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# THE BOOK OF MANY THINGS

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Volume 2: Shattered Worlds



KEVIN GLUSING



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# The Book of Many Things

Kevin Glusing



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## Introduction

Welcome to the Book of Many Things Volume 2! Inside, you will find a host of options that haven't been made available for the Pathfinder Roleplaying Game until now. Many of these options have been created by request from players and GMs alike, and I will continue to add more such options as I continue to receive them.

Where volume 1 contained requests that eventually became what is now considered Order vs. Chaos, volume 2 is starting out immediately with a theme. That theme is crossovers in the form of shattered worlds. From video games, to books, to movies, to other RPGs, the Book of Many Things volume 2 aims to cover as many crossovers as Order vs. Chaos did generic options.

## Have a Request?

We're looking to add more content to this volume of the Book of Many Things. If you have anything you'd like to see, please don't hesitate to contact us through the comments/feedback on the site where you purchased this, or through any of the following channels.

- Facebook - [www.facebook.com/bookofmanythings](http://www.facebook.com/bookofmanythings)
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## The Story

The great battle between the forces of order and the minions of the Chaos has quieted, with only a few areas around reality still locked in battle. But the war is not truly over, nor could any ever believe it would be. The fundamental conflict between order and chaos continues to exist, and is as real as the struggle between good and evil.

Still, there is peace for a time, and an opportunity to explore the rifts opened up by both sides in search of allies. These “shattered worlds” as they have been named by scholars teem with life. Powerful, ancient races travel from their homeworlds now into reality; and they bring with them new fighting techniques, new magic, and new ways to wage war.

As time goes on, the rifts are becoming unstable. Some wink in and out of existence in seemingly random order, potentially cutting an unfortunate man or woman in two as they materialize or fade. Others grow. With each passing day, beings from either side of a rift might chant dangerous rituals in hopes of calling into being something worse than might ordinarily be able to come through.

The heroes from these shattered worlds must come to terms with their new reality, forming new bonds; finding new villains to face and ultimately keep at bay. Even those warriors used to solitary adventuring are finding they need help. It’s up to the adventurers of the material plane to step up and do exactly that.

## Navigating This Book

Chapter 1 — Races: The Book of Many Things Volume 2 introduces a variety of races from the shattered worlds. These races are presented with alternate racial traits and favored class bonuses. They also include expanded options such as archetypes, feats, and/or spells.

Chapter 2 — Classes: This chapter explores new classes. Each class brings different and new features to the table, such as a generational hero who can learn to use several specialized sets of equipment, or monster tamers with the ability to not only befriend monsters but also become them.

Chapter 3 — Archetypes and Class Options: Many new archetypes fill out this chapter, including at least 1 for each new class. In addition, the chapter adds some new options for a couple of existing classes.

Chapter 4 — Feats: A handful of requested feats can be found here, as well as new multiclass feats that let you enjoy the option in a new way.

Chapter 5 — Magic: This chapter provides new spell lists for the spellcasting classes found here, as well as eldritch invocations and words of power. Closing out the chapter are new spells.

Chapter 6 — Items and Equipment: The final chapter adds a handful of new items brought over from the various shattered worlds, and magical locations representing pieces of those worlds that broke through as well.



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**Races**

Each of the races detailed in this chapter includes racial traits, alternate racial traits, and favored class options. When appropriate, a new race may also include an archetype or other class options, equipment, feats, or spells.

The races found here represent the world from which they hail. They have been pulled into the material plane by the closing of the Chaos Gate, sometimes in large numbers.

The racial traits for races designated with an asterisk ( \* ) can be found in *The Book of Many Things Volume 1*. Alternate racial traits and additional options related to their worlds of origin can also be found later in this chapter.

**The Collective:** The Collective is an otherwise disjointed group of heroes, villains, and monsters from a multitude of worlds where the rifts opened by the Chaos Gate were closed off early enough that few, if any made it through.

The collective races are any with no direct tie to one of the other worlds detailed below.

**Jin-Ku:** Jin-Ku was once a technological marvel. The vulture-men who called it home created some of the most advanced combat suits of armor known to their reality. This specialized armor was adopted by the samsaran warriors of Jin-Ku and used to protect their home from the draconic pirates that threatened it.

Of the dragon hunters, one samsaran rose to particular prominence for her successful routing of several world-shattering assaults by altered, treasonous vulture-man technology. It was this heroine who was chosen to leave her world, accompanied by an unknown number of her fellow dragon hunters, when the rift opened.

The races of Jin-Ku include dragonkin, energivores, samsaran, and vulture-men\*.

**Volwryn:** On Volwryn, war looms at all times. Despite working with each other on several occasions to defeat great threats to their home, the races of this plane can never really get away from old prejudices. Nobody knows for sure if common racism and pride are to blame, or if there is a deeper meaning behind the seemingly unpredictable events that return the world to fighting when they would otherwise begin talks of peace.

Tired of the constant skirmishes, war parties, and life-extinguishing threats, many of Volwryn's warriors took it upon themselves to leave for new adventure through their rift when it first materialized. With so many of them used to traveling through strange portals to new realms, they have acclimated better than most to the material plane.

The races of Volwryn include world soul dwarves, elves, gnomes, goblins, humans, minotaurs, orcs, reborn, skinwalkers, tieflings, trollkin, and ursaren\*.

**Zaelin:** The world of Zaelin is a fantastic plane where the Shadowrealm and the material coexist. Long ago, a fiari thief-turned-sorcerer wished to rule the world, and it was transformed in his image. As a result, the people of both realms struggled to live with each other, and mischief ran rampant while fairies and other fey creatures did their best to maintain a light against the darkness.

Throughout many years, and many adventures, the heroes of Zaelin have risen up to beat back the evil lord's minions and restore their home to its former splendor. These endeavors have met with varying degrees of success. Most recently, an elfling has come into his own as a generational hero with a plan to finally put an end to the sorcerer king's wish. Teaming up with the deposed princess of his kingdom, the pair have gathered others like them and stepped forth through the rift into the present day and age of the recognized world.

The races of Zaelin include elflings of the skyforest, the red-maned fiari, the stout runekin of the mountains, and the ocean and sea-dwelling tsura.

## Fiari

The fiari are a mysterious race of desert warriors, long removed from their ifriti parentage, yet still possessing its aptitude for sorcery. On Zaelin, some of the greatest thieves, magic users, and even assassins hail from the tribes of the fiari. While stories paint the race as evil, this is only the result of one man's actions. The race itself, while nomadic and seclusive, is no more dangerous to interact with than any other.

**Physical Description:** Fiari are best recognized for their dark skin and bright red hair caused by their elemental heritage. The race's dimorphism is readily apparent, with the females appearing almost elven and the men bearing a closer resemblance to powerfully built humans.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 11 in.	126 lbs.	2d10	x5 lbs.
f 4 ft. 6 in.	80 lbs.	2d10	x5 lbs.

### Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
30 years	90	150	210	+5d12 years

**Society:** The fiari are a matriarchal society, with the common men acting as little more than tools to be used in procreation and the defense of the tribe. Female warriors, hunters, and diplomats leave the tribe accompanied by one or more of their suitors to meet with other races for trade and battle. While these warrior groups are gone, the rest of the tribe leaves its home to prevent being found, only returning once the outsiders have been dealt with.

**Relations:** Outside of their tribes, the fiari can be fun, even fanciful. They love interacting with other races and treat them as one might treat a favorite pet or a long distance friend who doesn't quite understand the true nature of things. Since so few interact directly with tribes, the fiari are likewise treated as dignitaries or cousins in matters of peace, and ruthless witches or expert warriors in matters of war.

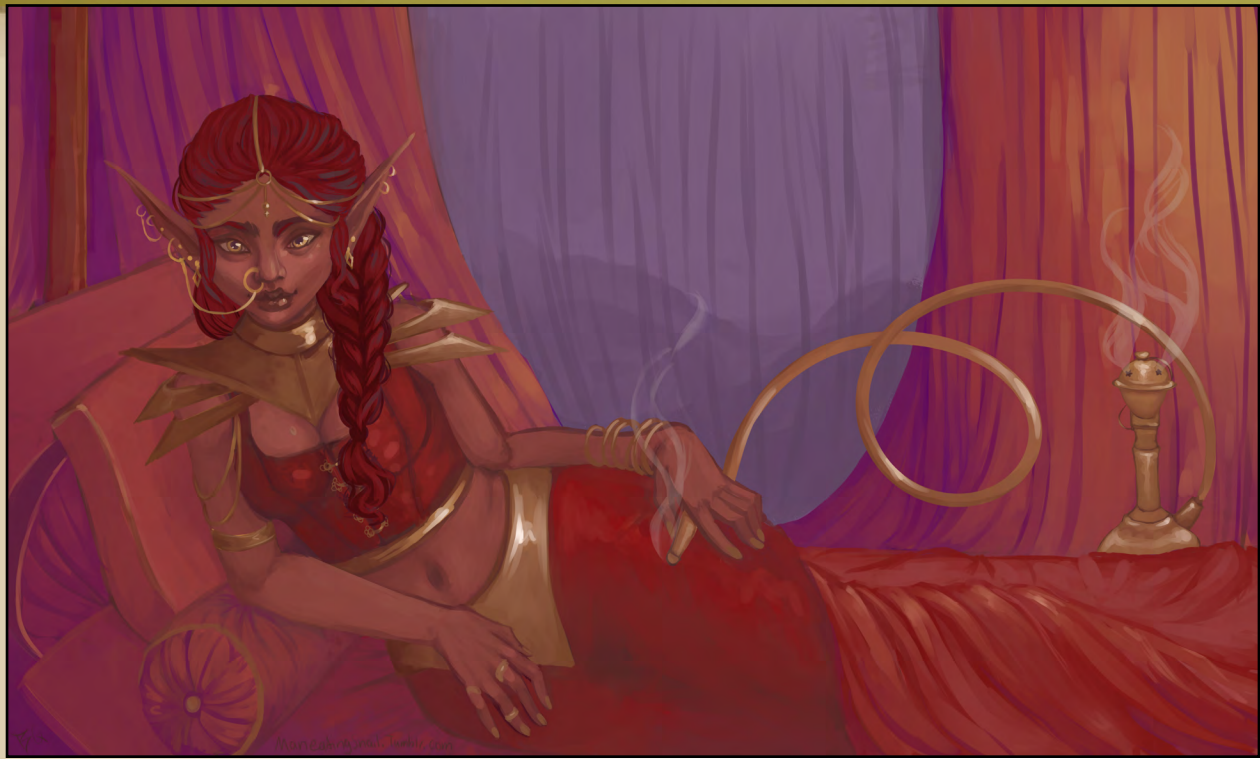
**Alignment and Religion:** Tribes of fiari worship a powerful sun god from Zaelin who they believe gave them their resilient skin while also cursing them with the locks of fairer races than they. In spite of this belief, the desert people still wear their hair proudly, likely to downplay the god's attempt to teach them humility. Individual fiari are welcome to hold to their tribe's beliefs or form their own from their adventures, so long as they remain respectful when among their elders.

**Adventurers:** When a fiari has reached adulthood and ended her training, she is sent into the desert until she proves herself worthy of her people. Some catch a breath of the wild world beyond the sand dunes and decide to remain for a time, but none return without something proving their value to the tribe. This opens the race up to a wide variety of options when it comes to classes.

**Male Names:** Devori, Iirikan, Surtur, Yomit

**Female Names:** Alume, Katrin, Mirari, Zaeora

**Tribal Names:** Darud, Orboro, Takasti, Ventril



## Fiari Racial Traits (11 RP)

**+2 Str, +2 Cha, -2 Con:** Fiari are strong, and magically gifted, but they find it difficult to adapt to new environments.

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

**Base Movement:** Fiari have a base speed of 30 feet.

**Desert Stride:** Fiari gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in desert terrain. A fiari traveling through the desert normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

**Endurance:** Fiari begin play with Endurance as a bonus feat.

**Magical Aptitude (Sp):** Each fiari has the ability to cast a 0-level sorcerer spell of her choice as a spell-like ability up to 3 times each day. A fiari with a Charisma score of 11 or higher also gains a 1st-level sorcerer spell of her choice that she can cast as a spell-like ability once per day.

**Silver Tongued:** Fiari gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

**Unbreakable Skin:** As a result of the sorcerer king's magic, the fiari have DR 5/silver.

**Languages:** Fiari begin play speaking Common and Terran. Fiari with high Intelligence can also choose Draconic, Dwarven, Ignan, or Orc.

### Alternate Racial Traits

The following racial traits can be selected in place of the typical fiari racial traits.

**Ifriti Heritage:** A fiari with this trait gains acid, electricity, and fire resistance 5, but also vulnerability to cold. This replaces Endurance.

**Bandit:** Some fiari prefer more overt tactics to the subtleties of word play. They gain a +2 bonus on Sleight of Hand and Stealth checks, and a +2 racial bonus to combat maneuver checks made to disarm or steal. This replaces silver tongued.

**Warrior's Transformation:** There are fiari tribes who use their magic only to improve the strength of their warriors. These fiari gain +4 str, -2 Con, -2 Wis. This modifies the fiari's ability bonuses and replaces magical aptitude.

**Hatred:** The fiari formerly loyal to the sorcerer king developed a natural hatred of humans and elves (including elflings). They gain a +1 racial bonus on attack rolls against creatures of these subtypes. This replaces desert stride.

**Weapon Familiarity:** Like the other races of Zaelin, the fiari sometimes employ specific weapons when going to battle. In this case, they gain proficiency with chakram, guisarmes, manoples, and scimitars, and treat any weapon with the word "fiari" in its name as a martial weapon. This replaces Endurance.

## Fiari Favored Class Bonuses

The following options are available to all fiari characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk ( \* ) can be found in *The Book of Many Things Volume 1*.

**Antipaladin:** The antipaladin adds +1/4 to the number of cruelties she can inflict.

**Arcanist:** Gain a +1 bonus on concentration checks made due to taking damage while casting arcanist spells.

**Bard:** Add +1 to the fiari's CMD when resisting a disarm or steal attempt.

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

**Bloodrager:** Add 1/4 to the bloodrager's effective class level when determining the power of her bloodrager bloodline powers.

**Dark Seeker\*:** Add a +1/2 bonus on Survival checks to track and Diplomacy checks to gather information.

**Generational Hero:** Add +1/4 to the bonus granted by desert stride (maximum increase of +1) or a +1/2 bonus to damage rolls against humans and elves if the fiari has the hatred alternate racial trait (maximum +2).

**Gunslinger:** Add a +1/2 bonus on initiative checks when the gunslinger has at least 1 grit point.

**Heir Apparent\*:** Gain the stipend for the next level instead of this one. This has no effect at 20th level and doesn't change the heir's total stipend.

**Hunter:** Add DR 1/silver to the hunter's animal companion. Each time the hunter gains another level, the DR increases by 1/2 (maximum DR 10/silver). If the hunter replaces her animal companion, the new companion gains this damage reduction.

**Invoker\*:** Add one spell known from the invoker spell list.

**Magus:** Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

**Necromancer\*:** Deal +1 damage with attacks and damaging spells against creatures with less than half their total hit points, to a maximum of twice the necromancer's Constitution bonus.

**Ranger:** Choose a weapon from the fiari's weapon familiarity list. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Slayer:** Add a +1/4 dodge bonus to Armor Class against the slayer's studied target.

**Sorcerer:** Choose a bloodline power from the elemental (fire) bloodline or the efreeti bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +1/2 higher (to a maximum of +4) when determining the effects of that power.

**Vigilante:** Add 1/2 to the DC increase from unshakable.

**Witch:** The witch's familiar gains resistance 1 against acid, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces this familiar, the new familiar has these resistances.

**Witchblade\*:** The witchblade takes 1/2 less damage from the target of her curse strike.

## Fiari Archetypes and Class Options

This archetype is typically only taken by fiari, but members of other orders or races, with the GM's permission, can take it as well.

### Sorcerer Thane (Magus Archetype)

The sorcerer thanes were loyal to the sorcerer king before leaving zaelin, and with that loyalty, they earned tutelage under his direct observation. Trained as diplomats, thieves, and warriors, many of these talented magi have since moved beyond their past and use their skills to prevent others from obtaining such power so that when their king returns, he can do so unopposed.

This archetype can be taken along with eldritch scion, despite both replacing spell recall. The sorcerer thane does not gain the eldritch scion's bloodline feature.

**Sneak Attack:** At 4th level, a sorcerer thane gains 1d6 sneak attack; this functions as the rogue ability of the same name. Her sneak attack damage increases by +1d6 for every 3 levels beyond 4th (7th, 10th, etc.) to a maximum of +6d6 at 19th level.

This ability replaces spell recall and improved spell recall.

**Rogue Talents:** At 5th level, and every 6 levels thereafter, a sorcerer thane gains a rogue talent.

This replaces the magus' bonus feats.

**Thane Arcana:** A sorcerer thane gains access to the following magus arcana. She cannot select any arcana more than once.

**Precise Spell (Su):** A sorcerer thane can spend 1 point from her arcane pool as a swift action to cause any damaging spell that allows a Reflex save for half damage to deal her sneak attack damage (in addition to the spell's damage) to any target within 30 ft. that fails its save. The sorcerer thane must be at least 9th level before selecting this arcana.

**Advanced Rogue Talent:** The sorcerer thane gains an advanced rogue talent. A sorcerer thane must be at least 12th level before selecting this arcana.

## Fiari Feats

Fiari have access to the following feats.

### The True Nature of Power

Your power is such that you can reveal your inner strength to any you deem worthy.

**Prerequisites:** Visage of Power, character level 13th, fiari.

**Benefit:** You become a natural lycanthrope (a wereboar), except that your bite does not cause lycanthropy.

**Special:** You can no longer benefit from visage of power, but you do retain the gore attack while in hybrid form.

### Visage of Power

Your power is such that you can reveal your inner strength in times of need.

**Prerequisite:** Character level 9th, fiari.

**Benefit:** You gain the supernatural ability to take the hybrid form of a wereboar once per day.

This is treated as casting *polymorph*, except you gain the following benefits in place of those normally granted by the spell.

- A +2 size bonus to Strength and a +2 natural armor bonus.
- DR 5/silver, or increase your DR by +5.
- Low-light vision, scent.
- A natural gore attack that deals 1d8 damage plus 1-1/2 times your Strength modifier.

## Humans, Dragon Soul

Ancient scrolls written by the elders of a distant world speak of a gift some would call an affliction. There are times in this realm when a child is born with the soul of a great wyrm. This manifests as the child matures into a supernatural ability to create magic that takes most mortals years to learn.

While humans are not the only race to be born as dragon souls, they are the most common. Summaries of non-human dragon souls can be found at the end of this race's description.







**Physical Description:** Subtle physical differences exist between dragon souls and other humans. The most notable trait is an unexplainable air of nobility in the way a dragon soul holds itself. Even those of the lowest walks of life exude confidence enough to persuade kings.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
f 4 ft. 5 in.	85 lbs.	2d10	x5 lbs.

#### Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	45	70	95	+2d20 years

**Society:** Dragon souls aren't common enough to create their own society, and in fact were sometimes exiled or hunted on their homeworld. Most have learned to blend in to the societies in which they're born.

**Relations:** Dragon souls can cause very polarized reactions in the people around them. Most welcome a dragon soul's mannerisms, while some find them intimidating and occasionally arrogant or foolish.

**Alignment and Religion:** Having the soul of a wyrm doesn't change a human's outlook on things like morals and religion.

**Adventurers:** Because of how their people were once hunted, surprisingly few dragon souls openly seek adventure. Those who do often try to earn their place without resorting to their innate power or flashy magic that can draw attention to them. For this reason, dragon souls often prefer to live as fighters, investigators, rangers, and rogues.

**Male Names:** Balerio, Merax, Raegar, Vhagan

**Female Names:** Daena, Raen, Naryess, Visena

### Dragon Soul Racial Traits (12 RP)

**+2 Strength, +2 Charisma:** While ultimately they are still human, dragon soul characters can't escape their heritage of power and personality.

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

**Base Movement:** Dragon souls have a base speed of 30 feet, but their stamina gives them a base overland movement speed of 5 miles per hour (the same as an average horse).

**Human:** Dragon souls are humanoids with the human subtype.

**Empyrial:** Dragon souls who place their favored class bonus into their hit points also gain a +1/2 bonus on Diplomacy checks.

**Soul Magic (Sp):** A dragon soul can choose one 2nd-level or lower spell from the bloodrager, paladin, or ranger spell list. He can cast that spell once per day as a spell-like ability. Once this choice is made, it cannot be changed. The dragon soul's caster level is equal to his character level, and his spellcasting ability modifier is Charisma.

**Languages:** Dragon souls begin play speaking Common. Dragon souls with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

### Non-Human Dragon Souls

The following racial traits can be selected in place of the typical racial traits for the listed races.

**Catfolk:** Catfolk are a common enough race from the world of the dragon souls that they are sometimes born to the affliction as well. Interestingly, dragon soul catfolk gain soul magic but lose their skill bonus to Survival and the sprinter racial trait.

**Dwarves:** Dragon soul dwarves are more easily recognized by ordinary members of their race and often go on to become great heroes and kings. A dwarf born with the soul of a wyrm takes no penalty to Charisma. It gains the soul magic racial trait, but does not gain defensive training, greed, or weapon familiarity.

**Drow:** Drow dragon souls see a bigger picture and tend more toward heroism than villainy, even when the world may not see them any differently. They lose their penalty to Constitution and gain the soul magic racial trait, but they give up poison use and their usual spell-like abilities.

**Elves:** Second only to human dragon souls were the elves, who traded their Intelligence bonus for Charisma and gained soul magic in place of the elven magic racial trait.

**Orcs:** Orcs from the world of the dragon souls are not as wild. They lose their penalty to Charisma and the ferocity racial trait and gain soul magic instead.

**Reptoids:** Like catfolk, reptoids are more populous on the homeworld of the dragon souls, but they aren't entirely the same. Particularly, dragon soul reptoids do not gain change shape, but they do gain the soul magic racial trait.

**Sokari\*:** Sokarian dragon souls are almost exclusively former human dragon souls who earned favor with the Faerie Court after sacrificing themselves to close the rift to their world before greater evils could pass through. They do not qualify for the Racial Heritage feat, and they lack fey protection, but they retain the soul magic racial trait they would have possessed in their previous life.

## Dragon Soul Class Options

Dragon souls have access to the following class options.

### Soul Magic Adept (Spellcasting Option)

At 4th, 7th, 10th, and 13th level, a dragon soul bloodrager, paladin, or ranger can choose 1 spell up to the highest level he can cast from the same spell list as his soul magic racial trait. He can "lose" any prepared spell or unspent spell slot in order to cast these spells as a full-round action (as if modified by a metamagic spell). Bloodragers gain this option in place of their bloodline power gained at 4th level. Paladins gain this option in place of the smite evil gained at 4th level. Rangers gain this option in place of the favored enemy gained at 5th-level.

### Soul Magic Training (Fighter Weapon Training Option)

At 5th level, a dragon soul fighter chooses one 1st-level spell from the same spell list as his soul magic racial trait. He can cast that spell once per day as a spell-like ability. He gains a 2nd-level or lower spell at 9th level, a 3rd-level or lower spell at 13th level, and a 4th-level or lower spell at 17th level. This replaces the fighter's weapon training gained at the listed levels.

### Rogue Talents

**Improved Soul Magic:** A rogue with this talent and a 12 or higher Charisma gains the ability to use his soul magic spell up to 3 additional times per day. This talent replaces minor magic as a rogue talent for the dragon soul.

**Greater Soul Magic (Sp):** An 8th-level or higher rogue with this talent, a 14 or higher Charisma, and the improved soul magic rogue talent can select a 4th-level or lower spell from the same spell list as his soul magic spell. Once per day, he can cast that spell as a full-round action. This talent replaces major magic as a rogue talent for the dragon soul.

## Dragon Soul Feats

Dragon souls have access to the following class options.

### Dragon Aspect

You have harnessed the power of the Mulqahdiv to become a true dragon for a short time.

**Prerequisites:** Int or Cha 17, character level 11th, dragon soul race, soul magic dragon soul racial trait.

**Benefit:** Once per day, you can cast *form of the dragon I* as a spell-like ability. Your caster level is equal to your character level.

### Soul Magic Expert

You are slowly mastering your soul magic talents.

**Prerequisites:** Character level 5th, soul magic adept class feature, dragon soul race, soul magic dragon soul racial trait.

**Benefit:** You can cast spells granted by your soul magic adept class feature without modifying their casting time.

## Soul Magic Mastery

You have mastered your soul magic talents.

**Prerequisites:** Soul Magic Expert, character level 13th, soul magic adept class feature, dragon soul race, soul magic dragon soul racial trait.

**Benefit:** When learning, preparing, or retraining spells for a class with the soul magic adept class feature, you can do so from the same spell list as your soul magic spell.

## Minotaurs

Minotaurs are known to most as wild, dangerous monsters who sometimes roam stone mazes for their next victims. Within their own tribes, however, minotaurs can be shamanistic warriors who revere the land. These minotaur worship the sun as a patron deity who brings life and defends against the darkness that encroaches in its absence. They often adorn their horns with jewelry, tattoos, or etchings, rather than using them as weapons.

**Physical Description:** Powerfully built, a minotaur's body physically resembles most humanoids, with hooves where one would find feet, and the head of a bull. In some regions, minotaurs may instead have the general appearance of buffalo or even yaks. Female minotaurs generally have a smaller body structure, but are otherwise indistinguishable from their male counterparts to most races.

Base Height	Base Weight	Modifier	Weight Modifier
m 6 ft. 0 in.	235 lbs.	2d10	x5 lbs.
f 5 ft. 11 in.	207 lbs.	2d10	x5 lbs.

### Aging Effects

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

**Society:** Traditionally, minotaur society operates under the rule of a council of eight leaders. In decision making, four of these leaders represent their people's opinions and requests, while the other four act in what is believed to be the common interest of the race as a whole. A majority in any situation is required to pass decisions brought before them.

More brutish tribes of minotaurs do exist, although many such tribes have been pushed out of their territories by progress, or captured to be used as guards for mazes and other dungeon locales.

**Relations:** In worlds where minotaurs build cities and live amongst other races, they are well received by most, and even looked to in matters of spiritual guidance. Likewise, the race accepts any who wish to live in peace with nature, but are quick to quash those who would defile their homelands.

**Alignment and Religion:** Minotaurs are as varied in their alignments as humans, but their religious teachings are much more nature-oriented. Worship of sun gods and other wild deities is common.

**Adventurers:** Minotaur adventurers leave their homes when the winds guide them to do so. They are staunch allies, preferring classes that live up to their view of the world. Druids, fighters, rangers, and shaman can be found in most minotaur societies. In some, clerics, monks, and even paladins can be found easily enough.

**Male Names:** Afa, Baine, Faiti, Lolagi, Mauga

**Female Names:** Anshe, Fetu, Itafe, Masina, Matala



### Minotaur Racial Traits (11 RP)

**+2 Strength, +2 Wisdom, -2 Dexterity:** Minotaurs are strong, capable, and well liked, but not as quick to react as some races.

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

**Base Movement:** Minotaurs have a base speed of 30 feet.

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

**Blessing of Ancestral Strength:** A minotaur with a Wisdom score of 11 or higher can cast *lead blades* 3 times per day, but only targeting one weapon in its possession with each cast. The minotaur's caster level is its character level.

**Cunning:** Minotaurs gain a +2 racial bonus on saving throws against mind-affecting effects, and effects that would physically trap them, such as *forcecage* or *imprison*. They also get a +2 racial bonus to Intelligence checks to make their way through labyrinths or *maze* effects.

**Naturalist:** Minotaurs receive a +2 racial bonus on Knowledge (nature) checks and can make those checks untrained.

**Sprinter:** Minotaurs gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

**Languages:** Minotaurs begin play speaking Common and Giant. Minotaurs with high Intelligence scores can choose Aklo, Draconic, Dwarven, Elven, Gnomish, Orc, or Sylvan.

### Alternate Racial Traits

The following racial traits can be selected in place of the typical minotaurs racial traits.

**Blessing of the Sun's Comfort:** A minotaur with a Wisdom score of 11 or higher can cast *goodberry* once per day. Its caster level is its character level. When eaten, the berries created by this spell also remove one of the following conditions, to a maximum of one such condition per creature in a 24-hour period: Fatigued, shaken, or sickened. This replaces blessing of ancestral strength.

**Dungeoneer:** Some minotaurs prefer caves and structures over plains and nature. They receive a +2 racial bonus on Knowledge (dungeoneering) checks and can make those checks untrained. This replaces naturalist.

**Improved Bull Rush:** Blessed by a demigod, some of the minotaurs of Volwryn gain Improved Bull Rush as a bonus feat at 1st level. This replaces cunning.

**Nature Resistance (Ex):** A minotaur with nature resistance gains a +2 racial bonus on saving throws against poisons and effects that would entangle them. They also have acid and electricity resistance 5. This replaces cunning.

**Powerful Stomp (Ex):** Minotaurs will sometimes have strength enough in their legs to stomp the ground, creating a thunder clap capable of making their enemies falter momentarily. As a standard action, the minotaur stomps the ground, dazing each creature within 5 feet of it for 1 round. A successful Reflex save (DC 10 + half the minotaur's character level + its Strength modifier) negates the effect. After the minotaur has used this ability, it must wait 1d4+1 rounds before doing so again. This replaces blessing of ancestral strength.

**Toughness:** The minotaurs of Volwryn are heartier than their cousins. They gain Toughness as a bonus feat at 1st level. This replaces sprinter.

### Minotaur Favored Class Bonuses

The following options are available to all minotaurs characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk ( \* ) can be found in The Book of Many Things Volume 1.

**Barbarian:** The barbarian gains 1/6 of a barbarian power.

**Bard:** The bard can inspire courage for 1 additional round each day.

**Cleric:** Add +1 to the amount of damage the cleric deals to undead creatures with channel energy.

**Druid:** Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

**Dúlra:** Gain a +1/5 enhancement bonus to Strength when using fae entreaty to cast *bull's strength*.

**Fighter:** Choose the bull rush or overrun combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).

**Hunter:** The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new animal companion gains this bonus.

**Monk:** Add +1 to the monk's CMD when resisting a grapple and +1/3 to the number of stunning attack attempts per day.

**Paladin:** Add +1 to the amount of damage the paladin deals with smite evil, but only when the paladin uses that ability on an undead creature.

**Nature Warden:** Add +1/4 to the warden's natural armor bonus when using guardian form.

**Ranger:** Add +1 hit point to the ranger's animal companion. If the minotaur ever replaces his animal companion, the new animal companion gains these bonus hit points.

**Shaman:** Add +1/4 to the natural armor bonus of the shaman's spirit animal.

**Warpriest:** Add 1/3 to the number of times per day the warpriest can use blessings, but he can only use these additional uses on blessings that affect weapons or armor.

## Minotaur Archetype and Class Option

Minotaurs have access to the following archetype and class option.

### Ostrich Companion (Ranger Hunter's Bond Option)

Minotaur rangers add ostriches to the list of animals they can choose from with the hunter's bond class feature.

A minotaur ranger can select an ostrich as his animal companion at 1st level. If he does, his effective druid level is equal to his ranger level, but he doesn't gain his 1st favored enemy or his 1st favored terrain.

### Walker in the Sun (Paladin Archetype)

Minotaur paladins from Volwryn draw their strength from their sun god, who smiles upon their devotion and grants them her blessing.

**Guiding Light (Su):** At 1st level, a walker in the sun can cast *cure light wounds* as a supernatural ability up to 3 times per day. The first use of this ability each day costs the walker one use of smite evil. The walker's caster level for this ability is equal to his paladin level -3 (minimum 1st).

At 4th level, he can cast *cure moderate wounds* instead.

At 7th level, he can cast *cure serious wounds* instead.

At 10th level, he can cast *cure critical wounds* instead.

At 13th level, he can cast *mass cure light wounds* instead.

At 16th level, he can cast *mass cure moderate wounds* instead.

This modifies smite evil.

**Sun Domain (Su):** At 5th level, the walker in the sun gains the sun domain and 1 domain spell slot per spell level. His effective cleric level is equal to his paladin level. At 16th level, the walker gains a single 5th-level domain spell slot, and at 19th level, he gains a single 6th-level domain spell slot.

This replaces divine bond and the smite evils gained at 16th and 19th level.

## Minotaur Feats

Minotaurs have access to the following feats.

### Brawn (Combat)

You prefer a more direct approach to combat.

**Prerequisites:** Character level 7th, minotaur.

**Benefit:** The critical multiplier of weapons you wield increases by 1 (from x2 to x3, and so on). This effect doesn't stack with any other effect that expands the critical multiplier of a weapon.

### Improved Powerful Stomp

You have trained to use your powerful stomp more frequently.

**Prerequisites:** Minotaur, powerful stomp minotaur racial trait.

**Benefit:** You can use powerful stomp once every 2 rounds.

## Warrior's Stomp

You can control the power of your stomp to avoid harming your allies.

**Prerequisite:** Minotaur, powerful stomp minotaur racial trait.

**Benefit:** Your powerful stomp only targets enemies.

## Nerudes

The nerudes are monstorsin from the Collective whose base monster was a rotund, sleep-loving beast. When they came through the rifts on their world, they did so in order to find a better place to rest. When stirred to act, though, they can be formidable opponents.

**Physical Description:** Nerudes are a broad, cat-like race with two-tone fur ranging from black to pale blue and tan. While they can appear to be quite out of shape, their bulk actually belies a much stronger physique.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 1 in.	275 lbs.	2d12	x8 lbs.
f 4 ft. 10 in.	250 lbs.	2d12	x8 lbs.

### Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	40	65	90	+2d20 years

**Society:** Nerudes are a fairly recent addition to the Collective and have yet to establish any major societies. Most nerude prefer not to lead, as doing so means more work, and will support any ruler who gives them ample time to relax.

**Relations:** The nerude race as a whole is easy going, with few reasons to find fault in anybody willing to leave them alone. The easiest way to get on a nerude's badside is to ambush or wake it unexpectedly.

Proactive races do see nerudes as a generally lazy, overly easy-going race, but individuals will often change their mind after seeing a nerude actually participate in combat.

**Alignment and Religion:** As a whole, nerudes are neutral when it comes to morals, but their understanding and acceptance of law can be lax, especially when it interferes with their life goal of achieving as much relaxation as possible.

**Adventurers:** Nerude adventurers are usually beholden to some goal or companion that gives them reason to leave the comfort of their homes. They develop a strong sense of kinship which motivates them to act on more than just hunger or lack of sleep. They are particularly well suited to becoming barbarians, fighters, monks, and especially potentialists.

**Male Names:** Jammanbo, Kabei, Kabigon, Ronfler

**Female Names:** Jamba, Kansui, Ikou, Meokbo

## Nerude Racial Traits (12 RP)

**+4 Con, -2 Dexterity, -2 Wisdom:** Nerudes are very tough, but lack mobility and attentiveness.

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

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

**Monstorsin:** Nerudes are humanoids with the monstorsin subtype.

**Nerude Resistance:** Each nerude gains two of the following of its choice at 1st level. Once this choice is made, it cannot be changed. Acid resistance 5, cold resistance 5, electricity resistance 5, or fire resistance 5.



**Healthy:** Nerudes who rarely interact with magical beings may not develop the same resistances. Instead, they gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This replaces nerude resistance.

**Nerunt:** Some nerudes are naturally smaller and more agile than their larger brethren. These nerudes are Small size, with +2 Con, +2 Cha, -2 Wis, and a base movement of 30 ft. When they charge, these nerudes gain a +10 racial bonus to their movement speed. This modifies the nerude's Ability score bonuses, size, and speed.

**Rapid Recovery:** Nerudes can sometimes amplify the healing magic applied to them. Once per day, when the nerude is healed with a spell or potion, it regains twice as many hit points and any hit points recovered beyond its maximum become temporary hit points that last until the nerude regains this ability. This replaces rest.

**Toughness:** Some nerude are even heartier than their cousins. They gain Toughness as a bonus feat at 1st level. This replaces nerude resistance.

### Nerude Favored Class Bonuses

The following options are available to all nerudes characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk ( \* ) can be found in The Book of Many Things Volume 1.

**Any Class:** Add 1 to the nerude's CMD when it resists a trip or overrun combat maneuver.

**Barbarian:** Increase the nerude's fast healing from its rest racial trait by +1/4. The nerude can heal up to +1/2 hit points with rest per level per day.

**Brawler:** The brawler gains a +1/4 bonus to her attack roll when using knockout.

**Fighter:** When wearing light or no armor, the fighter gains a +1 natural armor bonus. Each additional time this is chosen, increase the fighter's natural armor bonus by +1/2, to a maximum of +5.

**Monk:** Add +1/3 to the monk's AC bonus class ability.

**Potentialist:** Increase the nerude's fast healing from its rest racial trait by +1/4. The nerude can heal up to +1/2 hit points with rest per level per day.

### Nerude Archetypes

Nerudes have access to the following archetypes.

#### Nerude Barbarian (Barbarian Archetype)

Nerudes who gain levels in barbarian can use their natural laziness to circumvent some of the detriments of rage. They will often take their time getting into battle, but once they are there, woe be the enemy who faces them.

**Roused Anger (Ex):** At 1st level, nerude barbarians gain the roused anger rage power. This replaces fast movement.

**Rest:** Nerudes gain fast healing 2 for 1 round anytime they take no actions on their turn (whether or not they do so willingly). A nerude can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

**Scent:** Nerudes have a powerful sense of smell, which grants them scent.

**Slam:** Nerudes learn how best to throw their weight around. They gain a natural slam attack which deals 1d6 bludgeoning damage (for a Medium nerude) on a hit.

**Languages:** Nerudes begin play speaking Common. Nerudes with high Intelligence scores can choose Draconic, Dwarven, Elven, Giant, Gnomish, or Orc.

#### Alternate Racial Traits

The following racial traits can be selected in place of the typical nerudes racial traits.

**Forager:** Some nerudes prefer peaceful interaction to combat. These nerudes gain a +2 racial bonus on Survival checks made to forage and on Perception checks to identify a potion by taste or determine whether food is spoiled. This replaces slam.

**Burst of Speed (Ex):** A nerude barbarian increases its movement speed by +10 feet when charging. This replaces the barbarian's 2nd-level rage power.

**Thick Hide (Ex):** At 7th level, a nerude barbarian gains damage reduction 1/magic and spell resistance 6 + its barbarian level. These increase to DR 2/magic or cold iron at 10th level, SR 11 + barbarian level at 13th level, DR 3/magic or adamantine at 16th level, and DR 4/adamantine at 19th level. This modifies damage reduction.

**Well Rested (Ex):** Nerude barbarians gain tireless rage at 11th level, greater rage at 14th level, and indomitable will at 17th level. This modifies the levels of the abilities listed.

### **Ironskin Monk (Monk Archetype)**

Nerudes are not fast, and getting them to go most places can be quite difficult. On their homeworld, they remain formidable unarmed opponents in spite of this.

The ironskin monk is also a hobgoblin monk archetype from the Pathfinder® Roleplaying Game: Advanced Race Guide™ (PZO1121), although they take this path for far different reasons.

**Iron Skin (Ex):** At 1st level, an ironskin monk gains a +1 bonus to his natural armor. This bonus stacks with any existing natural armor the ironskin monk already has. At 4th level, and every 4 levels thereafter, this bonus increases by +1. This ability replaces the monk's AC bonus ability and the ability to add his Wisdom bonus to his AC.

**Bonus Feat:** At 1st level, an ironskin monk adds Power Attack to his list of bonus feats. At 6th level, he adds Improved Sunder to the list. At 10th level, he adds Greater Sunder to the list. These bonus feat choices replace Dodge, Mobility, and Spring Attack on his bonus feat list.

**Resilience (Ex):** At 2nd level, an ironskin monk can shake off the physical effects of certain attacks. If he makes a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can be used only if the monk is wearing light armor or no armor. A helpless monk does not gain the benefits of resilience. This ability replaces evasion.

**Ki Pool (Su):** At 4th level, an ironskin monk can spend 1 point from his ki pool to gain a damage bonus equal to 1/2 his level against objects and constructs for 1 round.

This ability replaces the ability to increase speed with ki.

**Staggering Blow (Ex):** At 5th level, an ironskin monk attacking with an unarmed strike can spend 1 point from his ki pool as a free action after a successful critical hit to stagger the creature struck for 1 round (Fort DC 10 + 1/2 the ironskin monk's level + the ironskin monk's Wisdom modifier negates).

This ability replaces high jump.

**Tough as Nails (Ex):** At 6th level, an ironskin monk gains DR 1/—. Subtract 1 point from the damage the ironskin monk takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases by 1 point at 9th level and every 3 levels thereafter. Damage Reduction can reduce damage to 0 but not below 0.

This ability replaces fast movement and slow fall.

**Evasion (Ex):** At 9th level, an ironskin monk gains evasion.

This ability replaces improved evasion.

**Surefooted (Ex):** At 17th level, an ironskin monk's speed is not reduced by difficult terrain.

This ability replaces tongue of the sun and moon.

**Unbreakable (Ex):** At 20th level, an ironskin monk sets aside many of the frailties of mortal flesh. He becomes immune to death effects and stunning. He is not subject to ability damage or ability drain, and has a 75% chance of ignoring the extra damage dealt by critical hits and sneak attacks. This ability replaces perfect self.

## **Nerude Feats**

Nerudes have access to the following feats.

### **Oversized Warrior (Combat)**

You are bigger than others of your kind.

**Prerequisites:** Character level 7th, nerude, Medium size.

**Benefit:** You become Large, which gives you a +2 size bonus to Strength, +2 natural armor, and a +1 size bonus to both your CMB and CMD, but you take a -1 penalty to your attacks and AC (including touch and flat-footed). Your space becomes 10-ft. x 10-ft. and your base speed increases to 30 feet, but your reach is unchanged.

### **Powerful Slam (Combat)**

You have a powerful, natural weapon in your arsenal.

**Prerequisites:** Nerude, slam nerude racial trait.

**Benefit:** The bludgeoning damage dealt by your natural slam attack increases to 1d8 and adds 1-1/2 times your Strength modifier. It also deals x3 damage on a critical hit.

## **Runekin**

Of the races of Zaelin, the runekin (groom in their native tongue) are one of the oldest, having been created during the early Age of the Earthbound Flame. They are a hearty people, with centuries of experience lending to their naturally peaceful ways.

While the runekin live as long as half-orcs, their legacies live on in the birthmarks they develop throughout their life. Upon a groom's death, its body turns into a rock formation bearing identical marks to those it once possessed. Runekin can read these naturally occurring runes to learn about the lives of their ancestors, and to mar such a formation is treated as murder of the worst kind.

**Physical Description:** Runekin stand a little taller than the average human, with thick features being prominent in even the most active families. Sand is attracted to, and collects on, the body of a runekin, hardening into hair-like strands. Families living near human society may fashion this hair, while others periodically remove it to be sold for varying purposes (a runekin cloak, for example, may be a great fire deterrent). Runekin genders are nonexistent, and individual members decide early in their life whether or not to adopt such a human-centric identification.

Base Height	Base Weight	Modifier	Weight Modifier
5 ft. 1 in.	150 lbs.	2d10	x7 lbs.

### **Aging Effects**

Adult	Middle Age	Old	Venerable	Maximum Age
14 years	30	45	60	+2d10 years

**Society:** Runekin society centers around historical teachings and anecdotal experience. A family tends to work in concert when it comes to most decisions, but when interacting with other races, one member is elected to be the speaker, leading outsiders to view the speaker as the head of its family. Only when its family is threatened, a runekin will seek a quick end to the situation.

**Relations:** The groon have an open trade policy with any willing to befriend them. They do not view evil or good like other races; seeing only an individual as worth their attention if that creature's actions are directly helpful to the runekin's family. By that same token, runekin are naturally distrustful of those who have previously wronged them or openly plan to do so.

**Alignment and Religion:** The actions of runekin are generally neutral, with families making decisions based on the best possible outcome for them over any others, which can lead to fighting when a group of runekin have moved onto a farmer's land and taken up residence just because it has better access to water than the hills where they otherwise live.

As a creator race, runekin were put on Zaelin by the gods to help shape it. They have no direct religion, preferring to revere all the gods equally. A religious groon may develop one or more birthmarks in the shape of the deities it favors.

**Adventurers:** Given their neutral outlook, runekin adventurers are an uncommon bunch. Often, they are what remains of a family wiped out by something they now pursue, or their family has sent them in search of something that will improve their quality of life. To this end, most groon are bards, generational heroes, rangers, or sorcerers.

**Common Names:** Char, Granite, Henge, Relic, Tarol

**Family Names:** Caldera, Hillock, Ridge, Stone-Path, Valley

## Runekin Racial Traits (11 RP)

**+2 Constitution, +2 Wisdom, -2 Dexterity:** Runekin are a stout, rigid race who enjoy celebrating their ancestry.

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

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

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

**Natural Armor:** Runekin have a +1 natural armor bonus due to their rocky carapace.

**Stability:** Runekin receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

**Fire Resistance:** Runekin have fire resistance 5.

**Craftsman:** Runekin receive a +2 racial bonus to Craft and Profession checks to create objects from stone.

**Stonecunning:** Runekin receive a +2 racial bonus to Perception to notice unusual stonework, such as traps. They receive this check whenever they pass within 10 feet of an object.

**Roll (Ex):** On its turn, a runekin can use a swift action to increase its normal movement speed by 10 ft. and its charging speed by an additional 10 ft. (+20 ft. total). While moving in this way, the runekin cannot use a weapon, but it does gain a +2 racial bonus on combat maneuver checks made to bull rush or overrun creatures. It can end this effect with another swift action.

**Languages:** Runekin begin play speaking Common and Terran. Runekin with high Intelligence can also choose Draconic, Dwarven, Ignan, or Orc.

### Alternate Racial Traits

The following racial traits can be selected in place of the typical runekin racial traits.

**Resistance:** A runekin with this trait gains either acid or electricity resistance 5. This replaces fire resistance.

**Bombardier:** Some runekin families can charge the sand that clings to them with explosive power. They gain the 1st-level bomb alchemist class feature. If the runekin gains the bomb class feature, its class level is treated as 1 higher when determining how many bombs it receives and the strength of the explosion. This replaces craftsman and stonecunning.

**Throw Anything:** Runekin are sometimes born less resilient than their siblings. To protect themselves, they gain Throw Anything as a bonus feat. This replaces natural armor.

**Runespeaker:** Runekin runespeakers gain a +2 racial bonus to Knowledge (arcana) and Use Magic Device checks. This replaces craftsman.

**Bounce (Sp):** Runekin who live in more secluded mountains will sometimes develop their ability to quickly scale cliffs by jumping. These runekin can cast *jump* as a spell-like ability up to three times each day. Their caster level is equal to their character level. This replaces roll.

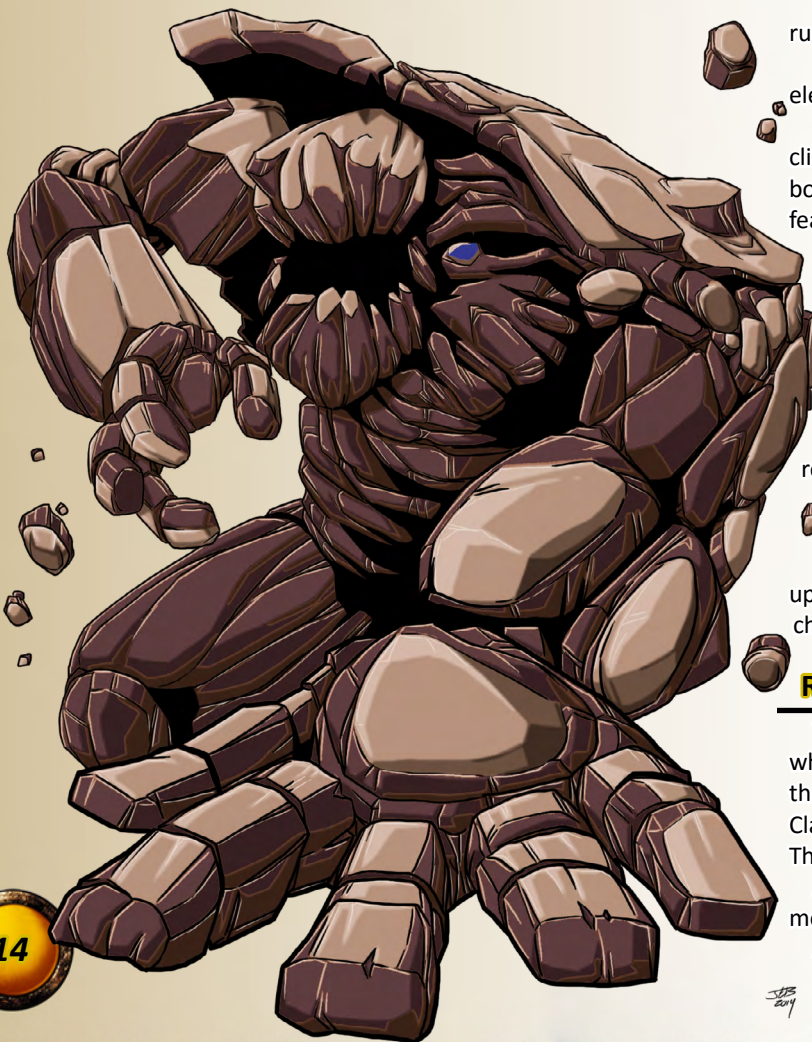
### Runekin Favored Class Bonuses

The following options are available to all runekin characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk ( \* ) can be found in The Book of Many Things Volume 1.

**Accelerist\*:** Add a +1 bonus on Acrobatics checks made to move through threatened squares.

**Alchemist:** Add +1/2 to bomb damage.

**Bard:** Add a +1 bonus on Perform checks to use the countersong



bardic performance against creatures with the earth or fire subtypes.

**Druid:** Add +1/3 to the druid's natural armor bonus when using wild shape.

**Generational Hero:** Add +1 to the hero's CMD when resisting a disarm or sunder attempt.

**Monk:** Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

**Nature Warden:** Add +1/4 to the warden's natural armor bonus when using guardian form.

**Ranger:** Add +1 to the damage dealt by the rogue's sneak attack against chaotic creatures (maximum +5 damage).

**Sorcerer:** Add one spell known to the sorcerer's spell list from the cleric's law domain or the inevitable subdomain.

## Runekin Archetypes

These archetypes are typically only taken by runekin, but individuals who gain the groons' trust can take them as well.

### Big Groon Blademaster (Generational Hero Archetype)

Runekin born to the life of generational heroes learn to fight with the two-handed weapons more befitting their families. Occasionally, the race will teach an individual they trust how to fight using their blades.

Despite its name, this archetype works well with any two-handed weapon.

**Weapon and Armor Proficiencies:** A big groon blademaster gains proficiency with the groonsword and is not proficient with shields.

This modifies the generational hero's proficiencies.

**Swordguard (Ex):** At 2nd level, a big groon blademaster gains a +1 shield bonus to AC when wielding a two-handed weapon. If it takes the tower shield hero talent, the blademaster can take a -2 penalty to attacks as a free action before making at least one attack during a round to gain an additional +2 shield bonus to AC and a +3 circumstance bonus on Reflex saves until the start of its next turn.

This replaces combat expertise and modifies the tower shield hero talent.

**Mirrorguard:** The big groon blademaster cannot choose the mirror shield advanced hero talent unless it has tower shield (see above). It can use this to apply the reflecting property to its two-handed weapon while it takes the -2 penalty listed in swordguard.

This modifies the mirror shield advanced hero talent.

### Groon Bombardier (Alchemist Archetype)

Runekin do not practice traditional alchemy, trading their ability to craft effective extracts for more potent, more frequent bombs.

**Alchemy (Su):** Groon bombardiers do not learn to create extracts until much later than others. They draw their extracts per day from Table: Bombardier Extracts, and don't gain their first formulae until 4th level. When Table: Bombardier Extracts indicates that the bombardier gets 0 extracts per day of a given level, it gains only the bonus spells it would be entitled to based on its Intelligence score for that spell level.

Through 3rd level, a groon bombardier has no effective caster level. At 4th level and higher, its caster level is equal to its alchemist level - 3. This modifies alchemy.

**Bomb Expertise:** When throwing a bomb or other splash weapon, a groon bombardier uses its full alchemist level in place of its base attack when determining its total attack bonus.

**Swift Alchemy (Ex):** A groon bombardier gains swift alchemy at 4th level. It can still be replaced or modified by other archetypes, keeping the adjusted level in mind.

## Runekin Feats

Runekin have access to the following feats.

### Boulder Dive

Your natural ability to roll becomes more fluid.

**Prerequisite:** Runekin or ursaren, must have the roll racial trait.

**Benefit:** You can use roll as part of a move action. You must still use a swift action to end the effect.

**Normal:** Roll requires a swift action.

### Big Weapon Craftsman

You can create two-handed, melee weapons more efficiently.

**Prerequisites:** Craft (weapons) 7 ranks or Runekin

**Benefit:** You can craft masterwork two-handed weapons (greatsword, greataxe, earthbreaker) in the time it would take to craft a comparable, non-masterwork one-handed weapon (longsword, battleaxe, warhammer). This does not modify the cost to do so, nor the price of the finished weapon.

## Tsura

For a time, the world of Zaelin was a flooded landscape of islands. Humans, elves, and other landbound races overcame this by learning to sail, building societies divided by the larger seas, and opening trade routes that would turn to paths and roads once the water finally receded. It was a time when the tsura, who dwell primarily in the water, were one of the most important races to exist.

When the waterways parted, and ancient temples sank below the ground, becoming watery tombs full of monsters and traps, so too did the tsura pull back. With less water through which to travel, the race had to adapt. For the first time in ages, they were no longer at the center of civilization.

The rifts that opened across Zaelin were a blessing to the ocean-dwelling race, who sent entire cities of their people to the new world, where they seek adventure and a new home.

**Physical Description:** Physically, tsura resemble the undine of the material plane, and only members of each race - or those with proper knowledge of them - can tell the difference.

**Society:** When decisions need to be made that will affect an entire city, the tsura will gather three groups to meet; one group for the decision, one against, and one neutral. Both sides will make their case to the neutral group, and the majority rules. The losing side can then choose to accept the decision or move into a cloister, which is a small area away from the larger city where they can recognize their separate viewpoint in peace. Cloisters must still obey the decisions of the city when interacting with the population, but are welcome to observe their beliefs among themselves.

**Relations:** The tsura do trade in great stories of discovery, bravery, and overcoming trials. With the right tale, one could

Table: Bombardier Extracts

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



Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
f 4 ft. 5 in.	85 lbs.	2d10	x5 lbs.

### Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
60 years	150	200	250	+6d% years

talk a city into casting a difficult spell or borrowing some of their powerful magic items. There are those who have taken advantage of these friendly offers, and the tsura are quick to send their own warriors in search of any who steal their things.

**Alignment and Religion:** Tsuras' alignments can be as varied as any race, and sometimes even moreso. Since leaving Zaelin, the race has divided. At times, cities are broken into dozens of small districts, each of which has different views of what is lawful or good, and all of whom are ready to lock up or shun anybody who doesn't side with them.

Religiously, the tsura worship gods who share their viewpoint. As a creator race from Zaelin, they have no obligation to worship a single entity, or any for that matter.

**Adventurers:** Tsura adventurers tend toward the more lightly armored classes, such as clerics, rangers, and rogues. Of the spellcasting groups, Tsura conjurers are more common than evokers.

**Male Names:** Dessin, Hamo, Noah, Rafat, Thoh

**Female Names:** Eskala, Katara, Misu, Tuih, Zorqa

### Tsura Racial Traits (12 RP)

**+4 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Strength:** Tsura

are a quick, worldly race, but their physical strength compared to other races is lacking.

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

**Type:** Tsura count as humans and undine for the purpose of effects that rely on type.

**Base Speed:** Tsura have a base speed of 30 feet on land. They also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.

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

**Fire Resistance:** Tsura have fire resistance 5.

**Amphibious:** Tsura can breathe both air and water.

**Naturally Slick:** Tsura gain a +2 racial bonus to their Combat Maneuver Defense whenever an opponent tries to grapple them.

**Societal:** Tsura often have a trade or technique that makes them a useful part of their society. They can choose one skill in which they gain Skill Focus as a bonus feat.

**Languages:** Tsura begin play speaking Common and Aquan. Tsura with high Intelligence can also choose Auran, Draconic, Elven, or Gnome.

**Darkvision:** Some tsura live deeper in the water than others, gaining darkvision out to 60 feet. This replaces low-light vision and societal.

**Ocean Tsura:** Tsura who find solace in the cold seas gain the ability to cast *hydraulic push* once per day as a spell-like ability. At 5th level, a tsura with a Charisma of 13 or higher can also cast *aqueous orb* once per day. The tsura's caster level is equal to her character level. This replaces naturally slick.

**Resistance:** A tsura with this trait gains either acid or cold resistance 5. This replaces fire resistance.

**River Tsura:** Tsura who enjoy the warmth of summer rivers gain the ability to cast *touch of combustion* once per day. At 4th level, a tsura with a Charisma of 12 or higher can also cast *scorching ray* once per day. The tsura's caster level is equal to her character level. This replaces naturally slick.

**Water Affinity:** Tsura sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Tsura clerics with the Water domain cast their Water domain powers and spells at +1 caster level. This replaces naturally slick.

### Tsura Favored Class Bonuses

The following options are available to all tsura characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk ( \* ) can be found in The Book of Many Things Volume 1.

**Accelerist\*:** Add a +1 bonus on Acrobatics checks made to move through threatened squares.

**Cleric:** Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

**Generational Hero:** Add one spell from the cleric spell list to the silver scales hero spell list. This spell must be at least one level below the highest spell level the hero can cast.

**Investigator:** Gain a +1/4 bonus on all inspiration rolls.

**Ranger:** Choose a weapon from the following list: crossbow (any one), longspear, short spear, or trident. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Ninja:** Add +1/4 point to the ninja's ki pool.

**Rogue:** Gain +1/6 of a new rogue talent.

**Shaman:** Add 5 feet to the range of a chosen shaman hex, to a maximum of an additional 30 feet for any single hex.

**Sorcerer:** Add a +1 bonus on caster level checks to cast spells underwater.

**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.

**Witch:** The witch's familiar gains resistance 1 against acid, cold, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces this familiar, the new familiar has these resistances.



### Alternate Racial Traits

The following racial traits can be selected in place of the typical tsura racial traits.

## Tsura Archetype

The following archetype is available only to tsura, but other aquatic races, with GM permission, may find it useful as well.

### Silver Scales Hero (Generational Hero Archetype)

Tsura generational heroes are born with silver scales which makes it very difficult to avoid their destiny. Unless they wish to live in exile, these tsura are trained by their city's finest warriors, alchemists, and clerics to give them an edge in combat against enemies of their race.

**Clergy:** Beginning at 4th level, a silver scales hero gains the ability to cast a small number of divine spells which are drawn from the paladin spell list. A silver scales hero must choose and prepare her spells in advance.

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

Like other spellcasters, a silver scales hero can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Hero Spells per Day. In addition, she receives bonus spells per day if she has a high Charisma score. When the table indicates that the champion gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A silver scales hero must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A silver scales hero may prepare and cast any spell on the champion spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a silver scales hero has no caster level. At 4th level and higher, her caster level is equal to her champion level - 3.

This replaces generational bond and heroism at 10th level.

**Silver Scales Hero Talents:** Silver scales heroes can choose from the following generational hero advanced talents in addition to those normally available.

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

#### *Silver Scale Blessing (Su):*

A generational hero with this advanced talent grants allies within 30 feet of her water breathing and a swim speed equal to their normal movement. This ability functions only while the hero is conscious, not if she is unconscious or dead. This talent can be chosen twice. The second time, the area extends out to 60 feet.

#### *Tears of the Priestess (Sp):*

A generational hero with this advanced talent adds *breath of life* as a 4th-level spell to her silver scales hero spell list. She must be at least 13th level before choosing this advanced talent.



### Tsura Feats

Tsura have access to the following feats. In addition, tsura qualify for undine racial feats as though they were undines.

#### Skyward Shift

Your time away from the waters of your homeworld has changed you greatly.

**Prerequisite:** Character level 5th, tsura.

**Benefit:** You lose your swim speed and the amphibious racial trait, but you gain a fly speed of 30 feet with good maneuverability and a natural talon attack you can use while flying that deals 1d4 piercing damage on a hit with a critical threat range of 19-20 x2. Magical boots you wear conform to your talons. You also count as a human and a sylph for the purpose of effects that rely on type.

### World Souls

Volwryn has long been a world of war, where its many races vie for dominance and forge temporary alliances to challenge hordes of enemies and the legions of evil. But more than that, the world itself lives on in its people. Even races not native to Volwryn become infused with its essence as the years pass. Those who carry its gift with them are known as world souls.

World souls display most of the common traits of known races, such as dwarves, elves, minotaurs, and orcs, but they also possess one or more alternate traits that make them different enough that they become more than just different versions of those races.

**Physical Description:** On average, a world soul stands up to 1d6 inches taller than its non-world soul counterpart. The world soul also increases its weight multiplier by 1 (x4 becomes x5 and so on).

**Society:** On Volwryn, the races kept to distinct societies. It was always apparent when one entered a village of reborn, or a trollkin encampment. Within their individual groups, world

souls interact well and get along with each other. This extends to those visiting for a time, but rarely to those seeking more permanent residence.

**Relations:** Years of conflict have made it hard for world souls to set aside old hatreds and form friendships with the races they believe wronged them in the past. While it is easier for some, most will be hard pressed not to show at least some animosity toward their former enemies.

**Alignment and Religion:** True gods are a myth on Volwryn, believed to exist only by some elves. Most races believe they gain their power from alien entities who act as lights against the darkness and evil in the world. Others pray to animalistic demigods, or the elements for their gifts.

Alignment plays a large role in how magic, particularly the divine, can be used by a world soul. Personalities can be as fluid as water at times, corruption is never far away, and redemption takes only the active decision to do good. In truth, only the druids of volwryn have found a true balance between alignments, and that makes it even harder when they too ultimately fall.

**Adventurers:** There comes a point for everybody in Volwryn where their life takes a turn and gives way to adventure. Human squires train in a church courtyard from age 8, young minotaurs hunt pigs and thunder lizards as scouts, and newly risen reborn are handed swords, bows, or staves and pointed in the direction of the nearest battle with skinwalkers. The result is a highly combative race, all of whom can be warriors in some fashion, and most of which can learn magic through arcane study or divine worship.

All of the racial traits presented here are for world soul races. They share favored class bonuses, archetypes, and feats while also gaining access to those available to other members of their race.

### Bronzeman Dwarf Racial Traits (11 RP)

**+4 Constitution, -2 Dexterity, -2 Wisdom:** World soul dwarves have 3 major clans, each with distinct traits of their own. While all world soul dwarves gain +4 Constitution, bronzeman dwarves take a -2 penalty to Dexterity and Wisdom. This alters the dwarf's ability scores and replaces stonecunning.

**Frost Resistance:** Bronzeman dwarves have cold resistance 5. This replaces defensive training.

**Stoneform (Ex):** Once per day, as a full round action, a bronzeman dwarf can remove all bleed, curse, disease, mind-affecting, poison, and spell effects from himself. He is fatigued for one minute after and takes a -2 penalty to his Constitution until he 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, he is no longer fatigued afterward. This replaces hardy.

**Weapon Familiarity:** Bronzeman dwarves are proficient with all hammers and treat early firearms as martial weapons. This alters the dwarf's weapon familiarity racial trait.

### Alternate Racial Traits

The following racial traits can be selected in place of the typical bronzeman dwarf racial traits.

**Earthen:** The progenitors of most dwarves, earthen are native outsiders with the earth subtype. They have reflective, crystalline skin that grants them a +2 racial bonus to AC against rays. Once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat. In addition, an

earthen sorcerer with the elemental (earth) bloodline treats its Charisma score as 2 points higher for all sorcerer spells and class abilities. Furthermore, an earthen able to cast earth domain spells casts its domain powers and spells at +1 caster level. This trait does not give earthen early access to level-based powers; it only affects powers that they could already use without this trait. This alters the bronzeman dwarf's type and replaces stoneform.

### Eláfi Minotaur Racial Traits (11 RP)

**+2 Strength, +2 Wisdom, -2 Intelligence:** Eláfi, or elk-horns, are world soul minotaurs who revere the elk demigod of their homeworld. They are as strong as other minotaurs, but are gifted with different natural abilities. This alters the minotaur's ability scores.

**Blessing of Elk-Horn:** Eláfi minotaurs gain low-light vision and DR 5/magic. This replaces blessing of ancestral strength and darkvision.

**Survivalist:** Eláfi minotaurs gain Survival as a class skill. An eláfi that has Survival as a class skill gains a +2 racial bonus on Survival checks.

This replaces naturalist.

### Exiled Tiefling Racial Traits (13 RP)

**+2 Strength, +2 Charisma:** Even before coming to Volwryn the exiled tieflings ran from their home to escape persecution and torture. Now that they have reunited with more of their number, they stride boldly toward adventure, hoping to rid all realms of the evil that haunted them for so long. This alters the tiefling's ability scores and replaces fiendish sorcery.

**Gift from the Stars (Sp):** Exiled tieflings can cast *cure moderate wounds* once per day. The tiefling's caster level equals its character level. This replaces the darkness spell-like ability.

**Skilled:** Exiled tieflings gain a +4 racial bonus on Appraise checks to determine the value of gems and a +2 racial bonus on Diplomacy checks. This alters the skilled racial trait.

### Star-Forged Tiefling Racial Traits

While any character of appropriate alignment and level can become starforged, there are exiled tieflings who have embraced it entirely as a part of their heritage.

**Exalted Resistance:** Star-forged tieflings gain spell resistance equal to 6 + their character level against spells and spell-like abilities with the [evil] descriptor, as well as any spells and spell-like abilities cast by evil outsiders. This replaces fiendish resistance.

**Stars' Judgment:** A star-forged tiefling with a 12 or higher Charisma gains the following spell-like ability (the caster level is equal to the minotaur's character level):

*1/day—stars' judgment.*

This replaces gift from the stars.

**Star-Forged:** Star-forged tieflings gain Star-Forged as a bonus feat at 1st level. This replaces skilled.

### Forest Trollkin Racial Traits (13 RP)

**+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, -2 Charisma:** An offshoot of one of Volwryn's first sentient races, forest trollkin are adept combatants able to weave in and out of battle. They are masterful shamans and priests, but their attitude toward non-trolls has been known to make interactions difficult.

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



**Type:** Forest trollkin are humanoids with the trollkin subtype.

**Base Speed:** Forest trollkin have a base speed of 30 feet.

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

**Woodland Stride:** Forest trollkin can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect them.

**Trollkin Haste (Sp):** As a swift action, a forest trollkin can quicken its pulse, letting it act as though affected by a *haste* spell for a number of rounds per day equal to its character level. The *haste* effect's duration need not be consecutive rounds.

**Limited Fast Healing:** Given time to concentrate, trollkin can heal faster than other creatures. When able to rest for at least 1 minute, or when reduced to 0 or fewer hit points, a trollkin gains fast healing 2. The trollkin can heal up to 2 hit points per level per day with this ability, after which it ceases to function. A trollkin that takes fire or acid damage cannot activate this ability for 1 hour.

**Acid and Fire Vulnerability:** Trollkin take 50% additional damage from acid and fire.

**Languages:** Trollkin begin play speaking Common and Giant. Forest Trollkin with high Intelligence can also choose Dwarven, Elven, Goblin, and Orc.

### Alternate Racial Traits

The following racial traits can be selected in place of the typical forest trollkin racial traits.

**Poison Adept:** Some among the trollkin are skilled with poison and never risk accidentally poisoning themselves when applying it to weapons. In addition, a trollkin can apply a special *poison*, as the spell, to its weapon once per day. A creature struck by the trollkin's weapon must save vs. the effects of the spell. This is a Wisdom-based ability that replaces trollkin haste.

**Treekin:** Some trollkin preferred to live in the trees that grew on their homeworld. They gain a climb speed of 20 ft., which grants them a +8 racial bonus on Climb checks. This replaces woodland stride.

**Trollkin Rage (Sp):** As a swift action, a forest trollkin can quicken its pulse, letting it act as though affected by a *rage* spell for a number of rounds per day equal to its character level. The *rage* effect's duration need not be consecutive rounds. This replaces trollkin haste.

### High Elf Racial Traits (10 RP)

Expert archers and scouts, high elves keep to the outlands surrounding their capital cities, guarding their people from incursion. With a strong, militaristic background, these elves make staunch allies despite their rustic ways.

**Composite Bowyer:** High elves are proficient with all bows. A high elf that wields a composite bow can substitute its Dexterity bonus (if any) for the Strength rating. This replaces weapon familiarity.

**Fleet-Footed:** High elves gain Run as a bonus feat and a +2 racial bonus on initiative checks. This replaces elven magic.

**Natural Hunter:** High elves with an 11 or higher Wisdom gain the following spell-like abilities (the elf's caster level is equal to its character level).

*1/day—camouflage, detect poison, know direction, purify food and water.*

This replaces elven immunities.

### Ironfire Dwarf Racial Traits (11 RP)

**+4 Constitution, -2 Dexterity, -2 Charisma:** World soul dwarves have 3 major clans, each with distinct traits of their own. While all world soul dwarves gain +4 Constitution, ironfire dwarves take a -2 penalty to Dexterity and Charisma. This alters the dwarf's ability scores and replaces stonemasonry.

**Damage Reduction:** Ironfire dwarves have DR 5/magic. This replaces greed, hatred, and weapon familiarity.

**Ironfire Blood (Ex):** Once per day, as a full round action, an ironfire dwarf can ignite the fire in his blood, granting him a +2 natural armor bonus and a +4 alchemical bonus to his choice of Strength or Dexterity for 1 minute per character level. While this is in effect, the dwarf takes a -2 penalty to Intelligence if he increased his Strength or a -2 penalty to Wisdom if he increased his Dexterity.

This counts as the mutagen alchemist ability and does not stack with that ability or similar effects. This replaces hardy.

**Fire Resistance:** Ironfire dwarves have fire resistance 5. This replaces defensive training.

### Káfsi Minotaur Racial Traits (11 RP)

**+2 Strength, +2 Charisma, -2 Wisdom:** Káfsi, or eternal flames, are world soul minotaurs who worship an ancient god of fire. They are as strong as other minotaurs, but are gifted with different natural abilities. This alters the minotaur's ability scores.

**Blessing of Káfsi:** Káfsi minotaurs gain fire resistance 5. A Káfsi with a 12 or higher Charisma gains the following spell-like ability (the caster level is equal to the minotaur's character level):

*1/day—eagle's splendor.*

This replaces blessing of ancestral strength.



**Fire in the Blood:** Káfsi minotaurs gain fast healing 2 for 1 round anytime they take fire damage (whether or not this fire damage overcomes their fire resistance). They can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces cunning.

**Ritualist:** Káfsi minotaurs gain Knowledge (religion) as a class skill. A káfsi that has Knowledge (religion) as a class skill gains a +2 racial bonus on Survival checks.

This replaces naturalist.

### Moon Elf Racial Traits (10 RP)

**+2 Dexterity, +2 Wisdom, -2 Intelligence:** More diverse than any other race on Volwryn, world soul elves change to suit their environments. In very little time, a world soul elf can adapt to a new area, not only changing her physical appearance, but also her outlook and possibly even alignment. This alters the elf's ability scores.

**Base Speed:** Moon elves have a base speed of 40 feet. This replaces elven immunities.

**Natural Stalker:** Moon elves with an 11 or higher Wisdom gains the following spell-like ability (the elf's caster level is equal to its character level).

*1/day—bleed\*, daze\*, guidance, vanish.*

\* The DC is equal to 10 + the user's Wisdom modifier.

This replaces elven magic.

**Nature Resistance:** Moon elves gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This replaces keen senses.

### Alternate Racial Traits

The following racial traits can be selected in place of the typical moon elf racial traits.

**Highborne:** Highborne moon elves are often born with golden eyes shared with their sun elf cousins, depicting their preference for arcane magic. They gain +4 Intelligence, -2 Strength, -2 Wisdom. This alters the moon elf's ability scores.

### Shadow Elf Racial Traits (10 RP)

**Touched by Shadow:** Sun elves and high elves who tamper with shadow magic can find themselves permanently changed by it, trading their frailty for control of the darkness inside them. They gain +2 Wisdom, +2 Charisma, and -2 Strength. Attacks made against shadow elves while they are within areas of dim light have a 50% miss chance instead of the normal 20% miss chance. This trait does not grant total concealment; it just increases the miss chance. This is a supernatural ability.

This alters the elf's ability scores and replaces elven immunities.

**Shadow Resistance:** Shadow elves gain cold resistance 5 and electricity resistance 5. This replaces keen senses.

**Preternatural Shadow:** For a number of rounds per day equal to its character level, a shadow elf can lower the ambient light within 60 feet by one level (bright, normal, dim, and dark). Activating this ability is a standard action, but it can be maintained as a free action on the elf's turn. These rounds need not be consecutive. Multiple uses of this ability do not stack. This replaces elven magic.

**Shadow Rift:** A shadow elf gains the supernatural ability to cast *dimension door* once per day. When casting that spell in this way, the elf must be able to see the space that it is moving into. The elf cannot take other creatures with it, and it can only move up to 15 feet + 5 feet for every 2 character levels it possesses. This replaces weapon familiarity.



### Star Elf Racial Traits (10 RP)

**Arcane Diplomat:** Star elves shut themselves away from the world for many years, developing a society of intellectuals and politicians. What they lack in strength, they make up for with arcane talent rivaling sun elves. This gives star elves +2 Intelligence, +2 Charisma, and -2 Strength. Once per day, a star elf can roll twice when making a Bluff or Diplomacy check and take the better roll. This alters the elf's ability scores and replaces keen senses.

**Cantrips:** Each star elf knows a number of wizard cantrips (0-level spells) equal to its Intelligence or Charisma modifier (its choice). It can cast those spells at will as spell-like abilities. This replaces weapon familiarity.

**Star Elf Magic:** A star elf with an 11 or higher Intelligence or Charisma can also choose one 1st-level wizard spell that does not attack a creature or deal damage. It can cast that spell once per day as a spell-like ability. This replaces elven immunities.

**Arcane Affinity:** Once per day, a star elf can prepare or cast a metamagic spell at 1 lower spell level than the normal adjustment (minimum level increase +0). This replaces elven magic.

### Withered Star Elf Racial Traits

Star elves deprived of access to their magic for too long will lose access to it permanently. This drives the elf somewhat insane, greatly increases its physical attributes, and makes it more animalistic. These racial traits replace those stated above.

**+2 Strength, +2 Constitution, -2 Intelligence:** Having gone feral, the elf's slight frame belies a much more powerful form.

**Keen Senses:** A withered star elf gains a +2 racial bonus on Perception checks.

**Siphon Magic:** Once per day, a withered star elf can draw the magic away from another creature or object as a supernatural ability. As a standard action, the elf makes a touch attack against its target. If the target is a creature, it loses a number of spells

of the highest level it can cast or uses of a spell-like ability for the day equal to the elf's Constitution modifier. If the target is a magic item, it's magic is suppressed for a number of rounds equal to the elf's character level. Regardless of the target, a successful Will saving through (DC 10 + half the elf's character level + its Constitution modifier) negates the effect.

**Recovered Consciousness (Su):** A withered star elf that successfully uses siphon magic gains the benefits of *fox's cunning* for a number of hours equal to its character level.

### Sun Elf Racial Traits (10 RP)

**+2 Intelligence, +2 Charisma, -2 Constitution:** The sun elves stepped out of the shade of the trees so beloved by their brethren and into the light. Now they explore the world in search of more power and arcane secrets. This alters the elf's ability scores.

**Acuity:** Sun elves gain a +2 racial bonus to confirm critical threats. This replaces keen senses.

**Arcane Affinity:** Once per day, a sun elf can prepare or cast a metamagic spell at 1 lower spell level than the normal adjustment (minimum level increase +0). This replaces elven magic.

**Torrent of Power:** Once per day, a sun elf can cast *silence* as a spell-like ability, centered on itself. The elf's caster level is equal to its character level. This replaces elven immunities.

#### Alternate Racial Traits

The following racial traits can be selected in place of the typical sun elf racial traits.

**Betrayed:** Sun elves were once abandoned to die by their former allies and turned to dark forces for aid. Some still possess the taint of that decision, even now. They gain +1 to the DC of any saving throws against necromancy spells that they cast. Betrayed sun elves with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the elf's character level):

*1/day—bleed, chill touch, detect poison, touch of fatigue.*

This replaces arcane affinity.

### Tech Gnome Racial Traits (10 RP)

**+2 Constitution, +2 Intelligence, -2 Wisdom:** Tech gnomes are a tough, intelligent race who occasionally lack insight. They are avid inventors, eager to raise the efficiency on any task they perform. This alters the gnome's ability scores.

**Escape Artist:** Tech gnomes receive a +2 racial bonus on Escape Artist checks. This replaces keen senses.

**Expansive Talent:** Tech gnomes count all of their ability scores as 2 points higher when determining class ability uses per day, points gained as a pool (such as grit, ki, or panache), or bonus spells per day. This replaces gnome magic.

**Master Tinker:** Tech gnomes gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are treated as proficient with any weapon they have personally crafted. This replaces defensive training and hatred.

#### Gamma Gnome Racial Traits

Back on Volwryn, several guilds of tech gnomes were transformed by a technological disaster. Renamed gamma gnomes, it was years before any of them regained a modicum of lucidity, and even now they are prone to violence when pushed too far. These racial traits replace those listed above.

**+2 Constitution, +2 Wisdom, -4 Intelligence:** Gamma gnomes are tough and attentive, but their potent intellect is forever lost.

**Outsider:** A gamma gnome is considered an outsider with the earth and native subtypes.

**Acidic Assault (Su):** Once per day as a swift action, a gamma gnome can call on the lingering toxicity lurking in its veins to shroud its arms in acid. Unarmed strikes with its elbows or hands (or attacks with weapons held in those hands) deal +1d6 points of acid damage. This lasts for 1 round per character level. The gnome may end the effects of acidic assault early as a free action.

**Gamma Resistance:** Gamma gnomes have acid resistance 5 and fire resistance 5.

**Hatred:** Gamma gnomes receive a +1 bonus on attack rolls against humanoid creatures of the gnome and goblinoid subtypes.

### Vónasos Minotaur Racial Traits (11 RP)

Vónasos, or bison-fur, are world soul minotaurs who survive in the frozen regions of their homeworld. They are as strong as other minotaurs, but are gifted with different natural abilities.

**Blessing of Vónasos:** Vónasos minotaurs gain cold resistance 5. A vónasos with a 12 or higher Wisdom gains the following spell-like ability (the caster level is equal to the minotaur's character level):

*1/day—bear's endurance.*

This replaces blessing of ancestral strength.

**Mountaineer:** Vónasos minotaurs are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces. This replaces sprinter.

**Improved Overrun:** Vónasos minotaurs gain Improved Overrun as a bonus feat at 1st level. This replaces cunning.

**Spiritualist:** Vónasos minotaurs receive a +2 racial bonus on Knowledge (religion) checks and can make those checks untrained.

This replaces naturalist.

### Wildhill Dwarf Racial Traits (11 RP)

**+4 Constitution, -2 Strength, -2 Intelligence:** World soul dwarves have 3 major clans, each with distinct traits of their own. While all world soul dwarves gain +4 Constitution, wildhill dwarves take a -2 penalty to Strength and Intelligence. This alters the dwarf's ability scores and replaces stonemasonry.

**Base Speed:** Wildhill dwarves have a base speed of 30 feet, but lose their ability to avoid encumbrance.

**Low-Light Vision:** Wildhill dwarves can see twice as far as humans in conditions of dim light. This replaces darkvision.

**Electricity Resistance:** Wildhill dwarves have electricity resistance 5. This replaces defensive training.

**Skilled Riders:** Wildhill dwarves gain a +2 racial bonus on Fly and Ride checks made to control a mount. They always treat both Fly and Ride as class skills. This replaces greed.

**Griffon Cub:** At a young age, most wildhill dwarves will form a special bond with the griffons their race breeds. They gain a griffon cub (treat as a roc) as the druid's nature's bond class feature. The dwarf's effective druid level is equal to his character level -3 (minimum 1st). At 10th level (or effective 7th-level druid), the dwarf's companion becomes a fully grown griffon. This replaces hardy and weapon familiarity.

#### Alternate Racial Traits

The following racial traits can be selected in place of the typical wildhill racial traits.

**Elemental Summoner (Sp):** When summoning a creature with an elemental subtype (air, earth, fire, or water) with a summon spell, the dwarf increases the duration of that spell by 2 rounds.

Once per day, the dwarf can cast *summon nature's ally* to summon a small air, earth, fire, or water elemental as a druid of his character level. This replaces griffon cub.

## World Soul Favored Class Bonuses

The following options are available to all tsura characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk ( \* ) can be found in The Book of Many Things Volume 1.

**Alchemist:** Add +1/2 to bomb damage.

**Antipaladin:** Add +1/3 damage dealt by the antipaladin's touch of corruption ability.

**Arcanist:** Increase total number of points in the arcanist's arcane reservoir by 1.

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

**Brawler:** Add 1/4 to the brawler's effective level to determine unarmed strike damage.

**Druid:** Add +1/3 to the druid's natural armor bonus when using wild shape.

**Fighter:** Gain +1/5 of a new weapon training. This does not increase the value of other weapon training choices, but does increase as a result of them.

**Gunslinger:** Add +1/4 point to the gunslinger's grit points.

**Hunter:** The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new animal companion gains this bonus.

**Invoker\*:** The invoker's familiar gains a +1/4 luck bonus on saving throws. If the invoker replaces her familiar, the new familiar gains this bonus.

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

**Necromancer\*:** Add +1 foot to the size of all the necromancer's aura class features. This option has no effect unless the necromancer has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

**Ninja:** Add +1/4 point to the ninja's ki pool.

**Paladin:** Add +1/2 hp to the paladin's lay on hands ability (whether using it to heal or harm).

**Priest of Volwryn:** Add +1/4 point to the priest's faith points.

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

**Rogue:** Add a +1/2 bonus on Bluff checks to feint and Sleight of Hand checks to pickpocket.

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

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

**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.

**Warpriest:** Gain a +1/3 bonus on the damage dealt or healed with the warpriest's channel energy ability.

## World Soul Archetype

The following archetype is always available to world soul races, but other races, with GM permission, may choose it as well.

## Fury Warrior (Barbarian Archetype)

On Volwryn, every world soul is trained in some form of combat, and becoming a warrior in any culture is easier than learning to cook. Because of how prevalent warriors are, the better way to distinguish one from another is through their specialization.

In the case of fury warriors, this takes the form of a brutal combatant trained in savage techniques, able to wield massive weapons and destroy his enemies.

**Fury (Ex):** At 1st level, a fury warrior gains a pool of fury from which he draws his abilities. This functions as the gunslinger grit class feature, except it uses the warrior's Constitution modifier in place of Wisdom and applies only when the warrior is wielding two melee weapons. This replaces fast movement, rage, greater rage, tireless rage, and mighty rage.

A fury warrior regains 1 fury point any time he confirms a critical hit against a creature with at least as many hit dice as the warrior's character level -3; when that creature confirms a critical hit against him; or when he reduces that creature to 0 or fewer hit points.

**Deeds:** Fury warriors spend their fury to perform acts of heroism, defiance, and power. As they gain barbarian levels, they learn new ways in which to apply their fury.

This replaces the barbarian's rage powers.

**Volwryn's Grasp (Ex):** At 1st level, as long as a fury warrior has at least 1 fury point remaining, he gains Two-Weapon Fighting as a bonus feat and treats two-handed melee weapons as one-handed weapons for the purpose of dual-wielding.

At 6th level, he also gains Improved Two-Weapon Fighting.

At 10th level, he reduces his two-weapon fighting penalty by 2.

At 16th level, he also gains Greater Two-Weapon Fighting.

At 18th level, he also gains Double Slice.

**Twin Strike (Ex):** As a standard action, the warrior can make one attack at his highest attack bonus with each of up to two melee weapons. Each attack takes a -2 penalty. This costs 1 fury point.

**Bloodthirst (Ex):** At 2nd level, a fury warrior can use a free action to choose one or more creatures that would grant him fury points that he can see and which can see him. The warrior increases the critical threat range of one weapon or primary natural attack used by each creature by 1 when they attack him. The creatures are aware of this bonus. If a creature attacks the warrior with the chosen weapon or attack while it has this bonus, the warrior adds up to +1 to the critical threat range of both his weapons when attacking that creature. This increase applies after other effects such as keen or Improved Critical and lasts until the creature dies or the warrior uses a free action to end the effect. Performing this deed costs 1 fury per creature.

At 12th level, the warrior can increase the threat range of the creature's attack and his own attacks by 2.

At 20th level, the warrior can increase the threat range of the creature's attack and his own attacks by 3.

**Furious Slash (Ex):** At 2nd level, a fury warrior can resolve a melee or thrown weapon attack against touch AC instead of normal AC when making more than one attack against the same target. Performing this deed costs 1 fury point +1 per -2 penalty on the attack. The warrior still takes the penalty on attack rolls for dual-wielding, secondary natural attacks, and attacks gained for having a high base attack bonus when he performs this deed.

**Enrage (Su):** At 4th level, a fury warrior can spend 1 fury point create a *rage* effect, targeting only himself. The warrior's caster level for this ability is equal to his Constitution modifier.

**Heroic Throw (Ex):** At 4th level, as long as the fury warrior has at least 1 fury point, he gains Charging Hurler as a bonus feat.



At 12th level, a two-handed weapon he wields gains the throwing and returning magic weapon properties while he has at least 1 fury point.

At 20th level, he gains Improved Charging Hurler as a feat as long as he has at least 1 fury point.

**Executioner (Ex):** At 8th level, as long as the fury warrior has at least 1 fury point, he gains the benefits of Improved Critical with one of his melee weapons while dual-wielding. He must choose which of his weapons gains this benefit, and can change it after resting for at least 8 hours.

At 16th level, he gains this benefit with both weapons.

## World Soul Feats and Spell

All world souls have access to the following feats. For race-specific feats, see chapter 4.

### Star-Forged

You have been chosen to champion the exalted stars of Volwryn.

**Prerequisite:** Cha 13, world soul race.

**Benefit:** Your alignment becomes Lawful-Good. You gain acid resistance 5, cold resistance 5, and electricity resistance 5. You also naturally shed light as a torch, but can suppress this ability as a free action.

**Special:** If your alignment changes from Lawful-Good, you lose access to this feat until you become Lawful-Good once more.

### Stars' Reckoning

Upon your death, the exalted stars of Volwryn take immediate vengeance.

**Prerequisite:** Star-Forged, Cha 13, character level 9th, world soul race.

**Benefit:** Once per day, when you would die, you cast *flame strike* as a spell-like ability, centered on yourself. Your caster level with this ability is equal to your character level, and the saving throw is equal to 10 + half your character level + your Charisma modifier. Allies in the area of the *flame strike* are healed for half the amount of damage you deal instead.

### Stars' Judgment

**School** evocation [fire]; **Level** cleric 2, inquisitor 2, paladin 2, shaman 2

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** cylinder (10-ft. radius, 20-ft. high)

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This spell is typically only available to creatures with the Star-Forged feat.

This spell functions like *flame strike*, except as noted here. It deals 1d6 points of damage +1 point per caster level (maximum +5) to enemies in the area.

You and your allies in the area are healed by this spell instead.

## Other Racial Character Options

### Dalits

The dalits found in the Collective are somehow even more otherworldly than their chaotic counterparts. What they lack in flexibility and gross habits, they make up for with the ability to become other creatures, sort of. Dalits from the Collective have access to the following feats and alternate racial trait.

**Alter Form (Su):** The dalit can assume the form of any Small or Medium creature it can see for up to a number of rounds

each day equal to its Constitution modifier (minimum 1) + half its character level. The dalit's new form copies the creature's movement, natural armor, attacks, resistances, and weaknesses, but none of its special attacks or qualities. These rounds need not be consecutive, but the dalit cannot use its other racial traits while so transformed. This is a polymorph effect and replaces amorphous skin and tentacles.

### Elflings

Elflings are the links to Zaelin's past, its legendary heroes of time and nature. Every generation, the elflings of the world fight back the diabolical rule of the sorcerer king. With the aid of the runekin, the tsura, and sometimes even the fiari, these masters of multiple worlds draw their legendary blades in the name of courage and hope.

Elflings from the world of Zaelin have access to the following feats and alternate racial traits.

**Sky Forest Elfling:** Sky forest elflings traveled to the material plane from the world of Zaelin. They are taller than other elflings, while retaining their halfling curiosity and propensity for heroism. They are Medium creatures who always have proficiency with shields. This racial trait modifies the elfling's size and replaces sleep immunity.

**Zaelin Royalty:** An elfling born to the noble kingdom of Zaelin is blessed with mystical wisdom belying its years. The elfling gains +2 Dexterity, +2 Wisdom, -2 Strength and may pick two Knowledge skills. It gains a +2 racial bonus on both of these skills, and they are treated as class skills regardless of what class the elfling actually takes. This racial trait modifies the elfling's ability bonuses and replaces natural climbers.

### Ursaren

For every breed of bear in the world, there is a different culture of ursaren. Some have shamanistic, worldly cultures who ally and war with the various different races. Others seclude themselves, hiding behind magic and dealing with struggles of their own.

Ursaren from the world of Volwryn have access to the following feats and alternate racial traits.

**Gourmand:** Ursaren born on the misty isles of Volwryn are expert chefs and brewers of fine alcohols. They gain a +2 racial bonus on Profession (cook) checks and Skill Focus as a bonus feat for that skill. This racial trait replaces natural athlete.

**Roll (Ex):** On its turn, an ursaren can use a swift action to increase its normal movement speed by 10 ft. and its charging speed by an additional 10 ft. (+20 ft. total). While moving in this way, the ursaren cannot use a weapon, but it does gain a +2 racial bonus on combat maneuver checks made to bull rush or overrun creatures. It can end this effect with another swift action. This racial trait replaces natural athlete.

### Vine Leshy

With the shattering of the worlds, the leshys of different worlds have cross-pollinated and created new offshoots of the race.

Vine leshys from the world of Zaelin have access to the following feats and alternate racial traits.

**Scrub:** Vine leshy scrubs have developed the ability to quickly spit seeds, stones, and other tiny projectiles at their enemies. This is treated as a natural sling weapon of the appropriate size (usually Small, dealing 1d3 bludgeoning damage on a hit), and the vine leshy can create its own ammunition. A vine leshy with a Charisma of 11 or higher can cast *magic weapon* on its sling as a spell-like ability up to twice each day. Its caster level is equal to its character level. This racial trait replaces climber and pass without trace.



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 **2** Classes

So many worlds exist where fighters, wizards, and even clerics fall into traditional fantasy roles. But what of those worlds where priests balance precariously between light and shadow? Where druids and wizards are legends told in the stars? Where fighters can change their entire outlook on combat with only a minute's rest?

This chapter introduces several classes from the different worlds where rifts opened as a result of the war with the Chaos. Base classes, such as the astrologer, gamer, and generational hero, find their place among new spins on old favorites.

**The Collective:** Several of the classes presented in this chapter originated in the collective. Concepts that fit well in multiple worlds, those from worlds with very little representation, and those that are a combination of ideas from several worlds combined have found a home here.

Classes specifically from the collective include the astrologer, gamer, monster tamer, and potentialist.

**Jin-Ku:** Those who braved the rifts from Jin-Ku were typically either sky pirates or dragon hunters.

**Volwryn:** A varied world indeed, Volwryn boasts twelve different takes on existing classes, each with between two and four ways to enjoy them.

**Zaelin:** While Zaelin is best known for its myriad of races, only one class, the generational hero, really stands out on its own.

## Astrologer

*You could not comprehend what lies beyond.*

Astrologers, sometimes called astromancers, are simplistic spellcasters who draw their power from the alignment of the stars at any given time. While their magic can be seen as chaotic or random, astrologers know how to make the best use of it, and those with experience can even bend it to their specific needs.

The first astrologers were diviners who sought a path not directed by god or man. Flinging their hopes to the stars, they began to study the celestial bodies for answers to questions not yet asked. The reply they received was breathtaking. While it is easy to take the first steps into astromancy, holding to that path can be a challenge when you've foreseen the outcome already.

**Role:** Astrologers use the position of the stars to aid their allies and harm their enemies. They rely on their Wisdom and Intelligence to get them through the worst of times.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The astrologer's class skills are Craft (Int), Heal (Wis), Knowledge (arcana), Knowledge (history), Knowledge (planes), Knowledge (religion), Perception (Wis), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the astrologer.

**Weapon and Armor Proficiency:** Astrologers are proficient with up to two simple weapons of their choice. They are not proficient with any armor or shields. Armor interferes with an astrologer's movements, which can cause his spells with somatic components to fail.

**Table: Astrologer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Astromancy (1st), detect alignment, zodiac spells
2nd	+1	+0	+0	+3	Zodiac feat
3rd	+1	+1	+1	+3	Astromancy (2nd)
4th	+2	+1	+1	+4	Zodiac convergence, zodiac spell
5th	+2	+1	+1	+4	Astromancy (3rd), challenge fate ± 1
6th	+3	+2	+2	+5	Twist fate, zodiac feat
7th	+3	+2	+2	+5	Astromancy (4th), zodiac spell
8th	+4	+2	+2	+6	Zodiac convergence
9th	+4	+3	+3	+6	Astromancy (5th)
10th	+5	+3	+3	+7	Challenge fate ± 2, zodiac feat, zodiac spell
11th	+5	+3	+3	+7	Astromancy (6th)
12th	+6/+1	+4	+4	+8	Zodiac convergence
13th	+6/+1	+4	+4	+8	Astromancy (7th), zodiac spell
14th	+7/+2	+4	+4	+9	Zodiac feat
15th	+7/+2	+5	+5	+9	Astromancy (8th), challenge fate ± 3
16th	+8/+3	+5	+5	+10	Zodiac convergence, zodiac spell
17th	+8/+3	+5	+5	+10	Astromancy (9th)
18th	+9/+4	+6	+6	+11	Zodiac feat
19th	+9/+4	+6	+6	+11	Twist fate, zodiac spell
20th	+10/+5	+6	+6	+12	Challenge fate ± 4, zodiac convergence

**Astromancy (Sp):** Astrologers draw power from the stars of their world, even when they may not be visible, such as during the day, when the astrologer is underground, or even on another plane. Astromancy is how an astrologer accesses that power and uses it to create effects.

Astromancy divides the stars into 4 major constellations and 8 minor constellations, as shown on Table: Astrologer Constellations. Waxing constellations grant an astrologer up to 6th-level spells, while waning constellations grant only 1st through 4th-level spells. Zenith constellations grant up to 9th-level spells. Descriptions of each constellation, as well as the spells they grant, can be found in chapter 5.

**Stellar Alignment:** At the end of each day, before he rests, an astrologer can focus his attention on one specific constellation. To do so, the astrologer must spend 1 uninterrupted hour of quiet meditation contemplating the stars and their current alignment. At the end of the hour, the astrologer chooses the minor constellation from which he will benefit for the next day. If he does not spend this hour, or is unable to for any reason, the progression continues in order.

An astrologer can also allow fate to guide him. During his hour of meditation, he can roll a single d12 to determine his next day's stellar alignment. If he does, the astrologer also gains access to 1 spell from each of the minor constellations surrounding the one he rolled. For example, if Logan rolls a 6 during his meditation, his next day grants him access to caretaker magic under the druid. In addition, fate smiles on Logan, granting him access to 1 lycanthrope spell and one graeae spell of his choosing.

**Spellcasting:** An astrologer casts arcane spells which are drawn from his current stellar alignment. He can cast any spell granted by his stellar alignment without preparing it ahead of time.

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

An astrologer can only cast up to 3 spells of each spell level per day. In addition, the astrologer receives bonus spells per day if he has a high Intelligence or Wisdom score.

**Detect Stellar Alignment (Sp):** Each astrologer knows how to cast *detect stellar alignment* at will as a spell-like ability.

**Zodiac (Su):** Astrologers usually pick one major constellation—referred to as a zodiac—on which they focus their studies. Each of these constellations provides an astrologer with a few specific spells, feats, and a convergence.

**Zodiac Spells:** At 1st level, an astrologer picks one spell from any of the constellations under his zodiac. He can cast that spell 2 times each day, regardless of his current stellar alignment. At 4th level, and every even level thereafter, the astrologer can choose 1 spell of the highest level he can cast from his zodiac. He can also cast each of those spells twice per day, regardless of his current stellar alignment. When he gains a new spell in this way, the astrologer can also change up to 1 previous spell for another of the same spell level.

**Zodiac Feats:** An astrologer's research into his zodiac manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected zodiac, even if he does not have the normal prerequisites. Feats not found in the Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110) are summarized in chapter 4.

**Zodiac Convergence (Su):** At 4th level, an astrologer gains a convergence from his zodiac, which prevents him from using another convergence, as detailed in *The Book of Many Things Volume 1: Order vs. Chaos*. His zodiac convergence upgrades automatically at 8th, 12th, 16th, and 20th level. A summary of each convergence and when it upgrades is provided under each zodiac for easy reference.

**Challenge Fate (Ex):** Beginning at 5th level, when an astrologer leaves his stellar alignment to fate, he can adjust his roll by 1 in either direction. He can adjust his roll by 2 at 10th level, 3 at 15th level, and 4 at 20th level.

**Twist Fate (Ex):** At 6th level, and again at 19th level, an astrologer learns how to better avoid some of the pitfalls fate has in store for him. He gains a +3 bonus to his choice of Fortitude or Reflex saves. This bonus stacks.

## Astrologer Zodiacs

### Cleric Zodiac

**Zodiac Feats (Ex):** Arcane Shield, Dispel Synergy, Go Unnoticed, and Improved Counterspell. At 6th level, he adds Destructive Dispel and Heavy Armor Proficiency to the list. At 10th level, he adds Arcane Armor Mastery and Divine Interference to the list.

**Convergence (Su):** Astrologers with the cleric zodiac gain the undead convergence.

Beginning at 4th level, the astrologer gains Diplomacy as a class skill, Toughness as a bonus feat, a +1 enhancement bonus to Constitution, and the ability to cast *detect undead* as a spell-like ability once per day.

At 8th level, he gains a +2 enhancement bonus on Disguise, Heal, Knowledge (religion), and Stealth checks; a +1 natural armor bonus, cold resistance 5, and a +2 enhancement bonus to Wisdom.

At 12th level, he gains a +2 bonus on Fortitude saves and his cold resistance increases to 10. He also increases his skill bonus to +4 and gains Damage Reduction 5/silver.

At 16th level, he gains a +2 bonus on Will saves and his cold resistance increases to 15. He also gains a +2 enhancement bonus to Strength and can cast *undead anatomy II* once per day as a spell-like ability.

At 20th level, his natural armor bonus increases to +2, his skill bonus increases to +6, and his DR becomes 10/silver. In addition, he gains the purity of body monk class feature which makes him immune to all diseases, including supernatural and magical diseases.

### Druid Zodiac

**Zodiac Feats (Ex):** Arcane Strike, Aspect of the Beast, Improved Reposition, and Medium Armor Proficiency. At 6th level, he adds Arcane Armor Mastery and Dispelling Critical to the list. At 10th level, he adds Greater Reposition and Repositioning Strike to the list.



**Table: Astrologer Constellations**

Major	Waxing	Zenith	Waning
<b>Wizard</b>	1. magician	2. destroyer	3. seer
<b>Druid</b>	4. guardian	5. lycanthrope	6. caretaker
<b>Witch</b>	7. graeae	8. enchantress	9. imp
<b>Cleric</b>	10. healer	11. lich	12. steward

**Convergence (Su):** Astrologers with the druid zodiac gain the guardian convergence.

Beginning at 4th level, the astrologer gains Survival as a class skill, Improved Initiative as a bonus feat, and a +1 enhancement bonus to Constitution. Once per day, he can cast *sacrificial oath* as a spell-like ability.

At 8th level, he gains a +2 enhancement bonus on Diplomacy, Heal, Sense Motive, and Use Magic Device checks; the aura of courage paladin class feature, and a +2 bonus on saving throws against poison. He can also cast *death ward* once per day as a spell-like ability.

At 12th level, he gains a +2 enhancement bonus to Wisdom and the aura of resolve paladin class feature. He also increases his skill bonus to +4 and can use lay on hands once per day as a paladin of his astrologer level.

At 16th level, he gains a +2 enhancement bonus to Charisma and a +2 resistance bonus on all saves. He also gains 1 mercy that can be applied when using lay on hands and the ability to cast *paladin's sacrifice* once per day as a spell-like ability.

At 20th level, he gains an additional mercy and a +4 resistance bonus on all saves. He also increases his skill bonus to +6 and can use the channel energy paladin class feature once per day.

### Witch Zodiac

**Zodiac Feats (Ex):** Arcane Blast, Brew Potion, Extra Hex, and Light Armor Proficiency. At 6th level, he adds Arcane Armor Training and Prophetic Visionary to the list. At 10th level, he adds Dastardly Finish and Spell Hex to the list.

**Convergence (Su):** Astrologers with the witch zodiac gain the fey convergence.

Beginning at 4th level, the astrologer gains Stealth as a class skill, Iron Will as a bonus feat, and a +1 enhancement bonus to Wisdom. He can also cast *charm person* once per day as a spell-like ability.

At 8th level, he gains a +2 enhancement bonus on Handle Animal, Knowledge (nature), Survival, and Swim checks; Alertness as a bonus feat, and the woodland stride druid class feature. He can also cast *vanish* once per day as a spell-like ability.

At 12th level, he gains a +2 enhancement bonus to Charisma and increases his skill bonus to +4. He also learns to cast both *speak with animals* and *invisibility* once per day as spell-like abilities.

At 16th level, he gains a +2 enhancement bonus to Dexterity and the trackless step druid class feature. He also becomes immune to magic sleep effects and gains a +2 racial saving throw bonus against enchantment spells and effects. Finally, he learns to cast *deep slumber* once per day as a spell-like ability.

At 20th level, he gains Damage Reduction 10/cold iron and the hide in plain sight ranger class feature. He also increases his skill bonus to +6 and learns to cast *speak with plants* once per day as a spell-like ability.

### Wizard Zodiac

**Zodiac Feats (Ex):** Arcane Talent, Breadth of Experience, Moonlight Stalker, and Scribe Scroll. At 6th level, he adds Ironhide and Moonlight Stalker Feint to the list. At 10th level, he adds Moonlight Stalker Master and Preferred Spell to the list.

**Convergence (Su):** Astrologers with the wizard zodiac gain the genie convergence.

Beginning at 4th level, the astrologer gains Bluff as a class skill, Improved Initiative as a bonus feat, a +1 enhancement bonus to Intelligence, and fire resistance 5.

At 8th level, he gains a +2 enhancement bonus on Diplomacy, Knowledge (arcana), Knowledge (planes), and Perform checks; a +1 natural armor bonus, Dodge as a bonus feat, and spell resistance equal to 6 + his astrologer level.

At 12th level, he gains a +2 enhancement bonus to Charisma and his bonus to skills increases to +4. In addition, his fire resistance increases to 10, and he learns 1 1st or 2nd-level bard spell of his choice that he can cast once per day as a spell-like ability.

At 16th level, he gains a +2 enhancement bonus to Wisdom and increases his spell resistance to 11 + his astrologer level. He also learns a 4th-level or lower bard spell of his choice that he can cast once per day as a spell-like ability. Finally, the astrologer can take 10 on any Knowledge skill check in which he has ranks.

At 20th level, he is immune to fire damage and his skill bonus increases to +6. His natural armor bonus also increases to +2 and he learns a 6th-level or lower bard spell of his choice that he can cast once per day as a spell-like ability.

### Favored Class Bonuses

These races make particularly good astrologers.

**Arbiter:** Add +1/4 to the astrologer's caster level when casting spells from the steward constellation.

**Astomoi:** Add +1/4 to the astrologer's caster level when casting spells from the caretaker constellation.

**Dalit:** Add +1/4 to the astrologer's caster level when casting spells from the lycanthrope constellation.

**Farrealmer:** Add +1/2 hit point and +1/4 to the astrologer's base attack.

**Ganzi:** Add +1/4 to the astrologer's caster level when casting spells from the imp constellation.

**Human:** Add +1/4 to the astrologer's caster level when casting spells from the lich constellation.

**Kasatha:** Add +1/4 to the astrologer's caster level when casting spells from the destroyer constellation.

**Lashunta:** Add +1/4 to the astrologer's caster level when casting spells from the graeae constellation.

**Munavri:** Add +1/4 to the astrologer's caster level when casting mind-affecting spells.

**Reptoids:** Add +1/4 to the astrologer's caster level when casting spells from the enchantress constellation.

**Rougarou:** Add +1/4 to the astrologer's caster level when casting spells from the guardian constellation.

**Skaldak:** Add +1/4 to the astrologer's caster level when casting spells from the seer constellation.

**Vulture-Man:** Add +1/4 to the astrologer's caster level when casting spells from the magician constellation.

**Yaddithian:** Add +1/4 to the astrologer's caster level when casting spells from the healer constellation.

**Table: Gamer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Gamer logic, roleplay
2nd	+2	+0	+0	+3	Specialization
3rd	+3	+1	+1	+3	Armory I, hearth
4th	+4	+1	+1	+4	Build progression
5th	+5	+1	+1	+4	Specialization
6th	+6/+1	+2	+2	+5	Armory (type II)
7th	+7/+2	+2	+2	+5	Build progression
8th	+8/+3	+2	+2	+6	Specialization, hearth (return)
9th	+9/+4	+3	+3	+6	Amory (quick select)
10th	+10/+5	+3	+3	+7	Build progression
11th	+11/+6/+1	+3	+3	+7	Greater roleplay, specialization
12th	+12/+7/+2	+4	+4	+8	Armory (type III)
13th	+13/+8/+3	+4	+4	+8	Build progression, hearth (greater)
14th	+14/+9/+4	+4	+4	+9	Specialization
15th	+15/+10/+5	+5	+5	+9	Armory (type IV)
16th	+16/+11/+6/+1	+5	+5	+10	Build progression
17th	+17/+12/+7/+2	+5	+5	+10	Focused roleplay, specialization
18th	+18/+13/+8/+3	+6	+6	+11	Hearth (greater return)
19th	+19/+14/+9/+4	+6	+6	+11	Build progression
20th	+20/+15/+10/+5	+6	+6	+12	Specialization, superior roleplay

## Gamer

*Get Ready!*

Initially, there was great turmoil after the rifts that opened between worlds tore away so many from their families. Many lost to the event were thought to be gone forever, until one of them suddenly wandered back into town one day. Then more started to return. Soon, it was like most had never left. Except for some peculiar interactions and an unexpected grasp on tasks they previously had no right to understand, those who came back were entirely unchanged...

The gamer is a class steeped in secrets. Gamers know what they are and how they've become that, but they can't share it. To do so would risk breaking reality for non-gamers, so they keep their greater gifts to themselves, hiding away from even their families and closest friends to change their abilities to perform optimally for the situation to come.

Gamers who stick to one build and a subset of specializations can get away with having only one specific ability score (usually Strength or Dexterity), but to take advantage of the broadest set of choices, particularly when it comes to spellcasting, a gamer will also want a reasonable Intelligence. Some gamers find it easier to keep their builds easily distinguishable by creating more than one character with the same general attributes.

**Role:** A gamer is a healer, a tank, a spellcaster. She's the one who does the heavy damage each round. She's all of these and none of them, because her role is defined by her current build and specialization.

**Note:** The gamer is an alternate class for the barbarian core class.

**Alignment:** Any.  
**Hit Die:** d12.

## Class Skills

The gamer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the gamer.

**Weapon and Armor Proficiency:** Gamers are proficient with all simple weapons. They are proficient with light armor, but not with shields.

**Roleplay:** A gamer maintains her immersion through smart roleplay and an understanding of the greater game. Starting at 1st level, a gamer can roleplay for a number of rounds per day equal to 4 + her Intelligence modifier. At each level after 1st, she can roleplay for 2 additional rounds. Temporary increases to Intelligence, such as those gained from roleplay and spells like *fox's cunning*, do not increase the total number of rounds that a gamer can roleplay per day. A gamer can begin roleplaying as a free action. The total number of rounds she can roleplay per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While roleplaying, a gamer gains a +4 morale bonus to her Intelligence and Charisma, as well as a +2 morale bonus to initiative. In addition, she takes a -2 penalty to Armor Class. The increase to Intelligence grants the gamer 2 skill ranks per Hit Dice, but these disappear when she stops roleplaying.

A gamer can quit roleplaying as a free action, but finds it difficult to refocus herself, which means she takes a -2 penalty to Wisdom and Charisma and cannot make more than 1 attack during a full-attack action for a number of rounds equal to 2 times the number of rounds spent roleplaying. This counts as fatigue, and effects that would fatigue the gamer still cause her to become exhausted in addition to taking the above penalties. A gamer cannot begin roleplaying while fatigued or exhausted but can otherwise roleplay multiple times during a single encounter or combat. If a gamer falls unconscious, she immediately stops roleplaying.

**Build (Ex):** While roleplaying, each gamer takes on aspects of a basic build upon which she creates the basis for her attacks, special abilities, and in some cases, spells. Once this choice is made, it can only be changed through 1 day of retraining during downtime.

The basics of each build are presented here. Further build progression can be found at the end of this section.

**Defender:** Because their out-of-game knowledge gives them a leg up against different types of enemies, gamers make good tanks. At 1st level, a defender gains proficiency in medium armor, heavy armor, and shields. While roleplaying, when the defender attacks a creature, whether she hits or misses, that creature takes a -1 penalty to attack creatures other than the defender until the end of its next turn. This penalty increases by 1 at 2nd level and every 2 gamer levels the defender possesses beyond 2nd (to a maximum penalty of -5 at 10th level). Creatures with this penalty draw attacks of opportunity from the defender if they attack a creature other than the defender.

**Healer:** Being a healer implies a willingness to forego being the center of attention until somebody needs help, and gamers with this build understand that. At 1st level, a healer can use a standard action while roleplaying to heal a creature she touches as a spell-like ability. The creature regains hit points equal to the healer's increased Intelligence modifier.

Alternatively, if the healer has at least 2 rounds of roleplay remaining, she can spend 1 and use a full-round action to cast *cure light wounds*, healing her target for an additional amount equal to her Intelligence modifier (this uses a total of 2 rounds; 1 for the action itself plus 1 to be able to cast the spell). At 4th level, she can spend 2 rounds of roleplay (3 total) to cast *cure moderate wounds* instead. This improves to *cure serious wounds* at 6th level and *cure critical wounds* at 8th level. At 10th level, the healer learns *breath of life* and can spend 3 rounds of roleplay (4 total) to cast it.

**Sharpshooter:** Sharpshooter is the second easiest build to play as a gamer, because it emphasizes striking enemies while maintaining one's distance. At 1st level, a sharpshooter gains proficiency with all martial ranged weapons. While roleplaying, she can use gunslinger deeds as if she had the necessary grit to do so. The sharpshooter chooses one ranged weapon type (such as bows, crossbows, or firearms) with which she benefits from these deeds.

1st - deadeye; 2nd - gunslinger's dodge; 4th - gunslinger's initiative; 6th - pistol whip; 8th - scoot unattended object; 10th - targeting.

**Spellcaster:** Although magic is a complicated force, many gamers relish the idea of casting spells, and since they understand the inner workings of arcane magic, they can tweak it to meet their needs. When she chooses this build, the spellcaster also chooses a number of 1st-level spells equal to her Intelligence modifier from the sorcerer/wizard spell list. While roleplaying, the spellcaster gains spellcasting and can cast one of her chosen spells as a full-round action (as if it were being cast with a metamagic feat).

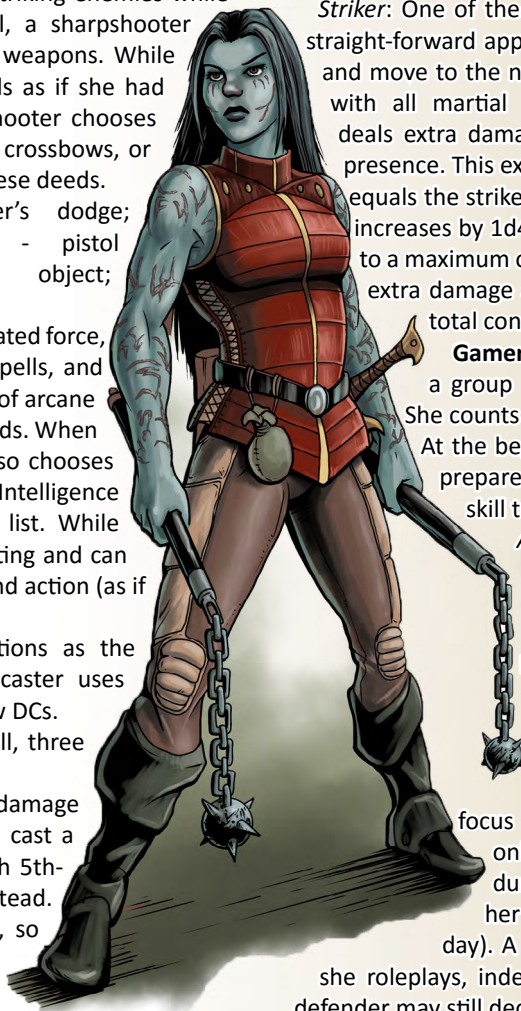
Spellcasting gained in this way functions as the sorcerer class feature, except the spellcaster uses Intelligence to determine her saving throw DCs.

After the spellcaster casts her first spell, three things happen:

- She suffers 1 point of nonlethal damage per hit die (referred to as burn) if she cast a 1st, 2nd, or 3rd-level spell. 4th through 5th-level spells cause 2 points of burn instead. This burn overlaps (it does not stack), so the gamer takes at most 2 points of burn (or 4 if she also has the studied caster specialization) from this ability at any time.
- After casting a spell, the spellcaster's base attack equals half her character level (rounded down) for 1 minute, which can affect her attacks independent of refocusing.
- Subsequent spells are cast using their normal casting time.

At 4th-level, and every even level thereafter, a spellcaster learns 1 spell of the next highest spell-level, to a maximum of 5th-level spells at 10th level.

Each time the spellcaster casts a 5th-level or higher spell, she



## Immersion

Before a gamer can gain any benefits, she must fully immerse herself within the game. She cannot break character, even around her allies, nor can she reveal her status as a gamer. When asked, she must refer to herself in the most direct way possible (claiming to be a warrior or a dabbler in magic, for example).

A gamer who breaks immersion loses all spells and class features (including build progression and specialization, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a gamer. She regains her abilities and advancement potential if she atones for her violations (see *atonement*) and erases the memories of all creatures involved (see *modify memory*), as appropriate.

must expend an additional round of roleplay (this doesn't change the spell's casting time).

**Striker:** One of the easiest builds to maintain, strikers take a straight-forward approach to combat. Move in, kill the enemy, and move to the next. At 1st level, a striker gains proficiency with all martial melee weapons. While roleplaying, she deals extra damage against foes who are unaware of her presence. This extra damage is precision-based damage and equals the striker's Intelligence modifier. The extra damage increases by 1d4 at 2nd level and every 2 levels thereafter, to a maximum of 5d4 at 10th level. The striker can deal her extra damage against targets with concealment (but not total concealment).

**Gamer Logic (Ex):** At 1st level, A gamer chooses a group of associated skills, referred to as a tree. She counts those skills as class skills while roleplaying. At the beginning of each day, when a wizard would prepare her spells, the gamer can also change her skill tree.

**Actor:** Disguise, Intimidate, Perform.

**Athlete:** Acrobatics, Climb, Swim.

**Handler:** Fly, Handle Animal, Ride.

**Magician:** Disable Device, Sleight of Hand, Spellcraft.

**Researcher:** Any 3 Knowledge skills.

**Scout:** Escape Artist, Stealth, Survival.

**Specialization (Ex):** At 2nd level, a gamer chooses a specialization. she wishes to focus on. Once a specialization is chosen, it can only be changed through 1 day of retraining during downtime (the gamer can retrain both her build and 1 specialization during the same day). A gamer's specialization is the way in which

she roleplays, independent of her build. A gamer playing a defender may still decide she wants to put out some damage, so she picks power house as a specialization, for example. Similarly, a sharpshooter or striker might pick studied spellcasting in order to augment her attacks through magic, while a spellcaster might choose the same specialization because it grants her even more spells than she could already cast.

At 5th level, a gamer gains the ability to change her specialization once per day (she can still change her current specialization to any other when retraining). She can do this an additional time each day at 8th level and every 3 levels thereafter, to a maximum of 6 times per day at 20th level. Changing from one specialization to



another takes 1 minute and must be done out of sight from other creatures to preserve the gamer's immersion.

Changing specializations is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves developing quirks, mnemonic devices, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items such as a hat of disguise and similar spells and effects that change the user's appearance do not reduce the time required to change specializations.

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

**Armory (Su):** At 3rd level, a gamer can turn 1 bag or satchel she carries into a bag of holding type I. The bag only functions for the gamer, and ceases to function (the contents become inaccessible) until returned if taken more than 5 feet away from her.

The gamer's armory increases in capacity at 6th, 12th, and 15th level (as indicated on Table: Gamer). At 9th level and above, the gamer can always retrieve specific objects from her armory as a move action.

**Hearth (Sp):** At 3rd level, a gamer can claim an inn or similar location she visits as her home. Until she claims another such location, the gamer's home counts as a very familiar location. Once per day, when the gamer is not roleplaying, fatigued, or refocusing, she can cast *teleport* with a 1 round casting time to return to her designated home.

Starting at 8th level, a gamer can also *teleport* back to the last location from which she teleported within the last 24 hours. She is considered to have studied that location carefully.

At 13th level, the gamer can cast *greater teleport* to return to her designated home, and is very familiar with her last location.

At 18th level, she can teleport back and forth with no chance of arriving off target.

**Greater Roleplay (Ex):** At 11th level, when a gamer begins roleplaying, the morale bonus to her Intelligence and Charisma increases to +6 and the morale bonus to her initiative increases to +3. Furthermore, she can now make up to 2 attacks during a full-attack action while refocusing.

**Focused Roleplay (Ex):** Starting at 17th level, a gamer no longer has to refocus after roleplaying.

**Superior Roleplay (Ex):** At 20th level, when a gamer begins roleplaying, the morale bonus to her Intelligence and Charisma increases to +8 and the morale bonus to her initiative increases to +4.

## Build Progression

Build progression is how each build affects a gamer's playstyle as she gains levels. A gamer's build progression is also changed if she retrains her build during downtime.

### Defender

At 4th level, the gamer gains a bonus combat feat and counts as a fighter of her level -3 for the purpose of qualifying for fighter feats.

At 7th level, the gamer gains armor training 1. At 10th level,

every 3 levels thereafter, she gains her choice of weapon training or armor training. If she chooses armor training each time, she gains armor mastery at 19th level instead.

### Healer

At 4th level, and every 3 levels thereafter, the gamer gains one mercy of her choice, as the paladin class feature. She can apply her mercies to a target when she uses her full-round action to heal it.

### Striker

At 4th level, the gamer can also deal her extra damage when her target is flat-footed and within 30 feet of her. At 7th level, the gamer's extra damage dice increase to d6 when her target is unaware of her presence. At 10th level, and every 3 levels thereafter, the gamer gains a rogue talent of her choice. Talents that modify a rogue's sneak attack modify the gamer's extra damage instead. Talents chosen in this way cannot be changed (but do not function), when the gamer retrains her build.

### Sharpshooter

At 4th level, and again at 10th and 16th level, the gamer gains a ranged combat style feat, as the ranger class feature. Starting at 7th level, the gamer can make a single attack at her highest base attack with a -5 penalty as a full-round action. If the attack hits, it is a critical hit. This penalty decreases to -2 at 13th level.

The gamer takes no penalty to the attack at 19th level and higher.

### Spellcaster

At 4th level, the gamer no longer reduces her base attack when casting 1st-level spells. This also applies to 2nd-level spells at 7th, 3rd-level spells at 10th, and 4th-level spells at 13th level. These spells also no longer refresh the 1 minute reduction when they do not cause it themselves.

At 13th level, the gamer reduces the burn from casting 4th-level spells by 1.

At 16th level, the gamer can cast up to 1 additional spell per day of each level while her base attack is reduced as a result of casting a 5th-level or higher spell. This increases to 2 additional spells at 19th level.

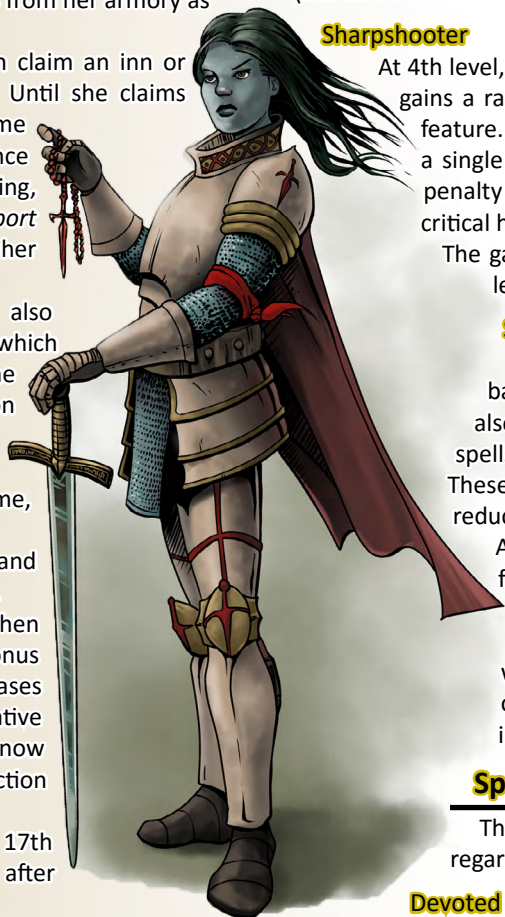
## Specializations

The following specializations are available regardless of a gamer's build.

### Devoted

At 2nd level, when the gamer gains or switches to this specialization, she also chooses one cleric domain and gains its 1st-level domain power that she can use while roleplaying to the maximum number of times allotted by the power. All domain powers gained in this way share their number of uses. Changing specializations doesn't refresh how often you can use a domain power. At 5th level, the gamer can spend 1 round of roleplay to cast her domain's 1st-level spell as a full-round action. At 8th-level, and every 3 levels thereafter, the gamer gains access to the next highest-level domain spell granted by her current domain. She can give up the spell gained at one of those levels to instead gain her domain's second power.

In addition, at 5th level, a good gamer gains a divine bond, as the paladin class feature, while roleplaying. Her effective paladin



level is equal to her gamer level. An evil gamer gains a fiendish boon and counts as an anti-paladin instead.

### Power House

At 2nd level, when the gamer makes an attack, heals a creature, or casts a damage-dealing spell while roleplaying, she can take a -1 penalty to her AC until the start of her next turn. If she does, she gains a +2 bonus on weapon damage rolls, healing granted by her gamer spells and abilities, and the damage dealt by spells she casts. This bonus to damage is increased by half (+50%) if she makes an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times her Strength modifier on damage rolls. This bonus to damage is halved (-50%) if the gamer makes an attack with an off-hand weapon or secondary natural weapon.

This ability counts as the Deadly Aim or Power Attack feat when used to make an attack roll (the benefits do not stack), and counts as those feats for the purpose of meeting prerequisites (feats gained as a result of this ability cannot be used if the gamer changes her specialization unless she also possesses the appropriate feat).

When the gamer's base attack bonus reaches +5, and every 3 points thereafter, her penalty increases by -1 and the bonus to damage and healing increases by +2.

The gamer must choose to use this ability before making an attack roll, healing a target, or casting a damage-dealing spell, and the effects last until her next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Skill Artist

At 2nd level, the gamer can change her current skill tree any time she could change her specialization (she can choose to change both at the same time). She can do this once per day at 2nd level, and one additional time per day at 8th, 14th, and 20th level. At 5th level, and again at 11th and 17th level, the gamer can choose one skill. When she has enough ranks in that skill, she gains its related skill unlock powers.

### Studied Caster

At 2nd level, the gamer gains a spellbook containing a number of 0-level sorcerer/wizard spells equal to her Intelligence modifier. Each morning, she can prepare up to 3 of those spells to be cast while roleplaying. The gamer's spellcasting modifier is Intelligence.

If the gamer gains spells from her build, she can add those spells to her spellbook in the same way a wizard adds spells. She can also research spells in the same way, but can only prepare up to 3 spells of any given level (plus those gained from having a high Intelligence) each day.

At 5th level, the gamer adds 3 1st-level spells to her spellbook. At 8th level, she adds 3 2nd-level spells. These spells cause the gamer to suffer burn and a penalty to attacks in the same way the spellcaster build does.

At 11th level and every 3 levels thereafter, she adds 3 spells of the next highest level she can cast (a gamer with the spellcaster build adds 3 6th-level spells, and so on). 6th-level spells cause 2 points of burn when cast. 7th through 9th-level spells require the gamer to spend 2 rounds of roleplay to cast (this doesn't change the spell's casting time), and cause 3 points of burn.



### Sword and Board

At 2nd level, and every 6 levels thereafter, the gamer gains a weapon and shield combat style feat, as the ranger class feature. At 5th level, the gamer adds her shield bonus to her Reflex saves when using a shield (any magical enhancement bonus doesn't stack with similar bonuses such as from a cloak of resistance). At 11th level, she adds the light fortification magic property to her shield. At 17th level, she adds moderate fortification instead.

### Favored Class Bonuses

These races make particularly good gamers.

**Catfolk:** Add a +1/2 bonus on Acrobatics checks.

**Elf:** Add a +1/2 bonus on Perform (dance) checks.

**Elfling:** Add a +1/2 bonus on Use Magic Device checks.

**Half-Elf:** Add +1/6 to the number of times the gamer can change specializations each day.

**Half-Orc:** Add +1/3 effective fighter level (max +3) when using the defender build.

**Human:** Choose one skill. Add a +1/2 bonus on skill checks with that skill. Once chosen, the skill cannot be changed.

**Minotaur:** Add a +1/2 bonus on Knowledge (nature) checks.

**Reborn:** Add a +1/2 bonus on Knowledge (religion) checks.

**Trollkin:** Add a +1/2 bonus on Survival checks.

## Generational Hero

*Adventure can be found anywhere.*

The world is full of adventurers of all shapes and sizes. Every once in a while, however, a child is born, prophesied to bring an end to some unforeseen, sometimes unknown evil. A link is forged between this young person and the evil of the world, forever bonding them to a life of discovery, loss, and victory. This is the generational hero.

A natural-born adventurer, the generational hero picks up on combat techniques and the use of weapons quickly, while also finding and learning to use a variety of tools which help him to uncover traps, hidden doors, and treasures where others may not have even looked.

**Role:** A generational hero plays the role of scout while being able to defend herself and others should the need arise. He is a charismatic, often dexterous hero who builds his own narrative as he and his allies travel.

**Note:** The generational hero is a hybrid of the ranger and alchemist.

**Alignment:** Any good.

**Hit Die:** d10.

### Class Skills

The generational hero's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Handle Animal (Cha), Knowledge (dungeoneering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the generational hero.

**Weapon and Armor Proficiency:** Generational heroes are proficient with all simple and martial weapons, light armor and shields (but not tower shields).

**Find Adventure (Ex):** A generational hero's calling leads him into adventure even in the most unlikely of places. Each day he can use this ability a number of times equal to 1/2 his generational hero level (minimum 1) plus his Charisma modifier. With one use of this ability, the hero discovers something about his immediate area that may not have been there previously. Examples include:

- A clue to his current quest that was either dropped or placed there for him to find.
- A key that fits into either the next locked door or a previously discovered locked door.
- A note pleading for help, leading to a new adventure.
- A hidden panel, switch, or weak point in a wall that can be blown open, opening into a previously unknown room or set of stairs.
- A nearby npc is actually an enemy in disguise.

Regardless of what he discovers, the hero cannot use this ability in the same location more than once, nor can he use it in a room discovered using find adventure.

The gamemaster decides what is discovered when this ability is used, and while it is ultimately helpful, the discovery may be cryptic or otherwise difficult to understand immediately, such as a puzzle that must be solved to open a door, or a strange message that, when deciphered, can lead the hero to his next location.

**Heroism:** Every generational hero builds up a suite of tools over time that allows him to solve more complex puzzles or defeat enemies who seemed impossible before. The hero chooses one brand of heroism at 1st level, and additional brands at 5th, 10th, 15th, and 20th level. Once the hero has chosen a brand of heroism, it cannot be changed.

**Combat Adept (Ex):** The hero no longer draws attacks of opportunity for using a ranged or thrown weapon while in melee. Each time he chooses combat adept again, the hero gains a combat style feat from the archery, crossbow, mounted combat, thrown weapon, or weapon and shield ranger combat styles.

**Favored Enemies (Ex):** The hero gains the 1st-level favored enemy class feature of the ranger. Each time he chooses favored enemies again, it improves in the way a ranger's favored enemy would.

**Finesse Training (Ex):** The hero gains Weapon Finesse as a bonus feat and can apply that feat to a single one-handed

weapon of his choice (such as longswords). Once this choice is made, it cannot be changed. Each time he chooses finesse training again, the hero can select any one type of weapon that can be used with Weapon Finesse. Whenever he makes a successful melee attack with the selected weapon, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the hero from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier.

**Table: Generational Hero**

Level	Base				
	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Find adventure, heroism, trapfinding
2nd	+2	+0	+3	+0	Bomb 1d6, combat expertise
3rd	+3	+1	+3	+1	Danger sense +1, hero talent
4th	+4	+1	+4	+1	Generational bond, hero's resolve
5th	+5	+1	+4	+1	Bomb 2d6, heroism, hero talent
6th	+6/+1	+2	+5	+2	Danger sense +2
7th	+7/+2	+2	+5	+2	Emulate class feature, hero talent
8th	+8/+3	+2	+6	+2	bomb 3d6
9th	+9/+4	+3	+6	+3	Danger sense +3, hero talent
10th	+10/+5	+3	+7	+3	Emulate ability score, heroism
11th	+11/+6/+1	+3	+7	+3	Advanced talents, bomb 4d6, hero talent
12th	+12/+7/+2	+4	+8	+4	Danger sense +4
13th	+13/+8/+3	+4	+8	+4	Emulate race, hero talent
14th	+14/+9/+4	+4	+9	+4	bomb 5d6
15th	+15/+10/+5	+5	+9	+5	Danger sense +5, hero talent, heroism
16th	+16/+11/+6/+1	+5	+10	+5	Emulate alignment
17th	+17/+12/+7/+2	+5	+10	+5	bomb 6d6, hero talent
18th	+18/+13/+8/+3	+6	+11	+6	danger sense +6, hero's resolve
19th	+19/+14/+9/+4	+6	+11	+6	Device mastery, hero talent
20th	+20/+15/+10/+5	+6	+12	+6	bomb 7d6, hero of legend, heroism

**Music Adept (Sp):** The hero adds Perform to his list of class skills and gains the fascinate and inspire courage bardic performances. He can use bardic performance a number of times per day equal to 2 + his Charisma modifier. Each time he chooses magic adept again, the hero can use it 4 additional times and chooses another performance as a bard of his current level -2.

**Trapfinding (Ex):** A generational hero adds 1/2 his level on Perception checks to locate traps and on Disable Device checks (minimum +1). The hero can use Disable Device to disarm magic traps.

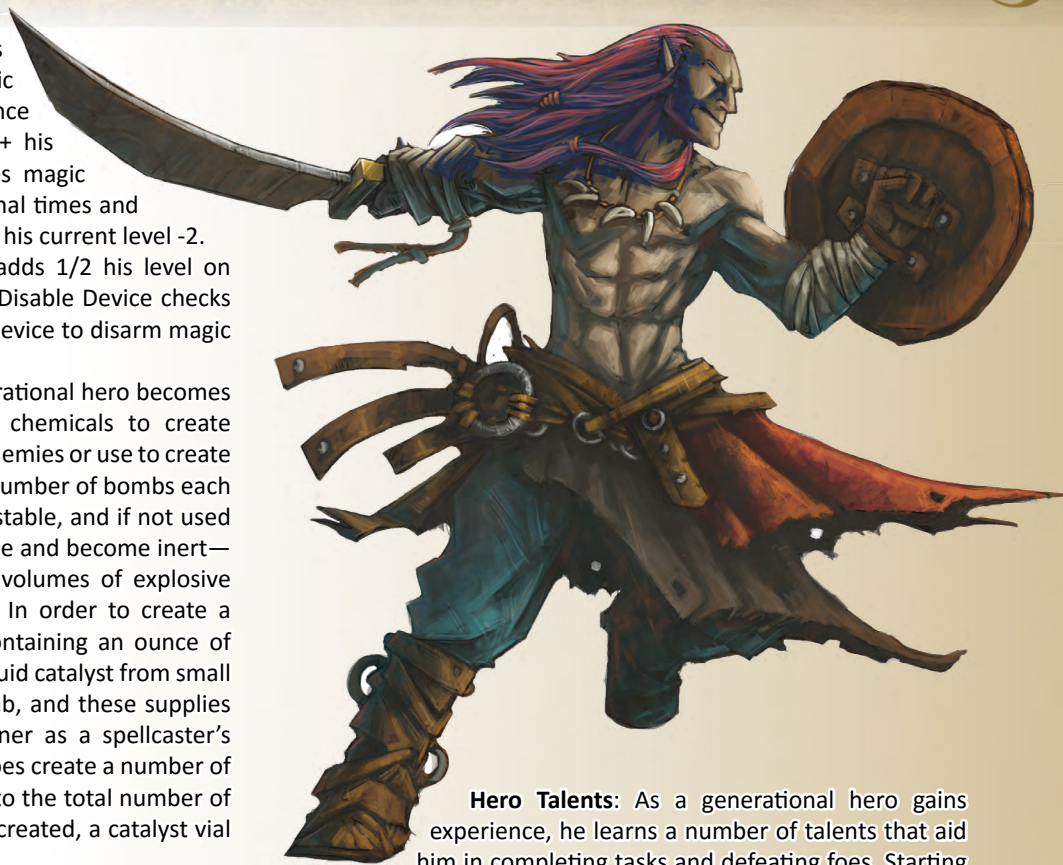
**Bomb (Su):** Starting at 2nd level, a generational hero becomes adept at swiftly mixing various volatile chemicals to create powerful bombs that he can hurl at their enemies or use to create convenient openings. The hero can use a number of bombs each day equal to his class level. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the hero must use a small vial containing an ounce of liquid catalyst—the hero can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most generational heroes create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the hero for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, the hero's bomb inflicts 1d6 points of fire damage + additional damage equal to the hero's Charisma modifier. The damage of the hero's bomb increases by 1d6 points at 5th level and every 3 levels thereafter (this extra damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from the hero's bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the hero's level + the hero's Charisma modifier.

Generational heroes can learn new types of bombs as hero talents (see the Hero Talent ability) as they level up. The hero's bomb becomes inert if used or carried by anyone else.

**Combat Expertise (Ex):** At 2nd level, a generational hero gains Combat Expertise as a bonus feat and is considered to meet its prerequisites when gaining other feats that require Combat Expertise. When using a shield, the hero can choose to use this feat without making an attack or full-attack with a melee weapon.

**Danger Sense (Ex):** At 3rd level, a generational hero gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made 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 generational hero levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of 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 (from another class).



**Hero Talents:** As a generational hero gains experience, he learns a number of talents that aid him in completing tasks and defeating foes. Starting at 3rd level, the hero gains one hero talent. He gains an additional hero talent for every 2 levels of generational hero attained after 3rd level.

Talents marked with an asterisk add effects to the hero's bombs. Only one of these talents can be applied to an individual bomb, and the decision must be made before the attack roll is made.

A complete listing of hero talents can be found at the end of this section.

**Generational Bond (Ex or Sp):** At 4th level, a generational hero forms a special bond with an animal, weapon, or his companions. He chooses a hunter's bond, as the ranger class feature, or divine bond, as the paladin class feature. If the hero chooses his weapon as his divine bond, his weapon's bonus progresses as that feature, increasing by +1 at 8th level and every 3 levels thereafter.

**Hero's Resolve (Ex):** At 4th level, and again at 18th level, a generational hero gains a +3 bonus to his choice of Fortitude or Will saving throws.

**Emulate (Ex):** Starting at 7th level, a generational hero adds half his level in this class (rounded down) to Use Magic Device checks when attempting to emulate a class feature.

At 10th level, this also applies to emulating ability scores.

At 13th level, this also applies to emulating races.

At 16th level, this also applies to emulating alignments.

At 19th level, the hero can use any magic device as if he met all requirements to do so.

**Advanced Talents:** At 11th level and every 2 levels thereafter, a generational hero can choose an advanced talent in place of a hero talent. A complete listing of generational advanced talents can be found at the end of this section.

**Hero of Legend (Su):** At 20th level, a generational hero's story becomes the stuff of legend. He gains two hero talents or advanced talents of his choice and an aura that extends out

to 30 feet. Enemies in the aura take a penalty to their attacks and spell save DCs equal to the hero's Charisma modifier. This overlaps and does not stack with similar effects (such as from other generational heroes).

In addition, an enemy that enters or begins its turn in the hero's aura must attempt a Will save (DC 10 + half the hero's level + his Charisma modifier) or be frightened for 1d4 rounds. Once a creature saves against this effect, it becomes immune to the same hero's fear effect for 24 hours, but still suffers the penalty to attacks and spell save DCs. This is a mind-affecting fear effect.

## Hero Talents

The following hero talents can be chosen by generational heroes. Unless otherwise noted, a hero talent can only be chosen once, and the save DC of any talent is always 10 + half the hero's level + his Charisma modifier). Spell effects created by a hero talent treat the hero's caster level as his generational hero level.

**Bomb Discovery\* (Su):** A generational hero with this talent can choose one alchemist's discovery that augments the bomb class feature. The hero treats his generational hero level as his effective alchemist level when qualifying for a discovery. This talent can be chosen more than once.

**Book of Ancients (Ex):** A generational hero with this talent adds Linguistics and Spellcraft to his list of class skills. He gains a bonus equal to his generational hero level to Spellcraft checks and to Linguistics checks made to translate text.

**Boomerang (Su):** A generational hero with this talent is able to conjure a magical boomerang that he can throw at enemies, temporarily dazing them. As a standard action, the hero throws his boomerang up to 60 feet at an enemy. If he succeeds with a ranged touch attack, the enemy takes bludgeoning damage equal to the hero's Charisma modifier and is dazed for 1 round. A successful Reflex save negates the daze.

**Bracelet of Power (Su):** A generational hero with this talent doubles his lifting and carrying capacity. He also ignores up to 5 points of an object's hardness when attempting to damage it.

**Grappling Hook (Su):** A generational hero with this talent can create a magical grappling hook as a standard action. The grappling hook counts as a piercing weapon with 10-foot reach that deals 1d6 damage (for a medium creature) with a successful attack and deals x3 damage on a successful critical hit. The hook can also extend out to 30 feet, puncture a solid surface (such as a wall or ceiling) and pull the hero to that location as a standard action. The hero will not fall while he continues to hold the grappling hook in at least 1 hand.

**Invisibility Cloak (Sp):** A generational hero with this talent can cast *invisibility* up to three times each day.

The hero must be at least 5th level before choosing this talent.

**Mystical Instrument (Sp):** A generational hero with this talent can summon a special instrument as a swift action that affords him greater control over his musical abilities. He can do this up to 3 times each day. When played the instrument can be used to create one of the following spell effects, then disappears.

*Call animal, calm animals, charm animal, entangle, faerie fire, gust of wind, jump, longstrider, or whispering lore.*

The hero must have the music adept brand of heroism to choose this talent.

**Ring of Ages (Su):** A generational hero with this talent gains the ability to cast each of the following spells once per day. *Anticipate peril, blurred movement, darting duplicate, and true strike.*

**Rod of Seasons (Sp):** A generational hero with this talent gains the ability to cast each of the following spells once per day. *Goodberry, scorching ray, snowball, and windy escape.*

The hero must be at least 5th level before choosing this talent.

**Tower Shield (Ex):** A generational hero with this talent gains proficiency with tower shields and does not take the -2 penalty to attack rolls while using a tower shield.

**Whirling Strike (Ex):** A generational hero with this talent only takes a -2 penalty total to additional attacks made with a melee weapon as a result of a high attack bonus, but only when he attacks a different creature with each attack. The hero must be at least 7th level and have a base attack bonus of at least +6 before choosing this talent.

## Advanced Hero Talents

**Advanced Boomerang (Su):** This advanced talent allows a generational hero to throw a magical, adamantite boomerang in a line up to 120 feet as a full-round action that provokes attacks of opportunity. Each enemy in the line takes 1d6 bludgeoning damage per 2 generational hero levels and is staggered for 1 round. A successful Reflex save deals half damage and negates the stagger.

This advanced talent can be chosen twice. The second time, the hero can throw the boomerang above in a burst, centered on him, that hits each enemy within 30 feet.

A generational hero must have the boomerang hero talent to choose this advanced talent.

**Advanced Grappling Hook (Su):** This advanced talent allows a generational hero to pull enemies and items toward him with his grappling hook.

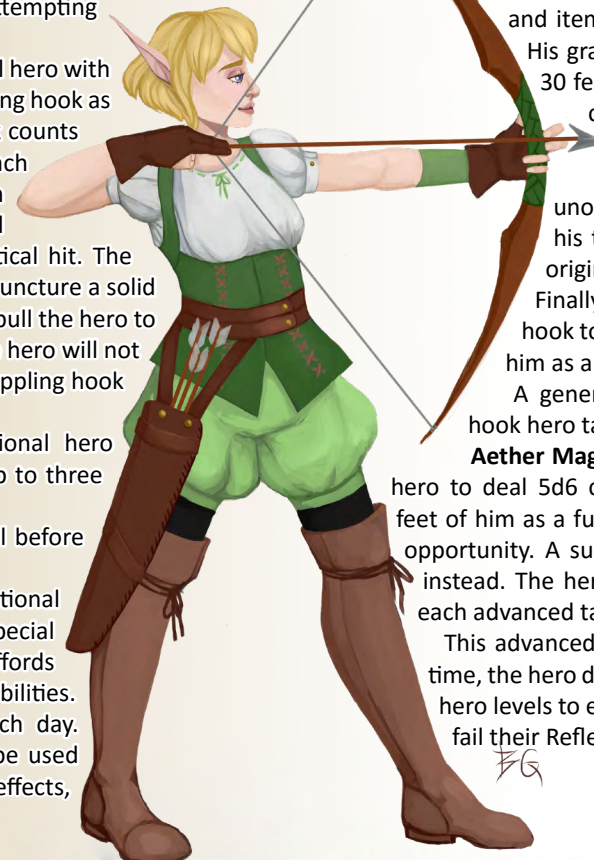
His grappling hook attack now extends out to 30 feet and deals x4 damage on a successful critical hit. In addition, the hero gains the Improved Drag feat, but only when using his grappling hook. He treats the unoccupied space that is between him and his target and adjacent to the target as his original space when dragging in this way.

Finally, the hero can also use the grappling hook to pull unattended items within 30 feet to him as a standard action.

A generational hero must have the grappling hook hero talent to choose this advanced talent.

**Aether Magic (Sp):** This advanced talent allows the hero to deal 5d6 cold damage to each enemy within 30 feet of him as a full-round action that provokes attacks of opportunity. A successful Reflex save deals half damage instead. The hero can use this ability once per day for each advanced talent he possesses.

This advanced talent can be taken twice. The second time, the hero deals 1d6 cold damage per 2 generational hero levels to enemies within 30 feet and enemies that fail their Reflex save are slowed for 1 round.



A generational hero must have the book of ancients hero talent before choosing this advanced talent.

**Blessed Arrows (Su):** This advanced talent grants the hero the ability to treat any bow or crossbow he wields as an oathbow, except that it still counts as a +2 weapon against foes other than a sworn enemy, and the hero takes no penalties to attack rolls with other weapons. The weapon loses any other properties while altered in this way. The hero must be at least 17th level before choosing this advanced talent.

**Bomb Magic\* (Sp):** This advanced talent allows the hero to expend two of his bombs in a burst, centered on him, that hits each enemy within 30 feet for double the hero's bomb damage. A successful Reflex save deals half damage instead. The hero can use this ability once per day for each advanced talent he possesses.

A generational hero must have the book of ancients hero talent before choosing this advanced talent.

**Master Blade (Su):** This advanced talent grants the hero the ability to treat any longsword he wields as a holy avenger. The sword loses any other properties while altered in this way. The hero must be at least 17th level before choosing this advanced talent.

**Mirror Shield (Su):** This advanced talent grants the reflecting magic shield property to any metallic shield the hero wields.

A generational hero must be at least 15th level before choosing this advanced talent.

**Quake Magic (Sp):** This advanced talent allows the hero to cast one of the following spells of his choice. The hero can use this ability once per day for each advanced talent he possesses.

*Binding earth, earth tremor, and soften earth and stone*

Alternatively, the hero can spend two uses of this ability to cast one of the following spells.

*Mass binding earth, move earth, and rampart*

A generational hero must be at least 13th level and have the book of ancients hero talent before choosing this advanced talent.

## Favored Class Bonuses

These races make particularly good generational heroes.

**Catfolk:** Add a +1/2 bonus on Acrobatics checks.

**Changeling:** Gain +1/5 of the combat adept heroism option.

**Ghoran:** Choose one spell from the rod of seasons hero talent. The hero can cast that spell one additional time each day. He cannot choose the same spell more than once.

**Gnome:** Add +1/4 use of the invisibility cloak or mystical instrument hero talent (max +2 uses each).

**Human:** Choose one generational hero class skill. Add a +1/2 bonus on skill checks with that skill. Once chosen, the skill cannot be changed.

**Ifrit:** Add a +1/2 bonus on Use Magic Device checks.

**Kitsune:** The hero's boomerang hero talent deals +1/2 damage.

**Merfolk:** Choose one spell from the ring of ages hero talent. The hero can cast that spell one additional time each day. He cannot choose the same spell more than once.

**Tengu:** Add +1/2 to the number of bombs per day the hero can create.

**Trox:** Treat the hero's Strength score as 1/2 higher when calculating his lifting capacity.

**Undine:** Gain 1/6 of a new hero talent.

**Vine Leshy:** Gain 1/6 of a new hero talent.

## Monster Tamer

Concept by Timothy Ott Sr.

The Kingdom of Monsters is a realm where humans capture and train monsters for entertainment, protection, and power. But humans are not the only race in the Kingdom. Long ago, the dwarves and elves of the Kingdom went to war with the humans, who pushed them back and secluded them in their homelands with an army of monster trainers. Since that time, the races have adopted their own forms of monster training that they deem are less servitude and more partnership.

Monster tamers are dwarven trainers who bond with a monster, rather than enslave it. They learn from it, eventually even gaining the ability to become a monster themselves. As they master their abilities, monster tamers continue to strengthen the bond with their monster while also creating new bonds over time. The end result is a trainer whose monsters are not her tools, but her allies.

**Role:** A monster tamer bravely wades into battle next to their monster, allowing it to make crucial decisions and backing it up. When not focusing on their companion, tamers offer support in the form of spells and guard their allies from harm by transforming into powerful monsters themselves.

**Note:** The monster tamer is a hybrid of the druid and the monster trainer from *Mystical: Kingdom of Monsters* by Northwinter Press.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 3d6 x 10 gp (average 105 gp)

## Class Skills

The monster tamer's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the monster tamer.

**Weapon and Armor Proficiency:** Monster tamers are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with monster form (see below).

**Spells:** A monster tamer casts divine spells, which are drawn from the druid spell list. A monster tamer must choose and prepare her spells in advance.

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

Like other spellcasters, a monster tamer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Tamer. In addition, she receives bonus spells per day if she has a high Wisdom score.

A monster tamer must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A monster tamer may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Orisons:** Monster tamers can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Monster tamer under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Companion Monster (Ex):** At 1st level, a monster tamer gains a companion monster she has either befriended herself or been given by another trainer, such as a monster researcher or breeder. The monster tamer's companion travels with her and acts as the tamer's ally during combat. It can move around the field of battle during its tamer's initiative, taking actions and working with its tamer to defeat their enemies.

A monster tamer may begin play with any of the animals listed under the druid's animal choices for animal companions, or with any one monster of CR 1/2 or less. Regardless of the monster's type or Intelligence, the tamer still handles it as a free action, or pushes it as a move action. Monsters with an Intelligence of 2 or lower must still learn tricks, which the monster tamer teaches them with the Handle Animal skill.

Unlike normal creatures of its kind, a companion monster's Hit Dice, abilities, skills, and feats advance as the monster tamer advances in level. If a character receives an animal companion or the monster training class feature from more than one source, her effective levels stack for the purposes of determining the statistics and abilities of the companion.

If a monster tamer releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace a companion monster that has perished.

**Spontaneous Casting:** In addition to acting as her comrade in arms, a monster tamer's companion monster grants her access to one of its trainer spells per spell level. The tamer can "lose" any prepared spell in order to cast one of these tamer spells of the same level or lower.

**Eschew Materials:** A monster tamer gains Eschew Materials as a bonus feat at 1st level.

**Tamer's Gift (Ex):** At 2nd level, when a monster tamer and her companion monster are within 1 mile of each other, the monster grants the tamer a special ability. This functions as the arcane familiar special ability. For any monster not listed under that ability, find a similar creature and gain its bonus instead (a lightning cat companion, for example, may give its tamer a +3 bonus on Stealth checks).

**Wild Empathy (Ex):** At 2nd level, a monster tamer can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The tamer rolls 1d20 and adds her tamer level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the tamer and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A monster tamer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

**Companion Spellcasting (Ex):** At 3rd level, a monster tamer gains Companion Spell as a bonus feat (see chapter 4). When using that feat to spontaneously cast one of her companion monster's tamer spells, the tamer can do so without increasing the caster level. At 7th level, she can also cast any spell prepared with that feat through her monster without increasing the spell level.

**Monster Form (Su):** At 4th level, a monster tamer gains the ability to turn herself into the same type of monster as her companion and back again once per day. This ability counts as wild shape and functions like the *beast shape I* spell, except as noted here.

- The new form can be any small creature that shares all types and subtypes with the tamer's companion monster.
- The effect lasts for 1 hour per tamer level, or until she changes back.
- Changing form (to monster or back) is a standard action and doesn't provoke an attack of opportunity.
- The form chosen must be that of a monster the tamer is familiar with.
- If the new form can speak, the tamer can continue to cast spells. Otherwise, she must have the Natural Spell feat.

A monster tamer can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, she can use monster form at will.

As she gains in levels, this ability allows the tamer to take on the form of larger and smaller monsters. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a monster tamer can use monster form to change into a Medium monster. When taking any form, the tamer's monster form now functions as a corresponding spell (*alter self*, *elemental body*, *fey form*, *form of the dragon*, *giant form*, *ooze form*, *plant shape*, and so on) of a level the tamer can cast. If the tamer cannot cast such a spell (*ooze form I*, for example, is a 5th-level spell, requiring the tamer to be at least 9th level before she can cast it), monster form functions as *beast shape II*.

At 8th level, a monster tamer can use monster form to change into a Large or Tiny monster.

At 10th level, a monster tamer can use monster form to change into a Huge or Diminutive monster.



**Table: Monster Tamer**

Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Companion monster, eschew materials, orisons	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Tamer's gift, wild empathy	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Companion spellcasting	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Companion growth, monster form (1/day)	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Adopt monster (1)	4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Monster form (2/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Improved companion spellcasting	4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Monster form (3/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Adopt monster (2)	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Monster form (4/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Swap companion	4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Monster form (5/day)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	Adopt monster (3)	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Monster form (6/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Swap companion (standard)	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Monster form (7/day)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	Adopt monster (4)	4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Monster form (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Swap companion (swift)	4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Adopt monster (5), monster form (at will)	4	4	4	4	4	4	4	4	4	4

**Companion Growth (Ex):** Beginning at 4th level, a monster tamer's companion monster gains the ability to permanently grow into a more powerful form. Typically, this new form shares a name with the companion (such as lightning cat), but some monsters (particularly elementals and demons) can change into any other monster that shares their type. If the tamer's companion cannot grow (or chooses not to), it increases its Dexterity and Constitution by 2 instead.

The companion's new form cannot have a Challenge Rating (CR) higher than the monster tamer's level -2, and the tamer subtracts the new form's CR from her monster tamer level -2 when determining the benefits it gains from their bond.

For example, a monster tamer with a lightning cat companion can grow her monster into a lightning cat hero at 5th level because the new form is a CR 3 monster. The tamer's new companion gains no additional benefits from their bond until she reaches 6th level, when her effective level with that monster is 1 (6th level -2, -CR 3).

**Adopt Monster (Ex):** At 5th level, a monster tamer's companion monster can merge harmlessly into her body, allowing the tamer to gain an additional companion monster (as if she replaced her companion during downtime) with which she has also formed a bond. This functions as the *merge with familiar* spell, except that the duration is permanent. The monster tamer can only have one active companion monster at a time; the other must remain merged with her. She can change which companion she has active when preparing her spells for the day.

A monster tamer can store additional companion monsters in this way at 9th, 13th, 17th, and 20th level.

**Swap Companion (Ex):** At 11th level, a monster tamer gains the ability to exchange her companion monster for one she has stored with adopt monster. She can do this once per day as a full-round action. To do so, her current companion must be adjacent to her and the unoccupied space it leaves behind must be large enough for the new companion to appear.

At 15th level, a monster tamer can swap her companion as a standard action, and at 19th level, she can swap it as a swift action.

### Monster Tamer Companion Monsters

Listed below are example companion monsters for easy reference. Changes listed under companion growth are in addition to the companion's 1st-level abilities. For full statistics and additional options, see *Mystical: Kingdom of Monsters* or one of its supplements.

#### Fire Bird Companion (outsider, elemental, fire)

**Size** Tiny, **Speed** 20 ft., fly 30 ft. (clumsy); **AC** 14 (touch 14, flat-footed 12); **Attack** *burning hands* (3/day, DC 14) or bite (1d4-1 plus burn), 2 talons (1d3-1); **Ability Scores** Str 9, Dex 14, Con 10, Int 4, Wis 9, Cha 17; **Special Qualities** burn (1d3 fire, DC 13), fire resistance 5, low-light vision.

**Trainer Spells** 1st - *burning hands*; 2nd - *scorching ray*; 3rd - *fireball*; 4th - *wall of fire*; 5th - *mirage arcana*; 6th - *chains of fire*; 7th - *spell turning*; 8th - *sunburst*; 9th - *meteor swarm*

#### Companion Growth (6th level, CR 4)

**HP** 30; **Size** Small, **Speed** 20 ft., fly 30 ft. (average); **AC** 15 (touch 15, flat-footed 11); **Attack** *burning hands* (3/day, DC 15), *scorching ray* (3/day), bite (1d6 plus burn), 2 talons (1d4); **Ability Scores** Str +2, Con +2, Cha +2; **Special Qualities** burn (1d4 fire, DC 15).

#### Companion Growth (12th level, CR 10)

**HP** 61; **Attack** *burning hands* (3/day, DC 16), *wall of fire* (1/day, DC 19); **Ability Scores** Cha +2; **Special Qualities** burn (1d8, DC 20).





### Lightning Cat Companion (magical beast)

**Size** Small, **Speed** 30 ft.; **AC** 15 (touch 14, flat-footed 12); **Attack** *shocking grasp* (3/day) or bite (1d6+2), 2 claws (1d4+1); **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 10, Cha 15; **Special Qualities** low-light vision, scent, SR 12.

**Trainer Spells** 1st - *magic missile*; 2nd - *heat metal*; 3rd - *lightning bolt*; 4th - *resilient sphere*; 5th - *hold monster*; 6th - *repulsion*; 7th - *forcecage*; 8th - *sunburst*; 9th - *mass hold monster*

#### Companion Growth (5th level, CR 3)

**HP** **Size** Medium, **Speed** 40 ft.; **AC** 16 (touch 12, flat-footed 14); **Attack** *agressive thundercloud* (1/day, DC 14), bite (1d8+4), 2 claws (1d6+2); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** SR +2.

#### Companion Growth (8th level, CR 6)

**Attack** *agressive thundercloud* (1/day, DC 15), *lightning bolt* (1/day, DC 16), bite (1d8+4, crit 19-20 x2); **Ability Scores** Cha +2; **Special Qualities** pounce, SR +3.

### Root Snake Companion (plant)

**Size** Small, **Speed** 20 ft., burrow 20 ft.; **AC** 16 (touch 14, flat-footed 12); **Attack** *entangle* (3/day, DC 14) or 2 vines (reach 10 ft., 1d4); **Ability Scores** Str 11, Dex 16, Con 12, Int 1, Wis 17, Cha 10; **Special Qualities** darkvision 60 ft., resist electricity 5, plant traits.

**Trainer Spells** 1st - *entangle*; 2nd - *cure moderate wounds*; 3rd - *resinous skin*; 4th - *thorn body*; 5th - *wall of thorns*; 6th - *mass cure moderate wounds*; 7th - *siege of trees*; 8th - *horrid wilting*; 9th - *greater siege of trees*

#### Companion Growth (11th level, CR 9)

**HP** 61; **Size** Medium; **Attack** 2 vines (reach 10 ft., 1d8+2 plus trip); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** resist electricity 10, Improved Natural Attack (vine), Toughness.

### Young Ettin Companion (monstrous humanoid)

**Size** Small, **Speed** 20 ft.; **AC** 14 (touch 12, flat-footed 13); **Attack** club +2/+2 (1d4+3); **Ability Scores** Str 15, Dex 13, Con 14, Int 3, Wis 11, Cha 10; **Special Qualities** darkvision 60 ft., Power Attack.

**Trainer Spells** 1st - *magic weapon*; 2nd - *ironskin*; 3rd - *greater magic weapon*; 4th - *heroism*

#### Companion Growth (7th level, CR 5)

**HP** 47; **Size** Medium.; **AC** 16 (touch 10, flat-footed 16); **Attack** club +7/+7 (1d6+6); **Ability Scores** Str +4, Dex -2, Con +2.; **Special Qualities** Cleave.

#### Companion Growth (13th level, CR 11)

**HP** 109; **Size** Large; **AC** 17 (touch 9, flat-footed 17) **Attack** club +14/+14/+9 (1d8+9); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** DR 10/magic, +2 Will.

### Favored Class Bonuses

These races make particularly good monster tamers.

**Dhampir:** Add +1/2 to the damage dealt by the tamer's companion monster's natural attacks.

**Drow:** Add a +1 bonus on wild empathy checks made to improve the attitude of fiendish animals.

**Dwarf:** Add +1/3 to the tamer's natural armor bonus when using monster form.

**Ghoran:** Add a +1/2 bonus on Knowledge (nature) checks relating to plants and fey.

**Gnome:** Add a +1/2 bonus on Knowledge (nature) checks relating to burrowing animals and fey.

**Goblin:** Add +1 hit points to the tamer's companion monster. If the tamer ever replaces her companion, the new companion gains these bonus hit points.

**Half-Dwarf\*:** Add a +1/2 bonus on Knowledge (planes) checks relating to creatures with the earth subtype and +1/5 natural armor.

**Human:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

**Lashunta:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

### Potentialist

*Don't move.*

For ages untold, creatures have harnessed power from their actions. From wizards mastering somatic components required for spells, to druids changing their entire forms and directing animals to fight beside them. Action and reaction live in the spotlight of the average adventurer.

But, what about the potential energy that exists before it becomes a spell, an attack, or even basic movement? What happens in the moments between spells, between attacks, between movements. Controlling and stoking this raw force before it takes shape is where the potentialist shines.

The potentialist is a master of inactivity, directing his own body and mind to better shake off effects while preventing others from using their own. By drawing on the power of inaction, the potential energy, the potentialist is able to accomplish a truly surprising number of things.

But the life of a potentialist does have a couple of drawbacks. It takes years to learn how to use potential energy properly without converting it into something that others can turn against the potentialist. Once this is learned, an even greater amount of time is required to master how to not accidentally use that power without first calling upon it. It is for this reason that almost no young potentialists exist (especially among short-lived races like humans and half-orcs).

**Role:** A potentialist makes an entertaining foil for enemies who like to keep their opponents tied up with magic or combat maneuvers. Because he only occasionally cares about an enemy's Armor Class, the potentialist plays more like a mid-range wizard with fewer but more dedicated choices. Allies of the right potentialist can make their way to him when they need protection or a chance to recover, knowing they'll be safe despite their companion's seeming lack of interest in combat.

**Alignment:** Any.

**Hit Die:** d6.

**Starting Age:** Trained, as wizard.

**Starting Wealth:** 5d6 x 10 gp (average 175 gp)

### Class Skills

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

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the potentialist.

**Weapon and Armor Proficiency:** Potentialists are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Capacity (Ex):** A potentialist's biggest strength is his ability to warp the potential energy around him into a weapon. This often takes the form of an almost invisible barrier of crackling power as it sparks and hisses with excess.

As a swift action, a potentialist can enter his capacity stance. This lasts until the potentialist rests or chooses to end it as a free action. At the end of a potentialist's turn, if he hasn't used his standard action for any reason (even while unconscious or dying), he creates a capacity aura centered on him that reaches out to 5 ft. x his Strength bonus (if any). If an enemy enters the potentialist's capacity aura, or starts its turn within the aura, it takes 1d6 points of precision-based damage (similar to a rogue's sneak attack). This damage shares its type with a weapon the potentialist wields, or his unarmed strike if he has no weapon. The potentialist's capacity aura can target up to 1 creature per round at 1st level and 2 creatures per round at 12th level or higher.

Creatures that take damage from the potentialist's capacity aura receive a Reflex save to take no damage. The DC of this save is equal to 10 + 1/2 the potentialist's level + his Intelligence modifier.

At 3rd level, and every odd level thereafter, a potentialist's capacity aura deals 1d6 additional damage.

**Prospective Path (Ex):** Years of dedication are required to become a potentialist, and most spend this time learning the best possible ways to achieve one form of potential manipulation. At 1st level, a potentialist chooses a prospective path. The path he chooses determines his talent options and changes how the potentialist uses his other abilities as he gain levels.

**Drive:** Potentialists with drive concentrate on gaining the best results from their abilities. They manipulate their potential energy to succeed at complicated tasks, avoid being hit, and take down one enemy at a time. They add Disable Device, Sleight of Hand, and Use Magic Device to their list of class skills. When wearing light or no armor and not carrying a heavy load, a potentialist with drive adds half his Intelligence bonus (if any) to his AC and his CMD. At 4th level, he adds his full bonus. At 8th level, and every 4 potentialist levels thereafter, he gains an additional +1 bonus, to a maximum of +4 at 20th level.

These bonuses to AC apply even against touch attacks or when the potentialist is flat-footed. They do not stack with similar bonuses, such as those gained by monks.

**Focus:** A potentialist with focus puts the protection of his allies before his own wellbeing. His years of study teach techniques that allow the potentialist to take the brunt of his enemies' attacks while returning the favor in kind.

Focused potentialists add Acrobatics, Climb, and Swim to their list of class skills. At each potentialist level, they add both their Constitution modifier and Intelligence modifier to their hit points.

**Spirit:** Spirited potentialists take the energy of battle and roll it back into potential energy, turning back even the most grievous wounds. Their years of study make them worldly and well liked by most creatures. They add Handle Animal, Heal, and Survival to their list of class skills. At 1st level, a potentialist with spirit gains

a bonus equal to his Intelligence modifier to his choice of Fortitude, Reflex, or Will saves. He gains this bonus to all saving throws beginning at 2nd level. This bonus doesn't stack with similar bonuses, such as from a paladin's divine grace.

**Vigor:** A potentialist who takes the path of vigor brings his potential energy to the brink of conversion, changing its state to create different energies from the excess such as heat, electricity, and light. The potentialist then bends this energy, or spreads it thin in vibrant displays of power. He adds Disguise, Perform, and Stealth to his list of class skills, and his skill ranks per level are 4 + twice his Int modifier.

**Raw Intellect (Su):** A potentialist's ability to control potential energy is derived from a combination of his training and his natural intellect. Because of the precise control required to use his abilities, a potentialist is immune to effects that would temporarily raise or lower his Intelligence score (such as poisons, most worn magic items, or spells). Permanent changes to his Intelligence still apply.

**Table: Potentialist**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Capacity (+1d6), prospective path, raw intellect, unmoving
2nd	+1	+3	+0	+3	Latent talent
3rd	+1	+3	+1	+3	Capacity (+2d6), untouchable
4th	+2	+4	+1	+4	Altered capacity (magic), latent talent
5th	+2	+4	+1	+4	Capacity (+3d6), unbreathing
6th	+3	+5	+2	+5	Latent talent
7th	+3	+5	+2	+5	Capacity (+4d6), unfeeling (DR 1/—)
8th	+4	+6	+2	+6	Altered capacity (cold iron/silver), latent talent
9th	+4	+6	+3	+6	Capacity (+5d6), uncaring
10th	+5	+7	+3	+7	Latent talent, unfeeling (DR 2/—)
11th	+5	+7	+3	+7	Capacity (+6d6)
12th	+6/+1	+8	+4	+8	Altered capacity (alignment), latent talent
13th	+6/+1	+8	+4	+8	Capacity (+7d6), unfeeling (DR 3/—)
14th	+7/+2	+9	+4	+9	Latent talent
15th	+7/+2	+9	+5	+9	Brim with Potential, capacity (+8d6)
16th	+8/+3	+10	+5	+10	Latent talent, unfeeling (DR 4/—)
17th	+8/+3	+10	+5	+10	Capacity (+9d6), unthinking
18th	+9/+4	+11	+6	+11	Altered capacity (adamantine), latent talent
19th	+9/+4	+11	+6	+11	Capacity (+1d6), unfeeling (DR 5/—)
20th	+10/+5	+12	+6	+12	Latent talent, undying

**Unmoving (Sp):** At 1st level, a potentialist who hasn't moved, used an immediate action, or made an attack of opportunity for any reason since the end of his last turn can teleport to a nearby space as a swift action once per turn as if using *dimension door*. This movement does not provoke an attack of opportunity. The potentialist must be able to see the space that he is moving into. The potentialist cannot take other creatures with him when he uses this ability. He can move up to 15 feet + 5 feet for every two potentialist levels he possesses. The potentialist can still use his move action to accomplish other tasks, such as drawing a weapon or potion.

**Latent Talents:** As a potentialist gains experience, he learns a number of talents that aid his allies and confound his foes. Starting at 2nd level, a potentialist gains one latent talent. He gains an additional latent talent for every 2 levels of potentialist attained after 2nd level. A potentialist cannot select an individual talent more than once. A list of latent talents can be found below.

**Untouchable (Su):** At 3rd level, the energy that surrounds the potentialist becomes stronger, making it hard to push through and get a hand on him. He uses his potentialist level in place of his base attack bonus when calculating his CMB and CMD.

**Altered Capacity:** At 4th level, a potentialist treats his capacity aura as magic for the purposes of overcoming damage reduction. At 8th level, he also treats it as cold iron and silver. At 12th level, his aura can overcome alignment-based damage reduction. At 18th level, he also treats it as adamantine.

**Unbreathing (Su):** At 5th level, a potentialist's control over his body allows him to go for days (or weeks, if necessary) without breathing. He becomes immune to effects that would require him to do so, such as inhaled poisons and spells like *stinking cloud*.

**Unfeeling (Su):** At 7th level, the energy surrounding a potentialist can be concentrated against incoming attacks. He gains damage reduction. Subtract 1 from the damage the potentialist takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three potentialist 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.

**Uncaring (Su):** At 9th level, a potentialist's mind can avoid the mental energy created by some spells and effects, making him immune to charm spells and spell-like abilities. While his capacity aura is active, each ally within the aura also gains a +4 morale bonus on saving throws against charm effects. This ability functions even if the potentialist is unconscious, but not if he is dead.

**Brim With Potential (Su):** At 15th level, a potentialist's energy bleeds off more slowly while in his capacity stance. For each round his capacity aura remains active, it continues for up to 1 round afterward. The potentialist can choose to end this prematurely as a free action, but doing so ends the effect entirely.

**Unthinking (Su):** At 17th level, a potentialist can stop even minute bits of magic from affecting his thoughts. He becomes immune to mind-affecting effects. While his capacity aura is active, each ally within the aura also gains a +4 morale bonus on saving throws against charm effects. This ability functions even if the potentialist is unconscious, but not if he is dead.

**Undying (Su):** At 20th level, so strong is a potentialist's energy that it continues to cycle when the powers of others would cease. When the potentialist dies, he creates a stationary bubble of potential energy that extends out as far as he could normally teleport using *unmoving*. Within this area, the potentialist can continue to use his potentialist abilities (including *uncaring* and *unthinking*) as if he were not dead for up to 1 round per potentialist level.

In this state, the potentialist is still dead. Attempts to heal him fail, and attacks against his body mean little. Removing the potentialist's head, or total destroying his body with a spell like *disintegrate*, end or prevent this ability.

## Potentialist Latent Talents

General talents can be chosen by any potentialist. A potentialist cannot select an individual talent more than once.

### General Talents

**Altered Capacity, Improved:** The potentialist's capacity aura can damage creatures normally immune to precision-based damage, such as elementals, oozes, and incorporeal creatures.

**Capacity for Battle, Lesser:** The potentialist's capacity aura bleeds more energy faster. The aura can now target up to 2 creatures per round at 8th level and 3 creatures per round at 15th level or higher.

**Flex Capacity:** The potentialist can wrap his power around one or more of his weapons, charging them with energy enough to lash out against passersby. When an enemy enters a space within reach of the potentialist's melee weapon, or starts its turn there, the potentialist can make a single attack against that creature as a free action. If he hits, the potentialist can also expend one use of his capacity aura for the round as a free action and deal its damage to the creature (no save). The potentialist can do this as many times in a round as the number of creatures he can target with his capacity aura.

In addition, the potentialist can use Dexterity instead of Strength to determine the size of his capacity aura. Only potentialists with *drive* or *focus* can choose this talent.

**Stonewall (Ex):** Creatures with improved evasion still take half damage from the potentialist's capacity aura on a failed save.

**Uncanny Dodge (Ex):** The potentialist's understanding of motion and energy allow him to react to danger more easily. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if an attacker is invisible. He does not lose his Dexterity bonus to armor class. A potentialist with this ability can still lose his Dexterity bonus to armor class if an opponent successfully uses the *feint* action against him.

If a potentialist already has *uncanny dodge* from a different class, he automatically gains *improved uncanny dodge* (see below) instead.

**Unconventional (Ex):** The potentialist gains a bonus to skill checks made with the skills granted by his prospective path equal to his Intelligence modifier.

**Unseen (Sp):** A potentialist that takes no actions on his turn becomes invisible, as with the *vanish* spell, until he damages a creature with his capacity aura or the end of his next turn.



**Unyielding, Lesser (Ex):** When the potentialist does not use a standard action on his turn, he counts as fighting defensively.

### Drive Talents

**Brutal Capacity (Su):** The potentialist treats natural 1's on his capacity damage dice as 2's.

**Brutal Capacity, Improved (Su):** A potentialist with brutal capacity can reroll any natural 1's or 2's on his capacity dice once.

**Deadly Capacity (Su):** A creature that rolls a natural 1, against a 20th-level potentialist's capacity damage, or that fails its save by 5 or more, must also attempt a Fortitude save against the same DC. If it fails, the creature dies.

**Dual Capacity (Ex):** A potentialist with Two-Weapon Fighting who wields a weapon in each hand can target 1 additional creature per round with his capacity aura. If he also has Improved Two-Weapon Fighting or Greater Two-Weapon Fighting, he can target up to 2 or 3 additional creatures, respectively, instead.

**Evasion (Ex):** The potentialist gains evasion, as the rogue class feature, except he doesn't actually move. Instead, the potentialist's ability to stay perfectly still causes magic to occasionally ignore him entirely.

**Evasion, Improved (Ex):** An 8th-level potentialist with evasion is so good at staying still, magic is less likely to affect him even moderately. He gains improved evasion, as the rogue advanced talent.

**Uncanny Dodge, Improved (Ex):** A 6th-level or higher potentialist with uncanny dodge can no longer be flanked. This defense denies a rogue the ability to sneak attack the potentialist by flanking him, unless the attacker has at least four more rogue levels than the target has potentialist levels.

**Unseen, Improved (Sp):** A 16th-level or higher potentialist with the unseen talent who takes no actions on his turn becomes invisible, as with the *improved invisibility* spell, until the end of his next turn.

### Focus Talents

**Arc Capacity (Ex):** When a creature fails its Reflex save against the potentialist's capacity aura, the potentialist can target an additional creature adjacent to the first and deal half his capacity damage to it (Reflex half). This can only occur once per round.

**Arc Capacity, Improved (Ex):** An 8th-level potentialist with arc capacity can deal his full capacity damage to the second target (Reflex half), and the second target can be anywhere within 25 feet of the first. This can occur once for each initial creature the potentialist can target in a round.

**Capacity for Battle (Ex):** The potentialist's capacity aura writhes and cracks with visible energy as it surrounds enemies. The aura can now target up to 2 creatures per round at 6th level 3 at 11th level, and 4 at 16th level.

**Unmoving Sentinel (Sp):** If the potentialist doesn't move on his turn and one of his allies he can see is attacked, he can use an attack of opportunity to teleport to an unoccupied space adjacent to that ally or the creature he can see that attacked his ally and make an attack against the creature attacking it.

**Unmoving Sentinel, Improved (Sp):** A potentialist using unmoving sentinel can teleport before an attack against his ally is resolved and make himself the target of the attack instead.

**Unstoppable (Ex):** If the potentialist takes no actions on his turn, he gains spell resistance equal to 11 + his potentialist level until the end of his next turn.

**Untouchable, Improved (Ex):** The potentialist adds half his armor bonus to his touch AC. A potentialist with natural armor can add its full value to his touch AC instead.

**Unyielding (Ex):** When the potentialist does not use a standard action on his turn, he counts as taking a total defense action.

### Spirit Talents

**Caregiver (Su):** The potentialist gains the channel energy cleric class feature that he can use to heal all creatures within his capacity aura. He can use this ability a number of times per day equal to 3 + his Strength modifier.

**Promise of Aid (Sp):** When the potentialist's capacity aura activates, he can choose to have it heal up to 1 creature that enters or starts its turn in the aura instead. The number of creatures he can heal in this way increases with the number of creatures the potentialist can damage with his capacity aura.

**Promise of Life (Sp):** A 10th-level or higher potentialist with promise of aid can return a recently slain creature to life. This counts as *breath of life*, except it only activates if the creature is within the potentialist's capacity aura when it dies.

**Promise of Life, Improved (Sp):** A 14th-level or higher potentialist with promise of life and holding a diamond worth at least 10,000 gp can return a slain creature to life. This counts as *resurrection*, except it only activates if creature is within the potentialist's capacity aura for at least 1 uninterrupted minute.

**Promise of Life, Greater (Sp):** An 18th-level or higher potentialist with improved promise of life and holding a diamond worth at least 25,000 gp can return a slain creature to life. This counts as *resurrection*, except it only activates if creature is within the potentialist's capacity aura for at least 10 uninterrupted minutes.

**Promise of Mercy (Su):** A potentialist with the promise of aid talent also gains mercies as a paladin of his level. These mercies are applied to creatures the potentialist heals.

**Undivided (Su):** The potentialist uses Wisdom instead of Strength to determine the size of his capacity aura and the number of times he can use caregiver each day (see above).

### Vigor Talents

**Destructive Capacity (Su):** The potentialist's capacity aura can also damage up to 1 object for each creature it could target. This damage ignores an amount of hardness equal to the potentialist's Strength bonus (if any).

**Energy Capacity (Sp):** The potentialist can slow or speed up the energy bled from his capacity aura, causing it to deal cold, electricity, or fire damage instead of precision-based damage. When he does, a creature that saves against the effect still takes half damage from it. The potentialist can change the damage to a different type, or back to precision-based damage, as a swift action at the end of each of his turns.

**Full Capacity (Sp):** The potentialist's capacity aura becomes erratic and deals damage to each creature that enters or starts its turn in the aura. The potentialist can change between his normal capacity aura and full capacity as a free action when it activates.

**Undeniable (Su):** The potentialist uses Charisma instead of Strength to determine the size of his capacity aura. If he also has the destructive capacity talent, he can use Charisma in place of Strength for that as well.

**Unmoving, Greater (Sp):** A 10th-level or higher potentialist the improved unmoving talent who doesn't use a move action on his turn can *teleport* as the spell a number of times per day up to his Intelligence modifier.

**Unmoving, Improved (Sp):** An 8th-level or higher potentialist who doesn't use a move action on his turn can *dimension door* as the spell a number of times per day up to his Intelligence modifier.

## Favored Class Bonuses

These races make particularly good potentialists.

**Aasimar:** Add a +1/2 bonus on Escape Artist checks.

**Astomoi:** Add +1-ft. to the distance traveled with unmoving. In combat this option has no effect unless the potentialist has selected it five times (or another increment of five). This bonus stacks with the potentialist's unmoving class feature and applies under the same conditions as that feature.

**Dwarf:** Add a +1/2 bonus to capacity damage (max +5).

**Ghoran:** Gain +1/6 of a new latent talent.

**Half-Dwarf\*:** Add +1/3 to initiative checks (max +5). This bonus does not stack with Improved Initiative.

**Lashunta:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

**Oread:** Add a +1/2 bonus to capacity damage (max +5).

## Priest of Volwryn

*A penitent hero, forever balancing the light with the darkness.*

The power to heal is not only the gods' to give. Beings from beyond the stars can mend wounds as easily as some bauble placed around one's neck. All they ask is obedience and an absolute dedication to one form of power or the other.

The priests of volwryn have learned to balance the power of those distant entities, using their gifts to bring equal ruin and recovery to the field of battle. On their homeworld, some of these priests would act as saviors, speakers of the good that could be found in blessed light. Others would spit and preach only of the greater darkness that would consume everything if not for them offering it scraps. The priest of volwryn class is a hybrid of the cleric and the gunslinger.

As members of a class of volwryn, priests learn how to dance between power structures, utilizing a specific set of options that best suit them at any given point in the day.

**Role:** A priest of volwryn often begins his training as a protector of his allies, but the dangers of the world can turn some into righteous wielders of shadow and death, while others dive deeper into the healing power of their vaunted light.

**Alignment:** Any, but see Gift of Volwryn below.

**Hit Die:** d6.

**Parent Classes:** Cleric and gunslinger.

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

## Class Skills

The priest of volwryn's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the priest of volwryn.

## Chaotic, Evil, Good, and Lawful Spells

A priest of volwryn can only cast unaligned spells and spells that share his alignment. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

In addition, the following spells gain the listed alignment when cast by a priest of volwryn. When new spells become available, the GM has final say on whether they fit into one of these alignments.

**Chaotic:** Illusion spells. Spells with the cold or electricity descriptors.

**Evil:** Necromancy spells. Spells with the darkness, death, disease, or fear descriptors.

**Good:** Conjuraton (healing) spells, except for *breath of life*, *resurrection*, and *true resurrection*.

**Lawful:** Abjuration spells. Spells with the air or fire descriptors.

**Weapon and Armor Proficiency:** Priests of volwryn are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield.

**Aura (Ex):** A priest of volwryn's aura shifts between alignments when he changes his gift of volwryn (see below).

**Spells (Ex):** A priest of volwryn casts divine spells which are drawn from the cleric spell list. His current alignment, however, may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A priest of volwryn must choose and prepare his spells in advance.

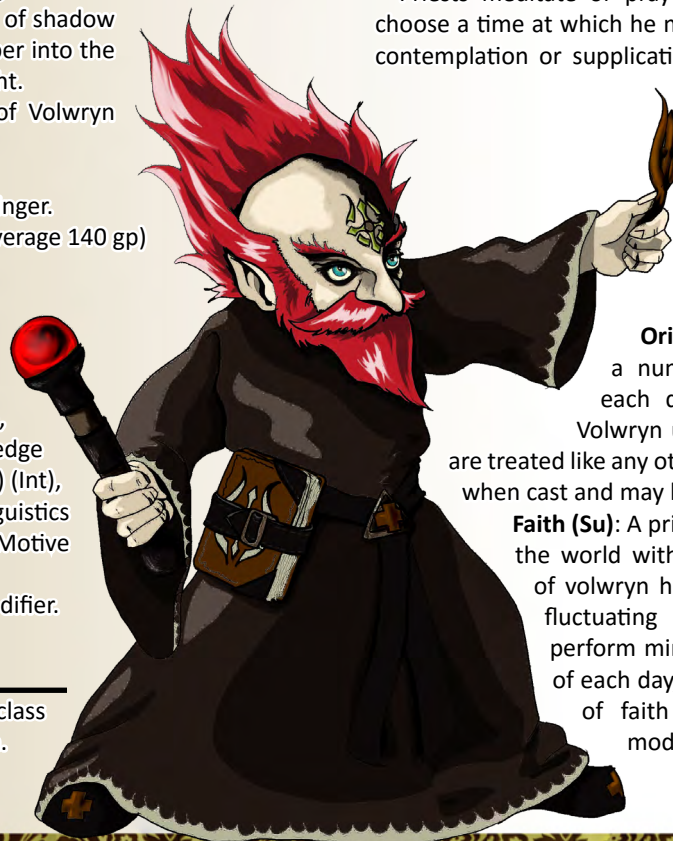
To prepare or cast a spell, the priest must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a priest's spell is 10 + the spell level + the priest's Wisdom modifier.

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

Priests meditate or pray for their spells. Each priest 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 priest can prepare spells. A priest may prepare and cast any spell on the priest spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

**Orisons:** Priests of volwryn can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Priest of Volwryn under "Spells per day." These spells are treated like any other spell, but they are not expended when cast and may be used again.

**Faith (Su):** A priest of volwryn makes his mark upon the world with smart use of his faith. All priests of volwryn have faith. In game terms, faith is a fluctuating measure of the priest's ability to perform minor miracles in combat. At the start of each day, a priest of volwryn gains a number of faith points equal to his Intelligence modifier (minimum 1). His faith goes



**Table: Priest of Volwryn**

Base						Spells per Day										
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+0	+2	+0	+2	Aura, faith, miracles, orisons, shielding (1d8)	3	1	—	—	—	—	—	—	—	—	
2nd	+1	+3	+0	+3	Enlightenment	4	2	—	—	—	—	—	—	—	—	
3rd	+1	+3	+1	+3	Gift of volwryn, miracles	4	2	1	—	—	—	—	—	—	—	
4th	+2	+4	+1	+4	Shielding (2d8)	4	3	2	—	—	—	—	—	—	—	
5th	+2	+4	+1	+4		4	3	2	1	—	—	—	—	—	—	
6th	+3	+5	+2	+5	Shielding (3d8)	4	3	3	2	—	—	—	—	—	—	
7th	+3	+5	+2	+5	Miracles	4	4	3	2	1	—	—	—	—	—	
8th	+4	+6	+2	+6	Shielding (4d8)	4	4	3	3	2	—	—	—	—	—	
9th	+4	+6	+3	+6	Dual gift of volwryn	4	4	4	3	2	1	—	—	—	—	
10th	+5	+7	+3	+7	Barrier (1d8)	4	4	4	3	3	2	—	—	—	—	
11th	+5	+7	+3	+7	Miracles	4	4	4	4	3	2	1	—	—	—	
12th	+6/+1	+8	+4	+8	Barrier (2d8)	4	4	4	4	3	3	2	—	—	—	
13th	+6/+1	+8	+4	+8		4	4	4	4	4	3	2	1	—	—	
14th	+7/+2	+9	+4	+9	Barrier (3d8)	4	4	4	4	4	3	3	2	—	—	
15th	+7/+2	+9	+5	+9	Miracles	4	4	4	4	4	4	3	2	1	—	
16th	+8/+3	+10	+5	+10	Barrier (4d8)	4	4	4	4	4	4	3	3	2	—	
17th	+8/+3	+10	+5	+10		4	4	4	4	4	4	4	3	2	1	
18th	+9/+4	+11	+6	+11	Mass resurrection	4	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+11	+6	+11	Miracles	4	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+12	+6	+12	True faith	4	4	4	4	4	4	4	4	4	4	4

up or down throughout the day, but usually cannot go higher than his Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. A priest of volwryn spends faith to create miracles (see below), and regains faith in the following ways.

**Effective Use of Shielding:** Each time a creature confirms a critical hit against a creature protected by the priest's shielding, the priest regains 1 faith point. Creatures that have fewer Hit Dice than half the priest's character level do not restore faith.

**Killing Blow with priest's smite or penance:** When the priest reduces a creature to 0 or fewer hit points with priest's smite or penance while in the heat of combat, he regains 1 faith point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the priest's character level to 0 or fewer hit points does not restore any faith.

**Miracles:** Priests of volwryn spend faith points to accomplish miracles. Most miracles grant the priest some momentary bonus or effect, but there are some that provide longer-lasting effects. Some miracles stay in effect as long as the priest has at least 1 faith point. The following is the list of base priest miracles. A priest of volwryn can only perform miracles of his level or lower. Unless otherwise noted, a miracle can be performed multiple successive times, as long as the appropriate amount of faith is spent to perform the miracle.

**Leap of Faith (Su):** At 1st level, the priest can pull his allies out of the way of ranged attacks. When a ranged attack is made against one of the priest's allies within close range (25 ft. + 5 ft. per level), the priest can spend 1 faith point to move that ally 5 feet as an immediate action; doing so grants the ally a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, if the priest is the target of a ranged attack, he can drop prone to gain a +4 bonus to AC against the it.

**Mending (Sp):** At 1st level, as a move-equivalent action, the priest can cast *mending* to remove the broken condition from a single object he is currently holding. The priest must have at least

1 faith point to perform this miracle. Alternatively, if the priest spends 1 faith point to perform this miracle, he can cast *mending* as a swift action instead.

**Priest's Smite (Sp):** At 1st level, as long as the priest has at least 1 faith point, he can use a standard action to cast *mind thrust I*. Beginning at 7th level, the priest can instead spend 1 faith point to cast *mind thrust II*. This becomes *mind thrust III* at 11th level, *mind thrust IV* at 15th level, and *mind thrust V* at 19th level. These spells are summarized in chapter 5 for easy reference.

**Shield of Faith (Sp):** At 1st level, the priest can create a *shield of faith* effect that lasts up to 1 hour per priest level. Performing this miracle costs 1 faith point.

**Miraculous Initiative (Ex):** At 3rd level, as long as the priest has at least 1 faith point, he gains a +2 bonus on initiative checks.

**Twist of Fate (Ex):** At 3rd level, the priest can increase the potency of his melee and ranged attacks for 1 round. When he does, he gains a bonus on attack rolls for one round equal to his Intelligence modifier. Any attacks the priest makes when using twist of fate deal additional damage of the same type as the weapon, determined by the size of the weapon. One-handed weapons deal 1d6 additional points of damage (1d4 if wielded by Small creatures) and two-handed weapons deal 1d10 additional points of damage (1d8 if wielded by Small creatures). This damage multiplies with a critical hit. If an attack with twist of fate hits, the priest can also make a combat maneuver check to knock the target prone as a free action. Performing this miracle costs 1 faith point.

**Thaumaturgy (Sp):** At 3rd level, if the priest has at least 1 faith point, he can perform all of the following miracles. The priest can have up to 3 of these effects active at a time.

- His voice booms up to three times as loud as normal for 1 minute.
- Flames to flicker, brighten, dim, or change color for 1 minute.
- Harmless tremors in the ground for 1 minute.
- He creates an instantaneous sound that originates from a point of his choice within 30 feet, such as a rumble of thunder, the cry of a raven, or ominous whispers.

- An unlocked door or window flies open or slams shut.
- He alters the appearance of his eyes for 1 minute.

**Mercy (Su):** At 7th level, as a full-round action, the priest can choose one mercy as a paladin of his level -3. When he uses shielding or barrier, the priest can also spend 1 faith point to apply the same mercy to each target. The priest can choose an additional mercy at 15th level.

**Penance (Sp):** At 7th level, as a full-round action, the priest can take careful aim and pool all of his faith into a single, deadly blast. This is treated as a two-handed ranged weapon sized for the priest with a range increment of 110 feet.

When the priest uses penance, he attacks a single target, but makes up to 2 ranged touch attacks using his base attack bonus + his Intelligence modifier. The second attack is made at a -2 penalty. If any of the attack rolls hit the target, the target takes force damage equal to 1d10 + the priest's Intelligence modifier. For each additional successful attack roll beyond the first, the priest increases the damage of penance by 1d10. For instance, if a 7th-level priest hits with both attacks, he does 2d10 points of damage with penance, instead of 1d10 points of damage, before adding any damage modifiers. Precision damage and extra damage from other abilities (such as twist of fate) are added with damage modifiers and are not increased by secondary attacks made with this miracle. If one or more rolls are critical threats, the priest confirms the critical once using his highest base attack bonus -2. For each critical threat beyond the first, he reduces this penalty by 1 (to a maximum of 0). At 11th level, the priest can make a 3rd attack with one use of penance at a -4 penalty, and at 15th level, he can make a 4th attack at a -6 penalty. The priest must spend 1 faith point to perform this miracle.

**Psychic Voice (Su):** At 7th level, a priest of volwryn with least 1 faith uses his priest level in place of his base attack and adds his Intelligence modifier in place of Strength when attempting a feint combat maneuver. He can use that maneuver as a full-round action to make his target lose its Dexterity bonus to AC (if any) against all of its enemies until the end of the priest's next turn.

**Dispel Magic (Sp):** At 11th level, when another creature casts a spell that targets the priest or one of his allies he can see, the priest can spend 1 faith point and expend any prepared spell of the same spell level as an immediate action to counter that creature's spell as if the priest had readied the counterspell.

**Shadow Word Pain (Su):** At 11th level, as a standard action, the priest can spend 1 faith point to cause a target within medium range (100 ft. + 10 ft. per level) to suffer bleed damage. The amount of bleed damage is equal to the priest's Intelligence modifier. Alternatively, the priest can spend 2 faith points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (priest's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

**Shield Discipline (Ex):** At 11th level, as long as the priest has at least 1 faith point, he can use shielding on a single target as a standard action without it counting against his total uses of shielding per day. The target only gains half the temporary hit points rolled with this use of shielding.

**Fade (Ex):** At 15th level, when the priest has at least 1 faith point, he gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. He uses his priest level as his rogue level for improved uncanny dodge.

**Psychic Scream (Su):** At 15th level, the priest can spend 1 faith point as a standard action to affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the priest's level + the priest's Intelligence modifier.

**Focused Will (Ex):** At 15th level, the priest can spend faith to reroll a saving throw or a skill check. It costs 2 faith points to reroll a saving throw, and 1 faith point to reroll a skill check. The priest must take the result of the second roll, even if it is lower. The miracle's cost cannot be reduced by the true faith class ability, or any other effect or feat that reduces the amount of faith a miracle costs.

**Desperate Prayer (Su):** At 19th level, whenever the priest is reduced to 0 or fewer hit points, he can spend all of his remaining faith points (minimum 1) to use barrier as an immediate action.

**Shadow Word Death (Ex):** At 19th level, when the priest scores a critical hit with penance, he can spend 1 faith point to deal normal damage, and the target must succeed at a Fortitude saving throw with a DC equal to 10 + 1/2 the priest's level + the priest's Intelligence modifier. On a failed saving throw, the target dies. This is a death attack. Performing this miracle does not allow the priest to regain faith from confirming a critical hit or making a killing blow.

**Stunning Penance (Ex):** At 19th level, when a priest of volwryn hits a creature with penance, he can spend 2 faith points to stun the creature for 1 round. The creature must make a Fortitude saving throw (the DC = 10 + 1/2 the priest's level + the priest's Intelligence modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

**Shielding (Su):** Regardless of alignment, a priest of volwryn can create magical shields of energy with which he can protect himself and his allies. At 1st level, the priest can shield a single creature as a standard action, granting it a number of temporary hit points equal to the 1d8 + the priest's level. These temporary hit points last for up to 1 minute. The priest can use this ability a number of times per day equal to 3 + his Wisdom modifier.

At 4th, 6th, and 8th level, the priest's shield grants 1d8 additional temporary hit points. Starting at 10th level, a priest of volwryn can instead choose to create a barrier of 1d8 temporary hit points on himself and each of his allies within 30 feet of him. The barriers' temporary hit points increase by 1d8 at 12th, 14th, and 16th level.

**Enlightenment (Ex):** At 2nd level, a priest of volwryn gains a bonus equal to his Intelligence bonus (if any) on all Saving Throws.

**Gift of Volwryn (Ex):** At 3rd level, a priest of volwryn gains the ability to change his alignment between extremes (good to evil, or lawful to chaotic) in order to use different suites of spells. Doing so requires 1 minute while the priest focuses himself on his new alignment. This change is as much emotional as spiritual, and the priest's mannerisms and general outlook on the world change. The priest is not actually of the alignment to which he changes (a priest who is usually good wouldn't suddenly kill innocents), but he may become dour, cheery, stoic, or more outgoing while his alignment is shifted.

While focusing on a different alignment, the priest trades prepared spells associated with his previous alignment for those granted by his new alignment. If he falls unconscious or sleeps, the priest returns to his normal alignment, gaining access again to the spells it grants.

Beginning at 9th level, a priest of volwryn can change both his moral (good/evil) and ethical (lawful/chaotic) alignment during the same minute.

**Mass Resurrection (Sp):** At 19th level, when a priest of volwryn casts true resurrection, he can choose to instead gain the effects of *resurrection* on each creature within 5 feet of him (maximum 4 creatures).

**True Faith (Ex):** At 20th level, a priest of volwryn picks two miracles that he has access to and that he must spend faith to perform. He can perform these miracles for 1 faith point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to 0, the priest can perform this miracle as long as she has at least 1 grit point. If a deed could already be performed as long as he had at least 1 faith point, he can now perform that deed even when he has no faith points.

## Favored Class Bonuses

These races make particularly good pythias.

**Dwarf:** Add +1/2 use of desperate prayer, but the dwarf only creates a shielding effect on himself until 19th level.

**Elf:** As long as the elf has at least 1 faith point, he can cast *glitterdust* 1/3 times per day as a spell-like ability.

**Gnome:** The gnome can spend 1 faith point to use his dispel magic miracle +1/6 times per day.

**Goblin:** As long as the goblin has at least 1 faith point, he can cast *silence* +1/3 times per day as a spell-like ability.

**Human:** Add +1/2 use of desperate prayer, but the human only creates a shielding effect on himself until 19th level.

**Reborn:** Creatures that hit you or one of your allies with your shield or barrier effect take +1 force damage.

**Skinwalker:** As long as the skinwalker has at least 1 faith point, he can cast *shield of fortification* +1/3 times per day as a spell-like ability.

**Tiefling:** As long as the tiefling has at least 1 faith point, he gains 1/4 of the aura of courage paladin class feature.

**Ursaren:** As long as the ursaren has at least 1 faith point, he can cast *resist energy* +1/3 times per day as a spell-like ability.

## Pythia

Concept by Paul Vincent Hughes.

The original pythias were once rulers of their own world until their views clashed with the alchemists who would ultimately take over and exile them. With nowhere else to go, what was left of the sisterhood lived in exile until their matron received a vision of the portals that tore through reality and what it would mean to leave them unattended. Traveling through one such rift, the sisters quickly helped a handful of would-be leaders organize the confused masses into the Collective and began making plans to close the rifts. With order re-established, the pythia decided to remain behind the scenes, lest they be ousted again by brash, arrogant fools.

To survive so far from their reality, the pythias had to adapt their magic. They now seek young children with “a spark” usually indicated by red hair (in races with hair) or similar traits. While this isn’t a requirement to join the pythias, it does make being accepted much easier.

**Role:** A pythia plays much the same role as an oracle, acting as the party’s healer or guardian. Being able to interpret both the past and the future gives them a better means of handling problems in the present.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 3d6 x 10 gp (average 105 gp)

### Class Skills

The pythia’s class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

**Skill Ranks per Level:** 4 + Int modifier.

Table: Pythia

Base														
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Naturalist, orisons, prescience	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Manipulate artifice	4	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Defiance (one terrain)	5	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Wild shape (1/day)	6	3	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Defiance (fast healing 1)	6	4	—	—	—	—	—	—	—
6th	+4	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+5	+2	+2	+5	Wild shape (2/day)	6	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Speak with animals	6	6	6	4	—	—	—	—	—
10th	+7/+2	+3	+3	+7	Defiance (anywhere)	6	6	6	5	3	—	—	—	—
11th	+8/+3	+3	+3	+7	Wild shape (3/day)	6	6	6	6	4	—	—	—	—
12th	+9/+4	+4	+4	+8	Speak with animals	6	6	6	6	5	3	—	—	—
13th	+9/+4	+4	+4	+8	Undo artifice	6	6	6	6	6	4	—	—	—
14th	+10/+5	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+5	+5	+9	Defiance (fast healing 3), speak with animals, wild shape (4/day)	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+5	+5	+10	Timeless body	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+6	+6	+11	Speak with animals	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11	Wild shape (5/day)	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Defiance (rebirth)	6	6	6	6	6	6	6	6	6



## Class Features

All of the following are class features of the pythia.

**Weapon and Armor Proficiency:** Pythias are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

**Spells:** A pythia casts divine spells, which are drawn from the druid spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a pythia must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a pythia's spell is 10 + the spell's level + the pythia's Charisma modifier.

Like other spellcasters, a pythia can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table: Pythia. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

Unlike other divine spellcasters, a pythia's selection of spells is extremely limited. A pythia begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new pythia level, she gains one or more new spells, as indicated on Table: Pythia Spells Known. Unlike spells per day, the number of spells a pythia knows is not affected by her Charisma score; the numbers on Table: Pythia Spells Known are fixed.

Upon reaching 4th level, and at every even-numbered pythia level after that (6th, 8th, and so on), a pythia can choose to learn a new spell in place of one she already knows. In effect, the pythia 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 pythia 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.

Unlike a druid, a pythia need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. Pythias do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components.

**Orisons:** Pythias learn a number of orisons, or 0-level spells, as noted on Table: Pythia Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Naturalist (Ex):** At 1st level, a pythia gains the nature bond druid class feature, except she can only choose between an animal companion or druidic herbalism.

**Prescience (Ex):** At 1st level, the pythia may add her Charisma modifier, instead of her Dexterity modifier, to her Armor Class and CMD. Any condition that would cause a pythia to lose her Dexterity modifier to her Armor Class instead causes the pythia to lose her Charisma modifier to her Armor Class.

**Manipulate Artifice (Sp):** Starting at 2nd level, a pythia gains access to a small list of spells brought over from the original pythias' homeworld. They are added to the pythia's spells known as soon as she is capable of casting them.

1st—*make whole*; 2nd—*knock*; 3rd—*shatter*; 4th—*greater make whole*; 5th—*rags to riches*; 6th—*artificer's curse*; 7th—*memory of function*; 8th—*refuge*; 9th—*discern location*

**Defiance (Su):** At 3rd level, a pythia regularly receives visions of her impending death that she can then plan for. She chooses one terrain type, such as mountains. Whenever she is dying

or reduced to negative hit points while in the chosen terrain, the pythia automatically stabilizes. At 5th level, she also gains fast healing 1 for 1d4 rounds. At 10th level, the ability works anywhere. At 15th level, her fast healing improves to 3.

At 20th level, the pythia is taught the greatest secret of her sisterhood. Once per day, she can restore herself fully, so long as she hasn't died. As a full-round action, she can will herself change. The pythia is helpless for 8 hours while this occurs, but upon waking up, she becomes another member of her race, changing her appearance, gender, and/or other superficial physical characteristics as appropriate. This change does not alter a pythia's Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, the pythia is cleansed of all poisons and diseases, restored to full hit points, and healed of all ability damage.

**Wild Shape (Su):** Over time, a pythia's control over her magic allows her to change her shape periodically. Beginning at 4th level, a pythia gains wild shape, as the druid class feature. Her wild shape improvements (such as size and type) occur at 7th level and every 4 levels thereafter, to a maximum of 5 times per day (as a huge elemental or plant creature) at 19th level.

**Speak with Animals (Ex):** At 9th level, a pythia gains the ability to converse with a specific kind of animal (eagle, fox, dog, and so on). This functions as if she were under the effects of *Speak with Animals*. She gains the ability to communicate with an additional kind of animal for every 3 pythia levels she attained.

**Undo Artifice (Sp):** At 13th-level, a pythia gains the ability to reduce a nonliving item to its component parts. This effect acts as the spell *Polymorph Any Object*, working on nonliving objects only. The duration is always permanent. The effect cannot be used to mimic other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a +1 circumstance bonus on this save for every 5,000 gp in the item's value. A pythia may use undo artifice a number of times per day equal to her Charisma modifier.

**Timeless Body (Ex):** After attaining 17th level, a pythia no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the pythia still dies of old age when her time is up.

Table: Pythia Spells Known

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

## Favored Class Bonuses

These races make particularly good pythias.

**Android:** Gain electricity resistance 1. Each time the pythia selects this reward, increase her resistance to electricity by 1 (maximum 10).

**Catfolk:** Add +1/3 to the pythia's natural armor when using wild shape.

**Dhampir:** Add +1/4 damage to any bite attacks gained by a form taken with wild shape.

**Half-Orc:** Add +1/3 natural armor bonus to the pythia's animal companion. If the pythia replaces her animal companion, the new animal companion gains this bonus.

**Human:** Add a +1/2 bonus on wild empathy checks and a +1/2 bonus on Handle Animal skill checks.

**Sokarian:** Add +1/4 damage to any gore or trample attacks (choose one) gained by a form taken with wild shape.





# 3 Archetypes

and class options

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## Generational Hero

The following archetypes are available to characters with levels in the generational hero class.

### Twin Blade (Archetype)

*There are more of us than you think.*

An artifact on the world of Zaelin, the Twinblade was a sword that could split its wielder into magical duplicates, each of which could continue to act as aspects of the original.

While the Twinblade itself is believed to remain on its homeworld, its magic can be tapped into by generational heroes, whose strength in its use grows over time until they can act almost independently of it.

**Clone (Sp):** At 1st level, a twin blade can use a full-round action to summon a clone of himself up to 4 times per day. This acts as *summon monster* with a spell level equal to half the twin blade's generational hero level, except as noted here.

The clone appears in an unoccupied space adjacent to the twin blade.

**Actions:** The clone can only take a single swift, move, or standard action each turn. On any round it doesn't move, the clone can take a 5-foot step, and it can draw its weapon/shield or reload a ranged weapon as part of its move or attack. It cannot take immediate actions, or make attacks of opportunity, nor can it charge.

**Statistics:** The clone has 1 hit point. It shares the statistics, skills, equipment, spells, and feats of the twin blade, but none of the generational hero class features (except for bonus feats and regular hero traits). Enemies cannot tell the difference between the twin blade and his clones without a Perception check DC 10 + half the twin blade's generational hero level + his Charisma modifier.

**Resources:** Any items or abilities used by a clone count against the twin blade's equipment or uses, respectively.

The twin blade can only summon and control one clone at a time at 1st level. Starting at 6th level, he can summon and control up to 2 clones at a time. Doing so spends 2 uses of clone. At 11th level, he can spend 3 uses for 3 clones, and at 16th level, he can spend 4 uses for 4 clones.

This replaces heroism.

### Twin Blade Hero Talents

The following hero talents are available to the twin blade. For each of the following talents he chooses, the twin blade can also use clone 2 additional times per day.

**Supernatural Clone (Su):** A twin blade with this hero talent can summon clones as a swift action.

**Brothers (Ex):** A twin blade or clone with this hero talent gains a +4 insight bonus to aid another checks when aiding the twin blade or another of his clones.

**Switch (Sp):** As a swift action, a twin blade with this hero talent can cast *king's castle*, switching places with a clone within range of the spell and ending his turn.

**Tough Clones (Ex):** A twin blade with this hero talent summons stronger clones. This hero talent can be chosen more than once. Each time it is chosen, see below.

1st. Clones hit points equal the twin blade's generational hero level.

2nd. Clones gain DR 1/-.

3rd. Clones hit points equal twice his generational hero level.

4th. Clones gain DR 2/-.

5th. The twin blade gains a bonus teamwork feat that he and his clones share.

6th. Clones gain DR 3/-.



## Priest of Volwryn

The following archetypes are available to characters with levels in the priest of volwryn class.

### Holy Priest (Archetype)

*Try to save them all. Yes, even your enemies. You never know when a hated enemy can become a trusted ally, and vice versa.*

Holy priests are among the greatest beneficiaries of the light, but they give up most of their combat ability to earn that gift. While not technically pacifists, any holy priest in his right mind would at least make an attempt to assuage his foes before engaging them.

**Alignment:** Any good.

**Channel Healing (Su):** At 1st level, a holy priest gains the ability to heal any creature for 1d6 points of damage. This functions as the cleric's channel energy feature, except the priest can channel positive energy to heal living creatures and negative energy to heal undead. He cannot use channel energy to harm any creature.

The priest's ability to channel healing improves by 1d6 at 4th level and every even level thereafter, to a maximum of 10d6 at 20th level. This replaces shielding.

**Miracles:** Holy priests gain a number of different miracles they can perform. In addition, a holy priest regains 1 faith point any time he rolls an 8 or higher on at least one of the dice rolled when casting a cure spell. This only occurs when he uses the spell to heal one or more creatures, and also applies to *inflict wounds* spells when used to heal undead.

**Renew (Sp):** At 1st level, a holy priest can spend 1 point of faith to grant a creature he can see within 30 feet of him fast healing 1 for a number of rounds equal to the priest's Intelligence modifier. The priest can heal up to 4 hit points per priest level per day, after which the ability ceases to function. This replaces penance.

**Chastise (Su):** At 7th level, a holy priest with least 1 faith uses gains Intimidating Prowess as a bonus feat, but adds his Intelligence modifier in place of Strength when intimidating a creature. This replaces psychic voice.

**Holy fire (Su):** At 11th level, as a standard action, a holy priest can spend 1 faith point to cause a target within medium range (100 ft. + 10 ft. per level) to suffer burn damage. The amount of burn damage is equal to the priest's Intelligence modifier. If the priest has at least 1 faith point after using holy fire, half the damage dealt results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. This replaces shadow word pain.

**Guardian Spirit (Ex):** At 11th level, as long as a holy priest has at least 1 faith point, he can choose a creature he can see as a swift action. When he heals that creature with a cure spell, he rolls d10s instead of d8s. This replaces shield discipline.

**Divine Hymn (Su):** At 19th level, a holy priest can spend 2 faith points to heal creatures of his choice who can hear him and that he is aware of. This functions as the *mass heal* spell, except that it can only target a number of creatures up to the priest's intelligence modifier. This replaces shadow word death.

**Regenerate (Sp):** At 19th level, as long as a holy priest has at least 1 faith point, creatures he can use renew to grant creatures regeneration 3 instead. This regeneration is suppressed for 1 round if the regenerating creature takes cold or electricity damage. The suppressed round still counts against the priest's total rounds and total healing. This replaces stunning penance.

**Spontaneous Healing:** At 3rd level, a holy priest can channel stored spell energy into healing spells that he did not prepare ahead of time. The priest can "lose" any prepared spell that is not an orison in order to cast any cure spell of the same spell

level or lower (a cure spell is any spell with "cure" in its name). This replaces the twist of fate miracle.

**Mirrored Existence (Ex):** At 3rd level, a holy priest who uses gift of volwryn to become evil becomes a shadow priest. This alters gift of volwryn.

### Shadow Priest (Archetype)

*Slay them all. You might as well; you never know when a trusted ally can become a hated enemy.*

Shadow priests are among the greatest detractors of the light, but they give up most of their healing ability to earn that gift. While not technically beyond saving, any shadow priest in the right state of mind could cripple his foes' sanity.

**Alignment:** Any non-good.

**Shielding:** A shadow priest rolls d6s when using shielding, instead of d8s and can't use barrier to heal. This alters shielding.

**Insanity:** A shadow priest's pool of faith counts as his sanity. As he creates miracles, the priest begins to lose his grip on reality. When his faith reaches 0, the priest becomes insane, gaining access to the following abilities until he uses a miracle or his faith pool reaches its maximum. While the priest is insane, he does not benefit from miracles that require him to have at least 1 faith point.

**Mind Flay (Su):** This functions as priest's smite, except it deals extra damage equal to the shadow priest's Intelligence modifier while the priest is insane. This extra damage is not halved on a successful save. If the target of this ability rolls a natural 5 or lower on its saving throw, the priest regains 1 faith point.

**Shadow Healing (Sp):** When the shadow priest uses shielding while insane, he can choose to suffer nonlethal damage equal to the temporary hit points granted to also heal his target for the same amount. If he rolls a 6 on at least 1 of the dice rolled, the priest also regains 1 faith point.

**Void Form (Ex):** At 3rd level, attacks made against a shadow priest while he is insane and within an area of dim light have a 50% miss chance instead of the normal 20% miss chance. This does not grant total concealment; it just increases the miss chance. When an attack misses the priest because of void form, he regains 1 faith point. This replaces the miraculous initiative miracle.

**Shadow Evocation (Ex):** At 11th level, while a shadow priest is insane, he can use a free action on his turn to expend a prepared spell of 4th-level or lower to cast an evocation spell from the wizard spell list. The spell is cast as if through *shadow evocation*. If at least one target rolls a natural 5 or lower on its saving throw, the priest regains 1 faith point. At 19th level, the priest can expend any prepared spell to cast an evocation as if through *greater shadow evocation*. This replaces the shield discipline and stunning penance miracles.

**Void Bolts (Sp):** At 7th level, as a full-round action, a shadow priest can spend 1 faith point to cast *magic missile* as a wizard of his priest of volwryn level. At 11th level, he can spend an additional faith point to gain a sixth missile. At 15th level, this additional point grants the priest a total of 7 missiles. This replaces the penance miracle.

**Mirrored Existence (Ex):** At 3rd level, a shadow priest who uses gift of volwryn to become good becomes a holy priest. This alters gift of volwryn.

**Shadowy Apparitions (Sp):** At 19th level any effect that would grant a shadow priest a faith point also creates a shadowy duplicate, as the *project image* spell. This replaces the desperate prayer miracle.



## Pythia

The following archetype is available to characters with levels in the pythia class.

### Halcyon (Archetype)

*You will exterminate nobody on this day.*

Like the druids from whom they learn, pythia sometimes must interact with beings from other realms, acting as mediators and guardians against demons or other dangerous beings.

**Bonded Mask (Su):** A halcyon forms a powerful bond with a mask, which functions identically to a wizard's bonded object except that it can be used to cast druid spells (including those gained from class abilities) instead of wizard spells. A bonded mask must be worn to have an effect, and it occupies the head slot. A halcyon can enhance her mask with abilities appropriate for a head slot item, and can designate an existing head slot item as her bonded mask (but only if it covers her face).

This ability replaces naturalist.

**Peacekeeper (Ex):** A halcyon adds half her class level (minimum 1) to Diplomacy and Knowledge (local) checks.

**Well Trained (Ex):** A halcyon adds Diplomacy and all Knowledge skills to her list of class skills.

This ability replaces prescience and alters the pythia's class skills.

**Spontaneous Casting:** A halcyon adds all spells from the Good cleric domain to her spell list, and she can focus stored spell energy into spells from the Good domain that she hasn't prepared ahead of time. She can lose a prepared spell to cast any spell of the same level or lower from the Good domain.

This ability replaces manipulate artifice.

**Natural Arcana (Su):** At 4th level, and again at 7th, 11th, 15th, and 19th level, a halcyon chooses two spells from the wizard/sorcerer spell list and adds them to her spell list. The chosen spells must be at least 1 level lower than the highest level spell she can currently cast. At 20th level, the halcyon can choose two wizard/sorcerer spells of any level.

This ability replaces wild shape and defiance (rebirth).

**Resist Fiendish Influence (Ex):** At 5th level, a halcyon gains a +4 bonus on saving throws against the spell-like and supernatural abilities of outsiders with the evil subtype and spells with the evil descriptor.

This ability replaces the defiance gained at 5th level.

**Embody Mask (Sp):** At 13th level, a halcyon wearing her bonded mask can embody the spirit it represents, which can be any Tiny to Large agathion, angel, archon, or azata. This ability requires a standard action to activate and functions as per *beast shape IV* (using the adjustments for magical beasts), but adds the following abilities if the assumed form has them: aura of menace, protective aura, speak with animals, telepathy, and truespeech. If the assumed form has immunity to a condition, the gains a +4 bonus on saving throws against effects that cause that condition. A halcyon can use this ability for a number of minutes per day equal to her level. The duration does not need to be consecutive, but must be used in 1-minute increments.

This ability replaces undo artifice.



## Jade Dreamer (Archetype)

*The flame of life burns strong within me.*

The jade dreamers are a small faction of pythias who follow more druidic beliefs than the rest of the sisterhood. They take a more natural approach to tending what they call “the flame of life.”

**Weapon and Armor Proficiency:** Jade dreamers are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Jade dreamers are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A jade dreamer may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Jade dreamers are proficient with shields (except tower shields) but must use only wooden ones.

A jade dreamer who wears prohibited armor or uses a prohibited shield is unable to cast jade dreamer spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

This modifies the pythia’s weapon and armor proficiencies.

**Nature Sense (Ex):** A jade dreamer gains a +2 bonus on Knowledge (nature) and Survival checks.

This replaces prescience.

**Wild Empathy (Ex):** A jade dreamer can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The jade dreamer rolls 1d20 and adds her jade dreamer level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the jade dreamer and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A jade dreamer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

**Spontaneous Casting:** Starting at 2nd level, a jade dreamer adds all cure spells to her list of spells known (cure spells include all spells with “cure” in the name). These spells are added as soon as the jade dreamer is capable of casting them.

This replaces manipulate artifice.

**Venom Immunity (Ex):** At 9th level, a jade dreamer gains immunity to all poisons.

**Speak with Animals (Ex):** The jade dreamer gains this ability starting at 12th level and learns one language for every 4 pythia levels she attains.

**Resist Nature’s Lure (Ex):** Starting at 13th level, a jade dreamer gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood.

This replaces undo artifice.

## Reincarnated (Archetype)

*The change. I can feel it take me once again. Not even I will recognize me after.*

Reincarnation; the greatest secret of the pythia’s homeworld, stolen away and replicated in exile. While most of the order has since sworn off the old ways, there are some who yet embrace them.

**Mysterious Stranger (Ex):** At 2nd level, reincarnated pythias adds 1/2 her level to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about her.

This ability replaces manipulate artifice.

**Resist Death’s Touch (Ex):** At 3rd level, a reincarnated pythia gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying.

This ability replaces the defiance gained at 3rd level.

**Many Lives (Ex):** At 5th level, if a reincarnated pythia is killed, she may automatically reincarnate (as the spell) 1 day later. The reincarnated pythia appears in a safe location within 1 mile of her previous body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not reincarnate. The many lives ability does not function if the reincarnated pythia is slain by a death effect. A reincarnated pythia cannot be raised from the dead or resurrected, though she can be reincarnated.

**Wild Shape (Su):** A reincarnated pythia gains this ability at 6th level, and it functions at her level –2.

**Cheat Death (Ex):** At 9th level, once per day, a reincarnated pythia may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll.

This ability replaces the speak with animals gained at 9th level.

**Tongue of the Sun and Moon (Ex):** At 17th level, a reincarnated pythia can speak with any living creature.

This ability replaces timeless body.

## Ranger

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

## Wolf Heart (Archetype)

*If you’re going to work with us, you’re going to need a name.*

The Wolf’s Heart is a school of rangers who teach their students the ways of alchemy, battle, and hunting. As part of their training, prospects are required to create a new persona from themselves. They are then permanently scarred through alchemical means to wipe out any chance of being recognized as their former selves. Before joining the Collective, the wolf hearts gained a bad reputation on their world as kidnapers and assassins.

**Mutagen (Su):** At 1st level, a wolf heart discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This functions as the alchemist ability of the same name, except the saving throw for a non-chemist drinking the mutagen is 10 + 1/2 the wolf heart’s level + his Wisdom modifier.

This replaces the favored enemy gained at 1st level.





**Bomb (Su):** At 2nd level, a wolf heart learns how to create small explosives from easily obtained components. This functions as the alchemist bombs class feature, except the wolf heart can create and use a number of bombs each day equal to his ranger level + his Wisdom modifier.

The wolf heart's bombs deal 1d6 extra damage at 6th level and every 4 levels thereafter, to a maximum of 4d6 extra damage at 18th level.

This replaces combat style.

**Sigils (Sp):** At 3rd level, a wolf heart learns and can cast up to one 1st-level magus spell per day. At 8th, 13th, and 18th level, he learns and can cast up to one spell of the next highest level, as well as one additional spell of each level he already knows. For example, a 13th level wolf heart knows one 3rd-level magus spell, two 2nd-level spells, and three 1st-level spells.

This replaces favored terrain.

**Extracts:** Wolf heart rangers don't draw their spells from the ranger spell list. Instead, they gain extracts of the same level from the alchemist extract list. The wolf heart uses Wisdom instead of Intelligence to determine the saving throw DCs and other effects of his extracts.

This modifies the ranger's spells class feature.

**Discovery (Ex or Su):** At 5th level, and again at 10th, 15th, and 20th level, a wolf heart gains an alchemist discovery. In addition to the discoveries normally available to alchemists, the wolf heart can choose from the following.

**Instant Alchemy (Ex):** If the wolf heart is at least 20th level and has swift alchemy, he can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and

has the appropriate resources at hand to fund the creation. If he also has poison use, he can apply poison to a weapon as an immediate action.

**Persistent Mutagen (Su):** If the wolf heart is at least 15th level, the effects of mutagens he drinks last for 1 hour per ranger level.

**Poison Use (Ex):** The wolf heart is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

**Spell Combat (Ex):** As the magus class feature.

**Spellstrike (Su):** If the wolf heart has spell combat, he also gains the spellstrike magus class feature.

**Swift Alchemy (Ex):** The wolf heart can create alchemical items in half the normal amount of time. If he has poison use, he can apply poison to a weapon as a move action.

This replaces the favored enemies gained at the listed levels.

## Shaman

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

### Shaman of Volwryn (Archetype)

*If you listen closely, the elements will tell you their secrets. Listen too closely, and they will ignore you.*

The minotaurs, orcs, and trolls of volwryn have each harnessed the powers of the elements; using them to heal as easily as destroy. They enhance their weapons and armor with elemental gifts, then wade into a battle with the patience of stone, fervor of water, grace of air, and eyes blazing with fire.

**Elemental Spirit:** A shaman of volwryn can only choose between the following spirits: Flame, stone, waves, or wind.

**Bonded Weapons:** A shaman of volwryn typically forms a bond with his weapons. This functions as the wizard's arcane bond feature, except as noted here. The shaman always gains 2 one-handed or light weapons of his choice. Once per day, when wielding his bonded weapons, the shaman can cast any one shaman spell without preparing it ahead of time.

Beginning at 3rd level, the shaman's bonded weapons each gain a +1 enhancement while he wields them together.

Beginning at 6th level, the shaman can enhance his bonded weapons further. This functions as the paladin's divine bond class feature, except the shaman can only choose from the enhancements corrosive, corrosive burst, flaming, flaming burst, frost, icy burst, shock, and shocking burst.

This replaces spirit animal and wandering hex.

### General Shaman of Volwryn Hexes

The following hexes are available to all shamans of volwryn.

**Bloodlust (Su):** At 8th level, a shaman of volwryn can rile her companions into a frenzy. This acts as the *rage* spell, except each target gains a +2 morale bonus to Constitution and a +2 morale bonus to its highest remaining ability score. Targets who cast spells do not lose that ability while this effect lasts. At 16th level, the morale bonuses increase to +4. Once a creature has benefited from the bloodlust hex, it cannot benefit from it again for 24 hours.

**Feral Spirit (Su):** The shaman can call upon one or more wild beasts to aid him temporarily. This acts as *summon nature's ally I*, using the shaman's caster level. The creatures summoned within a 24-hour period are always the same, and if summoned again during that period, return with the hit points with which they left.

At 5th-level, this acts as *summon nature's ally II*.

At 10th level, this acts as *summon nature's ally III*.

At 15th level, this acts as *summon nature's ally IV*.

At 20th level, this acts as *summon nature's ally V*.

**Fury of the Wind (Su):** Until he misses with an attack or doesn't attack at least one creature with a CR no less than his character level -3 on his turn, the shaman gains *haste*, as the spell.

**Ghost Wolf (Ex):** The shaman doubles his overland movement speed until he stops moving.

**Maelstrom (Su):** When the shaman hits a creature with a weapon enhanced by an elemental weapon property, the shaman deals damage equal to the weapon property's damage to each enemy adjacent to that target.

**Personal Reincarnation (Sp):** At 10th level, if the shaman is killed, he may automatically *reincarnate* (as the spell) 1 day later. The shaman appears in a safe location within 1 mile of his previous body. At will for the next 7 days, he can sense the presence of his remains as if using *locate object* as a spell-like ability. If he is killed during these 7 days, he remains dead and does not reincarnate. This hex does not function if the shaman is slain by a death effect. A shaman who chooses this hex cannot be raised from the dead or resurrected, though he can be reincarnated.

**Stormbringer (Su):** The shaman can strike his enemies with a bolt of lightning from the sky. This acts as *call lightning*, using the shaman's caster level. Once a creature has been struck by this stormbringer, it cannot suffer the effects again for 24 hours.

At 11th level, this acts as *call lightning storm* instead.

**Water Walking (Su):** The shaman can move across the surface of water or similar liquids until he stops moving.

This replaces the deeds *opportune parry and riposte*, *menacing swordplay*, *targeted strike*, *bleeding wound*, *perfect thrust*, and *deadly stab*.

**Device Expertise (Ex):** At 4th level, a buccaneer gains Skill Focus (use magic device) as a bonus feat. At 12th level, he gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill.

This replaces the bonus feats gained at the listed levels.

**Fighter Training (Ex):** Beginning at 4th level, a buccaneer's swashbuckler levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

**Versatile Performance (Ex):** At 8th level, and again at 16th level, a buccaneer gains the versatile performance bard class feature.

This replaces the bonus feats gained at the listed levels.

## Swashbuckler

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

### Buccaneer (Archetype)

*We pillage, we plunder, we rifle and loot. We kidnap and ravage and don't give a hoot.*

Yo ho! The pirates of the world often enjoy a dangerous reputation, with their daring, charm, and pinache. Most swashbucklers will just as soon keelhaul an enemy as pressgang them onto the pirate's crew. And then there are buccaneers.

Buccaneers are more inclined to rally their crew with a song or inspiring speech than fear of walking the plank. They hold themselves and those with whom they interact to an ethical code that keeps them honest in their thievery and other illegal acts.

**Class Skills:** A buccaneer adds Use Magic Device to his list of class skills and removes intimidate. This alters the swashbuckler's class skills.

**Bardic Performance (Su):** At 1st level, a buccaneer gains one 1st-level bardic performance of his choice. On the first round he performs each day, the buccaneer must spend 1 panache point. Once he does so, he can perform as a bard of his level -2 (minimum 1st) for up to a number of rounds equal to his Charisma modifier and may cease or resume performing without using additional panache.

At 3rd level, and every 4 levels thereafter, the buccaneer can perform for up to 4 additional rounds and gains an additional bardic performance of his choice for his effective bard level.





# 4 Character Options

New races and classes present new ways to mix things up, not only by providing another template with which to craft the best representation of a character, but also by opening up more variations of options such as new feats, equipment, or methods of interaction with the world.

Not all of the options presented here require the use of a race or class introduced earlier. In fact, while each of those mentioned receive between 2 and 3 different means of customization apiece, many options also exist for characters of other races and classes, and a few that aren't tied to anything more than an idea for how to play something that doesn't quite fit as a racial trait or a class-defining feature.

## Feats

Outside of variable class features, feats still provide the best possible way to distinguish one character of a given race or class from another. The endless possibilities for new feats also make them the first place many look when combing a prospective supplement. Because of this, feats require extra attention to make sure that not only do they not overshadow the very features classes rely on, but that they also don't overshadow what came before. This can be difficult, but is far from impossible.

## General Feats

This section includes race and class-specific feats, including ways to gain more features, improve on their strengths, or shore up their weaknesses. It also includes feats that don't qualify for any other section and can be taken by anybody with the prerequisites and a mind to do so.

### Assassin's Creed

*You won't even see it coming.*

**Prerequisites:** Dex 17 or Int 17, Stealth 16 ranks.

**Benefit:** When you score a critical hit against a creature, or you reduce a creature to 0 or fewer hit points, you can make a Stealth check as a free action. Creatures that fail to spot you treat you as invisible until the end of your next turn.

### Call of Duty (Combat)

*I'm in charge here.*

**Prerequisites:** Wis 17 or Cha 17, Improved Initiative, Diplomacy 5 ranks or Perception 5 ranks.

**Benefit:** When you roll initiative and are not flat-footed, you grant yourself and allies who can see you a morale bonus to initiative equal to the higher of your Wisdom or Charisma bonus.

### Dark Soul

*You are right to fear the paths I tread.*

**Prerequisites:** Con 17, Diehard, Endurance, character level 9th.

**Benefit:** When you score a critical hit against a creature, or you reduce a creature to 0 or fewer hit points, you gain contingent *breath of life* that is cast on you the next time you would die within 24 hours. This effect can only occur up to once each day.

### Dastardly Finish

*This is a summary of the feat for the astrologer class.*

**Prerequisites:** 10th-level astrologer, witch zodiac astrologer class feature.

**Benefit:** You can deliver a coup de grace to cowering or stunned targets.

### Destructive Dispel

*This is a summary of the feat for the astrologer class.*

**Prerequisites:** 6th-level astrologer, cleric zodiac astrologer class feature.

**Benefit:** When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of your next turn. If the save succeeds, the opponent is instead sickened until the start of your next turn.

### Dispel Synergy

*This is a summary of the feat for the astrologer class.*

**Prerequisites:** 2nd-level astrologer, cleric zodiac astrologer class feature.

**Benefit:** If you successfully dispel an ongoing magical effect on an opponent, that opponent takes a -2 penalty on saving throws against your spells until the end of your next turn.

### Divine Interference

*This is a summary of the feat for the astrologer class.*

**Prerequisites:** 10th-level astrologer, cleric zodiac astrologer class feature.

**Benefit:** As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice an unused astrologer spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

### Extra Talent

**Prerequisites:** At least 1 level in a class with a talent class feature.

**Benefit:** You gain one additional talent from the chosen class. You must meet all prerequisites of that talent.

**Special:** This feat also counts as all other talent feats for the chosen class (such as Extra Rogue Talent). You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new class.

### God of War (Combat)

*Rest assured, I will strike you down.*

**Prerequisites:** Str 17 or Dex 17, base attack bonus +16.

**Benefit:** When you hit a creature with an attack, you reduce the penalties to additional attacks you make against that creature this round by 2. This reduction stacks.

### Focused Capacity

*There's little you can do to avoid it.*

**Prerequisite:** 1st-level potentialist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against your capacity damage.

### Focused Capacity, Greater

*There's very little you can do to avoid it.*

**Prerequisite:** Focused capacity, 7th-level potentialist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against your capacity damage. This bonus stacks with the bonus from Focused Capacity.

### Go Unnoticed

*This is a summary of the feat for the astrologer class.*

**Prerequisite:** 2nd-level astrologer, cleric zodiac astrologer class feature.

**Benefit:** During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth skill checks, allowing you to make a Stealth check that round to hide from them.

### Monster Hunter (Combat)

*This one's mine.*

**Prerequisites:** Str 17 or Int 17.

**Benefit:** Creatures at least one size category larger than you treat you as one size category larger for the purpose of abilities and effects that rely on size. You also gain a +4 bonus to your Combat Maneuver Bonus, Combat Maneuver Defense, and Escape Artist attempts against creatures at least one size category larger than you.

### Moonlight Stalker

*This is a summary of the feat for the astrologer class.*

**Prerequisite:** 2nd-level astrologer, wizard zodiac astrologer class feature.

**Benefit:** While you have concealment from an opponent, you gain a +2 bonus on attack and damage rolls against that opponent.

### Moonlight Stalker Feint

*This is a summary of the feat for the astrologer class.*

**Prerequisite:** 6th-level astrologer, wizard zodiac astrologer class feature.

**Benefit:** Once per round, against an opponent from whom you have concealment, you can spend a swift action to make a Bluff check to feint.

### Moonlight Stalker Master

*This is a summary of the feat for the astrologer class.*

**Prerequisite:** 10th-level astrologer, wizard zodiac astrologer class feature.

**Benefit:** While you have concealment, your opponents' miss chance against you increases by 10%. If an opponent misses you due to your concealment, you can spend an immediate action to move 5 feet, this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

### Portal

*Allow me to retrieve that for you.*

**Prerequisite:** Int 17 or Cha 17, able to cast 8th-level spells.

**Benefit:** As long as you have at least one unused 8th-level or higher spell slot, you gain the spell-like ability to create two temporary ring gates as a standard action. These gates function as the item of the same name, but they disappear after a number of rounds equal to your caster level unless you recreate them. You can only have 1 pair of ring gates created in this way at a time.

### Prophetic Visionary

*This is a summary of the feat for the astrologer class.*

**Prerequisite:** 6th-level astrologer, witch zodiac astrologer class feature.

**Benefit:** Once per day, you can enter a deep trance to receive a vision of the future. The trance lasts for 10 minutes, during which time you can take no other actions. If you are interrupted, you must begin again. When you come out of the trance, you know whether a particular action in the immediate future will bring good or bad results, as an *augury* spell with a 70% chance of success.

### Spell Hex

*This is a summary of the feat for the astrologer class.*

**Prerequisite:** 10th-level astrologer, witch zodiac astrologer class feature.

**Benefit:** Select one 1st-level astrologer spell. You can learn that spell as a hex, and can use that hex three times per day. This is a spell-like ability. You use your astrologer level as your caster level for the spell hex. The spell hex uses your hex DC (10 + 1/2 your astrologer level + your Intelligence modifier) instead of its original spell DC.

If the spell is a touch spell and you miss the creature, you cannot target the creature with that spell hex again for 24 hours. If the spell allows a saving throw to negate or take a partial effect from the spell, and the target succeeds at that saving throw, it cannot be affected by the spell hex for 24 hours, even if it is in the area of the spell hex.

### Street Fighter

*Put the warrior on display.*

**Prerequisites:** Str 17 or Dex 17, Catch Off-Guard or Improved Unarmed Strike.

**Benefit:** Unarmed strikes and improvised weapon attacks you make against a flat-footed opponent deal 1d4 extra damage. This extra damage is precision-based damage and is not multiplied with a critical hit.

### Summon Fantasy Tactics

*Reach for the clouds.*

**Prerequisites:** Int 17 or Cha 17, ability to cast at least 1 *summon fantasy* spell.

**Benefit:** When a creature fails its Will save against one of your *summon fantasy* illusions, there's a 50% chance it believes the illusion entirely and gains no additional saving throws for the duration of the spell.

### Summon Fantasy Tactics, Advanced

*Reach for the clouds.*

**Prerequisites:** Summon Fantasy Tactics, Int 17 or Cha 17, ability to cast at least 1 *summon fantasy* spell.

**Benefit:** Increase the chance a creature believes your *summon fantasy* illusion entirely to 80%.

### Tomb Raider

*I'll take that, thank you.*

**Prerequisites:** Int 17 or Wis 17, Knowledge (dungeoneering) 1 rank.

**Benefit:** You can substitute Knowledge (dungeoneering) for Acrobatics, Climb, and Swim checks. You still suffer armor check penalties when performing tasks related to those skills.

## Witcher

*You would do well not to earn my contempt.*

**Prerequisites:** Int 17, Craft (alchemy) 5 ranks.

**Benefit:** Increase the damage you deal with alchemical items you craft by an amount equal to your ranks in Craft (alchemy). For every 3 points by which the damage is increased, you can choose instead to deal 1d6 extra damage. This damage does not multiply with a critical hit.

If you have 10 or more ranks in Craft (alchemy), you can also increase the amount of damage you heal with any potion or alchemical item you administer by half your total ranks in Craft (alchemy). For every 4 points by which the healing is increased, you can choose to heal 1d8 extra hit points instead.

## Multiclass Feats

Characters who train in an individual class for twenty levels are rewarded with a capstone ability that hallmarks their effort. Because of this, a lot of character concepts are ignored because to achieve them would require multiclassing.

Multiclassing, while generally viewed as weaker than gaining levels in a single class, offers more variety of play, and opens up many new ways to play a character without seeking out a hybrid class or archetype to do so. To facilitate this option in-world, multiclass heroes have started teaching prospects how to better blend their talents into new combat methods that rival those who devote their lives to a single set of abilities. These methods are represented by the multiclass feats presented here.

**Special:** Multiclass feats that grant a capstone ability at 20th level do not stack when you have 11 levels in more than one class (going beyond 20th level).

### Alchemical Hero

**Prerequisites:** 5th-level alchemist, at least 2 levels in non-alchemist classes.

**Benefit:** You add half your total levels in non-alchemist classes to your alchemist level when determining if you gain a discovery. If you are an 11th-level or higher alchemist, you gain a grand discovery at 20th level.

### Beastly Hero

**Prerequisites:** 5th-level shifter, at least 2 levels in non-shifter classes.

**Benefit:** Your shifter level counts as 2 higher when determining when your shifter claws increase, to a maximum of your character level. If you are an 11th-level or higher shifter, add half your total levels in non-shifter classes to your shifter level when determining when your shifter claws increase.

### Cavalier Hero

**Prerequisites:** 5th-level cavalier, at least 2 levels in non-cavalier classes.

**Benefit:** You gain challenge 3/day or increase your uses of challenge by +1, to a maximum of 7/day. If you are an 11th-level or higher cavalier, add half your total levels in non-cavalier classes to your cavalier level when determining the next order ability you gain.

### Defiant Hero

**Prerequisites:** 5th-level pythia, at least 2 levels in non-pythia classes.

**Benefit:** Your pythia level counts as 2 higher when determining what wild shape forms you can take, to a maximum of your character level. If you are an 11th-level or higher pythia, you gain defiance (rebirth) at 20th level.

## Judgmental Hero

**Prerequisites:** 5th-level inquisitor, at least 2 levels in non-inquisitor classes.

**Benefit:** You gain judgment 3/day or increase your uses of judgment by +1, to a maximum of 7/day. If you are an 11th-level or higher inquisitor, add half your total levels in non-inquisitor classes to your inquisitor level when determining if you gain third judgment.

## Immersive Hero

**Prerequisites:** 5th-level gamer, at least 2 levels in non-gamer classes.

**Benefit:** You gain armory type II or increase your armory by 1, to a maximum of type IV. At 11th level, you gain greater roleplay. If you are an 11th-level or higher gamer and have greater roleplay already, you gain superior roleplay at 20th level.

## Prophesied Hero

**Prerequisites:** 5th-level generational hero, at least 2 levels in non-generational hero classes.

**Benefit:** You gain emulate class feature. At 11th level, increase your bomb damage by 1d6. If you are an 11th-level or higher generational hero and have bomb 4d6 already, you gain hero of legend at 20th level.

## Spellstrike Hero

**Prerequisites:** 5th-level magus, at least 2 levels in non-magus classes.

**Benefit:** You gain the medium armor magus class feature. If you are an 11th-level or higher magus, add half your total levels in non-magus classes to your magus level when determining if you gain new magus arcanas.

## Stellar Hero

**Prerequisites:** 5th-level astrologer, at least 2 levels in non-astrologer classes.

**Benefit:** You gain access to 4th-level astromancy spells. If you are an 11th-level or higher astrologer, you can improve your zodiac convergence at 20th level.

## Tamed Hero

**Prerequisites:** 5th-level monster tamer, at least 2 levels in non-tamer classes.

**Benefit:** Your monster tamer level counts as 2 higher when determining what monster forms you can take, to a maximum of your character level. If you are an 11th-level or higher monster tamer, you add half your total levels in non-tamer classes to your monster tamer level when determining what monster forms you can take.

## Unmoving Hero

**Prerequisites:** 5th-level potentialist, at least 2 levels in non-potentialist classes.

**Benefit:** You gain damage reduction 1/- or increase your damage reduction by +1, to a maximum of 5/-. At 11th level, you increase your capacity damage by +1d6. If you are an 11th-level or higher potentialist and have 6d6 capacity damage already, you gain undying at 20th level.

## Racial Feats

The following feats are available to races not specifically presented in chapter 1. Unless otherwise noted, world soul races count as members of their original race when qualifying for these feats.

### Beta Gnome Reversion

Your rebooted life force continues on, driven by artifice and machinery.

**Prerequisite:** Minor Retrograde Reversion, Con 11, Int 13, character level 15th, gnome.

**Benefit:** You become a construct creature. You have no Constitution score, but retain your Intelligence score and current maximum hit points (levels gained after choosing this feat treat your Constitution as 11). You gain Darkvision out to 60 feet, all construct traits, immunities, and weaknesses.

### Improved Alter Form

You gain more control over your ability to take other creature's forms.

**Prerequisites:** Character level 5th, dalit, alter form dalit racial trait.

**Benefit:** When you use alter form, it lasts up to a number of minutes equal to your Constitution modifier (minimum 1) + half your character level. The time needs not be consecutive, but is spent in 1 minute increments. In addition, you can also assume the form of any Tiny or Large creature you can see.

### Improved Ironfire Blood

You can tap into additional benefits with your stoneform.

**Prerequisites:** Con 15, Character level 7th, dwarf, ironfire blood dwarf racial trait.

**Benefit:** You can use ironfire blood as a standard action, even if a condition you suffer removes your standard action (such as being stunned or held). When you use ironfire blood, you also remove all bleed, curse, disease, mind-affecting, poison, and spell effects on you.

At 13th level, you can use ironfire blood twice per day.

### Improved Seed Shooter

You can spit seeds with greater power and accuracy.

**Prerequisites:** Vine leshy, scrub vine leshy racial trait.

**Benefit:** You gain the spell-like ability to cast *magic weapon* and *greater magic weapon* on your natural sling as a spell-like ability up to 3 times per day each.

### Improved Stoneform

You can tap into additional benefits with your stoneform.

**Prerequisites:** Con 15, Character level 7th, dwarf, stoneform dwarf racial trait.

**Benefit:** You can use stoneform as a standard action, even if a condition you suffer removes your standard action (such as being stunned or held). When you use stoneform, you also gain DR 1/– for 1 minute. At 13th level, you gain DR 2/– instead, and at 19th level, you gain DR 3/–. This damage reduction counts as the barbarian class feature and does not stack with it or any similar damage reduction.

### Inner Peace

Your enlightenment grants you the ability to rest for shorter periods of time.

**Prerequisites:** Elf or ursaren.

**Benefit:** You gain the benefits of a full 8 hours of rest after only 4 hours of actual rest. While resting, you remain alert and are treated as being awake when making Perception checks to notice anything going on in the area around you.

### Minor Retrograde Reversion

You have reverted yourself to a former state of being.

**Prerequisites:** Con 13, Int 13, character level 7th, gnome.

**Benefit:** Your Constitution score is reduced by 2, you gain

Damage Reduction 2/adamantine, and you become a half-construct.

- You gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. You cannot be raised or resurrected.
- You do not breathe, eat, or sleep, unless you want to gain some beneficial effect from one of these activities.

### Siphon Magic

You have studied the withered star elves and learned their secret for drawing away the magic of other creatures and objects.

**Prerequisites:** Cha 15, character level 5th, elf.

**Benefit:** You gain the withered star elf's siphon magic racial trait. You can use this ability once per day, and you can use your Charisma bonus (if any) in place of Constitution when determining its effects.

**Special:** If you are a withered star elf, this feat grants you an additional use of your siphon magic racial trait.

### Sun-Drained

You have been forced to survive on the life force of others.

**Prerequisites:** Con 13, Cha 13, character level 7th, elf.

**Benefit:** Your Constitution score is reduced by 2. As a full round action, you can cast *vampiric touch* as a spell-like ability. You can choose to channel the spell's charge through your next successful melee attack. Your effective wizard level is equal to your character level.

### Sun-Dead

Your destroyed life force continues on, driven by an undead craving.

**Prerequisite:** Sun-Drained, Con 11, Cha 13, character level 11th, elf.

**Benefit:** You become an undead creature. You have no Constitution score and use your Charisma to calculate your hit points, Fortitude saves, and any special ability that relies on Constitution. You gain Darkvision out to 60 feet, all undead traits, immunities, and weaknesses.

### The True Nature of Courage

Your bravery is such that you can shape yourself into its more potent reflection.

**Prerequisites:** Visage of Courage, character level 7th, elfling, sky forest elfling racial trait.

**Benefit:** You gain the supernatural ability to cast *beast shape II* once per day, and your ability to cast *beast shape I* improves to 3 times per day. When casting *beast shape II*, you can only take the form of a wolf or dire wolf.

### The True Nature of Wisdom

The potency of your life force is such that you can share it with a recently fallen comrade.

**Prerequisites:** Visage of Wisdom, character level 7th, elfling, zaelin royalty elfling racial trait.

**Benefit:** You gain the supernatural ability to cast *breath of life* once per day, and your ability to cast *accept affliction* improves to 3 times per day. When casting *beast shape II*, you can only take the form of a wolf or dire wolf.

### Visage of Courage

Your bravery is such that you can shape yourself into its reflection.

**Prerequisite:** Character level 5th, elfling, sky forest elfling racial trait.

**Benefit:** You gain the supernatural ability to cast *beast shape I* once per day, but only to take the form of a wolf.

### Visage of Wisdom

Your life force is such that you can draw what ails your companions into yourself.

**Prerequisite:** Character level 5th, elfling, zaelin royalty elfling racial trait.

**Benefit:** You gain the supernatural ability to cast *accept affliction* once per day.

### Convergence

When they began to manifest in reality, the shattered worlds brought with them new spikes of magic that waxed and waned in power, drawing creatures to them in search a new source of convergence. Many who tapped into these whirlpools of arcane and divine energy found they could craft some of their known convergences more readily. The ingenuitive amongst them discovered untapped convergences more closely tied to the worlds from which they came.

### Gaining Convergence

In addition to the methods introduced in volume 1, convergence can be gained as an alternative benefit to some magical locations (see Chapter 6). Convergence gained in this way can be an ongoing or temporary benefit, either through activating the magical location or destroying it.

### Convergence Traits

The following trait is usually only available to creatures who activate it through the proper magical location.

#### Warg Convergence

Creatures with a warg convergence can exhibit minor, moderate, or major traits, as shown in Table: Warg Convergence. Warg traits include restless sleep, eyes lacking pupils, and a peculiar familiarity with creatures of animal intelligence.

**Sense Motive:** You gain Sense Motive as a class skill.

**Alertness (Ex):** You gain Alertness as a bonus feat.

**Ability Score Bonus (Su):** You gain a +1 enhancement bonus to Intelligence. At convergence level 9, you also gain a +2 enhancement bonus to Wisdom. At convergence level 15, you also gain a +2 enhancement bonus to Charisma.

**Warg Affinity (Ex):** You gain a +2 enhancement bonus on Climb, Fly, Handle Animal, and Sense Motive checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

**Marionette Possession (Su):** You can cast *marionette possession* 1/day. Your character level is your caster level, and your spellcasting ability is Wisdom. You can only target willing creatures with an Intelligence score of 1 or 2. You can use this ability 2/day at 10th level, and 3/day at 20th level.

In addition, at 20th level, you can force this ability on any unwilling creature, which functions as *magic jar* except you require no gem or crystal focus to do so. Creatures with a 3 or higher Intelligence must make an additional Will save or suffer the effects of a *feblemind* spell.



### Celestial Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Sense Motive	—
2	Alertness	750 gp
3	Intelligence +1	1,250 gp
4	Warg affinity +2	2,000 gp
5	<i>Marionette possession</i> 1/day	2,850 gp
6	Forewarned +1	4,000 gp
7	<i>Deathwatch</i> 1/day	5,875 gp
8	<i>Augury</i> 1/day	8,250 gp
9	Wisdom +2	11,500 gp
10	<i>Marionette possession</i> 2/day	15,500 gp
11	Warg affinity +4	20,500 gp
12	Forewarned +2	27,000 gp
13	+2 on saving throws	35,000 gp
14	<i>Divination</i> 1/day	46,250 gp
15	Charisma +2	60,000 gp
16	Future Sight 1/day	78,750 gp
17	Warg affinity +6	102,500 gp
18	Forewarned +4	132,500 gp
19	<i>Moment of prescience</i> 1/day	171,250 gp
20	<i>Magic jar</i> 3/day	220,000 gp

**Prophecy Domain:** You gain the prophecy cleric domain, learning abilities from that domain as noted here.

**Forewarned (Su):** You gain a +1 bonus to Perception checks and a +1 dodge bonus to AC. These bonuses increase to +2 at 12th level and +4 at 18th level.

**Domain Spells (Sp):** You gain *deathwatch* that you can cast 1/day as a spell-like ability. You gain additional domain spells at 8th, 14th, and 19th level.

**Future Sight (Su):** Once per day you can declare that an action you have just taken did not happen. You may then take a different action. You can do this after the results of your action are known. The mixing of future and present is disorienting. You are shaken for 1d4 rounds after you use this ability. This does not stack with other fear effects, but nothing can remove this condition.





## Spell Lists

What follows is a collection of spell lists for the new classes and archetypes introduced in chapters 2 and 3. If a spell exists as an individual option from another supplement, we have summarized it here for easy reference.

### Astrologer Spell List

Astrologers have spent years fitting together stories to explain why constellations come and go in the night sky as they do. Those stories contain bits of magic that help an astrologer access the spells gained by her current constellation.

The astrologer spell list is organized by constellation first, then spell level. This allows astrologers to quickly find a list of spells and those around them. Magician and steward are listed twice (beginning and end) to ease reference.

#### Steward Spells

True immortality lies not in living forever, but in becoming a legend to those who yet live. With a final abjuration protecting her, the cleric dies a steward in search of students...

- 1st:** *adjuring step, bless, invigorate, remove fear, sanctuary, shield*
- 2nd:** *aid, calm emotions, protection from arrows, resist energy, shield other, undetectable alignment*
- 3rd:** *dispel magic, glyph of warding, good hope, mantle of calm, mass invigorate, nondetection*
- 4th:** *anti-incorporeal shell, death ward, enchantment foil, freedom of movement, healing warmth, remove curse*

#### Magician Spells

The passing of a powerful steward of magic draws the attention of the wizard, who believes he can do better. Leaving the life of a magician, he journeys to learn the arcane...

- 1st:** *auditory hallucination, color spray, open and shut, silent image, vanish, ventriloquism*
- 2nd:** *disguise other, hypnotic pattern, invisibility, mirror image, misdirection, shifted steps*
- 3rd:** *adjustable disguise, audiovisual hallucination, displacement, hide campsite, major image, suggestion*
- 4th:** *complex hallucination, greater invisibility, hallucinatory terrain, instant fake, rainbow pattern, shadow conjuration*
- 5th:** *baleful polymorph, mirage arcana, persistent image, scripted hallucination, shadow evocation, seeming*
- 6th:** *analyze dweomer, animate objects, brilliant inspiration, deadly finale, permanent image, veil*

#### Destroyer Spells

At the height of his power, the wizard can even control the elements. With a flick of his wrist, he lights the air itself on fire and watches it burn. In the flames, he sees the truth...

- 1st:** *break, burning hands, corrosive touch, decompose corpse, produce flame, touch of combustion*
- 2nd:** *acid arrow, consecrate, desecrate, scorching ray, shatter, spontaneous immolation*
- 3rd:** *daylight, elemental aura, fireball, rage, searing light, wrathful mantle*
- 4th:** *agonize, detonate, dragon's breath, flame strike, unbearable brightness, unholy blight*
- 5th:** *acidic spray, blight, cleanse, shout, sonic thrust, unhallow*
- 6th:** *antimagic field, decapitate, disintegrate, explode head, mage's decree, sirocco*
- 7th:** *blasphemy, destruction, dictum, fire storm, scouring winds, sunbeam*

\* new spell introduced in this chapter.

**8th:** *curse of night, death clutch, earthquake, fallout\*, greater shout, sunburst*

**9th:** *energy drain, implosion, mage's disjunction, massacre, meteor swarm, winds of vengeance*

#### Seer Spells

The flames tell a story, never-ending. Four souls trapped in a cycle of power. Unable to grasp the story's meaning, the wizard dies in search of a druid to guard his people...

- 1st:** *anticipate peril, detect secret doors, detect snares and pits, heightened awareness, identify, true strike*
- 2nd:** *detect thoughts, elemental speech, find traps, greater detect magic, locate object, status*
- 3rd:** *arcane sight, clairaudience/clairvoyance, guiding star, locate weakness, pierce disguise, voluminous vocabulary*
- 4th:** *arcane eye, blessing of fervor, detect scrying, divination, hypercognition, scrying*

#### Guardian Spells

Trusting a seer's vision, the druid sets to protecting his home, but an attack on a lonely spring night under the moon and stars turns the man into the beast he fears most...

- 1st:** *alarm, command, endure elements, forbid action, line in the sand, remove fear*
- 2nd:** *bear's endurance, bull's strength, forest friend, gallant inspiration, resist energy, shield other*
- 3rd:** *deadly juggernaut, dispel magic, glyph of warding, heroism, magic vestment, protection from energy*
- 4th:** *dimensional anchor, fire shield, lesser globe of invulnerability, persistent vigor, stonewall, ward of the season*
- 5th:** *banish seeming, dismissal, greater command, greater forbid action, glimpse of truth, spell resistance*
- 6th:** *forbiddance, globe of invulnerability, greater glyph of warding, mass bear's endurance, mass bull's strength, repulsion*

#### Lycanthrope Spells

The druid's form is twisted. Made powerful by the bite of a strange wolf. He roams the wood, forever changing, never the same. When his senses return, he laments and reforms...

- 1st:** *ant haul, aspect of the falcon, bristle, keen senses, longstrider, magic fang*
- 2nd:** *aspect of the bear, badger's ferocity, barkskin, bull's strength, darkvision, savage maw*
- 3rd:** *anthropomorphic animal, beast shape I, greater longstrider, greater magic fang, keen edge, paragon surge*
- 4th:** *aspect of the stag, beast shape II, eyes of the void, fear, persistent vigor, strong jaw*
- 5th:** *aspect of the wolf, atonement, beast shape III, feast on fear, polymorph, righteous might*
- 6th:** *age resistance, beast shape IV, cruel jaunt, decapitate, mass bull's strength, transformation*
- 7th:** *bestow grace of the champion, greater age resistance, greater polymorph, lunar veil, primal regression*
- 8th:** *animal shapes, frightful aspect*
- 9th:** *shapechange*

#### Caretaker Spells

The druid seeks atonement. He watches over those around him, bringing them good harvest, friendship, and comfort. In his sleep he passes and his corpse fattens the sisters of fate...

- 1st:** *goodberry, mage armor, remove sickness, stone shield, summon nature's ally I, 1 remaining*

**2nd:** blessing of courage and life, delay disease, delay poison, lesser restoration, summon nature's ally ii, **1 remaining**  
**3rd:** create food and water, neutralize poison, plant growth, remove disease, summon nature's ally iii, symbol of healing  
**4th:** bountiful banquet, grove of respite, restoration, sturdy shelter, summon nature's ally iv, **1 remaining**

### Graeeae Spells

Three starving witches argue over a feast and a shared portent. Tired of her sister's bickering, one kills two as they sleep off their meal and steals the divinations for herself...

**1st:** anticipate peril, discern next of kin, identify, know the enemy, see alignment, whispering lore  
**2nd:** augury, beastspeak, blood transcription, commune with birds, detect thoughts, share memory  
**3rd:** aura sight, blood biography, detect desires, guiding star, locate weakness, tongues  
**4th:** discern lies, divination, locate creature, scrying, share senses  
**5th:** commune with nature, glimpse of truth, thoughtsense, truespeak  
**6th:** analyze dweomer, find the path, legend lore, stone tell, true seeing

### Enchantress Spells

Lonely now, the witch seeks new friends. Her magic makes them love her as her sisters never did, and she goes on to drive nations to war in her name...

**1st:** bungle, charm animal, charm person, hypnotism, ill omen, sow thought  
**2nd:** daze monster, enthrall, hidden presence, hideous laughter, qualm, touch of idiocy  
**3rd:** deflect blame, dominate animal, hold person, reckless infatuation, suggestion, unadulterated loathing  
**4th:** aura of the unremarkable, charm monster, confusion, crushing despair, malicious spite, overwhelming grief  
**5th:** dominate person, hold monster, mass charm person, mind fog, pessimism, smug narcissism  
**6th:** envious urge, mass suggestion, utter contempt, vengeful outrage  
**7th:** mass hold person, pox of rumors, waves of ecstasy  
**8th:** antipathy, euphoirc tranquility, irresistible dance, life of crime, mass charm monster, sympathy  
**9th:** dominate monster, mass hold monster, overwhelming presence

### Imp Spells

When her magic falters, the witch is christened imp for the evil she has wrought. With the last of her power, she hides from persecution and dies alone...

**1st:** blend, magic missile, mask dweomer, shadow weapon, vanish  
**2nd:** dark whispers, haunting mists, mad hallucination, paranoia, phantom trap, twilight haze  
**3rd:** agonizing rebuke, fearsome duplicate, isolate, loathsome veil, phantasmal affliction, vision of hell  
**4th:** horrific doubles, illusion of treachery, phantasmal asphyxiation, shocking image, wandering star motes

### Healer Spells

A cleric finds her homeland in ruins thanks to the imp and begins healing it. Her magic is strong, but she lacks confidence and searches in vain for another way to stop death...

**1st:** cure light wounds, remove sickness, **4 remaining**  
**2nd:** cure moderate wounds, lesser restoration, path of glory, remove paralysis, **2 remaining**

**3rd:** ablative barrier, cure serious wounds, remove blindness/deafness, sacred bond, **2 remaining**  
**4th:** cure critical wounds, greater path of glory, lesser planar ally, restoration, **2 remaining**  
**5th:** breath of life, mass cure light wounds, pillar of life, **3 remaining**  
**6th:** getaway, heal, mass cure moderate wounds, planar ally, **2 remaining**

### Lich Spells

Her quest leads the cleric to the necromantic arts. So strong does she become that life itself bends to her will. As a lich, nothing dares challenge her, but this was not her goal...

**1st:** cause fear, chill touch, deathwatch, grasping corpse, repair undead, restore corpse  
**2nd:** adhesive blood, blood armor, command undead, death knell, false life, life pact  
**3rd:** diminish plants, gentle repose, lesser animate dead, undead anatomy I, speak with dead, vampiric touch  
**4th:** animate dead, death ward, greater false life, fear, rigor mortis, rusting grasp  
**5th:** blight, feast on fear, mass repair undead, raise dead, undead anatomy II, waves of fatigue  
**6th:** circle of death, create undead, harm, undead anatomy III, undeath to death  
**7th:** control undead, finger of death, resurrection, shadow body, waves of exhaustion  
**8th:** create greater undead, death clutch, horrid wilting, undead anatomy IV  
**9th:** cursed earth, soul bind, true resurrection

### Steward Spells

True immortality lies not in living forever, but in becoming a legend to those who yet live. With a final abjuration protecting her, the cleric dies a steward in search of students...

**1st:** adjuring step, remove fear, sanctuary, shield  
**2nd:** protection from arrows, resist energy, shield other, undetectable alignment  
**3rd:** dispel magic, glyph of warding, nondetection  
**4th:** anti-incorporeal shell, enchantment foil, freedom of movement, healing warmth, remove curse

### Magician Spells

The passing of a powerful steward of magic draws the attention of the wizard, who believes he can do better. Leaving the life of a magician, he journeys to learn the arcane...

**1st:** auditory hallucination, color spray, open and shut, silent image, vanish, ventriloquism  
**2nd:** disguise other, hypnotic pattern, invisibility, mirror image, misdirection, shifted steps  
**3rd:** adjustable disguise, audiovisual hallucination, displacement, hide campsite, major image, suggestion  
**4th:** complex hallucination, greater invisibility, hallucinatory terrain, instant fake, rainbow pattern, shadow conjuration  
**5th:** baleful polymorph, mirage arcana, persistent image, scripted hallucination, shadow evocation, seeming  
**6th:** analyze dweomer, animate objects, brilliant inspiration, deadly finale, permanent image, veil

## Spells

### Artificer's Curse

**School** transmutation; **Casting Time** 1 standard action  
**Components** V, S, M (a blank scroll or page from a spellbook)  
**Range** close (25 ft. + 5 ft./2 levels); **Target** one magic item  
**Duration** 1 minute/level (D)

**Saving Throw** Will negates (object); **Spell Resistance** yes  
You temporarily suppress the most powerful qualities of a magical item. This item can be any object you suspect bears a magical enchantment, but if the targeted item is not magical, your spell has no effect. The spell reduces the object's caster level by an amount equal to your caster level, to a minimum of 0. If the item grants a competence, deflection, enhancement, insight, luck, morale, natural armor, profane, resistance, or sacred bonus, the bonus is reduced by 1 for every 4 caster levels the item loses. If the item's caster level is reduced to 0, all its magic qualities are suppressed (as if dispelled) for the duration of the spell. This spell has no effect on artifacts.

### Baptism of Fire

**School** conjuration (healing) [fire]; **Level** alchemist 4, bard 4, cleric 4, inquisitor 4, paladin 4, psychic 4, shaman 4, spiritualist 4, sorcerer/wizard 4, witch 4  
**Casting Time** 1 round  
**Components** V, S, M (a flask of alchemist's fire)  
**Range** touch  
**Target** creature touched  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

This spell functions like *remove curse*, *remove disease*, and *neutralize poison* except you automatically succeed at caster level checks to cure the affected target. For each affliction removed in this way, the target suffers 2 points of burn (2 nonlethal damage per hit die that cannot be removed except with rest). Creatures immune to fire damage or nonlethal damage are immune to the effects of this spell.

### Detect Stellar Alignment

**School** divination; **Level** alchemist 1, bard 0, cleric 0, druid 0, inquisitor 1, occultist 0, ranger 1, shaman 0, skald 1, spiritualist 0, sorcerer/wizard 0, summoner 1, witch 0  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** long (400 ft. + 40 ft./level)  
**Area** 40-ft.-radius spread  
**Duration** instantaneous  
**Saving Throw** Reflex partial, Fortitude negates, see text; **Spell Resistance** yes

You can sense the presence of astromancy. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of astromancy and the related major constellation.

2nd Round: Number of astromancer or astromancy effects (creatures, objects, or spells) in the area, the power of the most potent effect present, and the related minor constellations.

3rd Round: The power and location of each astromancer or astromancy effect. If one is outside your line of sight, then you discern its direction but not its exact location.

### Fallout

**School** evocation [light, fire, poison]; **Level** alchemist 6, cleric 9, sorcerer/wizard 8  
**Casting Time** 1 standard action  
**Components** V, S, M (a piece of skymetal worth at least 10,000 gp)  
**Range** long (400 ft. + 40 ft./level)  
**Area** 40-ft.-radius spread  
**Duration** instantaneous  
**Saving Throw** Reflex partial, Fortitude negates, see text; **Spell Resistance** yes

An alchemist can only learn this extract as a grand discovery.

Fallout is a very powerful and spectacular spell. When you cast it, one 2-foot-diameter sphere springs from your outstretched hand, destroying the held skymetal, and streaks in a straight line to the spot you select. The sphere leaves a fiery trail of sparks that burn for 1 round per level, dealing 3d6 points of fire damage to creatures that enter or start their turn in the square.

If you aim the sphere at a specific creature, you may make a ranged touch attack to strike the target with the sphere. Any creature struck by the sphere takes 2d6 points of bludgeoning damage (no save) and takes a -4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space.

Once the sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature and object in the area, leaving behind sparks as described above. Creatures that fail their saving throw are also blinded.

Creatures in the area must also attempt a Fortitude save or be affected by a lingering dose of contact poison which deals 1d6 Con damage initially and 1d6 Con damage each day until cured with 4 consecutive successful Fortitude saves. Any effect that would remove the poison only counts as 1 successful save, and no more than 1 of these can be applied each day. Even if a creature is completely cured of the poison, small amounts of it remain within its system, and there is a 30% chance per day that the creature becomes reinfected, and must succeed at a new saving throw or suffer the effects of the poison again. This chance decreases by 5% per day, until it reaches 0%.

Objects in the area are coated in the contact poison above, which lasts for 1 day per caster level before falling inert.

### Final Fantasy

**School** evocation; **Level** summoner 6, sorcerer/wizard 7, unchained summoner 6  
**Casting Time** immediate action  
**Components** S  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

This spell triggers when you are reduced to 0 or fewer hit points. You immediately cast a *summon fantasy* spell with a spell-level no higher than one-half your caster level. You can control the illusion for its duration, even if you are unconscious or dead, but not destroyed (such as with *disintegrate*). You must have prepared the spell in advance or possess a spell slot of the appropriate level to cast it.

### Memory of Function

**School** transmutation; **Casting Time** 1 standard action  
**Components** V, S, powdered skymetal worth 10,000 gp  
**Range** touch; **Target** object or construct touched  
**Duration** instantaneous

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

You restore a broken object or damaged construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object uses charges, the object becomes fully charged. Consumables such as ammunition are not restored.

When this spell is cast upon a damaged construct, all hit point damage dealt to that construct is healed. When this spell is cast upon a destroyed but intact construct, it is restored to full functionality and full hit points. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the caster.

If you attempt to cast this spell on an object or a construct that has been destroyed for more than 10 years per caster level you possess, the spell fails.

### Mind Thrust I

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

**Target** one creature

**Duration** instantaneous

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

This attack deals 1d6 points of damage per 2 caster levels (maximum 5d6). The target receives a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

**Mind Thrust II:** The damage dice become d8s.

**Mind Thrust III:** Damage per caster level (maximum 10d6).

**Mind Thrust IV:** (maximum 15d6) and the target is fatigued for 1 round if it fails the saving throw.

**Mind Thrust V:** The target is exhausted for 1 round if it fails the saving throw, or fatigued for 1 round if it succeeds.

### Rags to Riches

**School** transmutation; **Casting Time** 1 standard action  
**Components** V, S, M (a bit of burlap wrapped over a copper coin)  
**Range** touch  
**Target** 1 weapon, suit or armor, shield, tool, or skill kit touched/5 levels  
**Duration** 10 minutes/level

**Saving Throw** Fort negates (object); **Spell Resistance** no

The target object is enhanced to function as a masterwork item.

In addition to any bonuses for the masterwork quality, the object gains other bonuses. Skill kits and other equipment add an additional +1 insight bonus for every 4 caster levels you possess to skill checks made with them that already receive a bonus from the skill kit. Armor and weapons gain temporary hit points equal to your caster level. If the object already has an enhancement bonus, this bonus increases by 1. If the object of the spell has hardness, that hardness increases by 5.

### Summon Fantasy I

**School** illusion (phantasm) [mind-affecting]; **Level** summoner 2, sorcerer/wizard 3, unchained summoner 3

**Casting Time** 1 full-round action

**Components** V, S, M (powdered ruby worth 250 gp)

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

**Target** one creature

**Duration** 1 round/level (D)

**Saving Throw** Will negates; **Spell Resistance** no

A summoner treats this spell as a *summon monster* spell of the spell level listed above and gains it as part of his summon monster class feature.

You create the illusion of a carbuncle, which appears anywhere within range. While the illusion persists, you and your allies who can see the carbuncle gain a +2 insight bonus to Armor Class. Enemies who can see the carbuncle must attempt a Will saving throw to disbelieve it or take a -2 penalty to Will saves for the duration. The bonus and penalty both increase by 1 for every 5 caster levels you possess. Creatures that attack the carbuncle gain another Will save to disbelieve it.

Before the spell ends, you can use the carbuncle's fatal faker supernatural ability once as a standard action.

### Summon Fantasy II

**School** illusion (phantasm) [mind-affecting]; **Level** summoner 3, sorcerer/wizard 4, unchained summoner 4

**Components** V, S, M (powdered ruby worth 500 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a large earth elemental anywhere within range. While the illusion persists, enemies who can see the elemental must attempt a Will saving throw to disbelieve it or treat you and your allies as if you have Damage Reduction 5/–.

When you create the illusion, and as a standard action on each subsequent round, you can direct the elemental to move and attack creatures that believe it is real. Creatures that attack, or that are attacked by, the elemental gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

### Summon Fantasy III

**School** illusion (phantasm) [fire, mind-affecting]; **Level** summoner 4, sorcerer/wizard 5, unchained summoner 5

**Components** V, S, M (powdered ruby worth 750 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a large fire elemental anywhere within range. While the illusion persists, enemies who can see the elemental must attempt a Will saving throw at the end of each of your turns to disbelieve it or take 1d6 fire damage per 2 levels (max 10d6).

When you create the illusion, and as a standard action on each subsequent round, you can direct the elemental to move and attack creatures that believe it is real. Creatures that attack, or that are attacked by, the elemental gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

### Summon Fantasy IV

**School** illusion (phantasm) [mind-affecting]; **Level** summoner 5, sorcerer/wizard 6, unchained summoner 6

**Components** V, S, M (powdered ruby worth 1,000 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a shadow demon anywhere within range. While the illusion persists, enemies who can see the demon must attempt a Will saving throw at the end of each of your turns to disbelieve it or be slowed for 1 round.

When you create the illusion, and as a standard action on each subsequent round, you can direct the demon to move and attack creatures that believe it is real. Creatures that attack, or

that are attacked by, the demon gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

### Summon Fantasy V

**School** illusion (phantasm) [mind-affecting]; **Level** summoner 6, sorcerer/wizard 7, unchained summoner 7

**Components** V, S, M (powdered ruby worth 1,500 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a greater water elemental anywhere within range. While the illusion persists, enemies who can see the elemental must attempt a Will saving throw at the end of each of your turns to disbelieve it or act as though trapped under water. A creature trapped in this way cannot breathe (unless it can breathe water) and begins to drown unless it holds its breath. The creature can continue to swim, attack, and even cast spells if it could do so under water normally.

When you create the illusion, and as a standard action on each subsequent round, you can direct the elemental to move and attack creatures that believe it is real (it can use vortex). Creatures that attack, or that are attacked, while trapped by the illusion gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

### Summon Fantasy VI

**School** illusion (phantasm) [mind-affecting]; **Level** summoner 7, sorcerer/wizard 8, unchained summoner 8

**Components** V, S, M (powdered ruby worth 2,000 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of an old black dragon anywhere within range. While the illusion persists, enemies who can see the dragon must attempt a Will saving throw at the end of each of your turns to disbelieve it or suffer from the dragon's frightful presence.

When you create the illusion, and as a standard action on each subsequent round, you can direct the dragon to move and attack creatures that believe it is real. You can also spend your spell slots to cast the dragon's spells. Creatures that attack, or that are attacked by, the dragon gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

### Summon Fantasy VII

**School** illusion (phantasm) [mind-affecting]; **Level** summoner 8, sorcerer/wizard 9, unchained summoner 9

**Components** V, S, M (powdered ruby worth 3,000 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a trumpet archon anywhere within range. While the illusion persists, enemies who can see the archon must attempt a Will saving throw at the end of each of your turns to disbelieve it or treat you and your allies as if you have Spell Resistance 12 + your caster level.



When you create the illusion, and as a standard action on each subsequent round, you can direct the archon as if it were taking its turn. It can move, cast spells (using your spell slots to do so), and/or attack creatures that believe it is real (you and your allies are immune to the archon's trumpet effect). Creatures that attack, or that are attacked by, the archon gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

### Topple

**School** transmutation; **Level** sorcerer/wizard 0

**Casting Time** 1 full-round action; see text

**Components** S

**Range** 10 ft.

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

This spell can also be cast as a standard action with a range of touch and a target of creature touched.

A strong current of air wraps around the target's feet, pulling them to the ground. You can use this spell to attempt a trip combat maneuver, except that you don't provoke attacks of opportunity for the attempt (casting the spell still draws attacks of opportunity as normal). You can use your caster level in place of your Combat Maneuver Bonus, and you can add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier.



# 6 Items and Equipment

From the shattered worlds, mystical and mundane armaments previously unseen in the material plane have begun to surface. Heroes, both new and veteran, can now find their share of these tools during their adventures.

## Equipment

Equipment is as unique as the races who create it. Humans, alone, have created countless variations of the same concept for a sword over their history, and other races are no different.

## New Weapons and Modifications

### Buster Blade (75 gp)

This ornate greatsword has a smaller blade built into its hilt that can be drawn and dual-wielded at a moment's notice.

**Weapon Groups:** Heavy blade, light blade (see text)

**Type:** Exotic, two-handed slashing or double, one-handed slashing (see text)

**Damage/Crit:** 2d6 / 19-20x2

**Range:** -- **Weight:** 7 lbs.

**Special:** As part of a move action, you can separate a buster blade into both a bastard sword and a short sword. Any enchantments placed on the buster blade apply to the bastard sword section only, but the short sword section can be enchanted separately. A creature with Exotic Weapon Proficiency (buster blade) can wield it properly in either form and is treated as having Two-Weapon Fighting when wielding the buster blade in sections.

### Groonsword (65 gp)

This heavy, oversized greatsword is difficult to wield, but powerful in its strikes.

**Weapon Groups:** Heavy blade

**Type:** Exotic, two-handed slashing.

**Damage/Crit:** 3d6 / 19-20x2

**Range:** -- **Weight:** 25 lbs.

**Special:** If your Strength is less than 19 (or 17 for a Small or smaller groonsword), you take a -2 penalty on attacks with it, as you're unable to maneuver its daunting size and weight.

## Nonmagical Equipment

### Blood of Elves (20 gp)

**Weight:** -

This golden substance was a long-sought prize of alchemists in the Collective, particularly because a single vial provides a direct boost to their talents.

**Alchemical Power Component**

**Doses** 1 (25 gp); **Spells** alchemist extracts and infusions

Alchemist extracts and infusions are cast at +1 caster level for the purpose of all effects.

### Fairy Bottle (900 gp)

Despite its name, a fairy bottle does not contain an actual fairy. Pixies from the world of Zaelin taught adventurers how to craft these nonmagical healing powders that, when breathed in, restore up to 3d8+5 hit points. While much cheaper on Zaelin, the bottles are considerably harder to make outside of that world, but are still particularly useful when using magic could be dangerous.

### Magic Bottle (1,000 gp)

This nonmagical powder from the world of Zaelin can be breathed in to restore up to 4 spell levels' worth of expended spell slots. If the user prepares spells, those slots contain the identical spells already expended.

### Magic Fairy Bottle (4,050 gp)

This nonmagical powder from the world of Zaelin can be shattered as a standard action, creating a cloud of dust in a 10-ft. square. Creatures in the area when the vial is shattered regain 3d8+13 hit points and up to 4 spell levels' worth of expended spell slots. If any of those creatures prepare spells, those slots contain the identical spells already expended.

## Magic Items

On some worlds, magic items are a shop away at a convenient city or wizard's cabal. On others, they are the stuff of legend, forged in mysterious ways from impossible materials for only the most powerful of beings. Whatever their rarity, magic items remain a staple of fantasy in some form or another.

## New Magic Items

### At-Ari's Gauntlets

**Aura:** moderate conjuration; **CL** 12th

**Slot** hands; **Price:** 25,000 gp. (lesser), 50,000 gp. (greater)

Once per day, the wearer of these gauntlets can speak the command word to create an *arcane mark* at their current location. Speaking the command word again within 24 hours returns the wearer and up to 4 other creatures back to the intact mark if they are within 880 feet, as per the *dimension door* spell (lesser), or anywhere on the same plane, as per the *greater teleport* spell (greater).

**Construction Requirements:** Craft Wondrous Item, *arcane mark*, *dimension door* or *teleport*; **Cost** 12,500 gp. (lesser), 25,000 gp. (greater)

### Mask of the [Race]

**Aura:** weak transmutation; **CL** 3rd

**Slot** head; **Price:** 6,000 gp.

Each of these specially crafted masks resembles a specific race. When donned, a mask deals 1d4 damage to its wearer as it transforms the wearer into a member of the race it depicts. This removes the wearer's normal racial traits (except Ability bonuses, skill bonuses and proficiencies) and grants the racial traits of the depicted race (Ability bonuses are gained as enhancement). Skill bonuses and proficiencies of the mask's depicted race are lost when the mask is removed.

The wearer gains a +10 bonus to disguise checks to act as the mask's depicted race.

**Construction Requirements:** Craft Wondrous Item, *alter self*; **Cost** 3,000 gp.

### Warhammer of the Eternal Crusade

**Aura:** strong conjuration; **CL** 11th

**Slot** weapon; **Price:** 40,000 gp.

A warhammer of the eternal crusade usually appears to be nothing more than a +1 warhammer of throwing and returning. After being wielded by the same creature for at least 24 hours, however, that creature gains the spell-like ability to cast *summon monster* with a spell level equal to half its total hit dice (maximum 6th) and caster level is equal to its total hit dice (maximum 11th). This can be done up to 3 times each day.

**Construction Requirements:** Craft Magic Arms and Armor, *summon monster VI*; **Cost** 20,000 gp.





### **Magical Locations**

As creatures across the material plane work to close the rifts created by the war between the forces of order and the minions of the Chaos, whole areas of land, air, and sea are being permeated by wild, sometimes dangerous magic. Some of these magical locations may have already existed, hidden from mortals until now, while others blink randomly in and out of existence on a seemingly random cycle.

There are those who believe these areas can be manipulated if one can find the key to doing so. At present, though, only a select few have discovered how to access the true potential of a magical location near them.

#### **Discovering and Using Magical Locations**

While adventuring, most magical locations can be found in lieu of other treasure. Because of their temporary nature, they exist somewhere between consumables and permanent magic items. Each location details its lore, prerequisites, activation, benefit, duration, aura (if any), recharge (if any), and value in gp (used to determine when the location is an appropriate find for a party of adventurers).

Upon hearing of a magical location's existence (perhaps through an ancient tome or some folklore) heroes may seek it out, using the lore provided. With a high enough lore, they may also be able to determine how to use the location without additional research or effort.

#### **Destruction**

A magical location can be destroyed on use, after a number of uses indicated in its description, or with a powerful enough spell or ritual. Regular access to a magical location may either degrade its power over time or make it impossible for the same creature to benefit from it anymore. A particularly delicate location may be destroyed simply by marring its effigy.

## General Magical Locations

General magical locations are the most common type discovered by adventurers. Often times, one of these locations will act as lairs for a single, seemingly dangerous enemy whose power is drawn directly from it. Creatures in the area will make note of this and give the area a wide berth since the creature won't stray far or leave for too long before going back to recharge.

### Black Obelisk

**Description:** A large, pentagonal tower of obsidian stretches at least 100 ft. into the sky and looms over the area, casting its shadow where the sun tries to shine.

**Lore:** History, local, or religion. The obelisk allows for the keeping of time, but a feeling of uneasiness pervades wherever its shadow falls.

- (DC 10): Locals who discover an obelisk's power may build a structure (usually a pyramid) around it to keep the evil within. With its shadow contained, there's nothing to fear outside, but the power inside coalesces and gains strength over time.
- (DC 20): Mummies and other undead can be found in the vicinity of a black obelisk. Non-good creatures are drawn to it by whispers and promises of power. Good creatures, and neutral creatures that resist are shaken (Will DC 20) in its shadow. A non-evil creature that strikes the obelisk or touches it directly becomes paralyzed instead. The DC increases by +5 inside a surrounding structure for every 10 years of the obelisk's existence.
- (DC 25): A creature that meets this DC knows how to activate and recharge an obelisk.

**Prerequisites:** Character level 11th, non-good alignment.

**Activation:** Speak the phrase, "Ancient evils of the black obelisk, I am yours to command." Only 1 creature per day can gain the benefits of a black obelisk.

**Recharge:** A creature that performs at least one task for the obelisk (given to it by the whispers) may use it again after 1 week.

**Benefit:** The creature gains a permanent *transformation* effect, as the spell, which lasts for 1 week or until the creature is reduced to half or fewer of its total hit points. The creature's aura appears evil (if neutral) for the duration. Using the obelisk is not an evil act, but the tasks required to recharge it might be.

**Aura:** Moderate transmutation, evil.

**Destruction:** Casting a 6th-level or higher good spell targeting the obelisk suppresses its power for 1 week. If suppressed for at least 1 month, the obelisk cracks and crumbles into 5 lbs. of fine powder worth half its value (or its full value if used to create an undead convergence).

**Value:** 27,000 gp (10th).

### Dragon's Rest

**Description:** This otherwise empty cave contains the skeletons of 1d6 dragons of various ages and types. While not positioned specifically for that purpose, the skulls feel like they are staring at anything that moves within.

**Lore:** Arcana, history, nobility. When a dragon is ready to die (whether because of age or a mortal wound), it will try to reach a dragon's rest, where it can trade its knowledge and wisdom for a chance at immortality.

(DC 15): Dragons who believe in using dragon's rests consider the passing of knowledge a form of immortality. If creatures know their story, they can become legend.

(DC 20): Cultists, poachers, and scholars actively seek the locations of dragon's rests and will pay good money for information related to them.

(DC 25): Some dragons have a stronger influence on the creatures that learn from them when offered a tribute. While not true possession, this can change a creature's outlook and perception of the world.

**Prerequisite:** A creature's alignment must be within 1 step of the dragon whose benefit it receives.

**Activation:** Cast *speak with dead* on the skull of one of the dragons. An 11th-level or higher creature who brings a tribute worth at least 3,600 gp gains additional benefits.

**Recharge:** A single skeleton can provide its aid once per age category it possessed in life.

**Benefit:** The spell acts as a *commune* spell instead. Tributing at least 3,600 gp to a Medium or larger dragon allows an 11th-level character to cast *form of the dragon I* once within the next month to become a dragon of the same type. At 13th level, tributing 4,900 gp to a Large dragon grants *form of the dragon II* instead. At 15th level, tributing 6,400 gp to a Huge dragon grants *form of the dragon III*.

**Aura:** Moderate divination, major transmutation.

**Destruction:** Destroying the skull of a dragon suppresses the power of the dragon's rest for 1 month and yields 1d2 shards of bone that can be used as a scroll of *form of the dragon I* to become a dragon of the same type. This cannot happen while the power is suppressed.

**Value:** 23,000 gp (9th).

### Dreamwalker's Glade

**Description:** A clearing in a forest, or a small copse of trees in an otherwise clear area marks the location of the glade. A single stump lies in its center, surrounded by animals and fey that quickly disperse when made aware of another creature's approach.

**Lore:** Arcana, nature, or planes. The glade is a communication tool that allows a single creature to send a message through another creature's dream.

- (DC 10): Sleeping beside the stump for at least 8 uninterrupted hours allows a creature to cast *dream*. The creature's caster level is equal to its character level.
- (DC 20): The bark of a stump found in a dreamwalker's glade can be used to brew potions that aid in the detection of ethereal and invisible creatures.
- (DC 25): Mythic creatures who sleep next to the stump can cast *mythic dream* instead.

**Activation:** 8 hours of uninterrupted sleep beside the stump.

**Recharge:** A creature that remains within the glade can gain its benefit once per day. If ever it leaves the area after gaining its benefit at least once, it can never use that glade again.

**Benefit:** The creature can cast *dream* once. Alternatively, the creature can safely harvest 1 piece of bark without destroying the stump (each stump can be harvested for up to 2d6 pieces of bark before dying).

**Aura:** Minor divination.

**Destruction:** Harvesting or removing the stump entirely, or clearing the surrounding trees, destroys the glade. Casting *break enchantment* or a similar spell directly upon the stump causes it to break into 1d8 pieces of bark that can be combined with flasks of water to create potions of *see beyond*.

**Value:** 2,000 gp (4th).

## Forge of Creation

Concept by Iokennoron McComber

**Description:** At the tops of unreachable mountains, buried deep within lost catacombs, and hidden within forgotten temples to the creators of Volwryn lie the titanic forges of creation.

**Lore:** Geography, history, or planes. The forges are ancient structures once used to create new races. Even with their proper masters gone, they can still be used to transform a creature given enough time and effort.

- (DC 10): The races that would eventually become dwarves, gnomes, and humans were three of the most prominent creations to come from Volwryn's original forges while they were active. Theoretically, recreations can be constructed by mythic crafters in areas steeped in a race's lore to allow for the reforging of that race as well.
- (DC 20): Every forge of creation is constructed on a ley line or nexus of power tied to a particular race and in an area where colossal beings could move freely.
- (DC 25): The forges draw power from the world itself, which is why the races of Volwryn are often referred to as world souls. By reforging themselves, they take on aspects of the world on which the forge exists and become bound to it.

**Prerequisites:** Craft (any) or Use Magic Device 10 ranks, materials enough for at least 1 magic item, and a creature on which to bond them.

A creature with Mythic Craft Wondrous Item can ignore the skill prerequisites.

**Activation:** Spend 8 hours working the forge's controls with any Craft or Use Magic Device check (DC 30). A creature of the forge's race gains a +5 insight bonus on these checks. A creature with Mythic Craft Wondrous Item can expend up to 1 mythic power for each mythic rank it possesses to automatically succeed at 1 such check. Once work begins, the forge continues operating

until 8 hours has passed or the current in-progress magic item is complete. Checks not made while the forge continues to operate count as failures by 5 or more (see below).

**Recharge:** A creature can only endure the forge for 1 day per 10 character levels or mythic rank (these do not stack). A creature of the forge's race can endure the forge for 1 day per 5 character levels or 2 days per mythic rank.

After the forge is used to complete 80,000 gp worth of magic items, it falls dormant for 1 year unless a creature expends one use of mythic power to restore its function. A creature can only ever expend 1 use of mythic power per mythic rank it possesses in this way.

**Benefit:** Each successful hour of crafting counts as 1 day of progress on a magic item as if the crafter met all caster level, feat, and spell requirements to craft it. Upon the item's completion, it becomes a part of the creature within the forge (the crafter or another creature, willing or unwilling). This changes the creature's type to outsider with the native and augmented subtype for its race. It also means the item cannot be removed from the creature in any way short of a *mage's disjunction*, *miracle*, or *wish* spell, all of which destroy the item in the process. Mythic creatures can expend a use of mythic power to remove the item, turning it into a regular magic item.

On a failure, no progress is made, and on a failure by 5 or more, the forge malfunctions and falls dormant for 1 year.

**Aura:** Overwhelming transmutation.

**Destruction:** A forge that malfunctions 3 times is destroyed, but can be repaired by spending its value in materials and casting *miracle* or *wish* to generate a *mending* effect 3 times in succession. Otherwise, destroying a forge of creation requires magic that would permanently damage the world itself and is typically unavailable even to mythic mortals.

**Value:** 80,000 gp.



## Healing Oasis

**Description:** A remote oasis in a vast and deadly desert. Palm trees and small shrubs encircle a pool of cool, clear water.

**Lore:** Geography, local, or nature. The oasis and its healing powers have been used for the benefit of desert traders, raiders, and tribes alike for centuries.

- (DC 10): The pool's waters are drinkable, and the various fruits (mostly figs and some local berries) provided by the surrounding flora are safe to eat.
- (DC 20): Resting at the oasis allows a creature to heal even from wounds inflicted by life-draining undead.
- (DC 25): It is said that the oasis could even restore a creature to life, albeit at great cost.

**Activation:** Harvest and eat some of the plants, sleep in the oasis, or place a corpse in the pool.

**Recharge:** The plants produce up to 2d4 berries, herbs, or fruits per day, and the pool's waters can heal up to 8 creatures per day before it falls dormant for 24 hours.

**Benefit:** The harvested plants acts as *goodberries* (lasting 9 days before spoiling).

Resting at the oasis for at least 8 hours allows a character to heal as though they had received a full day of long-term care (regaining 4 hit points per level and healing 4 points of ability damage to each ability score). Ability drain may be healed as though it were ability damage for this purpose.

If a corpse is placed in the pool, it is revived within 1 minute, as if by *raise dead*.

**Aura:** Moderate conjuration (healing)

**Destruction:** Returning a creature to life using the pool destroys the oasis permanently. All remaining plants wither and the pool itself dries up.

**Value:** 7,250 gp.

## Mystery House

**Description:** A tall, once opulent home stands in disrepair. Boarded up windows and creaking hinges on every door and gate give the impression that the building could collapse at any moment.

**Lore:** History, local, or nobility. Despite its apparent age, the house is actually a recent addition to the area. Nobody knows where it came from, or exactly when it appeared, but everybody believes its haunted.

- (DC 10): Although the original owners are unknown, many speculate that one killed the other in a fit of rage, cursing the house and the surrounding grounds. On a moonlit night, one can almost see somebody watching out through a window on an upper floor.
- (DC 20): Local youth who know of the house challenge each other to see who can last longest inside. So far, nobody has remained for even an hour, let alone a full night.
- (DC 25): There's a presence around the house, like fleeting memories of a dangerous past. A few brave souls who managed to stick around for a while say the visions grew stronger the longer they were there.

**Prerequisites:** Character level 3rd, must not be immune to fear effects.

**Activation:** Must survive at least 3 haunts with a CR no less than the character's level -3 and get 8 hours of uninterrupted sleep inside the house.

**Recharge:** A creature can return to the house as long as there are still haunts it hasn't personally experienced.

## Retrocognition

**School** divination

**Casting Time** 1 minute

**Components** V, S

**Range** personal **Target** you

**Duration** concentration, up to 1 minute/level

This spell reveals psychic impressions from events that occurred over the course of the last hour throughout the first minute of the duration, followed by impressions from the next hour back the next minute you concentrate, and so on. If a psychologically traumatic or turbulent event happened during that time period, you must succeed at a concentration check (DC = 20, 30, or 40, depending on the severity of the psychic disturbance) or lose concentration on the spell.

At caster level 13th and higher, you can choose to collect impressions from over the course of a longer interval of time than an hour. The amount of detail you receive diminishes, so this eventually makes it harder to distinguish impressions left by anything but the most major events.

Caster Level	Time Period
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13th–15th	1 week per minute
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16th–18th	1 year per minute
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19th+	1 century per minute
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**Benefit:** The creature learns and can cast *detect undead* at will as a spell-like ability using its character level as its caster level. Once per day, it can also cast *hide from undead*. These effects last for one month or until the house is rebuilt (see below).

A 7th-level or higher creature can also cast *retrocognition* once before leaving the house.

An 11th-level or higher creature can also cast *prognostication* once while the benefit lasts. This functions as a *divination* spell, but provides even more cryptic advice out to one year and a day into the future.

A 15th-level or higher creature can also cast *retrocognition* once while the benefit lasts.

A 19th-level or higher creature can also cast *foresight* once per day while the benefit lasts.

**Aura:** Major divination.

**Destruction:** Destroying all of the haunts within a mystery house destroys it permanently. It crumbles and falls apart, potentially crushing creatures within. Weapons and armor within 100 ft. of the house gain the ghost touch magic property for 1 month per CR of the most powerful haunt within the house.

If a mystery house is physically destroyed while any haunts remain, it rebuilds itself in 2 weeks -1 day per CR of the most powerful haunt remaining in the house (minimum 1 day).

**Value:** 1,800 gp (3rd), 11,200 gp (7th), 26,400 gp (11th), 48,000 gp (15th), 68,400 gp (19th).

## Specific Magical Locations

Specific magical locations are usually much harder to find because they are more closely tied into the lore of a region. Most of the time, this makes each such location unique. While not always more powerful than a general magical location, specific locations tend to have more complex activations and a larger number of direct benefits.

## Altar of the Suffering God

By Iokennoron McComber

**Description:** A cavern behind a waterfall hold this barren altar dedicated to an ancient, gaunt deity. The dogma, "Perseverance can overcome any suffering," is carved upon the wall.

**Lore:** History, local, or religion. A former god of bounty and indulgence suffers punishment for interacting too frequently with mortals. The deity was forced into hiding and left to starve for his crimes.

(DC 15): What would be a perfect watering hole lies abandoned by even the bravest of animals in the area. Now it stagnates, despite being fed by the nearby falls, and draws insects.

(DC 25): There is a small cave at the base of the falls that anybody with some sense avoids staying in for too long. A local boy once ran away from his abusive parents and hid in the cave for 2 days before the swarms chased him home.

(DC 30): A priest from a neighboring city once investigated the cave. Legend claims he stayed there for 4 days before succumbing to hunger, but recovered his wits after leaving. Upon his return, the man felt nothing of the power he claimed was there before.

**Prerequisite:** The altar of the suffering god confers its special ability only on a living creature that breathes, eats, and sleeps.

**Activation:** A creature must meditate and fast for 5 days in the cave without the aid of magic or other creatures. During this time, the creature must succeed against at least 2 Constitution checks to avoid nonlethal damage from starvation. After 2 days in the cave, a *summon swarm* spell harrasses the creature 1d4 times per day. Treat this spell as being cast by a spellcaster of the creature's level -3.

**Recharge:** The altar functions for any creature that can survive its trial, so long as the creature does not aid or receive aid from other creatures within the cave.

**Benefit:** A creature that completes the Trial of the Suffering God gains the benefits of a ring of sustenance, a permanent *stoneskin* spell that refreshes at the beginning of each day, and immunity to poison. This lasts for 2 months.

**Aura:** Moderate abjuration

**Desctruction:** 10 lbs. of food left to rot in the cave for at least 5 days suppresses its benefit for 2 months. The rotted food can be harvested and used as the spell component to create up to 1d3 rings of sustenance. No magic, short of a *mage's disjunction*, *miracle*, or *wish*, can destroy the altar.

**Value:** 8,000 gp (6th).

## Carapace of the Greatest Thief

**Description:** What looks like the ornate top half of a medium-sized turtle's shell inexplicably floats just out of reach in a room lined with traps that would make the wisest of rogue's reconsider trying for it. Yet, from the scorch marks on the walls and the skeletons strewn about, it's clearly something worth the risk.

**Lore:** Arcana, dungeoneering, or religion. The shell is a wives' tale told in thieves' dens by liars who claim the god of tricks was looking out for them.

(DC 15): In the story, the god of tricks was once a mortal rogue who drew the ire of a tribe of barbarians by taking the innocence of their princess before her wedding day. To escape them, he used a stolen scroll to change himself into a turtle with jewels embedded in its shell and played at being the chieftain's pet until the old barbarian died in glorious battle the following year.

(DC 20): Even as a turtle, the rogue was capable enough to work his skill against the tribe, lulling them into complacency with what they believed was the blessing of the gods for keeping him around. Eventually, though, he grew bored and turned on them just in time to watch the chieftain battle a clearly superior enemy to the death.

(DC 25): After ascending to godhood, the rogue kept the shell around as a reminder of his mortal flaws, but his fancy in it soon waned as well. He now sends the shell where he feels it will capture the most attention, hoping to find somebody who might keep him entertained for a time.

**Prerequisite:** Int 13, at least 5 ranks in two of the following skills: Acrobatics, Bluff, Disable Device, Stealth, or Use Magic Device.

**Activation:** A creature must overcome no less than 3 traps set around the shell, then touch it and hope it doesn't disappear.

**Recharge:** While it remains in an area, any number of creatures can activate the shell. For each attempting to do so, roll 1d6. On a 1, the shell teleports away, as *plane shift*, before being touched.

**Benefit:** A creature that successfully touches the carapace of the greatest thief gains luck unimaginable, allowing it to reroll up to 5 failed d20 rolls. The creature can use these rerolls repeatedly if it wishes to do so, or it can spread them out. For each day the creature doesn't perform some purposefully daring or otherwise entertaining act, there's a cumulative 5% chance its remaining points disappear the next time it attempts to use them.

**Aura:** Major illusion.

**Desctruction:** If taken from its current location, the shell becomes a +1 adamantine heavy shield that all creatures are proficient with. For a small creature, it counts as a tower shield instead. If the gems are removed, or the shell would be sundered, it crumbles into 5 lbs. of fine powder worth half its value (or its full value if used to create a chanceborn convergence).

**Value:** 15,500 gp (5th).

## The Throne of Stone

*Bone of stone, upon the throne. From his throne, he rules stone and bone. - Inscription.*

**Description:** The throne of stone sits in a destroyed cathedral littered with the corpses of those who have attempted to earn its favor. Though sunlight spills through the glass above, the throne itself remains in perpetual shadow.

**Lore:** History, planes, or religion. The throne was not always at this location. It was moved here some time back by a priest of the goddess of death to honor her. The inscription implies that an individual whose "bone is of stone" may claim the seat. Many believing they were that individual have tried and failed.

(DC 15): Simply approaching the throne with the intent of sitting upon it appears to be enough to activate its considerable defenses. Those closest to the seat either believed themselves capable of tricking it or had no intention of sitting upon it until they had read the inscription.

(DC 25): Those who survived their initial encounter with the throne and left have recounted that it felt like their souls were being pulled from the world of the living into the waiting arms of death itself. Many of these unfortunate souls still have nightmares of the terrors they witnessed as they took their first shaky steps toward the throne.

(DC 30): One almost forgotten text on the throne claims that the priest who interred the throne had an orc companion who could sit in it without consequence. If what the text claims is correct, the creature had no idea that the throne can be used as a gateway to the realm of the dead.



**Prerequisite:** Cannot be immune to fear effects.

**Activation:** A creature who approaches the chair with knowledge of it and the intent to gain its benefit must survive 1 haunt plus 1 if its Knowledge check was 15 or higher, 2 if the check was 25 or higher, or 3 if the check was 30 or higher. Each haunt's Challenge Rating is equal to the creature's total hit dice +4. A creature can receive aid in surviving a haunt.

Creatures with the *annodam* or *orc* subtypes gain a +2 racial bonus to saves against the throne's effects.

**Recharge:** Once a creature has sat upon the throne, its connection to the realm of the dead is permanent until another takes its place. If the throne's benefits are lost, the previous creature is aware but does not know how or why without its own means of finding out (such as through scrying). A creature does not inherently know if the throne is moved from where it sat when last activated, only if it is sat upon.

**Benefit:** A creature that sits upon the throne becomes immune to fear effects. If the creature has levels in *necromancer*, its *charnel touch* and *channel negative energy* is treated as a *necromancer* of eight levels higher. A creature with a *dominion* power that can be used a limited number of times per day can use that power one additional time each day. If the creature is not a *necromancer*, it gains *charnel touch* and *channel negative energy* as an 8th-level *necromancer*, or it can distribute these levels between up to 8 total creatures.

In addition, once per year, a creature sitting upon the throne can cast *raise dead* on up to 5 creatures anywhere on its current plane. The raised creatures are brought to the throne via a *greater teleport* spell with no chance of failure. If they are unable to teleport in this way, the creatures are raised where their corpses lay.

For every 5,000 gp worth of diamonds it lacks when casting the spell, the creature suffers 1 point of Constitution drain.

A creature able to cast *raise dead* can instead use the throne to cast *resurrection*. A creature able to cast both can instead use the throne to cast *true resurrection*.

**Aura:** Overwhelming necromancy, major conjuration.

**Desecration:** Destroying the throne on the material plane severs its connection to the last creature who sat upon it as well as the gateway to the realm of the dead. Creatures returned to life with the throne die immediately. The throne itself shatters into 8 pieces, each of which grant a +2 bonus on saving throws against fear effects and can be used as a substitute for a diamond of appropriate value when casting *raise dead*, *resurrection*, or *true resurrection*. Using a piece of the throne in this way consumes it as it would a diamond. If at least 1 piece remains, it can be incorporated into a new throne by a creature with *mythic craft* Wondrous Item feat and each of the spells and abilities listed here.

**Value:** 200,000 gp (9th)

## Special Thanks to Our Requesters/Contributors

Carl Bartoli, Derek Blakely, John Buckley, Christopher Randal Collingwood, Dan Fran, Scott Gladstein, Paul Vincent Hughes, VM mercenario, Timothy Ott Sr., Debra Jean Raff Monajati, rferries

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