along the edge of the cursed woodlands, where their spirits continue their vigil and keep other wayward spirits in check.

Aki believes his destiny is to protect the living of Idon Oh from the dead. He knows all of the safe routes through Shippai heading between his homeland and Jahu-fe'awla. He brings visitors into the forest to pay their respects and warns them against going off the trails he marks, especially after dark, when the haunts come out and change everything around.

Idon Re

Capital: Rena Idonia

Population: (21% human, 15% dwarf, 16% orc, 11% goblin, 10% gnome, 10% half-orc, 9% hobgoblin, 5% half-dwarf, 2% merfolk)

Government: Autocracy (Wang diarchy)

Major Religions: Rekej, the Smiling Friend; The Philosophy of the Light; Lady Shinzosui; The Heresies of the Dark

Imports: Ale, beer, bows, bread, caravan items, cattle, chains, clay, coffee, fabric, horses, leather, manufactured items, metal weapons, mithral, nonmetal weapons, rum, siege weaponry, silver, steel, swords, vodka, wagons, whiskey, wood, wool

Exports: Adamantine, alchemical items, beef, crustaceans, dyed fabric, fish, granite, gunpowder, jewels, mercenaries, metal weapons, nonmetal weapons, paintings, rice, sculptures, soldiers, statues, swords

In the years following the defeat of the Great Evil, Idon was torn apart by civil war as the country struggled to recover from the decisions made during that event. When the dust settled, many of the Idonians who fought their enemies openly and directly claimed the right third of their homeland. Taking over Rena Idonia, they declared their secession and the founding of Idon Re.

Twenty-two years of self isolation allowed Idon Re to transform itself into one of the chief military forces on Theia. During the Protoporos Summit, the attending empress declared her people would be willing to protect their softer cousins to the west, should Idon Ah fall on hard times while protecting the world from the Great Evil imprisoned within their mountains. Idon Re harbors no ill will toward their sister countries, and works with both again while maintaining their independence.

Life and Society

Present day Idon Re is ruled equally by two members of the Heroes Five, Wang Wei the Phantom Blade and Wang Yu Yan the Endless Song. Their adventuring party was responsible for defeating the oni of the Dread Lands during Idon's Fall. The remaining heroes lead Idon Re with honor and dignity befitting the trojas dragons that ruled Idon long ago. Many of their citizens hold themselves to the same standards.

Basic combat training is taught to all students in Idon Re. This helps keep the people physically fit and gives them a stepping stone into the military if they want to take it. Specializations focus on the fighting styles of the guardians of Idon, the Heroes Five, and trojas censors.

Major Geographic Features

Battlefields: The battlefields of Idon Re dot the burned and hollowed out south of the country. These areas are where battles were fought between adamantite, orange, and purple dragons; where the armies of Idon were slaughtered in the wake of those creatures; and where the open conflicts with demons, oni, and dark fey took place when the Great Evil threatened the country. Even many years later, there are only a handful of thorps across this otherwise vast region.



Because of its supernatural past, this area of Idon Re has become home to oracles, spiritualists, and witches. Astrologers, dragon speakers, and necromancers visit the sites where so many fell to gain a better understanding of the nature of conflict and the history of this wartorn country.

The Dread Lands: A cursed land in the northern portion of Idon Re, the Dread Lands are said to be the birthplace of the Great Evil that shattered ancient Idon. The area is home to oni, demons, lunatics, and other untold horrors. No one knows why the Dread Lands came to be what they are today, as older records indicate that they once were a regular part of Idon. All that is known is that around the same time the gnomes arrived from their dying reality the lands became corrupted and dark.

A giant wall, named Heaven's Net by locals, blocks off the Dread Lands from the rest of Idon Re. The capital city of Rena Idonia was reinforced to guard the wall, ever vigilant and ready to strike down even the smallest threat. The wall is heavily guarded in shifts by the loyal soldiers of the army. These soldiers are made up of strong fighters, monks, sohei, and anyone who can sense the presence of evil outsiders (such as censors, inquisitors, and paladins). The soldiers of Heaven's Net also assist in any campaigns into the Dread Lands and to the White Waste checking the Dread Lands from all sides for cracks in its borders.

The White Waste: The top of Idon Re is bordered by an arctic land that is dangerous and bleak. Known as the White Waste, this tundra is filled with things to discover as most of it is uncharted. The area is rife with snowstorms, monsters, avalanches, cannibal tribes, and many other dangers.

The White waste is reached from Idon Re by following a narrow path through the northern mountains. This passage borders the Dread Lands—a serious complication for those trying to reach their frozen destination. Travel into the White Waste is usually only done with an entire troop from Rena Idonia's army for security.

Expeditions that have entered the White Waste in search of a hidden world beyond the ice have never returned. Idon Re's scholars speculate that not only does the area get colder the farther in you go, but the monsters and challenges also increase in number as supernatural effects start to happen the closer travelers get to Theia's north pole.

Now that the Age of Adventure has begun, many adventurers want to explore the White Waste but they must get permission in Rena Idonia first. With so many people not coming back, the city has been stricter and stricter about not permitting people to go.

Important Sites

Baako Dojo: The Idonian weapons masters are feared throughout Theia for their incredible strength and skill. Immigrants come to Idon Re to regain their honor and help protect Heaven's Net while also picking up a martial education. In the mountains of Idon Re, nestled in a cave sits the Baako Dojo. The dojo's training hall is the place where warriors earn the right to be called Idonian weapons masters. Most of these warriors go to join defending Heaven's Net, but some return to their countries to fight their own battles.

The teachers at the dojo are soldiers and adventurers who have seen many battles in their lives. The point of training students here is it instills a strong sense of honor and truth in those who graduate. In that way the weapons masters

can ensure power and loyalty in citizens who study under them. The students work day in and day out, dodging rocks, sparring, and swinging their strongest weapon strikes into boulders. They graduate when they can defeat themselves, though most students don't know what that means.

The Clockwork Maze: Underneath the palace of Rena Idonia is a confusing dungeon where the Heroes Five used to keep their oni prisoners. They fortified the area with wards against teleportation and evil spells, then created pitfalls, false turns, and other tricks and traps. By doing so, they could slow any attempts to escape long enough to organize the guards. Still, the occasional creature would manage to get away, and even though they were easily handled, it was still dangerous to have them around Rena Idonia's citizens.

When Idon split, it was all Idon Re could do to shoulder the cost of its army, and the guards within the maze were reduced to the point of ineffectiveness. Nobody within the Heroes Five could find a solution until Edgar had an idea. They could use the remaining guards in the maze to fortify Heaven's Gate instead and fill the complex with clockwork guardians that never rested or stopped. With his group's blessing, Edgar pulled some strings and got clockwork guardians from Wa-hat and New Onilaar to fill the palace's basement jail. Now called The Clockwork Maze, the prison keeps all of its inmates from even thinking of running, unless they can outrun a cold iron bullet.

Eobu (Small town, 1,971): This small port lies at the eastern edge of Idon Re and is home to a wide variety of people. Locals maintain jobs on the ocean, trade at the port, or sign on to work with the local alchemists who moved into the town some time back (nobody can say exactly when).

To accomodate the aquatic races that call Idon Re their home, Eobu has expanded into the ocean off its coast. Merfolk, grindylow, and other sea-dwelling residents help with the fishing trade. This has made Eobu very successful, and the nearby ocean has not been overfished or polluted, allowing the beautiful reef nearby to go undisturbed.

When alchemists from Happy Extracts and Infusions first made Eobu their home, they constructed the town's largest building. Inside, the alchemists installed a network of pipes, pumps, and pours that all lead into and out of the adjacent sea. The water they process is cleaned and redistributed, with a portion of it being used to create various alchemical substances.

Happy Extracts and Infusions: This once roaming alchemist troupe has settled down and is now a driving force in Idon Re. Located in the town of Eobu, the business was started by a young alchemical prodigy named Hisakawa Jin. The young man is a genius with alchemical formulae who started the company to create cures, ointments, and creams that do no harm to Theia's natural environment.

Jin's business has become a huge success. They regularly reinvest large sums of gold back into Eobu's economy and provide accomodating food and shelter to better the lives of its poorer community. Jin and his team have even been awarded medals of appreciation from the town's mayor.

Rena Idonia (Large city, 19,349): The capital city of Idon Re is Rena Idonia. It can be found in the north-most area of the country. Originally, the city was no more than an outpost guarding the entrance into Heaven's Net and protecting Idon from the demonic forces that inhabited the Dread Lands. When Idon Re's founders were

Spotlight: Dread

The veil wavers. It looks out onto a crag. A drop of 10 feet wouldn't kill it, but why risk the fall. There is time. The dragons are gone now, displaced and destroyed by the creatures they ruled carelessly, complacently. Like so many mortals, time beat them. They assumed that after enough time they had nothing to fear from the humans, the orcs, and the dwarves.

We know better. Time is a construct created by mortals. It allows them to measure their short lifespans and create stories about their perceived past that they refer to as history. It's useless, however. They don't learn from it. They don't study their history and improve themselves or their lives. If they did, it wouldn't be stepping into the world unopposed alongside so many of its breathren.

They will call us a Great Evil. The vision of what is to come, the 'future' as they put it, knows there will be a challenge to their superiority. Mortals never willingly bend to obvious shows of power. They must be lulled, made complacent, much like the dragons they have defeated. It can achieve this, as can any with it. Subtlety is the key.

The book has led us this far. Not so much a story, as an indoctrination. The mortals call them heresies, but they are as relevant and imposing as any philosophy the light offers. Beyond good, beyond evil, they are choice. They are change. The Heresies of the Dark open the way for mortals to remain what they already are, beings of chaos.

They don't accept that, though. It cares not for their distinctions. It invites their choice, their chaotic and unpredictable actions. In this way, will the darkness win. In this way will the Great Evil take its place in the world and control the mortals from a castle they call a prison...

pushed to the eastern side of Idonia they knew just what kind of terror could come out of that accursed place. They built onto the outpost to watch the Dread Lands better. More and more, the outpost grew until it became a town and the town became a city. By then, the Heroes Five decided to move their base of operations into the city, renaming it Rena Idonia so that they could always be there if the Great Evil were to ever return.

The city itself bustles with hard-working people, mining, refining what few metals they can find, and creating fighting techniques with which they can train other citizens. From a young age, everybody who lives in the city proper is taught how to fight, what to do in dangerous situations, and where to rendezvous with the army should calamity befall the city.

Four members of the Heroes Five also reside in Rena Idonia's palace, still ready to once again blaze into battle to defend their nation from corruption. Their presence gives the people hope and bravery, making them sure that no disaster like the Great Evil will befall the Idonian countries again.

Temple of The Threefold Way (Hamlet, 48): One of three temples built equidistant from each other across the former country of Idon, the monks of Idon Re teach that courage in the face of any threat can prevail. Those who visit the temple as guests are offered a history of the guardians' role in the fight against the Great Evil and how that role has evolved over the years. At the end, they are shown the temple's dedicated training halls, where they are taught with a greater focus on various martial arts.

In the present age, the monks still teach willing students the basics of their order. Those who pass the required exams are offered the opportunity to learn travel to the other temples, where they can walk the other two paths before returning and becoming a guardian themselves. Those who fail without signs of improvement and those who choose otherwise, are allowed to train on their own, but will not be allowed to join the ranks of the guardians or offered a place at Idonia.

Major Events

The Draft: When Idonians in Idon Re reach their assumed age of maturity, they must register with the government to be called upon in an emergency. This is also true of anybody making a permanent home of the country. On the first day without snow each year, a count of recruits is taken by the military. This continues for one month. If, at the end of that month, they are below an expected number of recruits, they host a lottery to draft the rest from those registered.

Draft dodging is an offense punishable by imprisonment and restitution for the recruit taking one's place. Once the recruit graduates, they are given the choice to release their benefactor or force them back into the program.

Dragonfall: Idon Re uses Dragonfall as a day to remember the trojas dragons who taught them how to defend themselves. Rather than host a jovial celebration, everybody works extra hard and gives thanks to Testament and her flight that their ancestors survived so that they might see another year. At the end of the day, families enjoy a good meal together and share stories.

Oshanita: Once a year, Eobu is evacuated to avoid a terrible storm named Oshanita. The hurricane hits with destructive force, destroying homes, docks, and boats. The whole town is evacuated, as the storm seems to hit on the same day every year. The ocean dwellers that live nearby also evacuate as Oshanita's rage affects water currents and damages their homes as well.

Sometimes there are foolish citizens that elect to hunker down and wait Oshanita out. These people are unfortunately lost to the storm with nothing but a hand or a leg on top of a building as a reminder of the hurricane's immense power. A particularly odd exception to this is an old woman who stayed behind and actually survived Oshanita. She, however lost her mind because of the traumatic event and doesn't speak at all. She just stares out at the sea in petrified fear.

Plots and Rumors

A Happier Place: With the success of Happy Extracts and Infusions in Eobu, there has been talk of expanding its operation to the west, on the other side of the Dread Lands. Hisakawa Jin and his team need help finding an ideal location to set up a new facility led by fellow alchemist Lynethryl Nightrend. There are no villages in the area that could use the boost, so the company is willing to found an entire town of their own and asking people to relocate if the prospect goes as planned.

Painful Scars: Recently, a number of ships have gone missing off the eastern coast of Idon Re. Witnesses claim that a gigantic, five-masted ship is overtaking the vessels and sinking them after stealing their goods. What makes these claims particularly odd is that such a pirate ship does exist. Until last year, the Scar-Branded operated in southern Theia, between Inekin and Hunatii. According to a writ from



the Hunatii government in To-Naadiidaah Harbor, the ship's captain Ranser Scar-Brand was captured and jailed for piracy, and her floating fortress was decommissioned. If the ship has somehow been put back in the waters and is now in the north, somebody needs to find out how and why.

The Phoenix Hunt: The area that is now the Dread Lands used to be a vibrant breeding grounds for phoenixes. Since the Great Evil attacked, no one has seen the mythical birds around. That is, until last week. Sightings of a phoenix by a farm in the lower plains of Idon Re have citizens scouring the countryside. If the phoenix can be found it can be studied to understand where the others of its kind disappeared to.

Wild Child: Princess Duangkamol was on a mission with her childhood friends when a giant spider tried to bite her. She prepared herself but her squad captain Salomao jumped in front of her and took the venomous attack. On the way back to Rena Idonia, her other friends scolded Duangkamol for letting Salomao get bit. She realized that they all had been thinking that she was more of a liability than a comrade as they had to protect the princess from danger while patrolling.

Heartbroken, Duangkamol ran away from home. An investigation determined that she traveled into Idon Ah's Forest of Beasts. One villager with whom she interacted was told that if Duangkamol could return home with proof of her strength then maybe the others would see her as a legitimate ally. She could show Salomao how useful she could be when he recovers.

The Witch of the White: Saia of the Heroes Five is a legend to those in Idon Re who study witchcraft. Some witches wait for the former member of the cannibal tribes to return so they can follow her into the ice and snow and learn from her tutelage. Whenever Saia returns, she does so by herself, and the witches' families fear for the lives of those who journey with her. When asked of their kin, Saia always answers all questions in a way that seems to put them at ease.

Noteworthy Characters

Captain Salomao: LG orc marshal (squad captain) 12. Salomao is the childhood friend of Princess Duangkamol and the newly promoted squad captain of their group. He puts on an air of responsibility in public, but anybody who gets to know him quickly finds out that Salomao is a nervous young orc.

Ever the voice of reason to his allies, the captain was a shoe in for leadership, and he doesn't want to make any mistakes. His main priority is the safety of his troops as they patrol out to the edge of the White Waste and back.

The position of captain gives Salomao the ability to marry nobility, which is great because the orc cares deeply for the princess, and it's suspected the feeling is mutual, but nobody can say for sure now that he's unconscious from a giant spider attack and she left to prove her worth.

Cliff Fergus: LN human ranger 5. Originally an adventurer from Avemor, Cliff retired and came to Idon Re on a trade ship to start a fresh new life. When he arrived, the ranger fell in love with an Idonian woman in Eobu and settled there after he married her. He worked hard and used his adventuring money to start a humble business, Fergus' Fish, which has grown very popular with the patronage of workers on break from Happy Extracts and Infusions.

General Bora and General Duri: NE two-headed wind yai oni marshal 2. The twin generals lead a portion of the army of horrors that roam the Dread Lands. They are a deceptively intelligent pair of strategists that bully and beat the other denizens of their region into submission. The Heroes Five not only defeated the oni but killed their mate, the gargantuan fire yai, Yama.

Bora and Duri are responsible for many attacks on Idon Re. They are obsessed with destroying the wall that protects its citizens. They even let prisoners live for a time if they believe that some information can be learned about a weakness in Heaven's Net.

Inekin

Capital: Leh

Population: 37,000 (30% human, 28% tiefling, 9% dwarf, 8% halfling, 8% half-orc, 6% cyclops, 4% satyr, 3% harpy, 2% maenad)

Government: Overlord (the Maenad King)

Major Religions: Heresies of the Dark, Blazoke, Ursinaph, Lady Shinzosui

Imports: Carpets, carved ivory, chains, clothing, coconut (coast), copper, cotton, fine metalwork, gems, groves, gunpowder, illicit substances, ivory, jewelry, jewels, lizard, luxury goods, magic, magic items, marble, mercenaries, metal weapons, mirrors, mithral, musical instruments, orchard fruits, ores, paintings, pipeweed, platinum, precious metals, raw minerals, rum, salt, sausage, ships, silks, tobacco, trade goods from other nations, whiskey

Exports: Ambergris, ancient artifacts, bananas, carpets, cheese, chicken, chiles, cloth, clothing, dates, edible salt, exotic goods, fabric, gems, goat, illicit substances, incense, jewelry, lace, looted magic items, luxury goods, magic items (recovered), mercenaries, metal, nuts, pipeweed, sculptures, spices, statues, sugar, tobacco, tea, trade goods other nations, whale oil, wine

From the pounding drums of warships to the thunderous yells throughout gladiatorial arenas, Inekin is one of the most fearsome and frightening countries in the world. A region that never abandoned its ancient traditions, Inekin is given a wide berth from its neighboring lands. Slavery, debauchery, war, and xenophobia aside, the inekins worship forgotten gods of sacrifice, lust, bloodshed, and tyranny. The people of Inekin have been the driving force behind calamity and suffering throughout all of the ages of Theia.

The most horrible and twisted part about this country is the fact that only Hunatii has any actual understanding of this. To most of the world, Inekin is one of Theia's largest trade organizations; a country with a paper standard of currency and a future-forward take on politics and acceptance. Visitors passing through only ever see the beautiful markets, exotic entertainment, and kind people. Those who take the leap and move to the country for any length of time are always shocked to learn the truth that others have warned them about when asked.

Inekin's waters are home to harpies, sea monsters, jagged rocks, pirates and other dangers, but for the most part those are just covers. Foreigners that disappear in Inekin are killed, tortured, enslaved, or worse. The ones that do return from Inekin seem to be changed in some way, no longer balking at vile acts that evil people perform—the light in their souls dimmed forever.

Life and Society

The inekins are as dangerous a people as they are friendly. This may not be their fault as the entire country is sneaky, toxic, and corrupt. If they are a young adult, chances are they've had to steal, cheat, betray, and murder just to stay alive. For all of its civility and nicety Inekin is a country where slavery is legal, where murder of a foreigner or a "person of less import" is ignored, and where churches of twisted and dark gods are commonplace. Though devils and demons are worshipped the country doesn't have conflict over that. It's a chaotic nation of survival of the fittest with lawful rules and regulations to be followed in a perfect balance of sin.

Most citizens of Inekin see foreigners as targets to steal from, lie to, murder, sacrifice to their dark gods, or corrupt, so they usually greet them with kindness until they decide which of action they're wanting to perform. Committing more dark acts and getting your fellow citizens to fear your wrath is the only way to move up in Inekin's society so the only powerful or important foreigners are left to their own devices.

When confronted by visitors that are too strong to take advantage of, the Inekins either try to befriend them or ignore them as they have no use for them. Those few Inekins that are of good alignment are usually in jail for false crimes or on the streets at the bottom of society. They are too few and too weak to commit to the power needed to be worthy of respect.

Major Geographic Features

Feywidu: A thick forest inland past the town of Bera Torr is known as Feywidu, the ancestral home of satyr, fauns, and maenads on Theia. The woods of Feywidu are mystical and mysterious, and most non-fey citizens of Inekin avoid them for fear of being spirited away. The ancient Inekin people used to leave offerings and honor the fey in the forest, but since the time of Ocean and Xanthus dragon rule during the Age of Fire, those ceremonies have been forgotten.

Unlike in Leh, the fey of Feywidu tend to lean towards a more neutral alignment. When asked about this change, the fey are just as confused, unsure as of what causes their brethren in Leh to become so dark. It is, however, none of their concern. Some think that there may be portals that lead to other worlds in Feywidu. Most of the forest's inhabitants become violent if the woods are intruded upon without permission, so the rest of Theia may never know.

Ochiiandar: The homeland of the cyclops race, Inekin's giants differ in more than just physical appearance from their kind in Avemor. With razor sharp teeth and one unblinking, glowing eye, the cyclopes of Inekin live on an island in the Seafoam Teeth. Not given a chance to become more civilized like other giants, they are shaped by the demonic gods and cruel ideologies that taint the country as a whole. They eat sailors, smash ships, and hunt humanoids across the teeth.

Titans of destruction and fear, the cyclopes of Ochiiandar are hunters of the most nightmarish sort. The only thing that keeps them from Inekin's main island is an evil entity the cyclopes believe lives there. They call it the Darkest Dark, and they see it in the eyes of Inekin's people; something that is not of this reality. They even refuse to eat people from Inekin for fear of this evil that puts demons to shame, that cannot be seen or spoken.

The Seafoam Teeth: Along the islands of Inekin's southern border are a series of caverns, crags, reefs, rocks, storms, and whirlpools. These hazardous waters are known as The Seafoam Teeth. Swift currents and horrible riptides make steering ships through the teeth an almost suicidal notion, and only those with no fear of death or with a deathwish would dare sail the waters. Pirates sometimes build their bases by the edge of the Seafoam Teeth to fool other sailors into giving up chase, or they have a strategy where they chase prey vessels into the teeth to sink them and salvage their goods via magic.



These hazardous waters are home to harpies, sirens, sea monsters, and other creatures that feed off foolish sailors and trade ships. The beasts usually don't leave the teeth as the waters provide enough food in sailors, killer whales, or whole schools of fish dashed against the rocks to keep them content. Harpies nest atop the highest rocks and sing to sailors alongside sirens to cause them to steer their ships into a watery grave, then they steal the treasure and pick off the corpses and survivors. Legend has it that deep in the teeth lies a cavern that holds a great treasure, but these tales may just be lies to cause people to feed the beasts that stalk the crags. The Inekins chuckle whenever another shipwreck is confirmed.

Important Sites

Bera Torr (Small town, 470): The citizens of Bera Torr are closer to their ancestral roots and are proud of it. They tattoo themselves with the marks of their ancient violent past and treasure a time before Inekin had to rely on slaves to do everything for it. They tell stories of their forebears who raided and looted their enemies like true warriors.

The people of Bera Torr despise a being they call The Deceitful One. In drawings and art depicting this entity scholars can tell it is clearly a xanthus dragon, member of the yellow dragonflight that ruled the country before Ocean's demise. The people of the small town believe Ocean and other kyvers ruined Inekin; that they took it down the dishonorable path it follows today.

Even though they don't agree with Leh, Bera Torr still pays its taxes. As such, they town is left to their devices. The capital views the area as a backwood full of country folk holding on to tall tales and folklore.

The Hills of Rapture: The king of Inekin hosts parties at his private villas located on the island just north of the capital. Collectively, these mansions are known as the Hills of Rapture. Each home is equipped with tools and rooms to accomodate any imaginable fantasy. Parties at these villas often allow attendees to freely express their desires and experiences in a welcoming environment. While such locations exist without stigma in most major cities across Theia, Inekin's king specifically also invites acts of cannibalism, sacrifice, and graphic violence.

The King's Church: Entwined within the Hills of Rapture is the King's Church. Here, the Maenad King openly worships the Heresies of the Dark by forcing others to look at the pages he's collected. When their minds are shattered, he swiftly kills them and writes down their babbling last words before they become horrible monsters. So far, the king has collected the screams and cries of torment from 356 victims, turning them into his own holy text of understandable tenants and religious ceremonies.

Because the Maenad King is the only being that has so vigorously embraced the heinous acts of devotion outlined by the Heresies of the Dark, he sees himself as their only true priest. It is believed that he has used his sacrilegious tome to slowly corrupt other countries in Theia. His goal? To watch the world destroy itself, for no one can see when all is dark.

Leh (Large city, 17,361): The Capital of Inekin, Leh is a port city that runs inland for miles. Its architecture is a mixture of clay and stone houses that have courtyards in the middle with an open roof above them. Cooking is popular in the courtyards' firepits and many citizens of

ERO: Inekin Tieflings (13 RP)

Before Borboto introduced sky racing to the world, Inekin was the primary country frequented by powerful and wealthy outsiders visiting Theia. Given the country's inherent promiscuity, tieflings were a long-ago accepted result of these visits. As it stands, the race is almost as common to Inekin as halflings are to Hunatii, but tieflings are far less willing to leave the opulence of their homeland without proper motivation.

+2 Intelligence, +2 Charisma: Inekin tieflings are born cunning and develop quickly as they grow to adulthood.

Medium: As Medium creatures, tieflings receive no bonuses or penalties due to their size.

Normal Speed: Tieflings have a base speed of 30 feet.

Outsiders: Tieflings' heritage makes them outsiders with the native subtype.

Darkvision: Tieflings can see in the dark up to 60 feet.

Emissary: Once per day, an Inekin tiefling can roll twice when making a Bluff or Diplomacy check and take the better roll.

Integrated: Inekin tieflings gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.

Obscured Alignment: Inekin tieflings are hard to read, even when they are performing blatant acts associated with one alignment or another. They gain the following benefits:

- They are treated as 4 levels higher or lower than the threshold for effects based on alignment (such as *detect evil* or *word of chaos*), whichever is better.
- They take 5 less points of damage from effects that harm creatures of specific alignments. This effect protects their equipment as well.
- They gain a +4 racial bonus on saves against alignment-based spells and effects.

Languages: Common and Halfling. Tieflings with high Intelligence scores can choose from the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal, and Orc.

Inekin cook their dinners at the same time, giving the city a smoky mist and a delicious, wafting smell at certain hours of the day. By the docks, the marketplace overtakes the homes. It is here that many citizens shop and haggle prices.

Inekin pioneered Theia's gold standard of trade, and recently has adopted a paper standard instead to lighten the weight of its most popular merchants' carts. Most salespeople also still accept livestock, items, and favors in trade for bartered goods. The Inekin also accept promises of service or equal trade. They take them very seriously, and those that try to default on such deals soon find out that they just can't bring themselves to do it.

The guards in Leh are no better than thugs. They don't actually help anyone. Their only purpose is to ensure the Maenad King's continued dominance. Whatever rules the king deciphers from his unholy book that lunar cycle, they enforce. Their ranks consist of people that used to be schoolyard bullies and manipulators. They patrol the streets of Leh at random, looking for someone to brutalize or extort.

Machi Arena: A main attraction and entertainment dome in Machikonda, Machi Arena is famous for its intense, gladiatorial combat. Contestants are often pitted against terrifying monsters, gruesome challenges, and superior warriors to cause more

bloodshed for cheering fans. Challengers are made to watch the horrible deaths of those before them before being thrown into the ring to tempt the same fate. All that takes place in the arena is often dedicated to one of the dark gods to whom Inekin devotes itself. A priest of that day's chosen abomination often chants in the middle of the arena, protected by a *globe of invulnerability*.

The Scar-Brand: The pirates who survive the treachery and dangers of Inekin's seas are mighty indeed, but none so legendary as Ranser the Scar-Branded. Until recently, Ranser sailed the oceans of Theia on her steam ship, the Scar-Brand. This floating fortress was loaded with weapons and crewed by a diverse group of the most cut throat, evil villains Ranser could find across Theia.

The halflings of To-Naadiidaah Harbor claim to have captured the ship's captain during a staged attack off the coast of Hunatii. As a result, the ship was decommissioned and its crew either locked up beside their fearless leader or remanded to other ships to serve a sentence of no less than ten years as legitimate sailors. Despite assurances that the waters are safe, sailors up and down the western coast of Inekin, Hunatii, and Idon Oh still claim to have seen the ship sailing the ocean, sinking ships without any sign of stopping.

Major Events

The Black Sun Festival: Inekin astrologers regularly watch the skies for portents of a coming eclipse. When they are about to be blessed with a total solar eclipse, the maenads of Inekin send word to gather the country's people in the capital. Using an influx of dark magic created by the celestial event, the maenads cover the whole city with their ability to spread chaos and the people revel in laughing, fighting, killing, destroying, and other perverse acts. The party lasts into the next day, when the sun rises on the bloodshed and mayhem the Inekin people have wrought. Afterwards the maenads promptly make their slaves clean up the mess and bury the bodies.

Hjol: A year-long cycle of holidays that are celebrated throughout Inekin but only properly honored in Bera Torr. The holidays are practiced with ceremonies, feasts, and dances on the solstice of each season. Hjol has a strong connection to Theia's constellations, and the people look up to the night sky while celebrating these holidays.

In Leh, these ceremonies include blood magic and heavy drinking. In Bera Torr they include rituals honoring the ancestors, tales of strength and courage, feasts where the whole town shares in the bounty, and magic to thank the stars for another year.

The Hopeful's Hunt: If this rumored event actually occurs, nobody admits to it. During the hunt, Inekin gathers twenty of its most attractive, powerful, and intelligent youth and after a ceremony they are dubbed "Hopefuls". They are then put on a ship and stealthily spread under cover of night across Theia in different ports in different countries. These youth fall in love, make friends, and live their lives disguised as foreigners who wanted to see the world. After five years, after some have gotten married and had children, they bring their "family and friends" back home to Inekin to be reconnected with their culture.

Once there, the children are adopted into Inekin's culture to become true citizens, but the adults are often sacrificed to dark gods as the hopeful who gathered them watches the light leave their eyes.

The Trials of Rajhandal: Every year, a contest is thrown in Machi Arena known as The Trials of Rajhandal. On this day, a contestant is chosen who must fight against doppelganger slaves that take the form of their family, friends, and loved ones. The doppelgangers are there to pretend to help the warriors at first, only to slowly turn on them during the fight against whatever beasts challenge the gladiator is facing.

But surviving against one's own kin is just the beginning of the trials. Illusions and summoned beasts are pitted against the challengers as well, forcing them to face their darkest and greatest fear to the entertainment of the crowd. So far, no gladiator has survived to claim the prize money on this dark day.

Plots and Rumors

A Cutlass in the Back: A treasure map was discovered by the captain of a pirate ship, and he needs a full crew to go hunting for it. The pay is good, but the treasure is supposedly in the Seafoam Teeth. This could prove to be a suicide mission and the captain a madman, or it could be a genuine map to a great treasure. Either way, most of those already signed on don't seem trustworthy. The less crew, the bigger the shares, afterall.

Eye on the Prize: The Cyclopes of Ochiiandar island would make excellent slaves if broken and put to heel. The creatures are forged right out of a nightmare with the killing potential of a warship in each titanic body. The adults are too dangerous to beat down and enslave, but the children are another matter. With the right mental conditioning and magical influence the children could grow up into useful slaves and war engines. Many have thought of this idea, but none have succeeded in pulling it off, yet. A trained cyclops would go for a lot of gold on the market.

A Flame to Extinguish: Rumor has it that there is a growing force of "heroes" hiding out in the wilderness of Inekin. These weak-minded individuals have been spreading propaganda about saving souls and rescuing the people. They must be captured and made an example of. The Maenad King has decreed that he wants these fools brought in, and has offered a reward for them alive. He claims a fate worse than death awaits the would-be heroes.

A Noble Chase: One of the maenad nobles has insulted her king in a most egregious way by trying to usurp him. A duke of hell seems to fancy the maenad in question and was trying to seduce her into killing the king and taking his place. Unfortunately her plan was found out and now she is trying to escape the country.

A bounty has been placed on the usurper's head and now the people of Inekin are on the hunt. The maenad knows she needs to escape before the king grows bored and uses his considerable power to summon evil outsiders who will inevitably drag her to a sacrificial altar.

The Sick Child: No one knows how, but an aasimar was born in Inekin. The child seems to have been kept a secret for its first ten years of life before it was discovered. Its mortal parent is trying to escape Inekin with it, but an aasimar is a valuable resource. A prime offering to the Maenad King, the child can be corrupted and transformed into a rakshasa. Such a rare champion converted from light will surely please the dark gods.

Noteworthy Characters

Andzelika: CE cabaro medium 11. Andzelika is a cabaro medium who allows demons to possess her while she paints gruesome art with the blood and viscera of her murdered victims. She seeks to one day create a masterpiece for a demon lord she not only wants to impress, but court. The owlfolk believes that if she can paint a painting that causes the viewer to feel as much pain as the creature who died to create it then she may win the heart of her beloved and become a queen in the Abyss.

Darius Argyris: NE halfling rogue 4, noble 2. Darius is a lanista and businessman who makes fortune off of slaves and bets in the slaughter at Machi Arena. A con-man at heart, he rigs fights from the shadows to make the most profits on his bets. He is especially fond of human slaves, and makes sure to sacrifice them to the hardest fights. He does this after hyping and building them up with easier fights to look like they're stronger to fans and gamblers.

Captain Crush: NE kerata brawler 13 variant multi-class ranger. An ex-crewmate to Ranser the Scar-Branded Carson Crush is an angry man. He has sailed the seas of Theia on the hunt for Ranser after she threw him overboard without a second thought after he proposed they take a safer route than she planned. After listening to his request, Ranser invited Crush to stay behind for his own safety and kicked him over the edge of the ship into the waters of Jahu-fe'awla.

Now Captain Crush wants to be the pirate that sinks the Scar-Brand and takes over her treacherous crew. Every few months, the vengeful captain docks in Inekin with another injury, his ship badly damaged, and his crew murdered down to a fraction of its size.

The Maenad King: CE Maenad noble 7, cultist 8. The ruler of Inekin is served by his court of maenad servants. Unafraid for his position, he openly worships the Heresies of the Dark. From his palace overlooking Leh, he sends direction to his secret police, passes laws to the fancy of his court, and decides the direction of the country by reading his unholy book as it's translated by the tortured screams of those who were forced to read from it. Sitting on his throne, the king is never without his demon-possessed sword, Harshes Truth—a blade said to recite passages from the Heresies of the Dark that drive enemies insane with words no mortal can bear to hear.

Zuri Angelos: LN half dwarf censor 3. Zuri was only 5 when she watched her father get dragged away to be sacrificed during the Hopeful's Hunt as her mother watched him die. She remembers the gruesome as well as she does because young Zuri has an eidetic memory. Every time the Inekin priests in Leh tried to corrupt her, the child remembered her father's face as he reached for her in vain.

Zuri knows evil is not to be celebrated or worshipped. She despises it to the point where her own alignment isn't even good. But she maintains her appearance and does as she's told in order to be granted a place as a hopeful herself. If she can be chosen, Zuri plans to go out and return to Inekin with an army strong enough to be able to cleanse the foul country forever.

Inframundo

Capital: None.

Population: Unknown (assumed 30% dwarf, 28% orc, 19% elf (drow), 8% derro, 7% gnome, 4% dworg, 3% kerata)

Government: varies

Major Religions: any

Imports: Ale, armor, beer, fowl, jewelry, leather goods, medicine, pipeweed, saltwood, sturdy books, whale oil

Exports: Armor, clocks, craftwork (dwarven), diamonds, electrum, exotic goods, exotic magic items, exotic metalwork, freshwater fish, gems, gold, jewels, metal weapons, mushrooms, oil, precious stones, root vegetables, silver, small ships, truffles

Miles below Theia's surface lies a vast network of caverns and tunnels that feel more like an alien world than a mere underground region. This region, named Inframundo by its denizens, has steaming oceans, mushroom jungles, ancient ruins, and many subterranean cultures and civilizations.

When the Collapse brought an end to the Age of Earth, Inframundo's west was cut off from the east by a series of earthquakes and cave-ins that sealed it shut. A full third of Theia's original continent was destroyed and consumed by the event, separating the two remaining sides with hundreds of miles of ocean and rock. No physical way back has ever been found, and magic cast anywhere but within the Maw of Ancients fails to penetrate whatever exists of the western half.

A lot of the accessible areas of Eastern Inframundo are inhabited by sentient life, but there is no organized government and many warring factions. Most of the region remains unmapped and unexplored. This hasn't stopped adventurers from going on quests attempting to chart their own courses, however. There are many treasures to discover and gaps in history to fill in Inframundo, so many brave youths have moved to the region to make a name for themselves. Each seeks fame by finding paths leading deeper toward Theia's core, where legends speak of rivers of magma, ancient enemies, a living god, and portals to other worlds.

Life and Society

Life in Inframundo is both perilous and exciting. The region has wars to fight, territories to claim, terrains to explore, ruins to find, and secrets to uncover. While most of the surface world went through age after age, the cavern-filled region has always been a wilderness of conflict, where the strong survive and carve a name for themselves in stone.

The history of the region has many gaps and redactions that contradict each other, so during the Protoporos Summit it was agreed that discoveries from the underground realm were crucial to understanding Theia's past. This has turned Inframundo into a hotbed of adventuring parties in search of the next great discovery.

Droves of adventurers have migrated to Inframundo via steam ship or tunnel to further the exploration effort that began the Age of Adventure. This has most local citizens assisting in the discovery of the past in a massive undertaking that hasn't united the cavernous region since the Age Before Ages. Dwarven cities offer the finest equipment crafted specifically with the area in mind. Orcish war camps have been repurposed to offer shelter to those

willing to pay. Even the alkuaine of Inframundo offer aid as guides while they too search for the home of the Eldest at the world's core.

Jobs within Inframundo consist of making armor, weapons, or adventuring gear, raising giant insects as mounts or for crafting materials, cartography, building shelters, sailing magnet ships, and other ways to empower and support the efforts of the Protoporos Summit. Many citizens have been under Theia's crust for so long that they forget what being beneath the sun and sky feels like. However after being a part of the camaraderie and family that make up the population of Inframundo they are too invested in their new subterranean home to care.

Major Geographic Features

The Core: At the center of the planet is a heated realm that only the most prepared or supernaturally gifted can survive. Known simply as The Core, this place is a caldera of fire and poison gases. Oceans of magma roil over a bright center of superheated iron that uses pulses of magnetism to keep Theia spinning and the planet's seasons functioning. No known, living creature has ever been to The Core and returned alive. Even with fire resistance and magical aid has little to no effect on the area's inherent pressure.

The alkuaine believe that an ancient being dwells within this kingdom of magma and slag. He is the Eldest, a member of their race who has lived since the first days of Theia. All of the facts about Theia's past, present, and future are known to the Eldest, but reaching him has so far proven impossible.

Divinations and prayer do provide some answers that are believed to come from the ancient entity, which has led those who study the Eldest to worship him as the god of Knowledge. Getting clear information from the Eldest is another matter entirely, however. Many believe that he is well within his ability to grant his knowledge to the mortals of Theia but chooses not to. They believe that perhaps there are some things they were not meant to know. Still, even with this occult fear surrounding the god of knowledge, many young, elven adventurers dream of meeting the oldest of their kind.

The Gate of Snarling Bones: One of the only known passages that could possibly lead to the western side of Inframundo is feared by those who claim it to be under a terrible curse. After braving a treacherous route through jungles, cliffs, and other dangerous challenges, explorers will come to a haunted wall riddled with fossilized bones and mysterious metals. A relic from the Collapse, the Gate of Snarling Bones is a massive cave-in spanning an entire wasteland. The rubble there covers the corpses of ancient creatures that refuse to stay dead.

According to ancient dwarven maps, if one digs up from the Gate of Snarling Bones, then they should discover a tunnel that leads to the forgotten region of Western Inframundo. This in itself has inspired many to travel here, but the passage suffers no intruders as fossilized undead rise from the destroyed earth to kill any who set foot on the unhallowed ground.

At the farthest point of the wasteland lumbers a true monstrosity, a dracolich whose name is lost to time, but which now goes by Gatekeeper. Gatekeeper remembers nothing of their life, but they do remember their burning hatred



for the unscaled ones. When visitors fit that description, the undead dragon flies into an unholy rage fueled by an uncontrollable hunger for souls.

Rionnag Adhar: A colossal, country-long cavern, Rionnag Adhar is known for its absurdly high roof, reminiscent of a night sky. The entire cavern is filled with luminescent mushrooms as tall as trees on the surface. These fungi make the cavern a softly glowing forest that is the home of many creatures and humanoids that make the jungle home. Larger mushrooms grow on the cavern's roof, glowing strong to give those looking up at them an illusion of a sky filled with stars.

Not only is Rionnag Adhar one of the most breathtaking places in Inframundo, it is also a place many adventurers eventually decide to live in. Its ethereal beauty charms them. Those who remain often live a life of contemplation and appreciation for nature in its many forms.

Living in the mushroom forest, one might see a humongous mushroom-like plant stalking the roof of the cavern. Long, glowing tendrils slowly consume the other mushrooms in the starry sky. This beast is Kralgob, a city-sized, fungal kaiju. Though Kralgob is intimidating, the kaiju is relatively harmless. Its diet consists of giant mushrooms, and its passing leaves more giant mushrooms in its wake.

On the creature's back and within its body live colonies of Derro that exist in harmony with the kaiju. They use the natural ability of the kaiju's body to grow fungoid potions, food, and weapons for their survival. In return, they help protect Kralgob from sicknesses and threats. It's hard to imagine any threat that the kaiju itself couldn't handle though.

The Steaming Seas: In Inframundo the bodies of water are very hot, to the point where some are boiling. This causes a thick steam to obscure vision around the shores and hard rainfalls as condensation builds on the cavernous roof. The unique environment has caused aquatic life to evolve into more dangerous creatures that skim the surface of the sea looking for foolish sailors or people gathering freshwater along the banks for prey. The inherent dangers of the Steaming Seas keep magnet ship sailors tough and experienced as those who aren't careful don't last long among the frothy waves.

It's common to see magnet ships sailing these waters, either fishing or trading. Magnet ship sailors also collect drinkable water from the rain that falls in the caverns to drink themselves and bring basins with them back to port. Steam pirates sail the waters as well, and battles and cannonfire are something that can often be heard.

Treasure Hunter's Graveyard: The Treasure Hunter's Graveyard is a mythical location that many citizens of Inframundo don't believe in, but which is very real. Its location is an island of diamond and gold veins that somehow float above the sea of magma near the planet's core. On the island is treasure so great that those who see it become obsessed with making it their own. This results in their painful death.

The graveyard is filled with poisonous and explosive gas that causes it to sink too close to the magma at times and erupt into unbearable flame. Anyone who can even make it there has to deal with the fact that the island is a hollow chunk of diamond. Breaking off pieces of it

FYI: Magnet Ships

Dwarven technology in Inframundo has long taken advantage of the pressure of living so far within Theia, and the heat and magnetism of the world's core. Much like their physical forms, the dwarves' buildings are broad and short, with plenty of open space to allow for what little airflow exists in the depths of the region. The ships on which they sail are long and flat like the needle of a compass, with just enough shape to keep the boiling water of the steaming seas off the deck.

Without actual wind to propel them across the water, the dwarves developed a magnetic steering apparatus that includes a fin used to turn quickly. The device is fixed to the front and back of the boat, with a cord lining the bottom. When turned like a wheel, it opens and closes the magnetic material on either side, which pushes away from the core and propels the boat in the necessary direction.

Early magnet ships required careful operation, or they might suddenly spin out of control at dangerous speeds, killing or severely injuring the crew and any passengers. Over time, though, the designers were able to work out the problems well enough that now ships of most sizes and shapes planning to travel within Inframundo have a version of the device appropriate for them attached.

When crafting a ship capable of sailing in Inframundo, the dwarven apparatus must be crafted separately and attached. Both require Craft (engineering) checks at DC 25 to accomplish and cost a total of 700 gp. The device by itself costs 500 gp and is considered masterwork, in case it is being purchased instead.

Non-masterwork or damaged devices suffer a -2 penalty on checks to navigate, and failure by 5 or more requires a DC 15 Fortitude save by everybody on the ship. Failure indicates the target suffers 2 Constitution damage and is nauseated while on the ship and for up to 1 minute after as it spins wildly out of control. Success halves the damage.

is near impossible. None who step foot on the island ever leave it and the scorched remains of their skeletons litter the diamond surface as a warning and a promise.

An ancient orc poem supposedly written by witnesses at the location is the only clue to finding the graveyard. "Through the land of He Who Knows, treasure unimagined grows. Placing hand upon your dreams, sears the soul from mortal seams. Shimmering lights submerged in fire, die to claim your heart's desire."

Important Sites

The Empty Ruins: Deep in Inframundo there are pyramids and temples all crafted out of black sand. Surrounding them are paths and open market areas lined with empty stalls and, stranger still, empty, intact clothing. There are no bodies or explanation as to who created the pyramids or why and how they disappeared. Pots and old equipment lay untouched for ages. Carts with no animals to pull them sit preserved on roadways, flanked by clothes with no people to wear them.

The vanishing people of the Empty Ruins is one of Inframundo's greatest mysteries. The closest explanation is the presence of ancient horrors prowling the ruin, devouring all that enter. Most of these creatures seem to be reptilian in origin, from actual dinosaurs to undead, scaled horrors. But if those creatures are the culprits, how is everything undamaged, as if everything just disappeared suddenly?

Understanding the ruins could bring fame and fortune, yet most explorers give the Empty Ruins a wide berth. The brave few that do head out to discover the secrets of the ruins are so far never heard from again.

Daoimeanlaidir (Large city, 17632): The shattered home of the dwarves, Daoimeanlaidir is the ancient capital city of the dwarven people that was the site of a great unrest during the Age of Earth. In its hayday, a great power struggle for leadership of the dwarven race took place on the city's streets where the cultivators, miners, and smiths argued over which clan was the most useful and thus should rule the dwarves.

During their debates, the world around them began to crumble and shake. Earthquake after earthquake caused their kind to suffer many casualties and damages, forcing the warring factions to make peace and evacuate the city. As half the population fled the city for the surface, the other half stayed to try to save the heart of their people's culture. After many years, the area surrounding the city stabilized, but only after many catastrophes and magical help.

Daoimeanlaidir is now a port city of sorts, the first stop for many adventurers in Inframundo. Ancient art and grand statues of dwarf heroes of old stand proud in the city. Explorers work together to prepare for quests, defend the city, admire the history, and repair the ancient architecture for future generations. In the port, magnet ships can take travelers safely to the surface for an affordable price.

Major Events

Sgrios: Adventuring groups used to working with orcs on Theia's surface are in for a rude awakening the first time they interact with Inframundo's orcs. These ancient warriors are much less inviting than their tamed cousins above. This is most evident during Sgrios, a ritual event celebrating Blazoke by changing the world with wanton destruction.

Sgrios isn't a set day of worship, or a holiday any other culture would celebrate, but there are signs that it is growing close. As it approaches, the number of orcs in public view noticeably drops, and war camps wave banners emblazoned with the telltale emblem of their god. The few orcs that do make an appearance wear red gloves or faux gold crowns. And finally, the aroma of cinnamon, clove, and nutmeg hangs in the air around orcish homes as they burn the spices to drown out the smell of blood.

The event itself involves the orcs finding a settlement and destroying it, killing all who remain. During most Sgrios, dwarven rangers track the orcs practicing their faith and try to get word to their targeted area in time. Given enough warning, the people can pack up whatever they must and leave until the ritual is complete. To appease the orcs, the villagers sometimes leave behind animals for slaughter and pottery, glass, and other breakable objects to be destroyed.

When the orcs' bloodlust is satiated, they return to their war camp, and life goes on as if nothing happened. In centuries past, the dwarves tried to prevent Sgrios, but doing so only made everything infinitely worse, so now they just try to plan for it and stay out of its way.

Starbirth: Starbirth happens once a month or so in Rionnag Adhar. The event happens when Kralgob devours an entire pattern of luminous mushrooms on the ceiling of its cavernous home. Afterwards the kaiju plants new mushrooms off of its back in a different pattern to create

the illusion of a new constellation. These mushrooms are not real stars, but astrologers can still glean magical knowledge from the patterns left in the wake of Kralgob's eating habits—a discovery that adds greater mystery to the origin and powers of the kaiju on Theia.

Plots and Rumors

A Dark Mind: A string of murders have been reported in the poorer districts of Daoimeanlaidir, and the citizens don't have any leads. The victims have all been cut and sliced multiple times. Whoever the murderer is, they are sadistic and cruel, only causing wounds that will bring pain and paralysis but not death. This is the work of an expert, a sociopath that delights in causing agonizing death. Can anyone stop this crazed lunatic?

A Matter of Family: Gorren Skullsteel seeks a group of adventurers who can travel with him into the orcish homeland. Once there, the Idonian orc wishes to reconnect with his ancestral people. If he can learn about their less homicidal traditions, maybe he can turn them away from worship of Blazoke and bring them back with him into the light of Testament and the trojas.

An Unwelcome Spark: Long ago, civil unrest upset the delicate balance between the cultivators, miners, and smiths, dividing them until the Collapse forced them to work together again. Now it seems those cracks in dwarven society are beginning to show again. Bickering between the heads of each group over how to handle the influx of visitors and adventuring parties has driven a wedge between the people. Add to that a failed assassination attempt on the leader of the cultivators, and the dwarves' home on the banks of the Steaming Sea is a powder keg waiting to go off.

Amidst the Shadows: The drow of Theia are not inherently evil or demonic like on other worlds, they just largely prefer the enclosed spaces and darkness of Inframundo. Like all theian elves the drow become more like their surroundings over time. Despite a lack of sunlight, their skin becomes pitch black, which allows them to blend in well in the darkness. Their natural hair the color shines with the phlorescence of the subterranean fungi and radioactive stones.

Like the endless tunnels of Inframundo, theian drow are endless in number and enigmatic in culture. On one hand, they are mysterious beings who keep to themselves and hide from other humanoids. On the other, drow can show up out of nowhere with a score to settle or an adventure to be had. The adventuring guilds of Theia pay handsomely for information about these elusive people.

West: In 5,000 years, nobody has successfully breached the area behind the Gate of Snarling Bones. Part of this is due to its being guarded by a dracolich, part of it is the miles of settled stone and ocean between continents, and part of it is fear of what worse things might lurk on the other side.

There are no natural entrances into Inframundo on Western Theia, except maybe at the Maw of Ancients, but the lizardfolk guard that region with their lives. Attempts to dig down into it have yielded only broken tools and damaged vehicles once they get down below the topsoil.

But Jahu-fe'awla has kept its rampant growth somehow, and areas of Hunatii further inland still grow crops most of the year, so there has to be something down there providing water in the same way condensation from the steaming seas keep Avemor and New Onilaar lush with growth.

Noteworthy Characters

Cragruff Smokescar: NG dwarf mercenary 1, noble (exiled outcast) 1. Cragruff is an inexperienced mercenary guide that dreams of being one of the best bodyguards in Inframundo. When he was young, his grandmother would always tell him that he was destined for great things and that his blood held a secret only he could unlock. She taught him how to take care of himself, but also taught the young dwarf how to diffuse situations and speak eloquently. Unknown to him, Cragruff is the last member of the original dwarven king's bloodline, lost during the Age before Ages.

Calibania: N drow inquisitor 10, ninja 4. Calibania is high inquisitor of the Eldest and a master of stealth. She has been studying the other creatures that call Inframundo home her entire life, cataloging their culture, knowledge, and strength. She then tries to adjust her understanding of Theia through the intel she gathers and shares it with her people so they may better understand whether or not they should interact with the newcomers. Calabania herself finds the mysteries of life under the sky fascinating, and her elven call to travel is pulling her towards the surface world.

Gorren Skullsteel: LG half-orc paladin 5. Gorren was born in Idon Re, but after earning the rank of paladin has decided to move to Inframundo where he can learn more about his people's past. He is well-versed in the orcish history he could find written between the Age of Water and the present. He has a particular appreciation for the teachings of Testament, and hopes to bring those same lessons to his wayward people.

King Eryn Giish: LN derro mesmerist 11 variant-multiclass noble. The king of the derro that live on Kralgob's back dreams of a day that his people can join Theia's other races in unity and prosperity. But his people are too reliant on the kaiju for survival. Without the mushrooms it provides to keep them sane, the derro quickly devolve into madness and dangerous schizophrenia.

To solve this dilemma, the king has reached out to alchemists across Theia for aid in finding a cure. So far, the only positive answer he has received has come coupled with a request for the blood of Kralgob. King Eryn is loathe to give in to this demand because he fears that it will enable those who use it as a weapon, and he doesn't want to put the kaiju in any danger.

Priestess Lunastria: LE human necromancer 8. Lunastria is a devout worshipper of Ursinaph and a pirate captain of the steaming seas. She leads an undead crew that doesn't allow her to lift a finger for any task and attacks ships that are carrying gems and foodstuff to port. When the priestess attacks a ship, she casts *obscuring mist* to mix with the steam and make an impossible fog that can't be seen through. Rumor has it that she is hunting for a mystical gem that sank beneath the waves of the Steaming Sea when she was a young girl.

Warchief Burnt Blood: CE orc zealot 6, skald 6. The warchief is a legend among orcs who came into power by killing any orc he meets that may be stronger than him. He follows the teachings of Blazoke and forces his followers to do the same. The orcs of Inframundo have begun to follow his orders out of fear and awe, but many of them worship the Passionate Devastation only because they know no other way. Inframundo can be unforgiving, and they need to stay together to survive.

Jahu-fe'awla

Capital: Afiondis

Population: (34% elf, 27% gilahn, 18% kerata, 10% human, 7% halfling, 3% half-elf)

Government: The council of Afiondis and the various leaders of the lizardfolk tribes.

Major Religions: Brutus Peregrine, Valgyra

Imports: Anything

Exports: Anything

The region of Jahu-fe'awla is not so much a country as an uncharted expanse. There are four outposts along its border, one city (Afiondis) at its heart, and the rest is a deadly volcanic rainforest known as the Raxic Jungle. The Raxic is home to beasts from ancient times, giant insects, and a multitude of lizardfolk tribes that follow a pantheon of prehistoric spirits as gods. The nomadic elves of Theia originally hail from Jahu-fe'awla and many still migrate across the Raxic Jungle today without maps, just following their intuition.

The Raxic isn't just a massive jungle that covers the entirety of Jahu-fe'awla. It is also home to poisonous plants, diseases, and all manner of lost ruins. Scholars theorize that Jahu-fe'awla was the cradle of intelligent life on Theia. They believe that the Raxic, though deadly, was where civilization fought its way into being. The rainforest is so dangerous that only the most tenacious of cultures dare to settle within, and to do so they must be animalistic and primal themselves. For most of Theia's history, only the elves and the lizardfolk inhabited the Raxic Jungle and to this day those two races make up most of its current citizens.

The outpost and city of Afiondis act as a loose embassy for other races in Jahu-fe'awla, allowing them to coexist with the lizardfolk tribes that call the jungle nation home. In a fashion similar to the ways of the native Hunatii, the lizardfolk of Jahu-fe'awla are easily offended. Time and again, they have banished outsiders from the Raxic Jungle under threat of being hunted and executed.

Life and Society

Life in Jahu-fe'awla varies greatly depending on where you live. Citizens of Afiondis have busy lives in the trade city. They are most of the time either merchants, caravan guards, cart drivers, city protectors, aristocrats, or adventurers. They work from sunrise to sunset. People of Afiondis are caring and kind, but also hardworking and serious. It is often hard to tell if a citizen of the city likes a person or not, as it's all business and they rarely joke.

Stepping out of the city and into the Raxic is filled with peril and hardship, but the elves of Jahu-fe'awla have lived this way since the world was young. They know things about the rainforest that other races can only imagine. Anybody who wants to see the forest in its natural state is welcome to join them when they happen to pass through. The elves only ask that their guests do not practice game hunting. If they must kill, it can only be for sustenance. Anything else will result in the traveler being left to the jungle at the next opportunity.

The jungle is inherently harsh and unforgiving. Those who live within its boundaries must be as well. The gilahn and kerata of Jahu-fe'awla band together as they always have, worshipping the same prehistoric deities and practicing the same ancestral customs. Insulting them or their religion has led many a person to be banned

from ever setting foot in the jungle again. Because totem worship is so alien to most of Theia, this isn't hard to do, even by accident.

Five lizardfolk tribes protect the Raxic Jungle from poaching, overfarming, and general dangers. These tribes inhabit the rainforest's trees, bogs, volcanoes, shores, and caverns. They live off the land, surviving on their strength and cunning. For ages, they have fought each other unless there was an outside threat that called for them to band together.

After signing the Treaty of Afion, conflict in Jahu-fe'awla has dropped significantly, but the warriors who call it home still prepare. They prepare for the beasts that still roam the jungle. They prepare for outsiders who do not understand their ways or wish to change them. And they prepare for the day when the others who signed the treaty no longer uphold their end of the bargain.

Major Geographic Features

Cardeal: The lands of the Cardeal lizardfolk are a smoking marsh with deep waters and sinkholes. This humid section of the Raxic Jungle is relatively calm compared to others. A series of boardwalks and statues decorate the swamp, welcoming outsiders to visit and learn about the Cardeal's role in the Treaty of Afion and everything that has transpired since.

Cutting through the area without following the designated paths can be tricky. The plant life in Jahu-fe'awla is already dangerous enough, and the environment in Cardeal is perfect for assassin vines and hangman trees grow in abundance.

In addition to the carnivorous flora that live in the marsh the lands of the Cardeal also feature a giant, albino crocodile that stalks the waters as her hunting ground. This beast doesn't attack the lizardfolk and has even been known to carry them in her maw to different locations in the jungle. She sees the lizardfolk as her young and assists them when they need it.

To the Cardeal, the reptile is a totem spirit, and the people have deified the crocodile as one of their gods. It is a custom of this tribe to face the crocodile god when they come of age. Only by bringing back one of her scales can they be seen as an adult in their village and the youth of the Cardeal people take this quest very seriously.

The Elven Migration Path: Since the Age before Ages, the elves of Theia have been migrating in circles around the jungle of Jahu-fe'awla. The path they follow has never been mapped or recorded as they follow the voices of their ancestors and traverse the Raxic through the guidance of their druids, mediums, and shamans. The elves even make stops along the way and build up temporary settlements before they all feel as one that it is time to move on to the next location. This bizarre route has been named the Elven Migration Path, and it is a path that many of Theia's elves are born on and die on.

The lizardfolk are the only other race aware of the elves' migration pattern as they avoid the path when building villages and outposts. They guard this information from others after building a strong respect for the elves. Gilahn and kerata sometimes traverse the jungle with the migrating elves, learning and living among them as one of their closest allies, facing the perils of the Raxic Jungle together.



Gupha Nivaasee: The Cave Dweller clan prefers Jahu-fe'awla's underground caverns and passages to the forests above. As the most orderly of the clans, they are the lizardfolk who provided the most aid in extending the Afion Road out to Idon Oh. The cobblestone and other minerals they provided became an integral piece of the overall construction.

Left to their own devices, the Cave Dwellers don't cause any harm, and they will even allow others to travel through their region without retaliation. Anything that finds its way into their carefully dug passages is fair game, however. Adventuring parties in this area of Jahu-fe'awla would do well to avoid climbing into any dark entrances.

Ped Shikaaree: This area of the Raxic is home to the Leaf Hunter clan. Next to the Magma Flow clan, these lizardfolk are the most dangerous to interact with. Made up mostly of kerata, the Leaf Hunters track, kill, and eat the beasts of the deep jungle. They prefer dinosaur meat, but they aren't opposed to wild pig, fowl, or even humanoid if the mood strikes them.

In addition to being expert hunters, the Leaf Hunter clan are also masterful guides. They maintain the game trails and safe routes throughout Jahu-fe'awla. The other lizardfolk give them space to work when a group of them are in the area clearcutting trees and uprooting bushes that have grown too close to the path. The best interaction to have with the clan is no interaction if at all possible.

The Maw of Ancients: The highest mountain in Jahu-fe'awla is also a dormant volcano the locals refer to as the Maw of Ancients. The Maw is a sacred place, guarded fiercely by the Magma Flow lizardfolk. Its surface is covered with indecipherable runes and symbols.

The Magma Flow allow none to step into their land, as they fear outsiders might seek the Maw's forbidden knowledge and doom them all. The other lizardfolk of Jahu-fe'awla respect the tribe's tenacity and view them as sacred warriors for their duty to avoid a terrible curse befalling the land.

Vev Phishar: From where the sea meets the Raxic, all the way down into the swamplands lies the home of the Wave Fisher lizardfolk. This clan is the most advanced of their people. They are accepting of simple technology such as motor-driven boats and net casting devices from Idon Oh. Moving inland, they are equally adept with spears and manual effort.

In addition to fishing, the Wave Fishers practice a blend of alchemy and natural magic. Herbalism and druidic teachings are important to these lizardfolk, and their area of Jahu-fe'awla always features a variety of exotic plants and venomous creatures. The Wave Fishers extract these toxins for medicinal, and sometimes sinister, purposes.

Important Sites

Afiondis (Metropolis, 160,000): The most populous city on Theia, Afiondis is a melting pot of different people, cultures, and beliefs. What was originally a final attempt at collaboration between Jahu-fe'awla's lizardfolk, elves, and humans soon incorporated halflings, leporine, and many of the other races that have moved here from around the world.

More trade occurs in one month at Afiondis than passes through all other ports combined on Theia. If ever a physical good can be found, it has likely passed through Afiondis at some point. The path leading from the port to the city proper is one of the most beautiful, natural sights there is. Lush fruits, gorgeous trees, and a well-trodden trail keep the trip from shore to market from growing stale.

The council of Afiondis are the city's leaders. They run the mercantile businesses, laws, and militia. On the rare occasion there is a dispute, they are quick to deliberate and rule on it, with the full backing of the people. By signing the Treaty of Afion, each member of the council has confirmed they will only ever work in the best interest of Jahu-fe'awla, and the magic of that contract binds them to their word.

Afion Road: The Afion Road is a trade route that spans from Idon Oh, through Jahu-fe'awla and Afiondis, to Hunatii's northern border and into the Dreensa Trade Roads. During the Age of Air, the road was completed and even though it went mostly unused during the Age of Fire under the steropus dragon Sunset's rule it survived the era and was up and operational again during the Age of Steel. A testimony to the construction methods of time the Afion Road has a rich history of teamwork in the face of adversity and it has stood the test of time only by the teamwork of those that built it. Now, the road is the one of the main reasons the countries of Idon Oh, Idon Re, Jahu-fe'awla, and Hunatii are as successful as they are.

The trade caravans that carry goods along the Afion Road are well protected from heat, wild animals, natural disasters, and the rare bandit attack. The trade city of Afiondis pays good money to make sure it's clientele receive their shipments intact and on time. Because of this protection, many of the expeditions are carrying expensive and rare goods that the guards will give their lives to protect. However, just as there are those willing to protect such treasures for a price there are those just as willing to attempt stealing such treasures for riches and infamy. Lately there have been a few more bandit attacks on the Afion Road. Even though none have been successful this hasn't stopped the council from tightening security.

Elvendale (Small City, 8,000): If any area on Theia could be considered the elven capital, it's Elvendale. This city was scene of the last stand between the elves and the lizardfolk during the War of Scales, when the scaled-ones drove the humans out of their lands. The elves and alkuaine used the other race as a distraction to give them time to fortify their holdout. In the end, the lizardfolk were satisfied with pushing the elves as far as they had and left them to the jungle to finish.

But the elves prevailed over the natural threats of the Raxic, and soon they thrived along its shores. Now fed by three separate ports on the north and eastern coasts of Jahu-fe'awla, Elvendale remains an alternative to Afiondis for travelers who choose not to travel so far into the jungle.

Of course, the primary denizens of Elvendale are elves, half-elves, and elflings. The races juggle jobs around the city, its upkeep, and growth while also migrating around and beyond their country's borders to satisfy their need for regular travel. There is no ruling class, only a rotating collection of merchants that everybody goes to when they need to solve a problem or dispute.

Major Events

The Dragonfall Rush: Dragonfall is a very big holiday in the countries of Idon Oh, Idon Ah, and Idon Re. Because of this the countries order huge amounts of goods that are shipped in to Hunatii and moved through the Afion Road. This time of the year is a huge payday for Jahu-fe'awla and it is almost a holiday in itself for Afiondis. Many merchants and businesses make a lot of gold every year when Dragonfall comes around.

The Great Ascendance: Lizardfolk in the Raxic celebrate a day known as the Great Ascendance. During this event, they believe their totem gods became one with their people and emerged as living gods from the earth. The gods they bow to are the Crocodile, the Turtle, The Salamander, The Frog, and The Olm. According to the religious lore there was one more totem god, The Snake, but it was treacherous and led all that followed it into pain and suffering. The holiday celebrates the totem gods and also thanks them for defeating the cursed totem.

Plots and Rumors

Coming Down With a Sickness: A mysterious disease is spreading across Jahu-fe'awla, and it seems to only affect elves, making them wither and grow scales before passing away. At first, all eyes were on the lizardfolk, but they were just as surprised as any at the event. The clans' healers have gathered at Afiondis to help treat them. They have been able to slow the rate of infection, but still have no solutions to the problem as a whole. They are approaching it as both a curse and a disease, similar to mummy rot. The hope is to find an answer before the need to migrate strikes the elves again and they face an even worse choice.

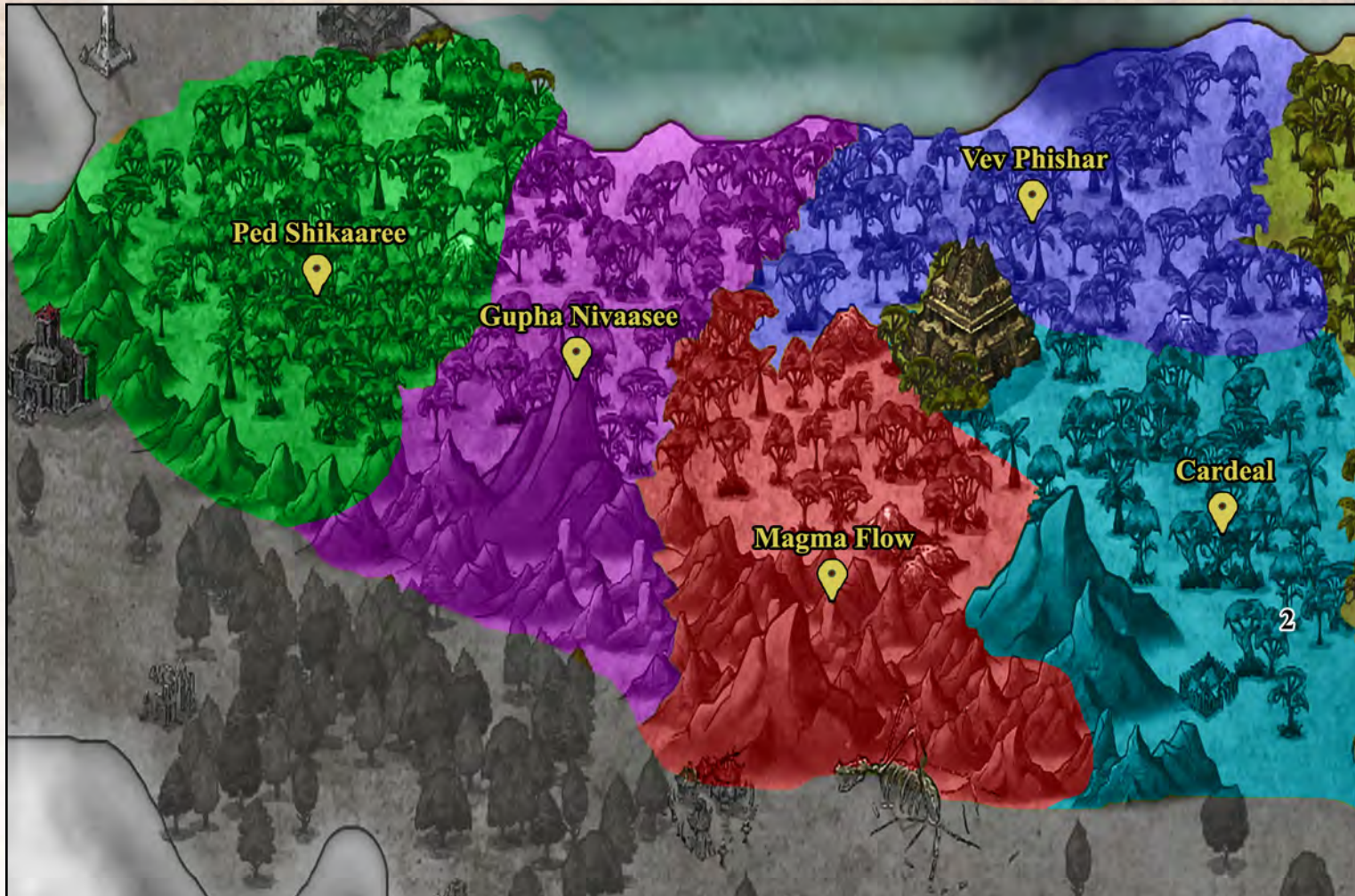
A Lost Temple: A tablet dating back to the Age Before Ages was discovered recently. One side of the tablet tells of a mountain temple, a place of worship for ancient totem gods. If found, the secrets inside could answer many mysteries about the Age Before Ages and maybe even lead scholars to better understand prehistoric Theia. Unfortunately, there is no cypher for the other side, making it impossible to translate beyond a couple of shared words. If a cypher can be found, or created, the tablet could be one of the greatest discoveries made during the Age of Adventure.

A New Pet: An Inekini noblewoman has come to Afiondis in search of a dinosaur or megafauna. She would like to take the beast back home to Leh and use it in the Machi Arena against innocents, gladiators, and slaves. Even though the animal will no doubt suffer and it will be used to kill people she is paying handsomely to anyone willing to complete the job with no questions asked.

Preparing for the Worst: Recently, the lizardfolk have been training harder and anointing more warriors. Their seers have foreseen a great hardship approaching and are preparing their people for a danger that threatens the jungle's balance. Afiondis has also been beefing up its security and an air of tension can be felt among the citizens for obvious reasons.

Unsettling Visions: Despite the Magma Flow's efforts, rumor has it that the Maw of Ancients has been stirring as of late. The scaled-ones tried to deny this, but magic has revealed the truth of the situation, and it is very worrisome.

Knowledge was stolen from the Maw of Ancients a few decades ago and whoever took it is beginning to understand the power that was written in the caldera. If this knowledge



gets out to the masses, they will overwhelm the lizardfolk in their zeal to learn how to stop the upcoming conflict. In doing so, they could make it considerably worse.

Valgyra's Chosen: When one is wronged in Jahu-fe'awla, they might enter into the deep jungle in search of a root known as Valgyra's Chosen. This root is one of the most potent poisons in existence, but when combined properly with the right ingredients has been known to increase all physical and mental abilities of the imbiber for a short time.

Retrieving the root requires Knowledge (nature) or Survival check at a DC 30. Success grants enough root to make 1 dose + 1 for every 5 by which the check exceeds the DC. The other reagents cost a total of 1,300 gp per dose and require Craft (alchemy) DC 25 to blend into the potion. Drinking a properly mixed potion grants a +2 enhancement bonus to all ability scores for 4 hours.

Alternatively, one root of Valgyra's Chosen can be diluted and crafted into a minimum of 2 doses of dragon bile, nightmare vapor, or widow's kiss. Undiluted, it counts as tears of death.

The Wild Child: A small child was reported missing from a trade caravan half a decade ago and the search went cold quickly. No young one could hope to survive in the Raxic Jungle for even a night let alone five years. However, the boy's parents never gave up hope and after searching for so long they found their son living among a troop of dire apes. When they tried to call to him or retrieve him the boy seemed to have no memory of his humanity and roared to signal his adoptive family of intruders. Narrowly escaping, his human parents are trying to hire adventurers to go and get their child back.

Noteworthy Characters

Dineblis: NG gilahn druid (packlord) 4, shaman 4. The chief of the Cardeal is also the wisest of the clan leaders. Dineblis is a kind elder who tries to keep peace and understanding between the tribes. As a youth, he was chosen by the crocodile totem to beat back the followers of the snake totem.

His days of conflict are long behind him now, so Dineblis tries to lead his people forward. He does his best not to let his clan fall to anger or hate. He is always accompanied by his crocodile companions who act as his bodyguards and his spirit guides.

Council Advisor Alisha: LE human noble 5, ranger 1. Alisha is an advisor to the council in Afiondis who enjoys seeing dangerous plants and animals from the Raxic Jungle. Public knowledge is that she seeks to expand Afiondis' borders into the rainforest to tame the beast within and use them to command the entire jungle. This viewpoint is gaining a following, however the gilahn, kerata, and elves have made it clear that such an expansion would be a breach of the Treaty of Afion and lead to a massive conflict. Council Advisor Alisha doesn't seem to care.

Szessen: NE young adult black dragon mesmerist 2, investigator 2. Szessen is a black dragon that has taken residence in Afiondis under the guise of young politician Aarav Shah. The dragon has a nefarious interest in The Maw of Ancients and is pushing communications with the Magma Flow clan in an attempt to allow study of the volcano. All of these unsuccessful attempts are actually a cover. As his negotiation party speaks to the clans, Szessen changes form and studies the stones himself.

New Onilaar

Capital:

Population: 150,000 (members of every race make up small, near-equal percentages of the total population)

Government: Republic (The Chief Minds)

Major Religions: Any (religion is not a large part of society).

Imports: Alabaster, ancient artifacts, beans, bread, coffee, cotton, dyed fabric, exotic metalwork, fabric, fine manufactured items, fur, glassware, hides, illicit substances, iron tools, lamb, leather, liqueur, manufactured items, medicine, metal, mutton, oil, rope, rubber, saltwood, sausage, ships, spices, statues, sturdy books, sugar, tobacco, tools, turkey, vodka, whale oil, wood

Exports: Alchemical items, caravan items, chains, clocks, coal, craftwork (dwarven), fine manufactured items, fine metalwork, fireworks, groves, gunpowder, leather goods, luxury goods, marble, metalwork, olive oil, olives, ores, pork, technology, textiles, vehicles

Like the mythical phoenix of Idon Re, the destroyed and exhausted country of Onilaar rose from the ashes of the Three-Sided War. Rebranded New Onilaar is the technological capital of Theia. What was originally nothing more than a passion project for Wa-hat has become a global leader of industry. The advent of a new age has allowed New Onilaar to push the boundaries even further by tentatively opening up trade of vehicles and gadgets to countries such as Idon Oh, Borboto, and to a much lesser degree Avemor.

While the rest of Theia still exists in a time period of armor and swords, arrows and magic, New Onilaar exists in a bubble all its own. The advancements it has made beyond medieval marvels still surprise and frighten most people. Firearms, machinery, and medicine have brought just as much woe as wonder. Onilaarans are proud of this distinction because it puts them on a level of mysticism akin to Percimum.

But as with all power, that which New Onilaar has claimed can be abused. The country has its hands full trying to root out its growing black market. After fighting a disastrous war to protect the world from the irresponsible application of technology, New Onilaar has banned the selling its more contentious inventions in other countries as a result for fear that they might end up in the wrong hands. Of course, this doesn't stop enterprising criminals, and Onilaaran guns can earn quite a bit of gold when sold to the right customer.

Life and Society

Onilaarans have fully embraced technology as a part of life. Gas masks, goggles, and other steam-powered and clockwork inventions are commonplace. Roads with motorized vehicles exist not only in cities, but along the countryside as well. The majority of citizens understand how to use gadgetry and machinery to better their lives.

Every now and then magic is used, but in New Onilaar the arcane arts are usually seen as impractical or lazy. They only hold value as a power source. Golems and wyrmwood are commonly used as guards in New Onilaar. Spellcasters who study golem crafting are highly prized by those with the coin to purchase such amazing constructs.



A country hard at work, Onilaarans usually are too busy to stop and greet each other. This behavior can sometimes be seen as rude by foreigners, but many citizens of New Onilaar are simply too lost in thought about some new invention, job, or technology to stop and chat. A simple nod or a quick wave equates to a hug or a good, firm handshake ninety percent of the time.

Firearms of great potency and power are built in New Onilaar, but possession of them is greatly restricted and strictly monitored. The destructive force of the country's weaponry may cause a disaster if it was in the hands of every citizen, so most are thankful for the checks put in place to obtain one. Naturally, criminals have found ways to circumvent the requirements, but even they rarely use them in any meaningful way for fear of the consequences.

The price for misconduct with a firearm is exile from the country and removal of all technology from the perpetrator. This often leaves the punished with only a handful of choices: Move to Idon Oh, where technology hasn't quite reached the same plateau; move to Wa-hat, where the technology is dated and in great need of repair; or learn to live without technology, which to many Onilaarans is a fate worse than death.

Overseeing everything are the Chief Minds, a collection of New Onilaar's brightest citizens in their fields. These political leaders are shuffled around and replaced or renewed in their positions every 2 years. With such short tenure, their role is not to lead so much as to steer the ship for a while until the next round of proverbial captains arrives.

Major Geographic Features

The Blasted Waste: A wartorn land that runs from New Onilaar's northern and southern borders along the coast. The area is what remains of the battlegrounds where the conflicts against Percimum and Xaotawn took place. Since most of Onilaar's landscape was embattled, the Blasted Waste unfortunately takes up a large portion of the country.

Officially, the Three-Sided War only lasted ten years, but the Onilaarans are still recovering from it fifty years later. In the north, pockets of forest and woodland areas have been planted, and dangerous magical mishaps and deadly war machines are being dealt with across the plains. New Onilaar's railway remains the safest and most perfunctory way to travel from place to place.

To the south, undead and uncontrollable constructs still roam the Blasted Waste. Checkpoints and regular patrols keep the area safe, but traveling off the beaten path is strongly advised against. Traveling the countryside can be disconcerting as people leave the steam-spewing inventions that fill the big cities only to walk quiet paths and open plains with only the occasional copse of trees breaking up the scenery.

Orchards & Groves: Olives and olive oil are two of New Onilaar's chief exports. Orchards of trees are scattered throughout the countryside and protected from the wild dire boars who would knock them down and eat them.

Important Sites

The Futureworks: On the Wutente borderlands is a vast structure known as the Futureworks. This research facility is a well known location to its citizens as it's constantly being talked about and covered in local newspapers. Because of this it often gets new inventors and young minds wanting to contribute and applying to work there.

Tall smokestacks and titanic tanks filled with glowing liquids give the Futureworks an ominous look as it emerges from out of the hills into view. Scientists and alchemists run in and out of the building, obviously hard at work. The complex's size seems rather small compared to how many people enter and exit the building, suggesting there may be lower levels to the place.

One of the many ongoing projects at the Futureworks is the scientific study of origin magic. In order to research Theia's oldest source of arcane and divine power, the researchers at the Futureworks have dug down into Inframundo. There, they have made deals with the derro and the dwarves, who allow them to experiment on some of the materials only found beneath the world's surface. If they can make a breakthrough, New Onilaar could give Percimum a run for its money in the thaumaturge department.

Grand Station (Large town, 2,600): Grand Station is the central hub that controls all of the trains that travel along New Onilaar's expansive railway. Because the system requires constant attention, those who work the rails live here during their tenure.

This is also the location where new trains are built, tested, and put into commission. Innovation is key, and a meaningful advance in railway technology hasn't been made almost thirty years. The inventors at Grand Station don't mind this, but each hopes to break the streak and works specifically toward that goal.

Northport (Large city, 22,468): In an attempt to compartmentalize the effectiveness of Unity Parks, Northport was built to accommodate all of the trade brought in from Avemor and Wa-hat to be shipped east to Xaotawn and beyond. Most of the city's population is a fluctuating number of sailors, tradespeople, and travelers who cannot afford access to a gate from Percimum to Idon Oh.

N.O.I.R. Headquarters: The New Onilaar Investigation Retinue, or N.O.I.R. for short, is an investigative bureau that sends agents across Theia to help solve unsolvable mysteries. In areas like Onilaan and Last Light, they have also been deputized, allowing them to make arrests on the spot rather than wait for the local guard to provide that service. The bureau is always in search of new recruits, particularly those with alchemical knowledge, but they accept any skilled individual who can pass their training.

Onilaan (Metropolis, 104,738): The most advanced city on Theia is Onilaan, city of a thousand ideas. The capital of New Onilaar sports a huge and diverse population, which also makes it the second largest city in the world. Only Afiondis in Jahu-fe'awla is home to more people, and it doesn't have one-tenth of the technology.

The city sports a ferris wheel, its own inner city rail system, elevators, and many other amazing examples of technology. It is a marvelous environment for inspiration and traded ideas between inventors.

Onilaan's criminal underground has also thrived with the country's unique technology, and a growing crime syndicate has taken root. There is a lot of money to be made by smuggling firearms and other devices out of the country, and mercenaries everywhere pay top dollar for Onilaaran weaponry. Irresponsible drug use, trafficking, and many other atrocities have also begun to occur in the less reputable parts of the city. N.O.I.R. has its hands full trying to clean up the streets.

Shadow Heights: Bought out by the infamous Darkpath Family, Shady Heights (renamed Shadow Heights by most Onilaarans) is a wealthy neighborhood in the city of Onilaan's Golden Gear District. This District is where only the most wealthy inventors, business owners, and investment bankers reside, and the whole of this section of the city is gated off from the common folk.

Clockwork Golems and other machines patrol the grounds in the Golden Gear District to keep its wealthy inhabitants safe. The esteemed and powerful citizens who live there wear a small version of a golem amulet that allows the mechanized guards to know who belongs there and who needs to be hastily escorted out.

In the neighborhood of Shadow Heights the Darkpaths spend most of their time lounging in pools, ordering food from foreign chefs on their payroll, and enjoying a life only money can buy. However, most citizens know that the family is full of murderers, thieves, money launderers, con artists, liars, and people guilty of just about every evil act one could ever accuse a person of committing.

In public, as the Darkpaths often donate to charities, help the homeless, and fund local businesses. Their family members have never been caught committing any of the crimes they are accused of and there is never any evidence of such vile activity on their part so they always are set free to continue their lives unburdened by the law. However, the citizens of the city find it an odd coincidence that they are always there when a scandal abounds or a tragedy strikes.

Southport (Small city, 9,212): Southport was founded during the Silent War, when trade of Xaotawn's precious metal was a necessity for the budding country's inventions. When the Three-fold War happened the port fell to the invading Xaotawnians and the Onilaarans had to flee with all of their plans for invention and notes on buoyancy and water dynamics. After the war concluded and the Onilaarans returned to the port they found it ransacked and damaged, with a few lingering undead from the Blood Emperor's curse still about. With their firearms the Onilaarans made quick work of the monsters and welcomed the still living Xaotawnians there to join their nation.

Southport is now a popular stop for dwarven visitors, immigrants, and hopefuls that are traveling to aid in True Xaotawn's struggle. The city is bustling with activity. The port is also a popular vacation spot as it's next to the ruins of older Onilaaran cities that paved the way for invention and progress. These abandoned cities are visited by tourists and inventors that have an interest in New Onilaar's history. One site in particular is right next to a lagoon where the Chief Minds are conducting test of a submersible ship.

The Steam Ring: Gladiatorial combat hasn't quite caught on in New Onilaar, but the people there do have a fondness for fisticuffs. Boxing rings, training grounds, and small arenas have cropped up in a couple of places throughout the country. There's even a tournament called the Metal Fist, where young boxers from all walks are welcome to test their skills against each other for fame and prizes.

The Steam Ring is Onilaan's main gym, where many up-and-comers go to be trained by some of the country's best competitors of years past. Members of the club have taken seven of the last ten Metal Fist tournament championships, and copies of their belts hang from the wall to glorify them for those who come after.

There is a growing concern that the Steam Ring is also a front for New Onilaar's most prominent crime syndicate. Rumors of this began to crop up around the time that they lost their first Metal Fist tournament despite their fighter being a surefire win. The odds were 6:1 in his favor, but he lost to a technical knock-out just before the end of the first round. The gym still portray the fighter's second place trophy with the other two that joined it a few years later with a plaque that reads, "There are no real losers at the Steam Ring."

Unity Parks (Small city, 6,210): On the Percimum edge of New Onilaar is Unity Parks. Anybody entering the country for the first time are directed here to help ease them into the juxtaposition of leaving magic to the prominence of technology New Onilaar has to offer. Visitors are given a chance to acquaint themselves with motorized vehicles, the steam train, and minor, convenient gadgets such as heated, indoor water and an elevator at each of the inns.

For those who wish to dip their toes in a technological education themselves, Unity Parks offers beginners' lessons and tutorials that can be improved upon if one decides to advance their knowledge further down the road. Schools specialize in invention and working with oil, coal, steam, and other alchemical power sources.

Unity Parks is also a great place for inventors to work and gather their thoughts away from the hustle and bustle of the much bigger metropolis. It is the birthplace of the Hollister family, a name synonymous with some of the biggest advancements made during the Age of Steel. Many growing and established creators spend at least some time in Unity Parks, hoping to themselves become the next Hollister.

Major Events

The Chief Mind Renewal: New Onilaar is a country that prides itself on its intelligence, so only the smartest of its citizens can lead the country. Every two years, the Chief Minds must renew their position in a series of tests and puzzles against other experts of the same fields that desire their positions. The title of Chief Mind only goes to the people who prove they are the most qualified to push New Onilaar into the future.

Metal Fist: Every year the gladiatorial sport of boxing reaches the end of its season in the Steam Ring with a tournament where all of the qualifying boxers face off to determine the best among them. The Winner of the tournament earns the title of Metal Fist and also wins the Steam Ring Championship belt. Many boxers try every year, but only one can claim the victory, prize money, and fame that first place bestows.

Plots and Rumors

Growing Like A Fungus: The derro have always been seen as a deranged and disturbing people that were unsettling to work with, but New Onilaar has changed that view of them. Newspapers in New Onilaar's cities describe the derro as hard, but not impossible, to understand and empathize with. In some of the factories around the country there have been derro seen supervising projects that include using plants as a fuel source or components.

With the majority of derro living in the dangerous Inframundo, many Onilaarans have been advocating allowing the derro to move to the surface world and join the other races for the good of invention and prosperity both

above and below Theia's surface. The activists have only good interest at heart and the derro themselves do have some among their number that dream of a better future for their people.

The Onilaar Express: The Onilaar Express is currently the best, fastest, most expensive travel option on Theia. The rail doesn't sell anything less than first-class booths, and the conductor switches rails frequently to avoid the more affordable, general-purpose trains that travel along the railway as his engine barrels around New Onilaar toward its next destination.

Recently, a series of disappearances have cast doubt on the safety of passengers traveling on the Onilaar Express. N.O.I.R. has its hands full with other, more pressing matters, but a number of wealthy nobles are pitching in to pay for a private investigation. If they can solve these apparent crimes, the nobles can go back to enjoying days of peace as they circle the country.

Pendalton Medical: A nightmare-inducing scene was found on the steps of the capital city's finest hospital. Linda Orhem was found torn to shreds when workers arrived on the scene to start their day of work. N.O.I.R. has no leads, and the case is growing colder by the week. There were no witnesses, and the victim is too savaged for magic like *speak with dead* to work. It looks like Miss Orhem was attacked by some sort of animal that can walk on walls, has huge fangs, and has human-like hands.

The New Hollister Invention's Debut: The Hollisters have done it again! The amazing family's oldest son, Jacob Hollister has invented a machine that he intends to unveil soon in Unity Parks' town square. The production of this invention was put on hold for a few years after his younger brother Jasper's horrible accident, and it seemed like the Hollisters were loathe to continue, but many Onilaaran citizens are excited to see the unveiling of this great mechanical wonder, and they have already made travel plans to be there when the curtain drops.

Noteworthy Characters

Frederick "Featherduster" Evans: CG half-orc brawler 2, kineticist 2. A young boxer who always seems to win his matches. Some think the young man is somehow cheating in his bouts, as he's not as physically built or experienced as some of the opponents he has defeated. In truth he is an aetherkineticist and he uses his psychic powers to charge his fist in combat, making him hit much harder than he would normally be able to. Though he technically isn't cheating (the blast comes from his brain, which is a part of his body so it's no different from throwing a punch in his mind), he knows that it won't be viewed positively if his secret ever got out, so he's careful about how he uses his powers during his matches. As Frederick earns more and more gold from his fights he has begun to attract the attention of all the wrong kinds of people.

Gridlocke Ironeye: LG gillan fighter 3, investigator 2. You see a lot of sick and horrible things working for N.O.I.R. The streets of Onilaar are cruel and unforgiving sometimes. Gridlocke Ironeye knows what kind of evil lurks in the allies at night, but he wasn't prepared for the death of his best friend and partner, Robert Adamson. As Adamson died in his arms, Ironeye promised to raise the man's son, Conner, as his own. He returned his badge and gun and retired from N.O.I.R.

Unable to fully walk away from solving crimes, Gridlocke took a job as a guardsman in the peaceful town of Unity Parks to care for young Conner Adamson in relative safety. As the years went by Gridlocke became guard chief of the small town and Conner took up studying magic abroad in Brighthaven. However when Conner returned, he instantly joined the guardsmen, using his newfound magical abilities to solve crimes. Twenty years later, Ironeye is the sheriff of Unity Parks and Conner Adamson is head of investigations. Like father, like son.

The Hollister Family: Many of New Onilaar's inventions in the last few decades have come from the city's esteemed Hollister family. A house of many brothers, sisters, and adopted cousins brought into the fold, the group sadly lost a member recently in a tragic machine accident. Even with the grave loss, the Hollisters have pushed forward to new discoveries for the good of New Onilaar, including a rocket pack, a better model of motor vehicle, and a system of automatic delivery postmen.

Unfortunately, the core of the Hollister family, the original Hollisters, have but two children this generation. Citizens are worried that the genius family may be coming to its closing chapters, lived on only in name and achievement. Even if that day does come, the people of New Onilaar will still look for the name Hollister in the paper with expectations of greatness and inventions of substance far into the future.

Osiris Darkpath: NE human noble 15. Venerable patriarch of the Darkpath family, Osiris is thought to be a twisted and dark individual. In reality the man is cheerful and friendly, always greeting people with a smile and a cigar. He is rich, powerful, and well respected in the family. Anyone who meets him dismisses the rumors against him. It is odd, though, that ladies who work for him always end up dead and he always seems to be around when it happens. He has been accused of killing 27 women, but he has always been found innocent when the case is taken to court.

Seiichi the Gunblade: LN half-elf samurai 5, gunslinger 5 variant-multi class mercenary. A lone bounty hunter with a troubled past, Seiichi the Gunblade is a force to be reckoned with. No one really knows of the quiet man's origins or how he acquired his unique weapon style of using a katana and pistol seamlessly together. All folks know about him is that he has an odd code of honor and that he travels New Onilaar's Blasted Waste accepting any job but killing.

Seiichi's services don't come cheap, and he's been known to shoot people who insult him or waste his time. Though this method of negotiation may seem over the top, it gets his point across and it's nothing compared to what the Gunblade does to folks who break contracts or deals with him.

Percimum

Capital: Percimum Prime

Population: 136,192 (30% half-elf, 24% human, 20% elf, 15% gnome, 10% halfling)

Government: magocracy (mage council, elected)

Major Religions: Philosophy of the Light; Rekej, the Smiling Friend; Ursinaph; Valgyra

Imports: All things alchemy and magic, alligator, books, carpets, carved wood, ceramics, clocks, cloth, clothing, crustaceans, dates, dyed fabric, edible salt, electrum, exotic goods, exotic metalwork, fine timber, freshwater fish, fur, gems, glassware, grapes, iron, jewelry, lace, lamb, limestone, liqueur, mirrors, olive oil, ores, paper, parchment, silks, silver, statues, sugar, tea, textiles, tomato, truffles, turkey, vodka, wool

Exports: Books, fabric, ink, luxury goods, magic, magic items, marble, paper, parchment, sturdy books

From its inception, Percimum has always been an arrogant country. The magelords who founded the region saw themselves as better than other mortals because they had mastered magic; and they saw the dragons who taught them as a goal to reach. To overcome the power of the dragon council would make the magelords the single most powerful group on Theia.

After the Three-Sided War, however, Percimum was destitute. They had been beaten by their own stubborn refusal to accept that there is more to life than arcane and divine spellcasting. After signing the armistice and agreeing to pay their share of restitution to New Onilaar, the magelords closed their borders for a time.

When the gates into Percimum opened once more, everything had changed. New schools accepted any who wished to learn magic and could afford the tuition. Grants were given out to students who proved worth Percimum's time, and the most talented were brought to Percimum Prime for special tutelage in one of a number of subjects.

Percimum's past does still haunt it, however. They haven't said as much openly, but the leaders of Wa-hat and New Onilaar see Percimum's enlightened reform as a way of indoctrinating more clerics, wizards, and thaumaturges to the magelord's way of thinking. They worry that the country will grow too strong and attack them again if given the chance.

Life and Society

By all accounts, Percimum is a peaceful country nestled in a beautiful landscape. The trees, the forests, and the streams all seem sculpted by a masterful painter. The half-timbered houses and intown waterways further add to the feeling of a happy place with happy people. There are plenty of impossible foods such as floating cupcakes and self cooking meats, unseen servants carrying items around, and members of any conceivable spellcasting faction around every corner.

Those born within Percimum grow up living in general comfort. Conditioning and selective breeding over many generations means most have at least some magical ability. Simple manipulation of origin magic (from which all other magic forms) is part of general education, and those with an aptitude for it are invited directly to Percimum Prime upon graduation. All of this amounts to 87% of the localized population being able to use magic in some way.

Spellcasting is a staple of everyday life in Percimum. Problems that hinder other countries like food shortages, natural disasters, disease, and other illnesses don't affect Percimum society in the same way since such problems can often be solved with an incantation or prayer. On the rare occasion when something proves too much for the local church, apothecary, or hedge mage, a specialist can be requested from Percimum Prime to resolve the situation in short order.

Crime can sometimes be an issue in Percimum when a wayward spellcaster tries to use magic to take what they want, believing themselves more powerful than their peers. Even a situation like this has a magical solution, though, as Percimum has a dedicated group of censors, known as peacekeepers, who are trained in taking such threats down.

Generally, Percimum residents see locals unable to use magic as poor souls and feel pity towards them; a fact that makes them seem high and mighty to outsiders. Given this attitude, their wizard overlord past, and the fact that the Dragon Council is sheltered to the north of their country, people from other countries tend to regard people of Percimum with suspicion.

Major Geographic Features

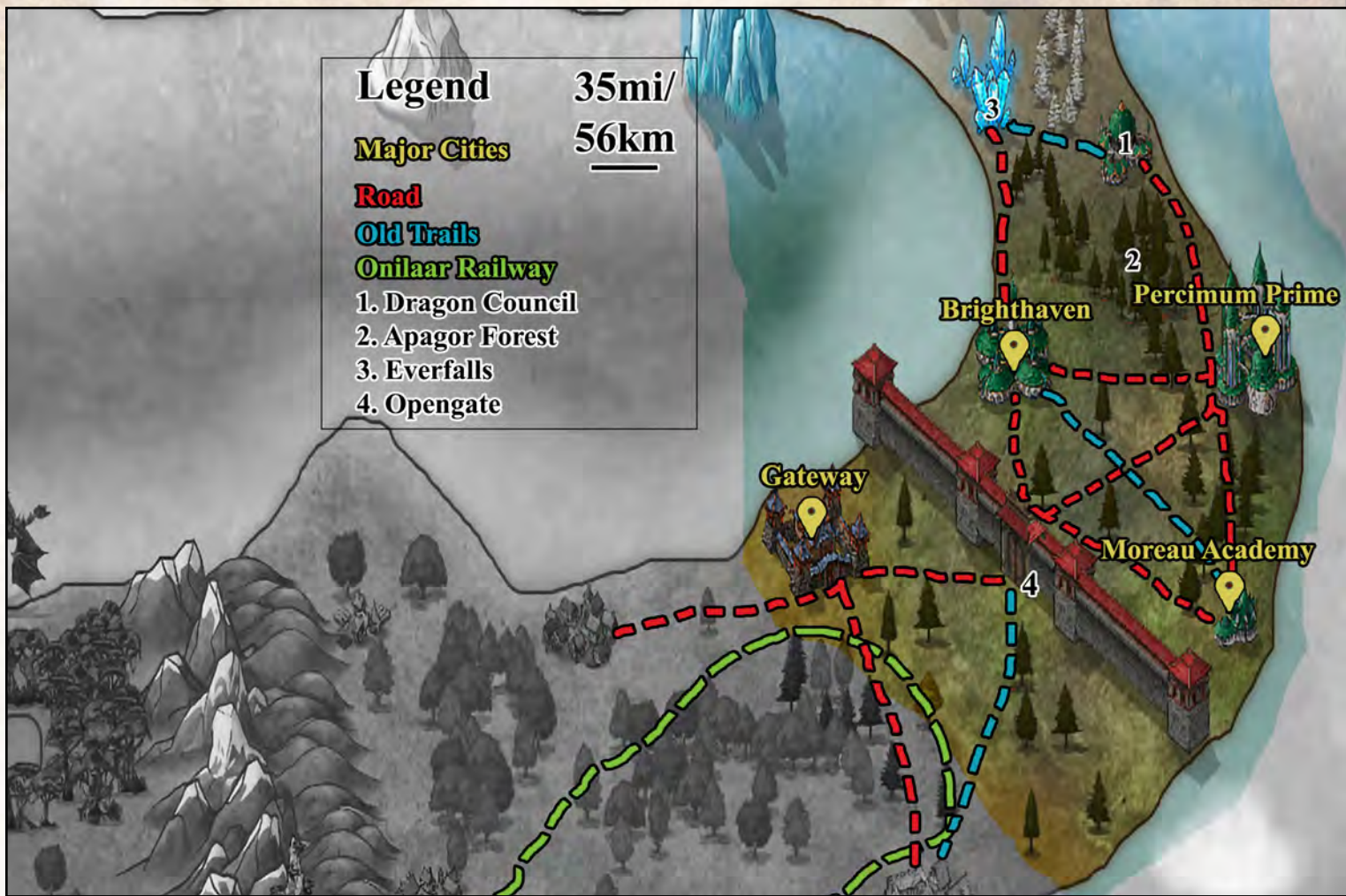
Apagor Forest/The Abandoned Valley: During the years of the Silent War, Percimum's magelords gathered those without the ability to use magic and sent them to an encampment in the hills between Percimum Prime and the lair of the Dragon Council. The abandoned were given one month to gain a basic understanding of magic. If they couldn't they were subjected to magical and scientific experiments intended to awaken the power within them. A fortunate few were transformed into oracles, sorcerers, and other spontaneous spellcasters. The rest were trapped within a pocket dimension referred to as the Abandoned Valley.

When Percimum reopened its gates near the end of the Age of Steel, the hills north of Percimum Prime were gone, replaced by the Apagor Forest. When asked, the magelords explained that they didn't want such a blatant reminder of their unfortunate past to destroy the image they wished to set going forward. They do caution entering the forest, however, as it remains magically unstable. Those who delved too far into it over the years haven't returned, leaving some to believe that the Abandoned Valley still resides within, and that the magelord's victims are only biding their time until they can watch the country burn.

Everfalls: Percimum's beautiful greenery and temperate climate are maintained by a combination of waterways leading out of Avemor and magical intervention. Of all of the wonders that a mastery over the arcane has brought the country, its most famous tourist attraction is the Everfalls.

The Everfalls is both a tear into the elemental plane of water and a beautiful waterfall spanning 1,000 feet wide. It looms over a crystalline outcropping northwest of the Dragon Council's lair and spills into the Northern Sea from 200 feet in the air.

The waters that pour out from the portal are inherently magical, and at different times of year they change color, producing energy-imbued semiprecious stone along the edge of the falls. The stones have proven very useful in strengthening the power of simple rituals and spells cast by novice magic users, but even powerful magelords have,



on occasion, collected them for novelty's sake. Mostly, they are harvested and sold to tourists for a few silver here and there.

Important Sites

Brighthaven (Small city, 8,512): As much as Percimur tries to influence the world, the world has also begun to influence Percimur. Since reopening, the people of Percimur are much less xenophobic, and the new direction the country has gone with sharing magic with the rest of Theia is mostly genuine. The city of Brighthaven is a shining example of this. The citizens of this city use magic for everything, from baking to travel. Brighthaven is a bastion of education in the practical uses of magic in everyday life.

Brighthaven has budding magic schools that focus on beginner and low complexity spells. They charge little (compared to a more intense magical study) in order to entice foreigners to introduce magic into their daily routine. These schools bring in new students with colorful orientations that shower potential students with food, flowers, and colors that come out of nowhere. Because of these new educational institutions Percimur has seen a rise in immigrants to their country all wanting to seize the life that an understanding of magic can bring.

The Draconic Council: Long after Dragonfall, Theia still has chromatic and metallic dragons, and those dragons have suffered loss alongside the other mortal races of the world. They lost many of their kind to war, arrogance, and greed. In the last century, many remaining dragons fled Theia for other worlds or other planes. Those who remained founded the Draconic Council.

The icy mountains that border Percimur's northern edge from the frozen wasteland beyond are home to Theia's remaining dragon population and most are content to stay there. Instead of raiding kingdoms and attacking innocents, these dragons trade secrets and train in various arts, knowledges, and skills to create a better life for themselves.

The Dragon Council's main goal is to ensure what remains of their flights are seen and acknowledged as an equal race throughout Theia. They refuse to use brute force or intimidation to do so, longing for a world where dragons are accepted and don't have to hide in human form when they visit other lands. Chromatic dragons in Theia are not always evil; and metallic dragons can be. Their mentality and alignment are not determined by the color of their scales. Dragons of Theia have put differences aside for the sake of their survival and the contributions they can continue to make in a world they had a hand in rescuing.

The Moreau Academy of Magical Arts (Small city, 8,512): Percimur's first and most prestigious magic school, the academy has long been the alma mater of some of the oldest and most powerful spellcasters in Theia. Recently, as a show of good faith, the academy has opened its doors to students from all over the globe, including those lacking in magical talent. This has caused much controversy. Loyalists to the original magelords who ruled during the Age of Steel believe non-magic users have no right to study alongside them. The more progressive magelords who rule at present, however, see it as an opportunity to show the rest of the world they have nothing to fear.

FYI: Everfall Stones

The Everfalls has always been a strong source of magic, but not even the greatest scholars of Percimum have yet to understand exactly how they create the various stones that can be found by the shoreline at the bottom. Over several generations, they have observed the regular transformation that brings about different stones, and in the last few decades, they can even somewhat control it. Those who study the falls as part of their role in Percimum's society believe that the tear into the Plane of Water is only the largest, most visible portal. They hypothesize that the enchanted water flowing through the falls also passes through miniscule portals into other planes, then coalesces into the stones which collect at the base.

Everfall stones act as power components for spells in the same way that some alchemical items do. They are single use, turning into beautiful, colored sand after granting their magic to an appropriate spell. Only one stone can be applied to a spell at a time to increase the caster level related to one aspect of the spell. Theian half-dwarves have demonstrated an ability to use the stones more than once, expending unused spell slots in place of the stone's internal power.

CL+1	Price (slot)	Acid	Air	Cold	Curse	Earth	Fire	Healing ¹	Water
Damage	5 sp (1st)	canasite	citrite	volcanic ice	angelite*	jade	smoky quartz	rose quartz	kunzite
Duration	5 gp (4th)	soddyite	hemite	blue lace agate	goshenite	boji stone	rhodochrosite	tiger's eye	zircon
Effect	2 gp (3rd)	autunite	azurite	selenite	agate	aventurine	beryl	labradorite	aqua-aura
Range	1 gp (2nd)	pezzottaite	flourite	sodalite	fossilized shark teeth	apatite	amber	obsidian	alexandrite
Versus Spell Resistance	5 sp (1st)	gadolinite	clear quartz	snow quartz	star diopsid	iron pyrite	bloodstone	garnet	peridot
Versus Dispel	5 sp (1st)	coffinite	lazurite	spar	astrophyllite	jasper	sunstone	obsidian	moonstone

* This includes ability damage.

¹ These stones affect spells with the potential to heal living creatures and damage undead.

The school itself is a magical marvel, with different buildings and wings existing in different planes and even on different worlds. If the magelords have heard of it (and it's safe), they have established a portal there. They have even built a permanent gate to a hub location they refer to as the Collective.

Moreau was once notorious for its rigorous entrance exams—an ever-changing test of magical aptitude, a dimension-hopping puzzle, and challenges set in different locations across the multiverse. Traditionally, applicants are split into teams, each playing on the collective strengths of the whole group. If one member failed, so too did their team. Now that the school is accepting non-magical students, locals are curious what kind of tests will be administered.

Gateway (Large city, 24,373): For years, Gateway has been the first stop on anybody's trip to Percimum. Many who approached Opengate directly were turned away until they went through customs at Gateway and vied for entrance into the country's interior. Those whose requests were accepted received notification via message.

Now that Opengate no longer prevents entry to the rest of Percimum, Gateway has instead become a haven for young spellcasters eager to gain acceptance into Brighthaven, the Moreau Academy, or Percimum Prime. It also serves as a home away from home for spellcasters who escaping the rigors of magic but don't want to leave the country entirely.

Opengate: In Percimum's past the magelords had an enormous wall built at the country's southern border. This wall was fortified with permanent magic to ensure that not even an army could damage it and break through onto Percimum soil. Just as much as it was meant to keep foreigners out, it was also designed to keep the citizens in. With no place to escape but to the frozen north, they either learned magic or suffered the consequences. The wall was a symbol of power and oppression.

With the defeat of the magelords the gates of the wall have been removed entirely. Renamed Opengate by the citizens soon after the first Diplomacy Day, the wall is now a symbol of welcoming and of farewell. The freedom to come and go as they please has brought happiness to the people of Percimum and done wonders for the region's reputation with other countries.

The walls of Opengate are painted with animated paintings of historical speakers for justice who "walk" across the surface of the wall talking to newcomers. They seem to like educating the masses on Percimum's history and giving directions on where to visit first.

Percimum Prime (Metropolis, 51,072): Percimum Prime is just as awe-inspiring as any tourist could imagine. The city is a sprawling metropolis entirely powered by magic. Moving sidewalks filled with a healthy population of outsiders roll slowly past talking signs. For a small price, once can take a teleportation platform to any hub in the country, and the wealthy can even travel as far as Idon Oh. Controlled weather keeps the temperature nice and the sky clear except when some event or another calls for snow or a light rain that leaves behind a beautiful rainbow. All told, Percimum Prime is a place like no other on Theia.

At the heart of Percimum Prime—where the magelords hid themselves away in towers of their own making—now stands a beacon of pure gold. The Nexus acts as the home and court of the democratically elected Wizard Senate. The senate has been in place ever since the mages of Percimum Prime rose up against the magelords and took over the country. It has been the key to many of the changes in Percimum, and remains a thorn to loyalists even today.

Besides running the country, the senators also select the best and brightest to train in highly complicated programs including thaumaturgy, dragon speaking, and psychic magic.

Major Events

Diplomacy Day: Diplomacy Day celebrates the ability for the citizens of Percimum to choose their leaders. It is the true freedom that comes when everyone's voice is heard. Schools are closed, workers are given leave with pay, and magical servants do all of the work (moreso than normal).

The country imports delicious food for the event from around the world. Friends and family exchange gifts and hold mock debates with each other. At night, the sky lights up with breathtaking magical fireworks in a show that imitates the battle of magic the mages had over Percimum.

Every 4 years the Prime Senators face off against their political opponents in a display of magical mastery and might, then the people decide if they will stay in their seat of power or if another spellcaster will be named Prime Senator.

The Founding Festival: Moreau, the spellcaster who founded the academy of the same name, trained the first mages of Percimum. He took them to different planes of existence to teach them about the different types of arcana in their natural environments. These lessons molded Moreau's students into the first magelords. After imparting his knowledge, Moreau revealed himself to be a dragon, who then left the magelords with one final lesson.

"The magic is yours. Do with it what you choose."

Although the magelords turned into horrible tyrants, the wisdom of this lesson has stuck with the Moreau Academy.

Every year on the Founding Festival the academy hosts a gala replete with games, entertainment, and food to celebrate the birth of Percimum's magic. The students are responsible for the entertainment. Many who attend the planeshifting halls of Moreau Academy have big dreams, such as becoming a Prime Senator one day. It is because of these ambitions that they naturally try to upstage each other's acts. Officially, the school discourages such careless competition, but enforcement is often lax during the festival.

Plots and Rumors

A Different Tune: Donnell Smith, son of the Prime Senator of Illusion, has created a new genre of music known for its smooth sounds and mellow beats. His growing fan base enjoys listening to his expert saxophone playing in the misty coffee bars of Percimum Prime's Downtown District at night. Word on the street is that young Donnell has his eyes set on the title of Starlit Singer in Avemore. His father, however, is not impressed and believes his son is squandering his birthright and ability to be a great wizard.

A Loyalist Uprising: The admittance of non-magical students into Moreau Academy of Magical Arts has caused the more undesirable citizens of Percimum to show their true colors and protest the school's decision. Some believe that Percimum is a magic-pure country and should only care about citizens that can contribute to the nation in that way. There isn't much that the adults can do, but new rumors and threats about the school's upcoming orientation are coming in daily. Publicly, the academy pays no heed to such threats. Students in the school, however, have been noticing more peacekeepers than normal on the grounds.

A Painful Past: In an effort to show that magic can heal and help others, the senate is seeking aid in an expedition into Apagor Forest. They hope to locate the Abandoned Valley within and free some of those trapped there. Most attempts to enter the forest have ended badly, but with some luck and magical aid, maybe this time will be different.

The World Bridge: The election for the Prime Senator of Conjunction was a landslide after the show of power from her opponent was a failure. Prime Senator Marie McClure's political rival William Rene 's demonstration was a magical marvel he named the World Bridge. The wonder was supposed to create a permanent teleportation gate capable of sending scores of travelers, armies, or cargo of great magnitude across Theia and beyond. His calculations didn't add up, though, and in front of the citizens of Percimum the spell failed. Now a lowly government worker, William is constantly seen writing down notes on his hand or shouting, "Of Course!" before hurrying home. Perhaps he is close to a breakthrough on his failed experiment?

The Scales of Justice: Somebody thought it would be funny to run through Brighthaven in the guise of an orange dragon, roaring and generally causing mischief. It wasn't. Now the peacekeepers are on high alert and dragon speakers from the Dragon Council are on their way to find the "forgotten dragon threat." Since dragons can take human form, citizens are in a panic trying to guess who the orange dragon is disguised as. The only lead is a trail of chipped scales leading right up to the doors of the local orphanage. A couple of the scales aren't actually orange, but bronze in color and small in size.

Noteworthy Characters

Xalastra Fenjoiet: NG elf dragon speaker 8. Ms. Fenjoiet is a kind-hearted, half dragon ambassador for the Dragon Council. She teaches those willing to listen about dragons so that one day she might end the fear and ignorance surrounding the council. As a dedicated dragon speaker, she wears outfits that show off the silver scales on her back and hairstyles that show off her horns while helping folks or giving lectures. Her overall plan is to show the humanoid races that dragons aren't scary and just want to be accepted.

Donnell Smith: CG half-elf bard 7 variant-multiclass wizard (illusionist). Donnell is an aspiring musician with a dream to make it big. The saxophone he plays is his muse, his magical focus, and the instrument he plays at all of his performances. The young man has created his own genre of music and is well known for his songs "Mojo" and "Magic Man".

Lilith Dolores: N human necromancer 15. The Prime Senator of Necromancy is actually a trio of identical siblings. They walk together, talk in unison, and even wear identical clothing. At times, it can be impossible to tell them apart without the use of magic or direct contact. This is largely due to the fact that only one of the sisters is alive. The others died for reasons unknown and have been reanimated. The makeup they wear draws attention away from visible bones and rotting flesh.

During her Diplomacy Day performance, Lilith's display of magic was so terrifying it emptied seats as onlookers fled in a blind panic. After she was finished, Lilith and her sisters took an unsettling, simultaneous bow and she won the position she's remained in long enough that none of the other humans with whom she was born are still alive. Her longevity proves even further that she is a necromancer of undeniable power, rivaled only by her skill at using cosmetics to disguise her sisters. The living with whom she interacts are left to believe she may partake of them herself.

Wa-hat

Capital: East Star

Population: 62,000 (40% gnome, 13% dwarf, 11% human, 10% ratfolk, 8% elf, 7% orc, 6% kerata, 3% kobold)

Government: Autocracy (Chief Inventor Bawd)

Major Religions: The Philosophy of the Light and Rekej, the Smiling Friend.

Imports: ancient artifacts, cattle, craftwork (dwarven), engines, fine manufactured items, fish, freshwater fish, grain, medicine, milk, oil, root vegetables, timber, tomato,

Exports: Alabaster, alcohol, berries, coal, diamonds, metal, mushrooms, pipeweed, potatoes, rope, rubber, salt, siege weaponry

In the Age of Adventure, Wa-hat has become a wasteland dotted with mines and machinery. Dozens of boomtowns along the Orc's March lie abandoned or full of dangerous creatures and bandits. The once vast riches dug from the ground have all but dried up, leaving the gnomish country on the verge of collapse. If not for the Protoporos Summit, they might have.

But Wa-hatans are a proud people who refuse to back down. They are slowly consolidating their people and their resources in key locations like Freshwater's Gap and Sandgrave, while the Chief Inventor has sent bards out to neighboring countries in search of adventurers who can help remove the darkfolk who threaten the few good mining operations that remain. The races that remain in East Star cling to Wa-hat's industrious past, and they are always quick to remind foreigners that it was their genius that vaulted the world into its scientific and industrial revolution.

Life and Society

Life in Wahat is odd to foreigners as the people use resources, spend gold, and eat food as if it came from a never ending source. Most Wa-hatans are affected by the shortages and know that the resources are diminishing but choose to not let it affect their way of life and trust their government to fix the issue for them. Wa-hatans are a proud people that are well versed in their country's past, laws, and politics. A study of the history of Wa-hat shows that the books have been shamelessly redacted by a number of the country's Chief Inventors past and present. Such facts are generally regarded as mistakes or lies, depending on whom one asks. This attitude has led to civil unrest as people on the poorer end of life have turned to banditry and theft to make ends meet.

Through all of this confusion however, the Wa-hatans remain a brave and loyal people that refuse to leave their country to decay. During their golden age they were never in any sort of war as no other country was foolish enough to attempt invasion. With allies like the legendary Liezanred line from Avemor and the mechanical marvels of New Onilaar as neighbors it would be a suicide attempt. The citizens of Wa-hat are also all well armed and trained in gunplay. They are a stubborn people who make fast friends and loyal companions as quickly as they do enemies and rivals.



Major Geographic Features

Orc's March: The Orc's March is the path taken by the powerful race and their allies, the dwarves and gnolls, during Liezanred's revolution that led to Dragonfall. The Wa-hatans keep it in good repair as a sign of their pride, even while their own roads crack and break under the weight of carts.

The Scarred Dunes: Although Violent was the most well known of the purple dragons, she was not the only one. Much of her brood lived in Wa-hat during the Age of Fire, and when the revolution passed through on their way to Avemor, the phaethos rampaged and pillaged the region's resources.

The purging of dragons that came after Dragonfall was massive in scale and destroyed much of southern Wa-hat. Since then, parts of the area have been colonized, like the town of Sandgrave. Such outposts must contend with both a lack of resources and the monsters that call the dunes home, including swarms of living tumbleweeds known to the locals as tumbletides. This frustration can make the people of the Scarred Dunes hard to work with at times thanks to their bleak outlook and unpleasant personalities.

The dunes are also the site of the original gold rush that vaulted Wa-hat into the world spotlight for a short time. At present, prospectors still travel the area, hoping to strike it rich by finding a vein here and there. Those who aren't so lucky suffice to dig for dragonscales and bones instead. Such preserved relics still go for good coin in Borboto and Percimum. If hopefuls don't die of thirst, heat stroke, or thieves, a month's effort can usually keep them going for another month or two until they luck out or finally call it quits.

The Womb of Industry: West of the capital rests an area that was once the jewel of the east. The Womb of Industry is a vast network of mines that snake for miles into the earth. At the height of its popularity, the area produced enough gold, gems, and rare metals to put Wa-hat on the map. Prospectors would travel from as far as Inekin to try their hands at getting rich within the Womb of Industry, and the Wa-hatan people were equally happy to let them for the right price.

After decades of successful ventures, the Womb of Industry lost much of its luster. The area became a quagmire of abandoned tools, sinkholes, and ne'er-do-wells. Worse, the increasing attacks on workers by darklings in deeper areas made it clear that Wa-hat's dominance over its industry was coming to an end. Eventually, when resources were all but depleted, the Womb of Industry was abandoned and cordoned off. Without a steady stream of visitors, the mines became known for the monsters, pits, poisonous gasses, and unstable structures that have made it impossible to reopen them.

The current purveyor of the Womb of Industry is Danisen Wedtlesby, but most people just call him Old Man Dan. Dan is a retired dwarven boxer who frequented the fighting pits of Wa-hat in his hayday. He inherited the mines from his uncle after the man was slain during a darkling uprising twenty-five years back and has been there ever since.

Important Sites

East Star (Small city, 5032): After the collapse of the mining industry, the Wa-hatan capital lost not only its chief export business, but also many of the people who only ever lived there because of it. Now a husk of a city, East Star is much larger than it has any right to be. Whole districts are closed off to the general public while the local sheriffs fight a losing battle against criminal outfits and the wandering beasts that have claimed those areas as their own.

The remaining populated areas of East Star haven't fared much better. Once beautiful buildings and gilded streets are perpetually covered in thick, black dust from the mines to the west. Older, wooden shops and houses collapse regularly due to a combination of hasty craftsmanship and general disrepair. Before New Onilaar implemented electricity-powered lamps, East Star pioneered hanging oil lamps, but without the capital to buy oil from Wutente, every third lamp now swings in the wind, empty and dry. If the Age of Adventure doesn't boost Wa-hat's economy within the next couple years, the city's mayor expects to put out every other lamp instead. Eventually all of the lamps will run out, and the darklings will have little to fear as they escape into the night.

Given the danger at their doorsteps and the lack of real authority, the citizens who still call East Star their home are—more often than not—armed in some way. Most of these folk shrug off the city's issues, telling anybody who bends an ear that, "Bad things happen. Get used to it or get out." Firearms are more frequently drawn in anger than self defense, and violent shootouts have claimed the lives of enough bystanders over the last two decades that the city's coffin makers and gravediggers are the only lot in town turning a regular profit.

But kinder people do still exist within East Star. They refuse to sacrifice their homes to militia and monster alike. They hold parades, charities, and other events when they can to help keep up morale. The money raised by these small celebrations of Wa-hat's former glory keeps the city going, for now. It is the sincerest hope of most that more than just the occasional vigilante will heed the bards' calls to adventure and come to East Star where they can begin making everything right again.

Freshwater's Gap (Small town, 1,243): In stark contrast to the rest of the country, the northern town of Freshwater's Gap rests on a beautiful backdrop of greenery, animals, and flowing water. A small group of Wa-hatan natives founded the town less than five years ago after returning home as graduates of a formal education at Brighthaven in Percimum. With no desire to return to the mines that were now closed, the spellcasters set up shop on the border of Avemor, drawing in reasonable business from both sides of the border with their knowledge of origin magic.

In addition to selling their talents, the founders have used druidic spells and practices to help keep their little slice of Wa-hat well tended. They sent word to East Star and Sandgrave offering to do the same, but the locals in those cities have been more stubborn than usual about not accepting what they refer to as outside help, especially from Percimum. Those who agree that it could help have given up trying to convince the rest and just moved to Freshwater instead.

ERO: Wa-hatan Goblins (10 RP)

The goblins of Theia were originally a marsh-dwelling race content to watch the world around them blow up and collapse on itself time and again. When the Age of Steel came about, they were just as surprised as anybody with how quickly they grasped concepts like alchemy, metallurgy, and explosives. Now a leading manufacturer of all things mechanical, Wa-hatan goblins live exciting, if accidentally short lives.

+2 Dexterity, +2 Intelligence, -2 Wisdom: Wa-hatan goblins are sharp as tacks and quick to anger.

Small: As Small creatures, goblins gain a +1 size bonus to their AC and attack rolls. They also suffer a -1 size penalty on combat maneuver checks and to CMD. Finally, they have a +4 size bonus on Stealth checks.

Fast: Goblins are fast for their size, and have a base speed of 30 feet.

Goblinoid: Goblins are humanoids with the goblin subtype.

Darkvision: Goblins can see in the dark up to 60 feet.

Innovative: Wa-hatan goblins gain a +4 racial bonus on all Craft and Use Magic Device checks, but the chances of them suffering from extended failure are also increased by 4. Extended failure is any circumstance in which a greater rate of failure may occur, such as rolling a natural 1 to activate a magic item blindly (becomes a 5 or lower) or failing a Craft check by 5 or more (becomes 1 or more).

Scrappy: Wa-hatan goblins tend to have shorter fuses when it comes to being insulted or threatened. They get a +2 racial bonus on initiative checks and a +1 bonus on attacks made against creatures that dealt damage to them since the end of their last turn.

Sandgrave (Village, 176): Wa-hat's original boomtown, Sandhaven was founded by the first prospectors to enter Wa-hat after Dragonfall. It was a magnificent town, full of opportunity, where any of its upward of 2,000 citizens could come out on top.

At least, that's what the plaque on the town hall states. To look at the village now, one wouldn't believe it if they were told outright. Around the same time that the Womb of Industry was taking off, Sandhaven's popularity dropped considerably. Many believed it would be easier to find their riches in a well-lit cave than digging in the sand. Those who remained became increasingly distrustful of "ot siders" and "furreners" trying to steal their heritage along with their fortunes.

When the profits had all but dried up entirely, the townfolk could no longer afford to pay even the coffinmakers to give their kin proper burials. Instead, they just dug out what was often a shallow hole and buried the dead where they died. Word of this practice got around, and the village was renamed Sandgrave as a result.

Major Events

Dragonfall: Dragonfall in Wa-hat picks up at the end of Wutente's celebration, with many crossing the border on the Orcs' March to continue their parties. It remains one of the best sales days of the year, and in recent history has been all that's kept the country from going under by any reasonable margin. Even Freshwater's Gap joins in on the festivities by decorating the town and cheering for those making the trek from south to north.

The Ragin' Rodeo: Every six months a huge gladiatorial event known as the Ragin' Rodeo is held in Wa-hat. Hosted by East Star, the rodeo features bull riding, matadors, gun shows, calf roping, barrel racing, steer wrestling, rodeo clown shows, flag racing, hogdogging, and many other amazing events. Though this alone is usually enough cause for excitement, the main draw to the Ragin' Rodeo is the gladiator fights. These events can take place in arenas filled with mud, obstacles, or even molasses, and the fans love it.

The Tumbletides: In the Scarred Dunes, thousands of tumbleweeds grow, but every year there is a spike in their bloom known as a tumble tide. Conditions in the dunes become just right to cause a tremendous growth in the plant's population and before long they all begin to travel, creating literal wave upon wave of weeds. The tumbletide damages property, alters environments, and even kills people. Cities like Sandgrave know exactly when a tide is coming and can prepare for one quickly. In cities further away from the dunes the damage from a rogue tumbletide is rare but much more severe.

Plots and Rumors

A Cure for the Casino: Jumpin' Jack's is an infamous casino in East Star that is known for swindling every copper piece out of fools who spend too much time there. The sign, which features a smiling Jackalope, is easy to notice along Center Street in the capital and it's made even more enticing by the faux antler-wearing women that call to passersby. It's not that the establishment cheats at gambling, it just seems that the owner's building never seems to be damaged by natural disasters or shootouts and the casino never seems to make a payout it can't handle. Lately the lucky owner, Jack Mcspades, has fallen ill. It seems his luck has run out too, because the only cure is said to be to catch a real jackalope, and one hasn't been seen in Wa-hat since the Age of Fire.

Another Name on the Tally: Adventurers are still welcome to enter the Womb of Industry at their own risk. If they visit Old Man Dan beforehand, he'll offer them a map and point them to the tally board he keeps of groups that have yet to return so they can add their name to the list. If they do get out with anything more than a sour expression, he has another board collecting dust on which he'll emboss their name.

Darkling Infestation: One of the reasons that the Womb of Industry was closed up was the fact that once the resources dried up the Wa-hatans tried to dig deeper in hopes of hitting a fresh mineral vein. Instead, they opened up a hole directly into Inframundo inhabited by a colony of darklings. These creatures quickly overwhelmed the workers. They were only halted by the rays of the sun that filtered through the entrance and drove them back into the darkness. Since the Age of Adventure, many groups have tried to infiltrate the mine to find some undiscovered vein to reignite Wa-hat's economy. To date, none have returned.

Feeling Charged Up: A local eccentric named Cassidy Boone is trying to come up with the next invention that he claims will put Wa-hat back on track. He calls it the Drilladig 9248, Mach 7! His invention not only locates veins of minerals and underground water sources, but it can also drill directly into the earth and gather said resources. For as amazing as his machine is, it's a ridiculous looking contraption that he can't even find the means to properly

power. He thinks a magical battery might work but it would need an item of real arcane magnitude. Luckily, there's a thunderbird that's been spotted in the Scarred Dunes and it's feathers oughta do the trick!

Light as a Feather: When people are destitute and desperate they will do anything to escape their harsh reality, if even for a moment. Substance traffickers know this and the country of Wa-hat has become a primary consumer market for drugs of all kinds. The newest and most illegal of them is known on the street as featherdust. This bluish dust when snorted gives the sensation of leaving your body and flying.

Those high on featherdust usually lay flat on the ground with their legs straight and arms by their sides while hallucinating. East Star's law enforcement can't seem to find out where the stuff is coming from, and they need to hurry. Users of featherdust are starting to turn up dead, bodies still in that petrified position, and the dealers they round up to question don't seem to care.

Protests in Freshwater's Gap: The relationship between Freshwater's Gap and the rest of its country has taken a bad turn. Protesters around the town's border yell for Wa-hat's Chief Inventor to stop Percimum incursion after the Three-Sided War, and bricks are now being thrown through windows. The youth of Wa-hat don't seem to understand the desire to stay in a crumbling country and enough of them have left East Star and Sandgrave to start a new life in Freshwater's Gap that it's finally getting the sheriffs' attention. The older generation sees reliance on Percimum for aid as turning their backs on what happened in Onilaar when some of them are old enough to have fought in the war. If nothing is done to quell the increasingly violent threats, things may soon get out of hand.

Rising Crime: The situation in East Star has given rise to quite a few unsavory characters. Rayray the Rat, Jessie Junebug, Rusty's Roundup Gang, and Voodoo Vince are but a few names that are on everyone's lips. With the high sheriff doing all he can to keep the peace, how have so many criminals been able to thrive in the nation's capital? Not only do citizens have to worry about that, but now vigilantes have come to East Star to combat the threat. All they've done is rile up the gangs to try more daring and heinous crimes just to prove a point.

Wealthy Landowners: With Wa-hat's property values going down, the country's wealthy have begun to cut their losses and move to other places. A few, however, have taken advantage of the recession and begun to buy up land. Some have announced plans to rebuild the country with foreign aid, a fact that is not too popular with Wa-hat's poorer citizens. Rumor has it that an unknown buyer owns most of East Star itself, though this person has succeeded in remaining anonymous.

Noteworthy Characters

Cassidy Boone: NG gnome unchained summoner (construct caller) 5. Cassidy is an eccentric inventor that is always fiddling with planar energies and loves inventing machines that rely on magical propulsion systems. He is seen as a friendly nutcase by most of his neighbors and given a wide berth by most of Sandgrave's other citizens. After 9,247 failed attempts he has finally completed the invention that is closest to his heart, the Drilladig.

With his metal marvel, Cassidy plans to save his country from its economic decline and gain a rich backer to finance his mechanical baby's mass production. Of course, like the gnome's other machines, the Drilladig needs a magical power source to fuel its stupendous abilities and Cassidy has almost no idea how to find one.

Fleur Martin: LG elf censor 7. Fleur is a censor from the Dragon Council north of Percimum. She visited Wa-hat a year ago to do research on the Scarred Dunes and make sure any trace of the purple dragonflight there were wiped out. After visiting however, she got an uneasy feeling.

She can't put her finger on it but something doesn't feel right in the country of Wa-hat and the fact that she can't find very many records of sold purple dragon scales bothers her. The scales are useless on their own to all but the most powerful spellcasters, so why would someone be collecting them? From that day she decided to stay in East Star and do more digging, at least until she finds something that confirms or disproves her fears.

Old Man Dan: CN old dwarf brawler 4/gladiator 4. Danisen Wedtlesby is a retired adventurer and gladiator who owns the deed to the Womb of Industry. Never one to say no to a gold piece, Dan sells maps and advice to "foolish folk" who venture inside, hoping some return to tell him the morlocks are finally dealt with. Once that's out of the way he can continue his lucrative plans.

Rayray the Rat: CG gnome mercenary 3/rogue 2. Rayray is a smuggler and thief who always puts his money in the right hands. He knows everybody who's anybody, and even some folk who prefer to be nobody to the local law enforcement. Abandoned as a boy, Rayray has lived a life of enchanting poverty. He was never afraid of work no matter where it came from. The streets taught the young man how to fend for himself with a smile on his face and his enemies' coin purses stuffed in his pocket. The urchin tries his best to assist anyone who seems powerful so they may help him later in return, but he shies away from actions that to him seem "downright dirty."

Voodoo Vince: NE human cultist 5/gunslinger 5 variant-multiclass witch. Vincent was the son of a wealthy family in East Star, a young man on the fast track to being a champion gunslinger and taking over his father's business. After the resources dried up, Vince saw his future disappear. Depressed, he was wandering the dark streets where he met Tamala Chedjou, a soothsayer from Fafutan. Their relationship was cut tragically short when Tamala was shot during a gang fight and passed away. In a blind fury, Vincent single-handedly killed every member of that gang one by one while wearing his beloved's holy symbol of a being she called The Beast Below. After he killed the gang's leader his beloved appeared before him as a ghostly vision and kissed him. He swore his soul to the dark entity that day, using his gunplay and fafutani dark magic to do his love's bidding for her. All of East Star will belong to him, He belongs to Tamala, and Tamala belongs to the Beast Below.

Wutente

Capital: Baloom (recognized)

Population: 115,700 (20% human, 40% orc, 38% dwarf, 2% other)

Government: Loose Oligarchy (high end merchants)

Major Religions: The Orisha; Theia

Imports: alligator, armor, carved ivory, cloth, coal, crustaceans, fertilizer, food, fowl, grain, hay, ivory, lace, leather goods, swords, wheat, whiskey

Exports: ale, beans, beer, bows, bread, caravan items, carved ivory, carved wood, ceramics, chiles, citrus, clay, coconut (coast), craftwork (dwarven), dyed fabric, fine timber, fish, glass, incense, limestone, mercenaries, musical instruments, nonmetal weapons, nuts, pearls, rubber, salt, salted meat, saltwood, ships, small ships, spices, timber, tomato, wooden goods,

This vast, desert wasteland resides at the southern end of Theia's eastern continent. The surrounding mountains have created a natural barricade over which storm clouds rarely pass, and the only source of fresh water are the salt tree groves that thrive where the country meets the Living Depths.

In the cities, merchants play at being nobles and information brokers, while cultists recruit the broken and destitute into their ranks. Barrier sentinels and censors are often hired by the current ruling parties to keep the peace.

At the far end of the country, swashbucklers control the trades, and clerics, sorcerers, and wizards passing through on their way to Percimum sometimes make Wutente their permanent home away from home.

Life and Society

Humans and orcs vie constantly for control of Wutente's trade routes leading into neighboring countries, while dwarves and their kin run the port cities. As unsteady as it ever is, truce between these races has led to a growing population of half-breeds who are recognized as the bridge that brings each of the disparate races together. Many of the highest-profiting merchant lords are half-breeds, or at least some blend of ancestries. They act as the delegates of their country when other regions come calling for decisions, such as during the Protoporos Summit; but they are otherwise no more powerful than the next member of their group who may have an upturn in sales and become effectively more influential than they are by month's end.

Towns are nonexistent in Wutente. The dunes there have been carefully sculpted to provide safe space enough to found a few smaller cities, as well as the country's unofficial capital of Baloom. Other resources such as food and wood for crafting are scarce, so the merchant lords who run the cities keep strict laws in place to dissuade theft and ensure the survival of their citizens. In some circles, corruption and greed are crimes worse than murder.

Major Geographic Features

Cyllaros' Fall: As the revolution marched north after killing Mayhem, the gray dragonflight's ruler, the cyllaros dragons sought to claim leadership of their kind by wiping out the pests. Three more major battles occurred in the time it took the orcs and their fellow warriors to reach Wutente's northern border, where the last of the gray flight was defeated at the site that is now best known as the city of North Point.

The Half-Shattered Mountains: Past the crystalline outcroppings north of Baloom lies the once sacred home of the Orisha. Powerful outsiders representing emotion, these living spirits mentored ancient wutentens so that they could thrive in Wutente's harsh environment. But just as there are dark emotions within every being, there were dark representations of those emotions present within the Orisha. Legend speaks of a time when the Orisha's teachings were contested by their own people, and the resulting infighting divided the people of Wutente, who never returned to learn the fate of their teachers.

The only remaining sign of the Orisha is a destroyed temple, split in two by the conflict. One side of the site remains pristine, while the other has rotted and decayed beyond repair. Those who do find themselves visiting the Half-Shattered Mountains may encounter Adisa Ndiaye, who has spent a few years there now. When he's not hiking to and from Baloom for supplies, the gnomish thaumaturge studies the ruins of the temple in search of what happened to the Orisha.

The Orcs' March: The path the orcs, dwarves, and gnolls followed as they cut their way through the gray dragon flight has forever been memorialized as the Orcs' March. After Wahat was founded and started producing better cobblestone roads than ever previously seen, this 300-mile path was paved and now serves as a well-maintained highway for travelers leading as far north as Castle Liezanred in Avemor. In Wutente, markers and statues representing battles the rebellion fought against their draconic rulers line the way, but there are only a handful of thorps at which travelers can get a break from the often overbearing heat.

The Salt Tree Groves: Every port city in Wutente is home to at least one salt tree grove. In the spring, the half-dwarves and half-orcs who tend the trees plan bulbs in place of the previous year's harvest. During the summer and fall, they carefully tap the mature trees for fresh water. In the winter, trees older than about twelve years are brought down and harvested for their bark and leaves.

The grove leaders report to the mayors of their port cities, but are otherwise in charge and left alone so long as they continue to produce goods.

The Sea of Sand: Covering the majority of Wutente is the Sea of Sand, a vast desert filled with the ruins of a long lost civilization. Monsters have claimed most of the ruins for themselves, and a dangerous cult calling themselves the Scattered Sands have claimed the rest. Even when they can evade those threats, travelers passing through the region must still contend with marauding orcs and other natural dangers.

The Scattered Sands is a recent addition to the already problematic journey across Wutente. At first, safe passage between Borboto and New Onilaar could still be bought. The mercenaries who knew Wutente's desert well enough ignored the cult and its deranged, samsaran leader, believing them no stranger than the Izinto. But when people started going missing in the dunes, whispers of the cult turned to genuine worry. Rumors of sacrifices to dark gods around bonfires spread quickly, further ruining the already tenuous caravan guard trade.



Important Sites

The Aerie (Small town, 400): This former ruins on the border of Wutente and Borboto was rebuilt and repurposed during the Age of Steel to welcome travelers into the latter country and introduce them to the sport of sky racing. Nobody in either region knows what purpose the Aerie held before the cabaros' disappearance, but today it is one of the only places outside of Borboto where the race resides in any large capacity.

Baloom (Metropolis, 34,000): The jewel of Wutente, Baloom is the country's largest marketplace and trade hub. Adventurers and caravans set their routes through Baloom, even when doing so might put them a day or two out of their way. Foreign merchants use this city as their base of operations, which draws in still more people for the merchant lords who run Baloom to entertain.

Baloom's marketplace is one of the safest, most celebrated locations in Theia. Patrolling the area at all hours are guards with the authority to close down any business that they believe might cheat the city's rulers. For this reason, they have developed a good reputation with the merchants, who are equally comfortable reporting suspicious activity among the law enforcers.

The captain of the guard, Tau takes pride in her force, personally vouching for each of sentinels she trains. Of late, she has chosen a select few to train privately, but nobody can determine why.

Border Cities (4 Large cities, average 18,000): Wutente's border cities are North Point, East Border, South Port, and West Border. These cities act as gateways into and out of the country. They offer safe housing and

protection from the dangers of the Sea of Sands. They are also havens of import and export for Wutente, funneling into Baloom from the countries they border and selling the goods produced locally to travelers who wish to avoid making the trip themselves.

Each of the border cities has its own caravan drivers who know their routes between their own home and the capital. These traveling merchant lords know well the best ways to deal with the hazards Wutente throws at them, and when to avoid them altogether.

The Idon Consulate (Small city, 6,000): Before the country was divided by the Great Evil that threatened it, Idon sent one thousand of their orcish warriors back to their homeland in Wutente to help progress the race's status on Eastern Theia. They believed that the orcs there, when left to their own devices, would turn back to savagery and marauding.

When the consulate arrived at South Port, they were greeted with open arms; not just by their fellow orcs, but also by the dwarves and humans who had participated in the revolution on this continent. They were led up the Orcs' March, told of the honorable deeds of the warriors who fought for the freedom of their people, and escorted all the way to north point, to which they were informed many of the orcs would retire to or move into Wa-hat beyond.

Satisfied that their people were no longer seen as the great threat they were before and during the Age of Fire, the consulate sent word back to their emperor that they would continue to build relationships with their cousins in the east, teaching them the ways of the trojas and acting as the emperor's home on this continent, should he ever decide to visit.

FYI: Salt Tree Equipment

With a bit of processing, the salt trees of Wutente can be used to craft any items normally made of wood. This increases the DC to craft those items by 2. Alternatively, one can craft such items without changing the properties of the wood. When they do, the saltwood has the electrical properties of copper, allowing it to conduct electricity with relative ease, and to grow hot quickly without catching fire when exposed to direct sunlight or other sources of heat. The wood has a natural blue tint craftspeople appreciate.

Masterwork weapons made from saltwood (including the buugeng) can be crafted to deal +1 electricity damage, multiplied on a critical hit. Because the weapon must be handled with care when crafted this way, it does not convey the usual +1 bonus on attack rolls granted by the masterwork quality. In addition, if the weapon gains an enhancement bonus, that bonus overrides the masterwork damage bonus, but can still be applied as electricity damage as a free action instead.

The Izinto Tribe (Village, 200): A tribe of nomads as old as Wutente itself, this caravan travels the country from north to south, east to west over the course of the year. After so many years of wandering, they have incorporated members of almost every Theian race into their ranks. This doesn't matter to the Izinto, who hide their physical appearance beneath featureless masks and robes. Except for bare necessities, they carry little more with them than a few collapsable tents and beasts of burden.

As ever-shifting as the sands they walk, the Izinto have been as few as ten members and as many as two hundred. Regardless of their size, they continue their path. The current leader of the tribe is a masked lizardfolk who has adopted the tribe's name as her own. She extols the values of her predecessor, relying on faith and magic to survive.

Southern Tip: Stretching across Wutente, bordered by the ocean itself, the southern tip is a marvel compared to the rest of the country. Trade ships sail between the port cities of this area and the distant countries of Xaotawn, Fafutan, and Hunatii.

A chain of cities spread across the southern tip acts as ports of call for the dwarves and other sailors who visit from far away lands. While not as well guarded as Baloom, the mercenaries paid to protect the ports earn their pay. Each city has its own mayor, all of whom work in concert to keep everything running smooth. Every year, one of their number travels north to Baloom to trade wares and hire more soldiers to guard their corner of the world.

Major Events

Dragonfall: While Avemor is credited as the country that started this event, Wutente was the first strike in what would become a worldwide coup of the kyver dragons. To that end, it is also the first of Theia's countries to celebrate Dragonfall each year. At the site of Cyllaro's Fall, merchants and travelers gather to begin the journey north along the Orcs' March, stopping periodically to reflect on a battle, a hero, or a great loss. There are some who make the trip from Wutente to Avemor every year still, while others go once in a while just to introduce visitors or younger family members to it.

Drought Season: During drought season, the deserts are at their hottest, becoming a challenge to travel across. Cities at the border of Wutente leading

into other countries warn travelers not to brave the Sea of Sands during this time of year, but neither do they stop those who wish to do so. It is during this season that the water from the salt trees is most in need and more frequently distributed to communities that lack a magical or more practical means of retrieving the life-sustaining liquid.

Flood Season: Almost as bad as drought season, flood season is dangerous to the geographically lower-built areas of Wutente, but even Baloom and the border cities take precaution against sudden, torrential rain that has been known to destroy whole blocks and livelihoods when ignored. Unfortunately, the floodwater is rarely drinkable without purification of some form (boiling or magical) because it collects all of the dust and smoke from the northern border at Wa-hat.

Harvest Season: In preparation for the next drought season, the dwarves and their kin who manage the salt tree groves in southern Wutente tap the trees for their cleansed water once they begin to swell with it after flood season. This is also the time of year during which they cut down any trees that no longer produce acceptable levels of water and ship them off to Baloom where they can be processed and sold to traders from foreign lands.

Planting Season: A small window of about six weeks exists each year known as planting season. It is during this time that the few vegetables which actually can grow in Wutente are cultivated. This is also the period when young salt trees are taken from the safety of garden houses and planted in the groves to grow and begin producing fresh water.

Plots and Rumors

Gray Skies Overhead: The revolution knew it could probably never destroy all of the forgotten dragon flights, so after Dragonfall, they implemented the Dragon Council that now investigates sightings and removes any possibility of a threat before it reaches the general population of an area. They're usually very good about this.

This time, however, somebody dropped the ball. A caravan recently entering West Border from the Aerie reported what they're certain was a Large cyllaros dragon killing and eating one of their horses. By the time the council organized a team to look into the claim, the owners of the caravan went to the people to plead for help.

Now West Border's in a panic, people are attacking merchants whose stocks are being run out because of hoarders and families vacating the area en masse, and everybody swears they saw the monster flying overhead any time stormclouds darken the sky, threatening what could be the largest flood anyone's seen in three years.

Orisha Returned: A stranger recently approached the northern watch towers of Baloom. There was no telling who or what the stranger was from their unique appearance, but they claim to be an Orisha from the Half-Shattered Mountains. According to the outsider, something on the Borboto side of the mountain freed them from imprisonment beneath the earth, and they want to know what happened to their people. The standing leaders of Baloom want to know how they got here and if their claim is true.

Sandstorm: An unusual sandstorm whipped up and blew through the Sea of Sands just outside of Baloom's watch towers. After the winds died down, everything was checked

and rechecked, revealing a manifest sent ahead from East Border. The work order states that four separate caravans were due to arrive around the same time, but they haven't been seen yet. One search party has already went out and came back after discovering a massive cave entrance where one of the dunes was previously. Now there's a call for help to determine what's happening and where the missing merchants—or, more importantly, their cargo—have disappeared to.

Ships in the Night: A surprising number of ships have started to dock at South Port in the dead of night, waking up the harbor master at all hours to check them in. By morning, they've all been gone, with no indication they were ever there other than the paperwork the ornery dock workers have to process without all of the correct details.

One evening, an apprentice volunteered to stick around and observe the ship that came in just after the last crew turned in for the night. When the harbor master checked in on him in the morning, man and ship were both gone, but this time there is a rather large crate that was left sitting on the pier. Nobody so far is willing to check what exactly is inside.

Noteworthy Characters

Adisa Ndiaye: N gnome thaumaturge 5. Purveyor of all things mystical and magical, Adisa has spent much of his adult life studying the Orisha's home among Wutente's crystal fields. A thaumaturge by trade, the gnome was trained in Percimum, but left soon after his graduation. His claim is that he received a letter he cannot now find which told him the Orisha were in great need of his assistance, "from the other side."

Guard Captain Tau: LG half-orc barrier sentinel 6. Guard captain of Baloom, Tau runs a tight ship. A woman of honor and integrity, she was born and grew up in Wa-hat before traveling to the Idon Consulate to train as a barrier sentinel. Once her grooming was finished, the orc was going to return home, but got roped into helping a caravan head south to Baloom.

Once she was there, Tau pointed out several things the current captain could do to help his people, and the man offered her a job as his apprentice. She accepted, and has stayed on to keep her new home safe ever since while also sending everything she doesn't need to live back north to help her struggling family in Wa-hat.

Izinto: CN kerata lizardfolk cleric of Brutus Peregrine 9. Izinto is the leader of the Izinto, who travel Wutente's Sea of Sand for reasons she and her people refuse to explain to outsiders. Unlike the Scattered Sands, who are both a threat and a menace, Izinto's group is generally harmless. If they're in the area, they've even been known to help caravans traveling through the desert. All the more opportunity to bring in more to their cause, whatever that may be.

Lord Maryweather: NG dwarf noble 4. One of the current rulers of Baloom, Lord Andari Maryweather earned his position from its previous occupant when he revealed the man to be running a gang to take out his competition. The grateful merchant lords whose wares were no longer in real danger each pitched in enough of their own funds—much of which they'd recovered from the ousted noble—that Andari took his place among them that same day.



Maruuk Sparkbearer: LN half-dwarf druid (cultivator) 8. Maruuk Forgren and his brother Aldruis were supposed to take over their family's salt tree grove when they came of age. When his sibling disappeared in the middle of the night to parts unknown, Maruuk was left with all of the responsibility and the burden of becoming a cultivator like their father. Ever the respectful son, the dwarf took on the title of Sparkbearer and has continued to run his corner of Wutente. All the while, he hopes his brother might someday return so that he too can leave and make a life for himself.

Nedrin Wedtlesby: CG deathless swashbuckler 3. After Ned's brother, Danisen inherited their uncle's mines in Wa-hat, Young Ned decided to jump on a ship to True Xaotawn and never look back. But Ned never made it to the city of Last Light. A mutiny sank the boat, and Ned drown in Xaotawn waters. The next thing Young Ned remembers is floating, face down. The tides had carried him back to Wutente's shores, and he's been there ever since.

Shaka: CE samsaran cultist (masked cultist) 13. When asked of her heritage, Shaka speaks of a time before the cyllaros were overthrown, when her people entered a portal to Theia from another plane that was likewise at war. Chaos was winning, and it was all the samsarans could do to maintain their sanity. Of course, once she has told this story, the blue-skinned cultist usually kills the one asking, leaving only their skull to reiterate it for those with the magic to find out.

Xaotawn

Capital: Xoxanis

Population: 60,000 (33% undead, 30% humans, 19% halflings, 10% dhamphir, 7% tieflings)

Government: Overlord (The Blood Emperor), and to a lesser extent the royal families who may or may not recognize his authority.

Major Religions: Saint Deirdren, demon and devil lords.

Imports: Alchemical items, arcane magic, arrows, bows, divine magic, looted magic items, nonmetal weapons, perfume, rope, wine

Exports: Ancient artifacts, armor, bananas, chains, coffee, exotic metalwork, grain, incense, iron, iron tools, looted magic items, magic items (recovered), metal weapons, mithral, olives, potatoes, rice, steel, swords, timber, vodka, whiskey, wood

Xaotawn is a country divided by a dark past. Once a chief military power that threatened all countries around it, the Xaotawn of olden days was rivaled only by Percimum. In the final days of the Three-Sided War, the emperor of Xaotawn made a deal with a mysterious being in order to live forever and see his nation rule the world. This deal backfired and turned the emperor into a vampire. Civil war broke out as the now undead ruler fed on his own soldiers, thrusting his country into a power grab for the throne.

Now Xaotawn is filled with infighting between those that wish to wipe their country's history from existence and those few that still serve an undead emperor whose dream is forevermore out of his grasp.

The Emperor's Lands

The region of Xaotawn now called the Emperor's Lands is a dark and creepy place with the threat of the undead at every turn. The still-breathing citizens that didn't flee to the coast are loyalists who bow to the Blood Emperor and live under the rule of an undying monarch. Strangely enough they haven't been wiped out by the cursed land. Some even hope to one day join their ruler in undeath. This promise is made all the more realistic by the emperor's blood priests, vampiric knights who travel the country informing the citizens of their leader's decrees and every now and then taking a promising or powerful citizen back with them to Xoxanis to be turned into an abomination themselves.

Life and Society

Xaotawn is similar to the way it always has been—an island nation with a strong military presence and sense of nationalism. Physical labor and menial tasks are often handled by undead, as they do not tire or sleep. This has significantly boosted mining and production of metal for armor and weapons in the years since the emperor's folly. These metal items are used to equip the army and blood priests of Xaotawn, but the armed and ready undead militia hasn't been sent to the Dying Fields. They are more for the country's defense against invasion from Last Light or other self proclaimed holy groups from other nations.

The living citizens contribute to the Emperor's Lands by paying taxes in blood donations and the bodies of their deceased loved ones. Because they rarely have to spend gold, the living in Xaotawn actually live quite comfortable lives. Their economy, though gruesome,



seems to be sustaining. Many of the living citizens of Xiaotawn train as soldiers that want to serve their country beyond their mortal lives and those that can learn magic almost exclusively become necromancers that help leash uncontrollable undead or wait for the day they can take their undead bolstering abilities to the front lines of the Dying Fields. The remainder of the living population are either alchemists, doctors, farmers, or smithies.

Major Geographic Features

The Dying Fields: This area between the Emperor's Lands and True Xiaotawn has become a warzone. The Dying Fields are rife with battlefields where the struggle between life and unlife rages. Just beyond the Dying Fields is flat jungle trails and animal runs on both sides, meaning if one side overtook the Dying Fields then it would be an easy march to the other's capital. This fact keeps the fields in constant conflict.

The Dying Fields should be filled with corpses and grim destroyed weapons. Instead, the hills and battlements of the warzone are disturbingly bare. The Blood Emperor sends wave after wave of mindless, insane, or traitorous undead into the Dying Fields to assault True Xiaotawn and its citizens, then sends in his collectors to obtain bodies, blood, and newly transformed undead to increase his undead population and refill any lost ranks. He knows it's only a matter of time before he overtakes the Dying Fields and on that day he will send his armies to decimate the pitiful True Xiaotawn.

Important Sites

Chimazra Township (Small town 1,231). The citizens of the small and forgettable town of Chimazra have a good relationship with the Blood Emperor. They always pay their taxes on time and honor the blood priests that travel through. Life is as good there as one might expect of any quiet town.

But Chimazra also bears a dark legacy. In the first years of the Age of Adventure, a group of bloodthirsty murderers calling themselves the Foul Four used to attack and rob anything passing through the forest surrounding Chimazra, living or dead. When one of their victims was posthumously interrogated, he was able to shed some light on the villains' identities. The four were actually just human boys who grew up with each other in Chimazra.

Determined to find out why the group was destroying everything around their town, the Blood Emperor sent his blood priests to deal with them personally. Word reached the Foul Four, however, and they escaped into the jungles they knew better than anybody.

The area has been searched many times since, but no trace of the Foul Four has been found. Since the murders have ceased for now, the Blood Emperor has shifted his focus elsewhere, but one of his knights remains in the area in the event that the boys start back up. Capture of the Foul Four is believed by many in Chimazra to be a direct route to Xoxanis and the reward of immortality.

The Courts of the Royal Families: There are currently 7 royal families recognized by the people of Xiaotawn. Each was transformed into undead befitting their natures and the areas at which they continue to exist. If the rumors turn out to be true, however, the Soğuk are seeking allegiance with the Blood Emperor, which would give the undead hordes a foothold south of True Xiaotawn.

3A. The Blood Court: The original royal family, and home of the current ruler of Xiaotawn. It was the emperor who brought a cursed existence to his country when he dabbled with immortality. Now, the emperor's barrier sentinels act as agents who guard their lord, bringing him the blood of their enemies upon which he survives. The emperor reigns from Xoxanis, to which the people of his lands travel in hopes of joining his eternal court.

3B. Dulluhan: Not actually an original royal family, in death the Dulluhan have proven their worth to the country that so hated them. All were traitors to the crown, thieves, and pervers bound for the guillotine when the curse took their heads prematurely. After driving the guards that survived out of Deirdren's Hollow, the Dulluhan claimed the prison as their own and have ruled from there ever since. In an odd twist of irony, the Dulluhan have developed a hatred of gold because it causes them pain as if it were acid burning their skin.

3C. Giydirme (Population 22,000): Far to the north lies the family Giydirme, whose entire house was transformed into mummies. In life, Lady Giydirme was a consort of the Blood Emperor who foolishly believed herself his favorite and most likely queen. But the emperor's tastes did not lie with her, and after his ritual was complete, she fled back to her home, where her ire builds with each passing year. The family's lands consist of a handful of large pyramids built into the jungle backdrop. The few groups still living in Giydirme either occupy these temples or have created thatched homes to protect them from frequent rains.

3D. Hayalet: Formerly the merchants' guild of Xiaotawn, the leaders of the Hayalet were separated from their bodies when the curse struck the land. Many fell to despair, losing their minds as well when they could neither craft their wares nor move on to any semblance of an afterlife. The few who learned again to manipulate physical tools now maintain the largest forges in Xiaotawn, which some believe also gives them more power than their forsaken emperor, army or no.

3E. Huecuva: When they agreed to help their emperor live forever, the church of Xiaotawn was accused of acting against their gods, but before they could prove their devotion, the curse struck them down and turned them into huecuvas. While their head priest seeks to rediscover his people's ways, the rest of the church now schemes and works toward the emperor's demise. What remains of their lands can be found south of Chimazra.

3F. Mezar: Like the emperor's personal guard, the royal military was transformed by his failed attempt at immortality. Cursed as grave knights, the Mezar have now formed their own court, with the former commander general as their leader. The Mezar Order still holds a tenuous peace with the emperor, protecting him from his enemies for as long as he recognizes their sovereignty.

3G. Soğuk: Off the south-western tip of Xiaotawn, tribes fished in the waters between the country's edge and the frozen expanse to the south. As the curse affected the rest of the continent, so too were these poor souls transformed; frozen by the magic they used to preserve their catches. The male tribesmen became wendigos, while the females transformed into yukki-onna. Intel from Last Light indicates that the tribes have recently approached the emperor with a proposal that could mean trouble for the rest of Theia if it works out.

3H. Yaag (Population 9,500): The bizarre family Yaag were practicing divination and necromantic rights long before their ruler unwittingly turned them all into liches. The curse only made the spellcasters more excited to continue their studies, even if they loathed not being given a choice in the matter. Their area of Xaotawn is just as peculiar as they are, with misshapen wildlife, trees that consume flesh, and huts that can just pick up and move on their own. Of all the royal families, the yaag are the least likely to immediately kill intruders, and have been known to aid travelers for no other reason than they have a different destiny to fulfill.

Deirdren's Hollow (Small town, 1,300): According to historians specializing in Xaotawn's history, the three gods Blazoke, Ursinaph, and Saint Deirdren were once mortal brothers that lived on the county's northernmost island. Since they are now unable to safely enter the region to learn more, the information scholars do have is up for debate. They do know that Deirdren constructed a church on the island, a huge cathedral easily the size of a Small city and dedicated solely to the Philosophy of the Light. When the saint transcended mortal life to become an angel, he bathed his church in holy light and goodness.

But life imitates art, imitates life. Depictions of the fall of Saint Deirdren to restore his brothers often include his church, cracked, crumbling, and broken much as he would become. Those who have seen what's become of Deirdren's Hollow and lived to tell all attest that the former church is in many ways exactly as shown in paintings and described in song or story. As the tale goes:

"With a sound that was like the earth sobbing and heaving, the spires of the cathedral fell and two black springs bubbled forth from the ground, trickling into creeks that eventually met the ocean, forever crying."

Ages after its destruction, Deirdren's Hollow was restored to functioning again and converted into the hateful, gloomy prison that would eventually fall again when the Blood Emperor cursed his lands and people. It is now the home of the Dulluhan who were imprisoned there in life.

Xoxanis (Large city; 13,472 living, 6,528 undead).

The original capital of Xaotawn and the location of The Blood Emperor's palace, this accursed city is still functioning, though many of its citizens are skeletal champions or zombie lords. Xoxanis is draped in nationalism, from its town criers shouting against the, "Traitors to the throne in Last Light," to the citizens, all wearing the nation's colors. Most living citizens here work hard to prove their worth to the blood priests hoping to one day be granted the gift of vampirism.

The ruler of Xaotawn still exists as an undead monstrosity. The palace he lives in is an old but looked after castle that is attended by ghosts, vampire spawn, and skeletal champions. Though he's no longer truly alive the Blood Emperor takes care of the living citizens of Xaotawn. He sends his blood priests and groups of vampires from the shadowy capital to hunt down and capture other undead that threaten his country, shipping them off to the dying fields.

Major Events

The Rebirth: Xaotawn's royal families understand that their people need to feel

like they still have something to offer. So in a rare, peaceful meeting between them, they devised the Rebirth. This celebration of undeath gives those who believe themselves worthy an opportunity to join one of the houses of Xaotawn as an undying noble. Each year, on the anniversary of the day the Blood Emperor cursed everybody to begin with, hopeful participants gather at each of the region's major cities to compete for a place with that royal family.

When the event ends, losers are sent home with gold and a parade. The winners are transformed into undead that night, and the next day are paraded through the streets as new nobles to be respected and served.

Plots and Rumors

A Heavenly Cure: A rumor that haunts the halls of the Blood Emperor's palace is that he has in his possession a small red urn that holds within the cure for undeath. Of course, the emperor's advisors scoff at the idea, since if it was true then he could have used it to return himself and the rest of Xaotawn to the world of the living. They cite that the rival royal family that became mummies also claimed to have the cure, but then they never used it either and eventually everybody just ignored it.

Odd Days in Chimazra: Recently, the otherwise loyal people of Chimazra Township have become surprisingly secretive and rude, driving outsiders away. The blood priests who usually stop in to check on their sister who stayed behind to find the Foul Four report that the citizens of Chimazra are also stockpiling weapons and armor, as if preparing for a coming battle. The local priestess has no explanation for the behavior either, and the Blood Emperor outright ignores this weird turn of events, preferring instead to focus is on crushing Last Light and reuniting his nation.

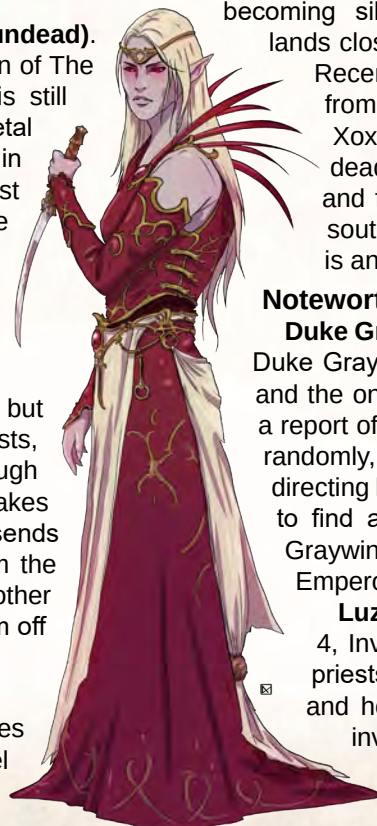
Screams of the South: The curse of the Blood Emperor had far-reaching effects even beyond Xaotawn. None have been more eerie than what happened to the fishing villages on the frozen reaches of Southern Theia. With the males becoming insanity-spreading wendigos and the females becoming silent, murderous yukki-onnah the frozen lands closest to the southern pole sees few visitors.

Recently however, living troops have sailed from the icy land to pledge their allegiance to Xoxanis. These men and women are all but dead inside, with breath one can always see and frost that hangs from their armor. Why the south has decided to assist the Blood Emperor is anyone's guess.

Noteworthy Characters

Duke Graywinter: CN elf noble 7. The middle-aged Duke Graywinter is the leader of Chimazra Township and the one behind its recent xenophobia. Thanks to a report of a small keep that appears and disappears randomly, he believes it may be the Foul Four and is directing his people to say nothing while they prepare to find and assault the building. If they succeed, Graywinter can present the criminals to the Blood Emperor for an eternal reward.

Luzhilda Alvarez: LE half-dwarf necromancer 4, Investigator 2. A newer member of the blood priests, Luzhilda was turned vampire after she and her father helped solve a crime in Xoxanis involving a rogue poltergeist. She seeks to further prove herself to her emperor by solving more unsolved cases and has set



her sights on the Foul Four. She finds the recent behaviour of the citizens of Chimazra alarming and suspicious and has been given leave to look into the anomaly further.

Yukimura Rin: LE half-orc barrier sentinel (undying champion) 15 variant-multiclass marshal. The leader of the army that recently arrived in Xoxanis from the south. He is a young man of few words with white hair and one ice blue eye. After a meeting with the Blood Emperor himself, Rin and his army have taken up residence in Xoxanis. The militia's silent language of glancing to communicate with each other makes even the undead citizens feel cold and uncomfortable.

True Xaotawn

Capital: Last Light

Population: 68,400 (51% human, 35% halfling, 9% half-orc, 4% aasimar, 2% other)

Government: Council (a stratocracy led by the most powerful generals who call their collective The War Room).

Major Religions: Aria Longmarch, the Philosophy of the Light, and various celestial lords.

Imports: adamantine, beans, bread, cheese, groves, mercenaries, metalwork, pearls, root vegetables, sausage, siege weaponry, soldiers, tobacco, wheat, wooden goods, wool,

After the curse swept through Xaotawn there were those who fought back. The fact that the emperor had participated in an unholy ritual and transformed the royal families into undead monsters was too vile to live with, and many of the still-living fled to the western coastline of their country's largest island. The journey was long and many lost their lives in the mad dash for freedom. In the end the remaining refugees reached the coast at the last light of sunset, and that's when the Xaotawnians found their resolve.

What was left of the people of True Xaotawn built a series of fortresses and walls to protect themselves from the wrath of their former ruler. The survivors secured farmland for food, seaside cliffs and caves for lookouts and escape routes, and a few mines to make weapons and armor. They sent for aid to anyone that would listen and before long ships from different countries arrived to help in their struggle against their unholy enemies. They've been fighting to reclaim their country ever since.

Life and Society

Life in True Xaotawn is a constant blur of prayer, military training, and patrols. The spellcasters in Last Light work tirelessly to create and maintain magical barriers that protect the citizens. When they aren't needed in the Dying Fields, warriors run drills and practice night and day. Money means very little in Last Light as no one is concerned with debts or payment when zombies claw at the edges of the settlement. If you're helping, you're eating. The enemy is crafty, powerful, and almost unkillable. Because of this, soldiers in True Xaotawn try to cover all of their bases while training. They must outspeed, out think, and out match the

Blood Emperor's army if they plan to win the war.

The Xaotawnians have made great sacrifices in their lives to defeat the Blood Emperor. They gave up their homes, their country, and their comfort to do what is right. This feeling of leaning towards selfless acts permeated all of True Xaotawnian culture and—like their goddess, Aria Longroad—the citizens are ready to die for their beliefs. Many people in Last Light have lost loved ones, friends, and fellow soldiers to the undead that stalk the country they fight to reclaim.

All able-bodied citizens of True Xaotawn are drafted into the military in some capacity when they reach maturity as the battle against the Blood Emperor needs constant heroes and troops. Enough children actually lie about their age to enter the military sooner and avenge their families and their homeland. If they are found out, they are often reprimanded and redirected to the youth camps where basic education is still offered to help shape them into respectable citizens should ever there be a time where war is not their main concern.

Major Geographic Features

The Sea Salt Mines: The mines that the Living Militia secured by the coast wind back into the mainland's underground, allowing the citizens of Last Light to mine metal from the iron veins. These mines are heavily guarded, as they are the only way to keep up with the weapons and armor production of the Blood Emperor's troops.

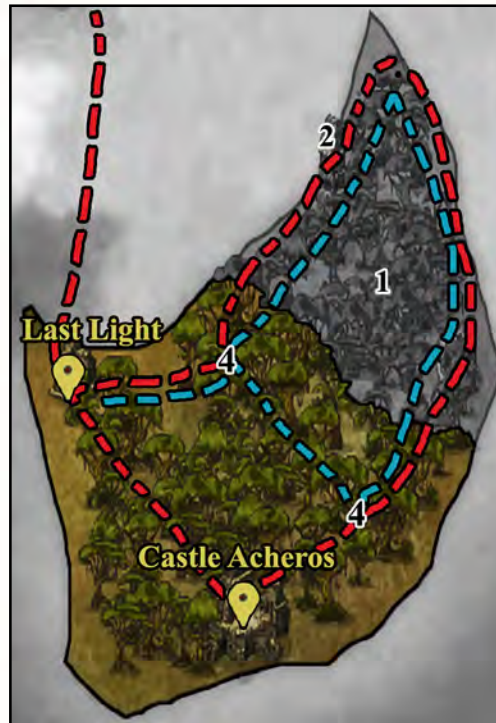
The mines are filled with volunteer workers digging through the day to get every scrap of metal the smiths can then forge into weapons and armor. This endless way of working is the only way to keep up with production at the ghost forges of Xoxanis.

The mines enter the country of Xaotawn and eventually reach an entrance to an abandoned cave in the middle of the county. This information is a blessing and a curse. Some generals in the war room say the wisest strategy that the army should think about is using the mines to ambush undead troops when they are traveling to the Dying Fields. Others say that while this may seem a sound strategy, doing so might tip the enemy of the mine's existence and put Last Light in serious danger as undead pour past their barriers and come out beside the port on their end.

Important Sites

Last Light (Metropolis, 47,000): The city of Last Light is a haven that was built with wall upon wall of fortifications and barriers. A great deal of the living population of Xaotawn fled to the coast of their country after the Blood Emperor's curse spread across the nation. Not willing to serve a vampiric ruler, they built Last Light. The port city serves as a home and military base for the dream of one day ridding Xaotawn of the undead that plague it.

A series of fortresses make up most of the outer buildings of Last Light, layering into a more recognizable cityscape that remains ever-vigilant for an undead invasion.



Clergy wander the roads during the day, blessing fountains of holy water on every street. Buildings and houses have glass roofs to allow the sun's light to pour in during the day and make it harder to hide there at night. The walls on many buildings are mirrored and the streets have alcoves in the middle that capture seawater and keep it running smoothly in the middle of every road. This combined with Last Light's constant influx of clerics, inquisitors, paladins, and other religious groups makes the city one of the most dangerous places for undead on Theia.

Major Events

Rise: In True Xaotawn there is a day that is celebrated and it is close to the hearts of all that worship Aria Longmarch. The day the new goddess sent her herald, an angelic helmet with rainbow colored wings, to inform the Xaotawnians of her ascension. As they were overjoyed with tears and screamed in defiance of the Blood Emperor they watched the helmet float upwards into the sky and disappear in a flash of holy light and celestial singing. This day was then named Rise and it is celebrated with singing and prayer. From when the sun rises until the last light of sunset the soldiers who fight for True Xaotawn sing in unison, hoping their abominable enemies hear their courage and know they will never serve the undead emperor.

Plots and Rumors

A Massive Horde: The spies that infiltrate the cursed section of Xaotawn have been returning with disturbing news. The undead armies of Xoxanis have been collecting corpses in the old mines, graves, and shipwrecks in the oceans around Xaotawn to create an unliving force the likes of which Theia has never seen. The War Room has been recruiting clerics and paladins from all over Theia to prepare for this epic battle but one thing bothers them. If the rumor is true then there's no way Last Light can gather troops as fast as Xoxanis can. Why hasn't the Blood Emperor attacked?

Castle Acheros: A few miles up the coast and just outside of Last Light's barriers is Castle Acheros, home to one of Xaotawn's royal families that loved the beach. According to what Last Light knows about the Blood Emperor's curse all of the royal families were turned into undead abominations. However, no one has seen or heard from the family since the curse. Thinking it may be a good and defensible spot, a group of adventurers went to claim the castle for True Xaotawn. They haven't returned.

Unending Nightmares: True Xaotawn's children sometimes claim that a creature named The Bagman terrorizes them in their sleep. The story is always the same, even between children who don't know each other. A man with a bag on his head takes it off and strange tentacles try to eat them.

Nobody has paid the similarities any mind, believing it to be nothing more than social contagion. Lately, though, children have been falling asleep and not waking up. What few doctors Xaotawn has can't



make heads nor tails of why so many adolescents have fallen into comas, so they are taking another look at the legend as the source.

Noteworthy Characters

Koranna Ripclaw: LN gilaahn inquisitor 10. An inquisitor of a celestial lord who despises undead, Koranna is a terror on the Dying Fields. She is emotionless and efficient in tearing undead apart, sometimes with her own claws. Her own mother was killed by a ghoul back in Jahu-fe'awla, and ever since she has been bringing the wrath of her deity to the living dead wherever she finds them. The flier she found begging for aid in Last Light was all she needed to get on a ship and head to the country.

Moranna Acheros: CE half-dwarf floodslain hydroneticist 8. The young Moranna Acheros was a teenager that enjoyed watersports off the coast of her homeland. Now she is the most powerful of the floodslain that stalk the halls of her castle and she has decided that the settlement of Last Light is the perfect way to expand her gasping domain.

Sancho Valiente: CG gnome thaumaturge 5. Sancho studies divine energy and its applications to weaponized arcane spells. He theorizes that holy power can be more destructive than fire or force and has his eyes set on the position of Prime Senator of Evocation once this dreadful "war business" is over and done with. The undead of Xaotawn are the perfect test dummies for his thesis and the soldiers of True Xaotawn definitely appreciate his dedication and knowledge on the subject.

Tito Guxti: NG halfling ninja 7. A halfling with a mysterious past and a fake name, "Tito" is actually from Idon Ah's criminal mafia underground. Wanting to do something meaningful and good with his life the halfling came to Last Light to fight the Blood Emperor. When he arrived at the War Room, they put him to work spying within the Emperor's Lands. Lately, the halfling has a suspicion that there is a mole in Last Light; someone is leaking intel to the Blood Emperor's forces. As for who it is Tito still isn't sure, but the halfling has been around enough gangs in his lifetime to know how to sniff out a rat.

FYI: Floodslain Simple Template (CR +1)

"Floodslain" is an acquired template that can be added to any non-aquatic living creature. A floodslain uses the base creature's stats and abilities except as noted here.

Quick Rules: The creature doesn't breathe, counts as undead for effects, and gains a slam attack for its size (1d4 Medium). On a hit, the target is also fatigued for 1d4 rounds (Fortitude DC 10 + 1/2 HD + Cha modifier negates).

Rebuild Rules: As above, but also Str +2, Dex -2, Int +0, Wis +2, Cha +2 (minimum 14). Has no Con score, DR 5/magic, +2 natural armor. Gains cold resistance 10 and Toughness as a bonus feat in addition to undead traits.



The Pantheon

Theia's pantheon is a mix of genuinely divine beings, principles given life, and accidental ascendants. It is only referred to as a pantheon by scholars for collective purposes, since those within it do not openly cooperate or conflict with each other in any real way. Most of the gods on Theia stick to their own people, and those who seek to take from their divine brethren find little in the way of followers, making it a fruitless endeavor. Only Blazoke and those who follow the Heresies of the Dark have done any impactful damage to the world, which herself has awakened and actively protects against their influence.

There are 12 major religions that exist on Theia, and hundreds of generalized prayers, such as entreating the sun for a good harvest (represented as Theia), or bidding one safe travels across the sea (again Theia, Lady Shinzosui, or in some cases Brutus Peregrine). Temples, shrines, and trinkets to the perceived gods of good are common in cities, along major roads, and used as blessings of good will. In obvious contrast, openly evil deities are worshiped in underground churches, down hidden trails off the main path, and with whispered curses when someone is wronged.

Open vs. Exclusive Worship

The majority of Theia's population do not specifically worship a single deity, but each in their own way, such as giving alms to Brutus Peregrine before setting out with a caravan or invoking Saint Deirdren in anger. Clerics and paladins are more likely to take a more direct approach to following one god or another, seeing as they receive a direct benefit for doing so. Most of the pantheon has no specific requirement for worshipers, since they do not gain or lose power in that way. Ursinaph and Blazoke are the exception, in that the former openly punishes those who do not worship only him and Blazoke seeks to undermine followers of any other deity when the mood strikes him.

Aria Longmarch

Aria is the youngest of the gods, having just ascended in the Age of Steel. During the first wars against the Blood Emperor's undead hordes many brave souls lost their lives rescuing those weaker than themselves. One such soul was Aria Longmarch, a bard and volunteer in Xaotawn's Living Militia. To save countless innocents who were hiding in fear, she began to sing loudly, drawing the undead to her location.

Aria's sacrifice did not go unnoticed and as her soul left the mortal world she was accompanied by the wails of sorrow and prayers of gratitude made on her behalf. Hearing them, Aria refused to rest while others suffered. She turned away from the peace of the afterlife and let the

chorus of those in need transform her into a goddess.

Now a divine being in her own right, Aria fills with beautiful music the hearts of those who would fight for what is right, no matter the rules or the cost.

Home: Heaven

Alignment: Chaotic Good

Edicts: Create music and songs that honor the fallen and that fill you and those around you with hope for the future.

Worshipers: Good soldiers, war pipers and drummers, musicians

Domains: Heroism, Honor, Music, Strength

Favored Weapon: Scythe

Symbol: A golden helmet with rainbow colored angelic wings.

Blazoke The Passionate Devastation

Blazoke was a genuinely crazed lunatic. In life, he burned down 4 villages and killed the innocent people running in panic from the blaze. It was a mob that finally captured and punished him for his crimes, sending his still-screaming soul straight into the Abyss to become a demon.

But the Pit held no challenge for Blazoke, either. He spent several human lifetimes fighting his way through other demons and making many enemies. When Saint Deirdren and Ursinaph traveled to the Abyss to redeem him, Blazoke agreed to join his former brothers, but not to make amends. Instead, he used his siblings' influences to corrupt and destroy still more souls. This led to Deirdren's fall from grace and earned the brothers the title of, "The Terrible Three." With his angelic brother out of his way, and his devilish sibling there to point him in the right direction, Blazoke had a blast spreading chaos and fire in his wake.

Blazoke is a demon lord of passion and flames, screaming, and primal murder and destruction. His form is that of a man with skin of glowing bloody fire. He smiles and laughs through charred black teeth and wears clothes made of broken glass, nails, and shattered stone.

His followers count arsonist, warmongers, crazed alchemists, and murderers among their ilk.

Home: The Abyss

Alignment: Chaotic Evil

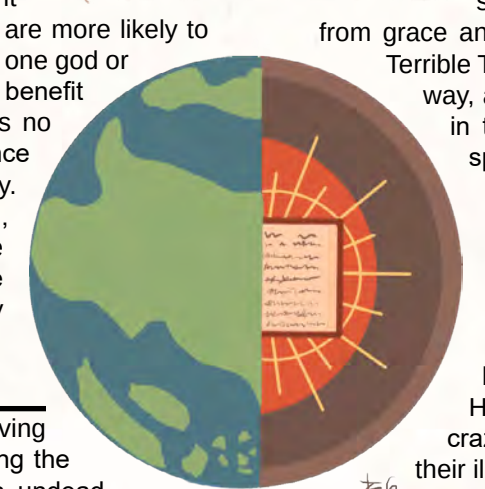
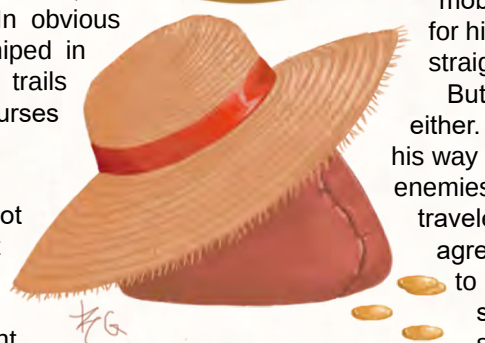
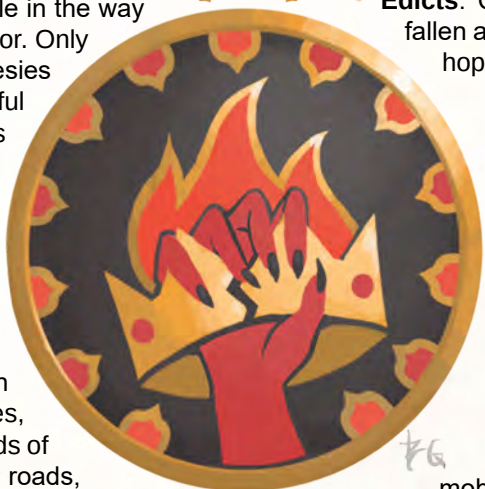
Edicts: If it's yours, take it. If you hate it, destroy it. Let all know who you are through passion.

Worshipers: Barbarian warlords, maniacs, egotistical people.

Domains: Chaos, Destruction, Fire, Sound

Favored Weapon: Longsword

Symbol: A flame-covered, red demonic hand holds a crown too hard, causing it to crack.



Brutus Peregrine

It is unknown if the straw hat-wearing traveling salesman known as Brutus Peregrine really is a deity or some sort of plane-jumping outsider. He doesn't seem to know either. A friendly man, this human-like entity always seems to appear to adventurers in need of rare or powerful items with wares to sell. Stories of encountering him all say that he shows up in the most impossible situations—underwater, underground, walking out of lava in a volcano—and in even more bizarre ways. If questioned he never seems to know how or why he was where he was or why he was here with the adventurers at the time, but he always has good prices for folks who don't annoy him with questions.

Home: Unknown. If asked he's known to point in a random direction and say "Just over yonder."

Alignment: Chaotic Neutral

Edicts: If there's something in it for you, great. If not, make it so.

Worshippers: Salesmen, Those that pride themselves in being prepared, Bargain Hunters

Domains: Liberation, Luck, Travel, Weather

Favored Weapon: Quarterstaff

Symbol: A straw hat partially concealing a sack of gold.

The Eldest

The oldest living being on Theia, the Eldest was an alkuaine; an elf whose physical being can be altered by proximity to the elements. As he aged, the Eldest also grew larger, as those of his kind do. He became so old and so large that the air on the surface of Theia was too thin for him, so he traveled into the heart of the world, where many of his kind believe he still exists to this day. Unfortunately, not even the dwarves are capable of surviving the pressure and heat so close to the world's core to learn from the Eldest directly. Instead, those who know of the ancient alkuaine pray to him as a god, drawing on his vast knowledge and power for themselves.

Home: The heart of Theia

Alignment: True Neutral

Edicts: Learn, remember, apply.

Worshippers: elves, dwarves, scholars

Domains: Ancestors, earth, knowledge, solitude

Symbol: A glowing tome at the core of a planet.



FYI: Sound Domain

Sound is a force like any other. It can be created, manipulated, and destroyed. Gods of the sound domain are often also known for revelry or destruction.

Granted Powers

Piercing Sound: As a standard action, you can unleash a spike of sound targeting one creature within 30 feet or all foes within a 10-ft. radius. This deafening sound deals 1d4 points of sonic damage + 1 point for every two cleric levels you possess. A successful Fortitude save (DC 10 + 1/2 your cleric level + your Wisdom modifier) negates this damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cacophonous Noise: At 8th level, when you create a sonic effect or cast a spell with an audible effect against an enemy, a creature that fails its save (or Fortitude DC 10 + 1/2 your level + your Wisdom modifier if no save is present) is deafened for a number of rounds equal to your Wisdom modifier.

Domain Spells: 1st—*command*; 2nd—*shatter*; 3rd—*sculpt sound*; 4th—*shout*; 5th—*greater command*; 6th—*greater shout*; 7th—*holy word* *; 8th—*power word stun*; 9th—*wail of the banshee*

Language Subdomain

Recognizeable Sound: Instead of dealing damage with piercing sound, you convey a message the targeted creature or each creature in the radius can understand, regardless of language or Intelligence. You decide if other creatures that hear it can also understand this message normally.

Subdomain Spells: 1st—*speak with animals*; 3rd—*speak with plants*; 6th—*stone tell*

Music Subdomain

Soothing Sound: Instead of dealing damage with piercing sound, you grant the targeted creature or allies in the radius an immediate save against a mind-affecting effect, such as those created by the *fear* or *rage* spells.

Subdomain Spells: 1st—*animate rope*; 2nd—*sound burst*; 5th—*song of discord*

* This spell changes based on the alignment of the caster. It might instead be *blasphemy*, *dictum*, or *word of chaos*.

The Heresies of the Dark

A vile counterpart to the Philosophy of the Light, the Heresies of the Dark are the collection of every evil and horrible event in the multiverse. It is unknown if there is a being or entity behind the Heresies but the crazed lost souls that worship it are tainted beyond redemption. Followers of this cursed path only wish to spread pain, suffering, and horror to everything they meet and are usually executed or stopped by heroes. Not much else is known about the Heresies of the Dark as no sane mind can bear the sins of the entire multiverse.

Home: Unknown

Alignment: Neutral Evil

Edicts: Unknown

Worshippers: Creatures that want the very multiverse to suffer and die

Domains: Evil, Darkness, Catastrophe, Madness

Favored Weapon: Greatsword

Symbol: A mostly featureless face crying, eyes filled with anger, and screaming with glee.

Lady Shinzosui

The Goddess of the sahaugin, who gave them visions of conquering the surface world during the Age of Water. Lady Shinzosui is a mysterious deity who communicates to her faithful through cryptic signs and dreams. When the war with the land-dwellers failed utterly, many of the sahaugin lost their faith and forsook the temples to Shinzosui, leaving them unattended and empty. Recently, however, some sahaugin have returned to these lost shrines to find them cared for by krakens, sea serpents, and other monstrous priests dedicated to their former goddess. These sea terrors have taken to educating those in search of faith once more in the strict and cryptic ways of Lady Shinzosui.

Home: The Elemental Plane of Water

Alignment: Lawful Neutral

Edicts: The darker the waters, the deeper the dive.

Worshippers: Sahaugin, intelligent sea monsters, scared sailors

Domains: Erosion, oceans, void, war

Favored Weapon: Trident

Symbol: An octopoid eye with an inky dark swirl at its center.



Home: Unknown

Alignment: Lawful Good

Edicts: Get good friends by being a good friend. Friends are family, protect them. My word is my bond.

Worshippers: Good friends, loyal lovers, teachers and caretakers.

Domains: Charm, Friendship, Language (sound), Magic

Favored Weapon: Crossbow

Symbol: A sword with the hands of four different creatures holding it's hilt.

Saint Deirdren, the Hollow

Deirdren was the oldest of three brothers separated at a young age when their parents died in a house fire. Though he tried for years to locate his siblings in life, the man who would become a saint to his people never could. On the day of Deirdren's death, a great light overtook his church, and he became an angel, dedicated to the Philosophy of the Light.

Deirdren's newfound divinity brought with it the location of his lost brothers, but the knowledge broke the saint's heart.

The first was assassinated in Inekin after a business deal gone sour and was now on his way to becoming a duke of Hell. The second, his youngest brother, was taken to

the Abyss to answer for his many heinous crimes and was likewise becoming an even more dangerous being.

Unwilling to believe his family could not be saved, Deirdren descended from the heavens and collected his brothers. He alone could save them. Whatever transpired between the three, however, destroyed Deirdren's faith. He is now little more than a being of regret, sorrow, and destroyed dreams, spending his immortality in a gray palace on the bank of a Sea of Tears. His only remaining task is to guard his brothers, preventing them from destroying themselves and taking Theia with them. Deirdren's grim determination is what draws so many failed individuals to his shattered grace.

Home: The Abyss

Alignment: Neutral

Edicts: Learn from my mistakes. Don't repeat them.

Worshippers: Sorrowful criminals, failed heroes, spurned people

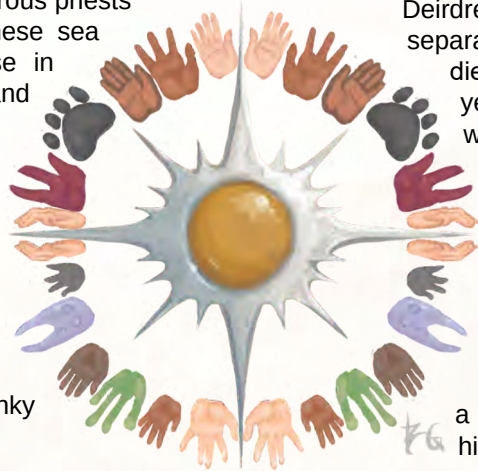
Domains: Family, healing, loss, repose

Favored Weapon: Light Mace

Symbol: A priest's collar, a guard's badge, and a husband's ring left in a puddle of inky water.

Theia, The World Spirit

Worshipped by the natives of Hunatii and scattered others, Theia is the world spirit, the divine consciousness of the planet. Theia's divine spark is relatively new; brought to life by the devotion of generation after generation of Hunatii cultists, druids, rangers, and shamans. Theia is young but ancient, new but old, and her rites focus on showing respect to the environment and the planet.



The Philosophy of the Light

Not so much a deity or being as can be explained, the event known as the Philosophy of the Light is a constant presence in the multiverse. It encompasses all good, from sharing to justice, to love to charity. Those that follow the Philosophy of the Light vary as much as there are different ways to do good in the world but they all try to spread as much goodness and hope as they can all their lives. Powerful followers of the philosophy claim that they have met beings born of pure goodness known as Avatars of Light. If these beings do in fact exist they seem to keep themselves hidden for mysterious reasons.

Home: Unknown

Alignment: Neutral Good

Edicts: Know good, love good, be good, spread good

Worshippers: Creatures that want to do good or seek redemption

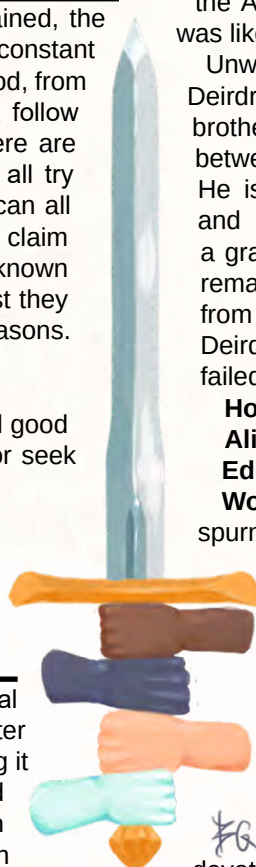
Domains: Community, glory, good, protection

Favored Weapon: Dire chakram

Symbol: Open hands of different creatures circling a ball of light.

Rekej The Smiling Friend

Rekej is a powerful wizard and was once a mortal gnome follower of The Philosophy of the Light. After meeting an avatar of his "deity" and accompanying it into Hell to save the stolen soul of his best friend he found himself immortal. Rekej, like most Theian gnomes, is a happy being who tries his best to teach the importance of loyalty and friendship. Though he is a good god he teaches that even those wicked of heart need friends and that allies can help any soul find the light.



On Theia's desires the native Hunatii have opened up their lands settlers and foreigners, attempting to learn more about other areas of their world to inform their deity about why she feels pain throughout her physical form. Strangers who stray too close to her shrines often anger her unknowingly, leading to her followers staging a cover up.

Home: All of Theia but her main body resides in Hunatii

Alignment: Neutral

Edicts: Protect the planet and care for the environment.

Worshippers: Those who look out for the world's wellbeing.

Domains: Air, Plant, Sun, Water

Favored Weapon: Longspear

Symbol: An ancient Hunatii symbol for life, drawn in dirt.

Ursinaph The Selfish Slumber

The middle child of the Terrible Three, Ursinaph hated that he had no choice in where he and his brothers would end up when they were taken away. So he promised himself, then and there, never to lose that control again. For years, he manipulated, lied, cheated, and murdered to get his way. When fate finally caught up to him, it was in an alley in the dead of night, at the edge of a knife wielded by one of his conquests.

The climb up Hell's ladder was easier than anticipated, and Ursinaph found himself under the command of a duke of Hell. He was given the form of a giant bear with reaven's feathers in place of fur and gemstone eyes. In this animalistic shape, Ursinaph was commanded to sleep until called upon. Instead, he stole his lord's wealth and left to become a duke himself.

When Deirdran found him, Ursinaph took the opportunity to sneak out of Hell. He hedged his bets when the two of them recovered their youngest brother, Blazoke from the Abyss. When the time came, he broke his older brother's spirit, and the three of them have ruled in isolation ever since.

Ursinaph remains a devil. He is the lord of those who reap the rewards of other's labor and hoard it for themselves.

Home: The Abyss

Alignment: Lawful Evil

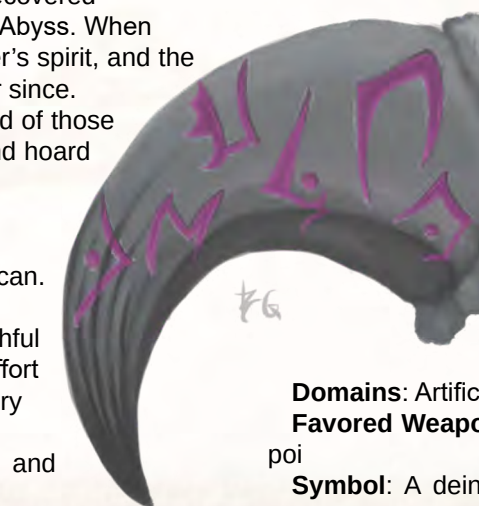
Edicts: Take everything however you can. It is yours, and so too is it mine.

Worshippers: The corrupt rich, slothful dragons, those who seek power for no effort

Domains: Animal, Law, Nobility, Trickery

Favored Weapon: Greatclub

Symbol: A golden cup pouring coins and gems into a fanged maw.



Valgyra

Valgyra is an ancient being, one of the first saurians to serve the kyver dragons during the Age before Ages. The interactions her kind had with the humanoid races over several centuries left Valgyra obsessed with them. How did they continue to outsmart the forgotten dragon flights time and time again?

This curiosity turned to resentment toward the kyver dragons for being so arrogant and underestimating their opponents. When the Collapse freed Violent and her ilk, Valgyra and a few dozen of her loyal lizardfolk offered their aid, but the queen of dragons ignored her saurian's last attempt to help, choosing instead to live in exile for another 2,000 years, still licking their wounds.

It was the last straw. Valgyra used the kyver's continued betrayal of her kind as the catalyst to welcome even more of the remaining saurians and lizardfolk to her cause. Using them as test subjects, she worked for another 500 years, combining alchemy and origin magic with remnants of the power that shook Theia all those centuries before. The captured divine essence that smoldered until she fostered it into an inferno of power and immortality. With it, Valgyra would rally the scaled races to her cause. Her subjects would go on to kill and harvest Sunset and his orange dragons while the rest of the world contended with the phaethos back east. To avoid notice, they gave the credit to Idon, who were too busy mourning the loss of Testament and the trojas to notice.

Another 800 years would pass before anybody dared enter Valgyra's region of Inframundo. Now, tiny mortals calling themselves "adventurers" skulk around the edge of her territory, searching for her relics. But Valgyra's ready, and so are her followers. Let them come, the Age of Scales will begin with the fall of man.

Home: Inframundo

Alignment: Neutral Evil

Edicts: Do not let lesser creatures take anything from you that you have earned. The scaled races are superior.

Worshippers: Troglodytes, undead, evil lizardfolk that know of her existence

Domains: Artifice, death, rune, scalykind

Favored Weapon: Natural weapons or, alternatively, poi

Symbol: A deinonychus talon enscribed with purple runes.

The Planes

Unbeknownst to most Theians, their home is but one of many shattered worlds, all of which are connected through lesser realities known as the planes of existence. The planes of existence occupy the same general space as Theia, invisible to all but those with the power to see them. At times, when energy from one of these realms collects in one place, that plane might manifest within Theia on its own. Spellcasters have been known to access these planes for their magic, and some of the greatest minds on Theia are said to have portals leading across dimensions.

The list of planes is inexhaustive, but there are some with more significance to Theia than others. Those planes are presented here, in alphabetical order for convenience.

The Astral Realm

Like water filling every nook and cranny of the space in which it's poured, the Astral Realm is what fills in the gaps between other planes. This plane shifts and changes constantly, making room for new worlds as their created and spilling into the emptiness left when one is destroyed or moved.

The Expanse: The Expanse, sometimes referred to as the astral sea, is the endless realm of light and nothing through which travelers pass while outside of another plane. As with all other realities, the Expanse does have an ecosystem where creatures tailored to its environs thrive. Three froglike races that have existed since the first worlds were young travel the astral sea, fighting wars between themselves for dominance over different gates and the ability to manipulate worlds on a grand scale.

The Gates: Gates are passages into other realities. Some are naturally occurring, while others are manufactured by potent magic users who can shape the fabric of the Astral Realm. They are most often used for travel, but there are those who call creatures through them. Whether summoned or called, such beings must pass through a gate conjured from the receiving end.

The Celestial Realms

Religion on Theia falls into the pantheistic range of beliefs, with multiple gods existing to grant their power to the faithful and punish those who besmirch their gifts.

The Abyss: The primordial region from which all things were created, including the heavens and the hells. The Abyss is the demonic home of Chaos on Theia. Like most worlds tied to chaotic ways, might and survival of the fittest often beat cunning and plans in this realm. This fact is not lost on its denizens, who lead beings that might otherwise be more powerful into one of the many layers of the Abyss where its connections to other planes can be severed, leaving it vulnerable.

The Heavens: The home of the lawful and good gods of Theia, the heavens were developed to reward the devout. Faithful denizens of Theia, even those who do not actively practice religion, can find a home somewhere within the heavens, should they

choose. Alternatively, some continue their service as angels and heralds of the gods, returning to the material plane to recruit more followers while preventing their enemies from doing the same.

The Hells: The Nine Hells are exactly that, nine regions wrapped around one another, each more heinous than the last. Archdevils and evil gods call this plane home. It is from here that devils work endlessly to steal the souls of Theians long before they pass through the Veil on their way to an afterlife. While the plane itself is inherently evil, it still houses some of the most beautiful regions in the cosmos. This is due in part to the existence of vain and obsessive rulers hoping to win over more for their birthing vats.

The Elemental Planes

If not for the elemental planes, Theia would be another lifeless rock caught in the orbit of the nearest star. Unfortunately, the world's connection to all four planes is not exactly distributed evenly, leaving areas across Theia where the elements spill over with relative frequency.

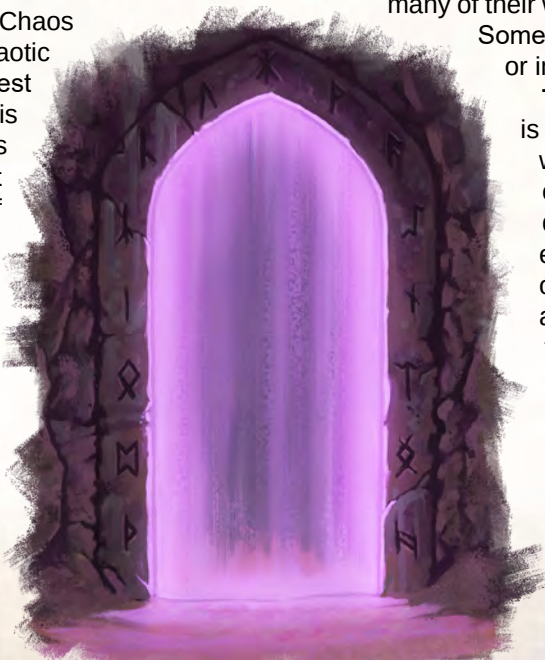
The Plane of Air: Theia's plane of air is a bastion of order, branching off of the heavens and acting as home to neutral, winged beings of all types. Tornados, hurricanes, and sandstorms that shape the land are manifestations of the battles fought by the plane of air against the other elements. If not for the magelords of Percimum, direct access to the plane of air would not be possible on Theia. The overabundance of the other three elemental realms has completely overshadowed this one everywhere but the highest peaks of the world.

The Plane of Earth: Second only to the plane of fire, this earthen realm is present in all regions of Theia. Even the oceans have been known to manifest signs of this realm because of the pervasive salt and other mineral content. Scholars in Percimum have argued for centuries that the core of their planet is a portal directly into the plane of earth. But since approaching the core will crush almost any mortal, they have yet to obtain definitive proof for either side.

The Plane of Fire: The strongest element on Theia is fire. This is due largely to the world's small size and proximity to its sun. Pushing out from the world's core are lakes, geysers, and rivers of magma, while the ambient temperature of Theia is on average 12°F hotter than other worlds. Unfortunately for magic users who specialize in fire, many of their world's creatures have adapted to this.

Some have even developed fire resistance or immunity over time.

The Plane of Water: Although fire is the most destructive of the planes, water is the physical representation of chaos on Theia. It's ability to create, destroy, and transform makes it an essential piece of the world. As part of their training, censors learn to resist and counter the chaotic aspects of this plane, subjugating it and using it for their own purpose. Each of Percimum's different wards study water in some capacity, whether as a life-giving force, a necessary building block, or a resource to be manipulated.



The Overrealm

The story of Theia's Overrealm is a tragic one. Like other shattered worlds before it, the battle with the Chaos began in the Overrealm, but in Theia's case, there was no Faerie Court to challenge and turn it back. For too long, the fey lords ignored warnings that the Umber Court was mobilizing against them, led by an unfathomable force from beyond reason. By the time they took the threat seriously, it was too late. Chaos had won their world to its side, and the reality to which it was attached would be forever changed by the resulting collapse.

The Broken Court: At its most beautiful, the court of the fey was a collection of different, exaggerated representations of life. A snow-covered realm of perpetual winter without the dangers of extreme cold bled seamlessly into vibrant forests where a thousand colors one could see flowed through a thousand more they couldn't. But with the invasion, these areas were perverted. Blistering winds scour and freeze all in their path. Haunted, dying trees reach out for help that won't come. The realm has collapsed in on itself, becoming an uninhabitable space where even the strangest fey dare not travel.

The Bleeding Pools: When entering adjacent worlds such as Theia, fey would use special gateways similar to those found in the Astral Realm. These gates, however, only existed between the Overrealm and the material plane, which is why the summoning of natural beings requires different inflection and magic. They were referred to as pools because they often literally appeared as pools to those watching them manifest, but also because they were wellsprings of fey power that would spill into reality, creating rings of flowers, mushrooms, or other growth indicating the natural magic involved. Now that the Overrealm is broken from the other side, the pools created by escaping fey could not be closed without sacrifice. They continue to bleed magic into Theia, creating life in the most barren of regions and dangerous overgrowth in areas already full of life.

The Realms of Death

Death in Theia is a more important transition for one's soul, not just because of its removal from the realm of the living, but because of the different paths down which it might travel after doing so. No one creature is the master of death on Theia. Instead, alien creatures known by some as psychopomps act as the harbingers of death, ferrying souls between realms and ultimately guiding them to a final destination.

Gakkido: Another plane that borders other realms of torture and evil, Gakkido is a peculiar realm to which the truly vile find themselves banished. Here, they are forced to exist in eternal agony, half living and half dead. This unholy life is not quite undeath, as the suffering still feel pain and hunger; still bleed and live, unable to die.

Souls trapped in Gakkido may become yokai; haunting shadows of their former selves that stalk the living world. For reasons unknown to the living, these yokai seem to be more common around Idon Oh.

ERO: Theian Aasimar (10 RP)

The countries of Idon Ah, Idon Oh, Idon Re, and Xaotawn are home to the aasimar of Theia, beings blessed by greater entities and beliefs such as Aria Longmarch, The Philosophy of the Light, and even Theia herself. They are angelic beings whose existence makes them a force for good.

Aasimar in Theia can select from the following alternate racial traits.

Ability Scores: Aasimar are infused with planar energy many associate with certain gods on their world. This grants them +2 Charisma and +2 Strength (Aria), +2 Dexterity (Brutus Peregrine), +2 Constitution (Theia), +2 Intelligence (Rekej), or +2 Wisdom (Philosophy of the Light). This may alter the aasimar's ability scores.

Deific Understanding: Aasimar with ties to a Theian deity always treat Knowledge (history) and Knowledge (religion) as class skills. They can also cast the 1st, 2nd, and 3rd-level spells from that deific domain once per day each. See Chapter 5 for more details on deific domains. This replaces skilled and the aasimar's spell-like ability.

Favored Class Bonuses: Theian aasimar can use their favored class bonus to gain one of the following benefits.

- +1/6 use of their 3rd-level spell-like ability from deific understanding.

- +1/4 use of their 2nd-level spell-like ability from deific understanding.

- +1/3 use of their 1st-level spell-like ability from deific understanding.

The Negative Energy Plane: When an average creature's soul passes through the Veil, it is often transported to the original realm of death: The Negative Energy Plane. It is within this realm that souls are judged by psychopomps. Those whose souls are claimed by a greater entity are shepherded to that being's realm. Those who lack such allegiances are offered the opportunity to become psychopomps themselves. On rare occasion, another creature might invite a soul to live on within that individual's dreamscape. Rarer still are the creatures with no ties to any higher power, but who also are either not welcomed by or unable to become psychopomps. These poor souls are among the first shunted back into Theia as ghosts, haunts, and other undead.

The Realm of Dreams

In and of itself, the realm of dreams is a fickle plane where even universal laws are mutable with enough willpower. The realm itself is finite, but expands with every being in existence capable of dreaming and retracts as those creatures are removed from the cycle.



Dreamscapes: A dreamscape is an individual's personal region within the Realm of Dreams. It is where lucid dreamers go that allows them to manipulate their inner world, and it is one of the few direct passages between the nightmare void and the waking world. The monks of Idon have long studied the effects of dreams on the body and the world around them, even after their country dissolved into three distinct regions.

The Nightmare Void: An odd and evil portion of the Plane of Dreams that seems to have some sort of link to Xaotawn and what remains of the Overrealm, the nightmare void is a dark place where dreams come true, for good or for ill. It was once ruled by a fiendish Bogeyman who kidnapped children and performed unspeakable acts just for the sake of fear. Dubbed The Bedside Horror by those that feared him, the creature sought godhood through the terror and despair of others. Lately though his realm has fallen silent, and begun to slowly spread. The nightmare void has begun infecting other areas of the Plane of Dreams and threatens to plunge the sleeping world into a miasma of darkness and screams.

The Shadow Realm

The polar opposite of the Overrealm, the Shadow Realm is an accursed, deadly reflection of all the ways its counterpart was enchanting and beautiful. Areas of this plane exist in the same space as the Overrealm, and creatures experiencing anger, fear, or other negative emotions can fall into it easily while traveling through its sister reality. Once trapped there, it becomes increasingly harder to escape without direct interference from either the other side or the material plane.

The Umber Court: The home of the nightfey was not destroyed like its counterpart in the Overrealm. Instead, it thrives, and the creatures that exist there continue to search for ways into Theia, invading the Dream Realm through pacts with the Nightmare Void. Some have been lucky enough to discover a bleeding pool through which they can enter the waking world without resistance.

The Veil: This is the region through which the dead pass between the worlds of the living and the afterlife. It encompasses Theia in the same way the Overrealm used to, and without that plane to keep it in check, the veil has grown thin, allowing undead to be conjured and transformed more easily in some areas of the world.

Sky Racing

Sky racing is the main attraction to be found in Borboto, and even when practiced in other countries, they are never quite as perfect. The deep canyons throughout Borboto have been carefully maintained over the years, developed into tracks and obstacle courses of varying grades of difficulty. Casual participants can earn a living sky racing, and professional teams compete for prizes worth tens of thousands of gold in the most challenging races. Some of the world's most powerful spellcasters, wealthiest nobles, and deadliest challengers enjoy the crown jewel of Borboto's athletic competitions, and it's believed that even outsiders have been known to visit the plane on occasion to watch their favorite teams face off.

What follows are the general rules to quickly begin sky racing. Future options may expand on these rules, but are unlikely to override them in any meaningful way.

Entry

To gain entry into a sky racing competition, a character must possess the following.

- Any ante required by the host of the race. Legal sponsors, such as merchant lords and nobility, are available for those who can prove their value and are willing to promote the benefactor they represent. Shadow sponsors are available, but tend to be used only by those who race for the glory, since they often require a non-refundable fee of around 50% of the ante and take at least 75% of any winnings.
- A flying mount, which can be raised or rented. High-end racing tournaments do not allow for magical enhancement with punishment ranging from a lifetime ban to imprisonment for a duration determined by the severity of the character's actions. Low-end tournaments do not enforce these rules as well, but individual racers may take action against somebody they determine is cheating.
- Somebody to direct the mount. A rider is required in all sanctioned sky races, but casual sky racing sometimes allows well-trained or intelligent mounts to fly solo.

Participation

There are three primary roles in sky racing, and potential teams hoping to join sanctioned events will want to have a team of at least 4, made up of riders and scouts. Most teams better their chances with an even split, but those with fewer skilled riders may opt to have more scouts, and vice versa.

Riders

Riders and their mounts are the most important aspect of participating in sky racing. In smaller circuits, individual riders race in 1-on-1 challenges of aerial acrobatics and speed through the lowest ranked Borboto's tracks. Friendships and rivalries are forged in these friendly competitions, and teams are made through the collected efforts of the riders themselves and the sponsors who watch for new star athletes to bring into sanctioned raiding.

After joining a team, a rider and their mount can race on official tracks, where crowds cheer on their favorites. Precautions are in place to prevent harm should a rider fall from their steed or have a run in with one of the manmade threats to be found throughout the course.

Becoming a Rider: Anybody with ranks in Fly can become a rider, although devoting traits (such as Sky Racing Student), feats, and potentially class abilities, to the effort is a necessary evil if one is to find sponsorship and potentially defeat some of the best sky racers on Theia. When attempting to become a serious rider, suggested feats include:

Acrobatic, Borboto's Monster Tamer, Borboto's Sky Racer, Drake Trainer, Signature Skill (fly), and Skill Focus (fly).

Class options that help one be a better rider include:

Archetypes for the cavalier (drake rider), druid (drake trainer), paladin (drake champion), marshal (drakeguard), and ranger (drake warden). These archetypes are summarized and adjusted for play in Theia in the Archetypes and Class Options chapter.



Classes with bonus feats also do well as sky racers, since they can pick up the requirements and stay combat viable.

Mounts

Mounts are as important in sky racing as the riders themselves, since they are the means by which the race occurs. Borboto defines a sky racing mount as any flying creature with Intelligence 4 or less that is able to carry a rider. Constructs (living or otherwise) and outsiders (unless they can without magic) cannot act as mounts in sanctioned sky races, due to their unpredictability.

All mounts are rated in three categories:

Rarity: Sometimes referred to as cost, a mount's rarity determines the likelihood that a common sky racer could obtain one. Rarity has no direct bearing on a race, although the most common mounts are not necessarily the fastest or most agile (see below). Adventurers who put forth their own earnings to buy mounts are always a wildcard when it comes to rarity, since the most recognized of parties can easily afford to rent a drake or three, even without sponsorship.

Borboto's official ratings for rarity fall on a scale of 1-5 in order of rocs, griffons, wyverns, chimeras, and drakes.

Agility: Also known as maneuverability, mounts with better agility can survive longer in obstacle courses and dodge the traps laid out in top-end, sanctioned races. It's not always good to be the fastest when a gate is closed for 3 seconds and racers have to fly in circles, tiring their mounts out while they wait. Being able to hover or take corners more smoothly can edge out raw speed in complex races.

Using a mount's base capabilities (before figuring in a rider's capability and any talents the mount may gain), Borboto's official ratings for agility fall on a scale of 1-5 in order of drakes, wyverns, chimeras, griffons, and rocs.

Speed: Speed plays a crucial role in sanctioned sky races. It's good for an opening lead, and more exciting when making a comeback or pushing for a victory in an otherwise very close race. If a rider and their mount lose some time dealing with an obstacle during a race, speed is what keeps them from losing outright.

Borboto measures speed as the fastest a mount can fly once it attains perfect maneuverability without a rider (such as through the flight drake talent), or good maneuverability with a rider (using the Borbotos Sky Racer feat). Through this process, the country's official ratings for speed fall on a scale of 1-5 in order of chimeras, wyverns, griffons, rocs, and drakes.

Combining these ratings gives a total RAS score of 7 for wyverns, 8 for chimeras, 9 for griffons, 10 for rocs, and 11 for drakes. Of course, this doesn't make wyverns the worst mounts, especially in the hands of an experienced gnoll rider. In fact, as riders gain experience, these ratings can blur together, to the point that the mount's physical abilities become less important than its rider's training and their combined knowledge of the track on which they race.

Non-standard flying mounts are occasionally allowed to participate in sky races, but their rarity rating begins at a 6, and they must have a total RAS score no higher than 11 to compete for prizes and ranking. For this reason, creatures like the pegasus and nightmares cannot compete as mounts (but, see scouts), since not only would they have an unfair advantage in speed and agility, but their natural intelligence would allow them to act independently of their rider, negating one entire aspect of official sky racing.

When looking to gain the edge, riders should consider training their mount with the following feats, or having them trained by its rider:

Acrobatic, Flyby Attack*, Hover, Snatch*, and Wingover.

Scouts

The third and final aspect of sky racing is scouting. Scouts are given a slight head start compared to their associated rider. This allows them to reach the first obstacle with enough time to overcome any difficulties it may present when the riders come through. Reaching and overcoming obstacles requires a variety of skills that change with each race.

* These feats are best used when competing in acrobatic challenges. They rarely help during sanctioned races.

FYI: Sky Racing & Party Dynamics

Don't hesitate to build races geared toward your party's strengths so that they are encouraged to participate. As with most major events, we leave the dates of the new sky racing seasons and the Cabaro Cup up to you to determine. When your party first hears about sky racing, they could be told that they're in luck because a new season just started and their group make up stands a chance against some of the incumbent teams.

Of course, you still want the races to be challenging, but nobody's going to have fun if the group gets stuck on a puzzle because nobody trained in Knowledge (history) and their elected scout got there after everybody else. Maybe an alternative at that point would be to let the scout simply smash doors until he finds the right one, attempt a Perception to notice the ground disturbed around the correct path, or cast *passwall* and guess which one to use.

As for number of scouts versus riders, just remember that each rider needs at least 1 scout, and there can be any number of scouts per rider. Maybe the paladin joins the rogue as a scout and there's a heavy boulder on the path that needs moved with a Strength check to get by. A puzzle may require knowing about Brutus Peregrine, so in that regard the paladin is more help than hindrance as the race continues. In sanctioned races, only the rider and mount need cross the finish line.

The most common skills associated with scouting include Climb, Craft (to repair something broken), Disable Device, Knowledge (various), Linguistics (to decipher puzzles), and Swim. Most of these skill checks can be made untrained. For the rest, alternative options are available, including breaking a device (with a Strength or sunder check), or even just waiting for another scout to solve the puzzle first.

When a scout completes an obstacle, they open the way for their rider to pass on to the next section of the course. While the rider waits, they may have to slow their flight or fly in circles until their scout can get them through. Higher-end obstacles may require greater coordination, such as a scout directing the rider through a maze while looking at the map and communicating via some external means.

Characters with a great number of skill ranks are ideal scouts, but they aren't always necessary. Most common obstacles (see below) have more than one solution.

Course Construction

Borboto's sky racing courses are often constructed no more than three or four days in advance to prevent any potential cheaters from seeing the course ahead of time. Each year, the Sky Racing Course Committee meets before the new season begins to determine what common obstacles they'll encourage participants to practice against leading up to the Cabaro Cup in Aerios. Race coordinators around the country then have about a month to make any updates to their practice courses to meet those specifications.

Course Basics

Sanctioned courses are never just about mount speed and racer viability. Those aspects are important, but they don't draw in crowds. Instead, a proper course will feature a bare minimum of 3 rounds' worth of obstacles. Most beginner-level courses in Borboto stick to a standard of 5 obstacles, which means the fastest any team can complete a given sky race is 5 rounds, assuming all of

their checks succeed and line up perfectly with each other. Intermediate courses have a minimum success requirement of between 8 and 12 obstacles, while Expert courses push into the 15 and higher range, requiring at least a minute and a half to finish the race. Realistically, such races allow for up to 2 minutes for completion on average, plus between 5 and 10 minutes for preparation and cleanup for the next.

Course Difficulty

Courses are broken up into Youth (levels 1-3), Beginner (levels 4-7), Intermediate (levels 8-13), and Expert class (level 14 and higher). Many children in Borboto begin learning their way around a sky racing mount at a very young age. Often times, when a group unfamiliar with the sport asks to sign up, they're half jokingly directed to the youth training camps. In truth, some of the kids who started there are better than adults who race in the pro circuit regularly.

Each course can be built exactly like an encounter. The course is given a Challenge Rating based on the complexity of its obstacles and the general difficulty of flying there. From there traps and other obstacles can be added within the appropriate range.

The course CR also helps to determine the skill bonuses and abilities of opposing teams. One could reasonably expect a beginner team's wizard scout to be capable of casting *knock* to get past an obstacle in a pinch, but only an intermittent or expert team's scout could cast *passwall*.

Build Round-by-Round

When building a course, consider how many rounds it is expected to take, then begin working on an outline of each round, recognizing the actions that each scout and rider can take when it's their turn.

Round 1 (The Scouting Round): Each participant rolls initiative, just like at the beginning of combat. Once the order is determined, only scouts get to act during the 1st round. Unlike a surprise round, scouts can take all of their allotted actions on the scouting round, including to cast opening spells on themselves, their allies, or the racer. In sanctioned races, scouts are not permitted to cast harmful spells on their opponents, and getting caught means disqualification from the race.

Round 2 and Beyond: Each participant acts on their initiative order, and may choose to delay their turn until they can act in concert with their teammates.

On a scout's turn, they must either reach or overcome an obstacle. If a scout completes their task, they can keep the path open until their rider gets through, then let go as a free action, preventing others from doing the same. While the path is open, any rider may go through, and their scout can skip the obstacle, gaining a bit of a lead on the one waiting for their rider's turn to come up.

On most turns, scouts will work to reach or overcome an obstacle, while riders will either be able to fly to the next section of the race or have to wait until their scouts can get them through.

Common Riding Obstacles

Canyons and Spires: A course may require a rider to dive into a canyon or pull their mount up over a spire in order to avoid some greater danger to their position. These often require a Fly check at the course DC, where the rider gains back 5 feet of movement for every 5 by which they beat it, up to their full speed.

Pendulums: Pendulums swing through the course, preventing easy navigation and potentially knocking riders out temporarily. Slow pendulums swing left, middle, right, middle on initiatives 15, 10, 5, and 0. Moderate pendulums swing in the same pattern on initiative 21, 18, 15, 12, 9, 6, 3, 0. Fast pendulums swing in the same pattern on initiative 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2, 0. Complex pendulum setups may reverse the order of some pendulums.

Turns: Only a handful of sky races are considered straight courses. Most have at least a couple of angles that must be navigated around. Flat 90-degree and hairpin turns against a wall of stone, glass, or some other substance make up a good number of intermediate course challenges for riders. Expert courses tend to also throw in a scouting obstacle here to complicate the turn even further.

Common Scouting Obstacles

Cranks, Levers, and Pulleys: These are often attached to movable walls or swinging obstacles that need to be slowed or stopped. They sometimes require more than one pull, or can be jammed/broken to create a more difficult barrier for other scouts and riders.

Full Stops: These are areas where a scout must wait until their rider passes through some aerial obstacle, such as grabbing a key and throwing it down or passing by a flag that opens a portal to the next obstacle. Full stops are present in almost every course to ensure that the participants have good coordination with each other during the race.

Pressure Plates: Pressure plates control some obstacles, and they must be pressed by a minimum weight. Disabling a pressure plate can make it more difficult or impossible for other scouts to use it without repairing it first. Uneven pressure plates move in some way or the area around them is small, requiring balance or active movement to continue using them each round.

Puzzles: Puzzles often require one or more skill checks (as move actions) to solve at the course DC. This category is where most of the more obscure skills come into play, like a puzzle that requires Survival in order to determine which path doesn't include poison ivy or reconstructing some piece of Onilaaran technology with Knowledge (engineering). Some scouts might get hung up at these puzzles until another scout solves them, so their challenge is getting here faster and not being left behind.

Rope Ladder/Bridge: These are often added to the sides of canyon walls and across gaps as movement obstacles or have something tied onto them that can be pulled down with a sufficient Strength check at the course DC.

Opposition

A sky race without at least one opposing team is just an obstacle course. Most courses will host 2-team races, but many prefer there be at least 3 teams available to help build suspense for crowds. Also, sponsors like to show off their teams leading up to the Cabaro Cup so that fans can get to know their skills and abilities.

Sponsors

Sponsors have become as integral to sky racing as the participants. They are the ones who promote races across Theia, drawing in crowds from around and beyond the world. Most of the time, sponsors are NPCs, but high-level characters with a love of the sport may also join their ranks by purchasing or creating a team and promoting them.

Sponsored Obstacles

Sponsors with enough money or favors owed them can make requests for specific obstacles to be placed at any given level of competition. These requests are usually made to give the sponsors' teams a slight advantage during the season because they specialize in a certain activity. As with any obstacles, more complex requirements or resolutions are reserved for high-end competition (such as a lava waterfall that must be avoided or flown through by somebody with fire resistance and a burrow speed).

Example Beginner Course - CR 4

Rider Course Specs: Length—300 feet, U-shaped with two 45-degree turns and one 90-degree turn; Obstacles—pendulum, canyon, severe wind, spire

Scout Course Specs: Rope bridge, lever, steep decline (difficult terrain), full stop, uneven pressure plate

Round 1 (Scouting): 15 feet from the starting line is a 10-foot long Unstable Rope Bridge (Acrobatics to balance or jump DC 10, or Climb DC 15). Failure by 5 or more results in a 15-foot fall into a pit that must be climbed out of before continuing.

Round 2: Riders fly for 60 feet, then have to avoid a moderate pendulum swinging in their way. If the pendulum is in the middle, they can either attempt a Fly check DC 25, or go around the pendulum, which costs them 30 feet of movement. Failure pushes the rider back 10 feet and forces them to retry. Failure by 5 or more also dazes them until the start of their next turn.

30 feet from the scouts' bridge is a lever that can be pulled and held in place (grapple vs. CMD 20). Holding the lever in place slows the pendulum by 1 category and reduces the Fly check of passing riders by 5 + 5 for every 5 by which the CMD is exceeded. The lever can be released as a free action.

Round 3: Riders turn 45 degrees, then dive 60 feet into a 70-foot-long canyon. As they fall, they must use a move action to grab a flag that signals to let their scouts through (Fly DC 15). Failure means they must fly back up and try again unless they have hover.

40 feet from the scout's lever is a steep decline for 60 feet with difficult terrain (Acrobatics DC 20 to balance or Climb DC 15). At the bottom is a *wall of force* that will let them pass only if their rider secured the flag on the way down.

Round 4: Riders fly 80 more feet, then make another 45-degree turn into severe wind (–4 to Fly). Small riders must make a DC 20 Fly check to get safely past. Tiny riders must succeed on a DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage.

50 feet from the scouts' *wall of force* is an uneven pressure plate that can be weighed down with 140 lbs. Pressing it reduces the wind in the canyon to strong (–2 to Fly) and on the spire to moderate (no penalty).

Round 5: Riders make a 90-degree turn, then must fly up 80 feet at a steep angle with a DC 20 Fly check in strong wind (–2 to Fly). At the end of the spire is the finish line.



7 Enemies & NPCs

Class	Primary Graft	Secondary Graft	Spellcasting
Astrologer	Astrologer	—	Astrologer
Barrier Sentinel	Barrier Sentinel	—	—
Censor	Bard	Paladin	Censor
Cultist	Cultist	—	Cleric
Dragon Speaker	Dragon Speaker	—	—
Gladiator	Gladiator	—	—
Marshal	Marshal	—	—
Mercenary	Mercenary	—	—
Necromancer	Necromancer	—	Necromancer
Noble	Noble	—	—
Sohei	Barbarian	Paladin	Sohei
Thaumaturge	Wizard	Cleric	Thaumaturge
Zealot	Barbarian	Inquisitor	Zealot

Alternate Class Grafts	Primary Graft	Secondary Graft	Spellcasting
Astrologer	Sorcerer	Bard	Astrologer
Barrier Sentinel	Barbarian	Fighter	—
Censor	Bard	Paladin	Censor
Cultist	Cleric	Inquisitor	Cleric
Dragon Speaker	Druid	Monk	—
Gladiator	Barbarian	Bard	—
Marshal	Cavalier	Ranger	—
Mercenary	Ranger	Fighter	—
Necromancer	Cleric	Sorcerer	Necromancer
Noble	Bard	Ranger	—
Sohei	Barbarian	Paladin	Sohei
Thaumaturge	Wizard	Cleric	Thaumaturge
Zealot	Barbarian	Inquisitor	Zealot

Purple Dragons (Phaethos)

The self-made rulers of the kyver dragons, the phaethos are some of the deadliest creatures on Theia. Their scales draw in light, which they convert into power, strength, and energy.

Ancient Purple Dragon CR 20 (XP 307,200)

An array of feathers rings this gargantuan dragon's neck. They flicker from black to white as light is drawn into them.

LE Dragon

Init +3; **Senses** Perception +35 (blindsense 60 ft., darkvision 60 ft., low-light vision)

Aura frightful presence (300 ft., DC 25)

Size Gargantuan (20 ft.); **Speed** 40 ft., fly 250 ft. (clumsy, hover)

Defense

AC 38 (touch 18, flat-footed 33)

Fort +20, **Ref** +20, **Will** +17; **CMD** 46; **Concentration** +29

hp 407; **DR** 10/adamantine; **SR** 29;

Immune paralysis, phaethos immunity, sleep

Defensive Spells 1/day—*globe of invulnerability*

Offense

Melee bite (reach 20 ft.) +32 (5d6+18/x3), 2 claws (reach 10 ft.) +32 (4d6+12), 2 wings (reach 15 ft.) +27 (3d6+6), tail slap (reach 15 ft.) +27 (3d8+18)

Attack Spells (DC 22 + spell's level) 1/day—*baleful polymorph*; 3/day—*enervation*, *flame strike*; at will—*invisibility sphere*

Attack Options (DC 29) breath weapon (120-ft. line, 20d6 beam of light), critical striker, defense breaker; **CMB** +44

Statistics

Utility Options change shape (any humanoid, *shapechange*)

Str +13, **Dex** +3, **Con** +6, **Int** +9, **Wis** +5, **Cha** +5; Diplomacy +28, Fly +35, Intimidate +35, Knowledge (arcana) +35, Spellcraft +28

Special Abilities

Breath Weapon (Ex): The dragon's breath weapon is a destructive beam of light strong enough to damage terrain and unattended objects in its path. Blind creatures automatically succeed on their saving throw against the dragon's breath weapon, and creatures that avert their eyes gain a +5 bonus on their save. A creature that fails its save against the dragon's breath weapon is blind for 1d4 rounds, then dazzled for 1 minute.

Phaethos Immunity (Su): The dragon is immune to light-based effects (*burst of radiance*, *prismatic spray*, etc...) and damage from holy sources (divine power damage from *flame strike*, additional damage from smite evil, channeled positive energy, etc.), provided they originate from a good-aligned source or a servant of a good-aligned god.





Yellow Dragons (Xanthus)

Consummate liars and thieves, the yellow dragonflight ruled Inekin and Hunatii during the age of fire. Whispers among those who visit Theia's seediest country claim that they may still hold sway over its current ruler.

Very Old Yellow Dragon

CR 16 (XP 76,800)

This dragon's hood and general shape give it a snake-like appearance. Its wings are more for course correction than control in flight, and its many tails can be hard to avoid.

LE Dragon (water)

Init +7; **Senses** Perception +27 (darkvision 120 ft., low-light vision)

Aura frightful presence (150 ft., DC 25)

Size Huge (15 ft.); **Speed** 40 ft., fly 120 ft. (poor), swim 120 ft.

Defense

AC 33 (touch 17, flat-footed 27)

Fort +17, **Ref** +17, **Will** +14; **CMD** 39; **Concentration** +23

hp 264; **DR** 15/magic; **SR** 27; **Immune** paralysis, sleep, xanthus immunity; **Resist** cold 15, fire 15

Defensive Spells 1/day—*programmed image*

Offense

Melee bite (reach 15 ft.) +28 (3d6+16), 2 claws (reach 15 ft.) +23 (2d6+11), tail slap (reach 15 ft.) +28 (3d8+22, plus grab)

Attack Spells (DC 19 + spell's level) 1/day—*feeblemind*, *mass suggestion*; 3/day—*phantasmal killer*, at will—*charm monster* (3rd)

Attack Options (DC 26) breath weapon (100-ft. line, 16d6 piercing water), constrict (3d8+22); **CMB** +32

Statistics

Utility Options change shape (any humanoid, *shapechange*), waterbreathing

Str +11, **Dex** +3, **Con** +4, **Int** +5, **Wis** +4, **Cha** +7; **Bluff** +27, **Disguise** +27, **Fly** +22, **Intimidate** +27, **Knowledge** (all) +22, **Stealth** +22, **Swim** +27

Special Abilities

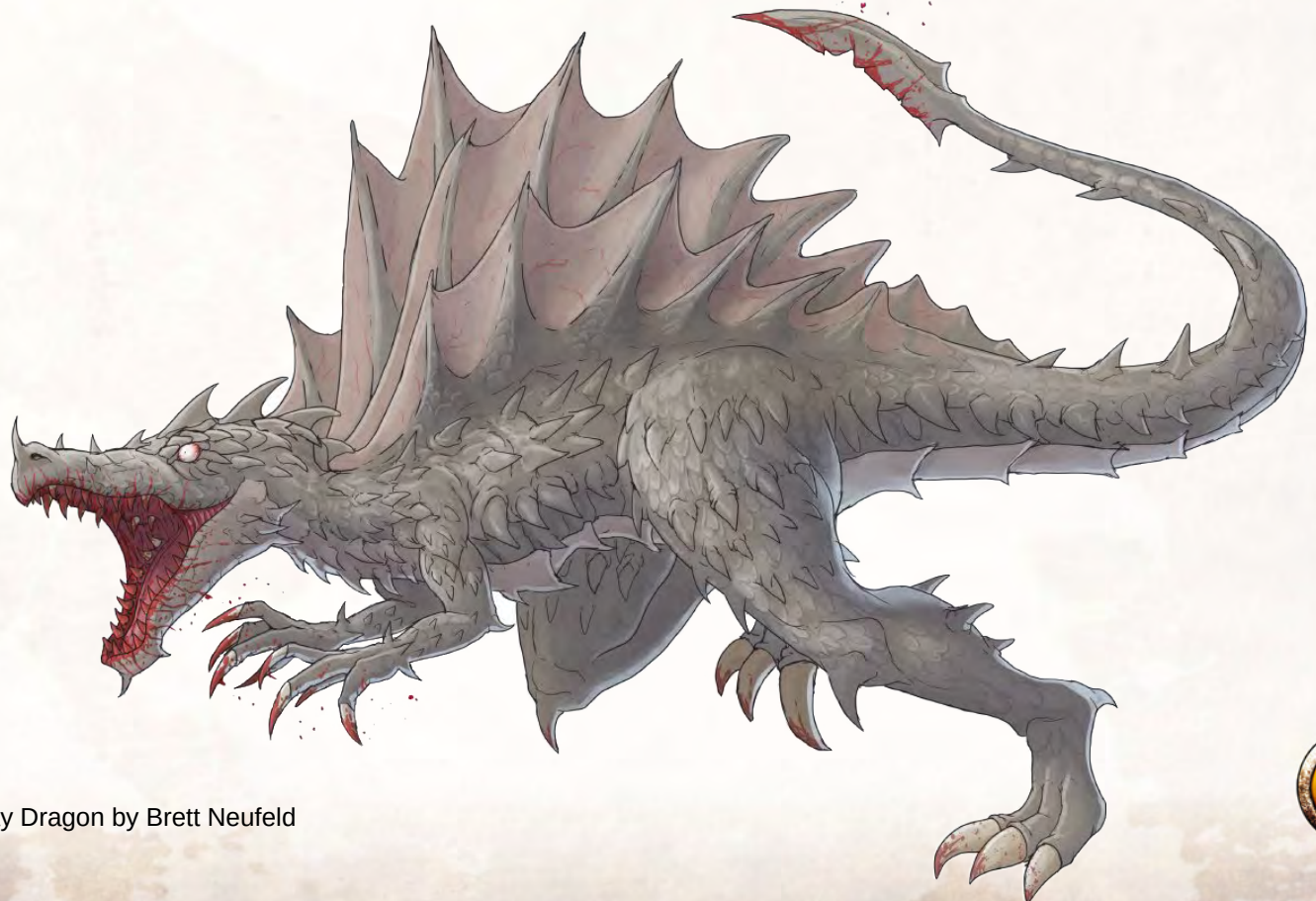
Breath Weapon (Ex): The dragon's breath weapon functions as *hydraulic torrent* (CMB +28, Str +11).

Constrict (Ex): As a standard action, the dragon can constrict up to 3 Medium or Small creatures, or up to 2 Large creatures at a time. It makes 1 grapple attempt and compares it to the CMD of each creature it has grabbed. The dragon can still use tail slap while it has creatures grabbed.

Xanthus Immunity (Su): The dragon is immune to water-based effects (*hydraulic torrent*, *vortex*, etc...).



Orange Dragon by Brett Neufeld



Gray Dragon by Brett Neufeld

The Heroes Five

Edgar Gruffgrit

Gunslinger

Rizzo the Amazing

Alchemist

Saia the Traveler

Bloodrager vmc witch

Saia the Traveler: One of the Heroes Five that pushed back the oni invasion and then disappeared in the White Waste. Saia is a legend among the people of Idon Re. Saia wanders out of the frozen mountains every once in a while to speak to the Emperor and Empress for unknown reasons and always for a week to the hour before returning.

Chaotic Good Human Bloodrager Lv8/ Ranger Lv 2 variant-multiclass Witch

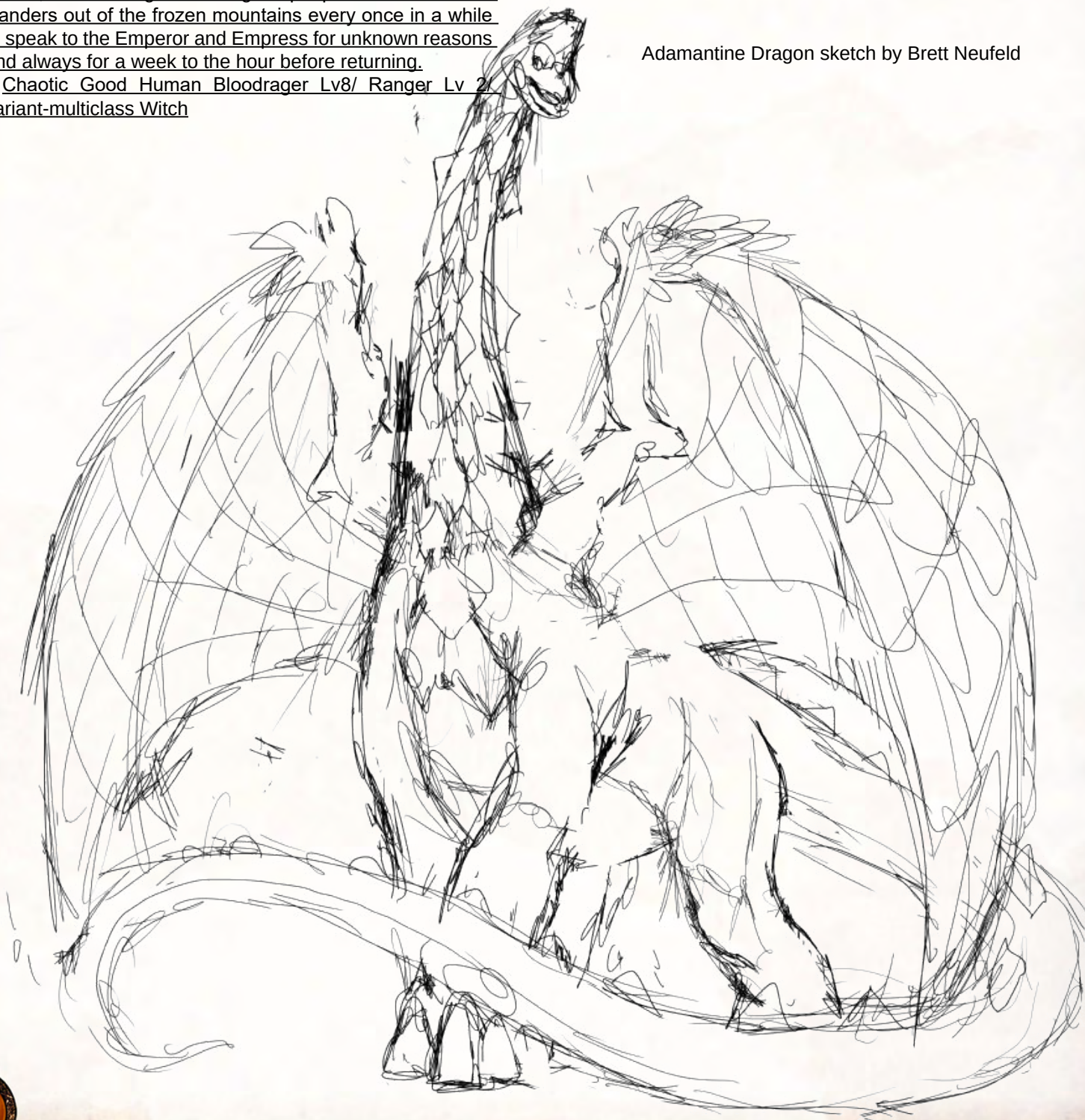
Wang Wei the Phantom Blade

mesmerist/swashbuckler/noble

Wang Yu Yan the Endless Song

bard/swashbuckler/noble

Adamantine Dragon sketch by Brett Neufeld



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Mithral Dragon by Brett Neufeld



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