Alien Codex

Legendary Games

Pathfinder

Roleplaying Game Compatible

Alien Codex

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What You Will Find Inside

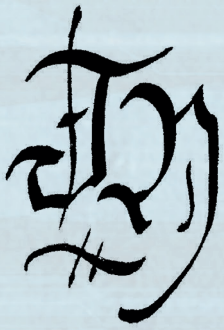
Alien Codex

The ***Alien Codex*** brings you an incredible array of sci-fi and space-themed playable races, iconic heroes, and a mountain of ready-to-play sci-fi NPCs, and that's just the beginning! If your *Pathfinder Roleplaying Game* campaign ventures into the dark tapestry of space, soars through gleaming dieselpunk spires, or has to defend a fantastic homeworld from alien invasion by eldritch horrors from beyond the stars, this book is an incredible resource to populate the official *Pathfinder* setting, a universe of your own design, or a dedicated sci-fi saga like the ***Legendary Planet Adventure Path*** or in the ***Aethera Campaign Setting!***

The ***Alien Codex*** is an amazing resource for players and GMs alike, and the PDF version is hyperlinked and bookmarked for your convenience. This volume is incredible artwork and delightful design by some of the best authors in the business, opening up amazing new options for your campaign.

Make your game Legendary!

- Jason Nelson



Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official **Pathfinder Reference Document** as well as **d20PFSRD**. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

Visit us on **Facebook**, follow us on **Twitter**, and check out our website at **www.makeyourgamelegendary.com**.

The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook*.

AB = *Advanced Bestiary*

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

B6 = *Pathfinder Roleplaying Game Bestiary 6*

DEP = **Softcover primer to the Far Eastern empires of the official *Pathfinder* campaign setting.**

DH = **Softcover handbook for dragonslayers.**

HA = *Pathfinder Roleplaying Game Horror Adventures*

ISB = Softcover bestiary of creatures in the inner sea region of the official *Pathfinder* campaign setting.

ISG = Guide to the gods and deities of the inner sea region of the official *Pathfinder* campaign setting.

ISR = **Hardcover guide to the races of the inner sea region of the official *Pathfinder* campaign setting.**

MC = *Pathfinder Roleplaying Game Monster Codex*

NLFS = **Softcover guide to the fallen land of star-science in the official *Pathfinder* campaign setting.**

OA = *Pathfinder Roleplaying Game Occult Adventures*

OM = **Softcover guide to occult mysteries in the official *Pathfinder* campaign setting.**

PotR = **Softcover guide to river-dwelling people in the official *Pathfinder* campaign setting.**

PotS = **Softcover guide to star-dwelling people in the official *Pathfinder* campaign setting.**

TG = **Softcover guide to technology in the official *Pathfinder* campaign setting.**

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

VC = *Pathfinder Roleplaying Game Villain Codex*

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INTRODUCTION

The *Alien Codex* is a *Pathfinder Roleplaying Game* monster supplement for sci-fi and space-themed games. While fantasy campaigns are the heart and soul of *Pathfinder*, the game system is abundantly well-suited to games in nearly all genres, and sci-fi influences have been a part of roleplaying games since the birth of the hobby. Where the ***Alien Bestiary Companion*** from Legendary Games deals with alien monstrosities of utterly inhuman aspect from wild beasts to transcendent beings, the ***Alien Codex*** is focused on the sentient species that inhabit the universe and build their civilizations. Within these pages you'll find over 200 sci-fi stat blocks from CR 1/3 to CR 21 drawn from over 50 sentient species, from traditional *Pathfinder* races like humans and halflings to aquatic species, mechanical beings, and villainous races out to conquer the galaxy. Over two-thirds of these aliens are fully detailed for use as player characters and non-player characters, with over 150 rules elements from feats, spells, and class features to magic items and other gear. You also get nearly a dozen incredibly detailed iconic heroes tailored for use in sci-fi campaigns, with rich histories and backgrounds, plus advanced versions of these characters across several levels. Better still, you'll find a full chapter devoted to advanced weapons and armor to equip your sci-fi heroes and villains, as well as appendices devoted to the mysteries of aetherite radiation, assimilation viruses and their effects, and so much more! If you want to bring the magic and mystery of outer space and the tropes of science fiction into your *Pathfinder* game, you'll find no resource better than this one.

The characters and creatures in this book follow the same format and style as those in the *Pathfinder Roleplaying Game Bestiary* and its sequels, as well as NPC collections like those in the *Pathfinder Roleplaying Game Monster Codex* and *Pathfinder Roleplaying Game NPC Codex*. Most stat blocks represent creatures with class levels, as most of the creatures herein do not possess racial Hit Dice. These classes are pulled from the core and base classes available in the *Pathfinder Roleplaying Game*, as well as the Universal Monster Rules, monster feats, and other rules where applicable. A small number of the characters in this book possess mythic tiers as well, using the rules in *Pathfinder Roleplaying Game Mythic Adventures*, and in the case of such characters you can consult the **Mythic Heroes**, **Mythic Feats**, and **Mythic Spells** chapters of that book for details on rules marked with superscript MA for mythic abilities or MF for mythic feats if they are not already explained in the monster's entry in this book.

Technology in Sci-Fi Campaigns

One of the issues ever-present in a science fiction campaign is how advanced technology is distributed throughout the societies of space. The existence of advanced technology is assumed, whether that means early firearms and gunpowder at the low end, or beam weaons, robots, force fields, pharmaceuticals, and so on in a truly high-tech campaign. The **official guide to technology** for the *Pathfinder Roleplaying Game* obviously is a key resource for incorporating high-tech items of all kinds in your campaign, as is ***Treasury of the Machine*** from Legendary Games. In addition, all chapters of the **"Metal Gods" Adventure Path** (issues #89-94) contain interesting technological items, as do the softcover guides to the **Land of Science** and to **Faraway Worlds** in the official *Pathfinder* campaign setting. But who has access to it?

If the entire campaign is intended as a sci-fi game, it is generally best to assume a functional baseline of technology that is well known almost everywhere. The idea of advanced civilizations encountering more primitive societies works great in novels where the setting is relatively static and wholly under the author's control. In a roleplaying game, however, much of the narrative action of the campaign is controlled by the players and their actions, and if technological items are rare and expensive in one part of the campaign but comparatively cheap and easy to access elsewhere, it will not take long for enterprising players to start up a gun trade as soon as they can, buying up high-tech equipment for pennies in one area and selling it for a fortune elsewhere. Having radically different tech levels also places a mechanical consequence to a narrative decision, such as a character coming from a low-tech society having to face a handicap that heroes from a more advanced area do not. While realistic on a certain level, creating an intentional imbalance between player characters is apt to decrease the fun of the game for those on the short end of the equation.

This is not to say that technology cannot be more common in some areas than others, or that characters in a fantasy setting cannot encounter wonders of high-tech that they scarcely understand, or that advanced cultures cannot ever encounter NPCs and their cultures at a lower tech level. Just as in a fantasy game you can encounter groups and cultures with higher or lower levels of magic, knowledge, and real-world technology. The distinction is that while technology might be easier or harder to get in certain places, essentially all PCs and most default NPCs are all familiar with the same level of technology. The rare exceptions that might exist don't alter the setting, as noteworthy characters from high or low-tech societies are assumed to have integrated into the common baseline for the campaign. Commerce between those isolated

exceptions already exists, so other than possible insular trade between NPCs within those cultures, any trade they make with outsiders already follows the baseline set for the campaign.

It should be said, however, that including aliens and elements of sci-fi does not actually require the introduction of technology. Extraterrestrial elements can be wholly magical or natural, and you can de-emphasize the tech elements and just play with the aliens themselves. The general philosophy of integrating technology in the campaign falls into these categories.

Primitive: If you do not want advanced technology in your campaign, replace firearms and advanced weapons and equipment in the following stat blocks with swords, chainmail, and the usual trappings of a fantasy setting. Aliens use gear appropriate to their culture and the natural resources available on their world.

Low Fantasy: Technological items from clockworks to early firearms are rare. Advanced firearms, the gunslinger class, the Amateur Gunslinger feat, and archetypes that use the firearm rules do not exist in this type of campaign. Firearms are treated more like magic items—things of wonder and mystery—rather than like things that are mass-produced. Few know the strange secrets of firearm creation. Only NPCs can take the Gunsmithing feat.

Fantasy Tech: Technological items and firearms are still generally uncommon, but most people at least know what they are. They are mass-produced by small guilds, lone artisans, dwarven clans, or maybe even a nation or two—the secret is slipping out, and the occasional rare adventurer uses them and can purchase them in large cities. The baseline gunslinger rules and standard prices for ammunition apply, as do the prices in the guide to technology and similar references. Adventurers can craft their own technology with the appropriate feats like Gunsmithing and Craft Construct. Advanced firearms and ammunition may exist, but only as rare and wondrous items—the stuff of high-level treasure troves. This is the default assumption of the *Pathfinder Roleplaying Game*. Firearms of all kinds are exotic weapons.

Steampunk: While still expensive and tricky to wield, early firearms are readily available. Instead of requiring the Exotic Weapon Proficiency feat, all firearms are martial weapons. Clockwork items cost 25% the normal amount, and the cost of creating a **clockwork construct**[B2] is halved. Early firearms and their ammunition cost 25% of the normal amount. More advanced constructs like **robots** exist but are rare and cost the full amount to purchase or craft, as do advanced firearms and their ammunition. High-tech items like laser pistols and gravity armor exist but are hard to find and can be purchased at full price in large cities or through private brokers in a similar fashion to trading in expensive magic items. Firearms are considered martial weapons, and heavy weapons are exotic weapons.

Future Tech: Technological items are commonplace. Early firearms are seen as antiques, and advanced firearms are widespread. Firearms are simple weapons, and early firearms, advanced guns, and their ammunition are bought or crafted for 10% of the normal cost. The gunslinger loses the gunsmith class feature and instead gains the gun training class feature at 1st level. The cost of a clockwork construct is reduced to 25% normal, and the cost to craft robots is halved.

Firearms and advanced firearms are considered simple weapons, and advanced heavy weapons are martial weapons. High-tech one-handed and two-handed weapons are considered martial weapons, with Exotic Weapon Proficiency (heavy weapons) required for large weapons like plasmathrowers and rocket launchers. High-tech equipment is commonly available at half the normal price. This is the default assumption of the *Alien Codex*.

CHAPTER 01:

LEGACY RACES

In addition to the vast panoply of alien species characters are apt to encounter in a sci-fi setting, the familiar core races also exist in far-flung planets and sailing the stellar spaceways. Of course, you can create a setting where one or more of these "legacy races" has gone extinct, or that they may live only in certain parts of space, but the default assumption of a sci-fi game using the *Pathfinder Roleplaying Game* rules is that these core races are present and that their roles in society are generally similar to what they would be in a fantasy campaign. The specific nature of what these races are like in space or on far-flung planets may change, and this is a place where you should definitely consider implementing alternate racial traits for each race as described in the *Pathfinder Roleplaying Game Advanced Race Guide* or even the modular race creation rules in that book, or similar expansions and resources from other companies, to tailor different clans, nations, and planets of elves, dwarves, halflings, gnomes, half-orcs, half-elves, and humans that have adapted to life in the unique environment of each world they visit.

Because detailed rules and options are so abundant for these core legacy races, this chapter follows a slightly different format from those that follow. It does not present flavor and background or rules options for each individual legacy race, instead focusing on ready-to-use NPC stat blocks for a wide variety of roles. Many NPCs also have a boon listed after their stat block, indicating some kind of favor or assistance they could give to PCs who take the time to befriend them or do a favor for them in turn.

Rules for Legacy Races

Firearms play a much larger role in a sci-fi campaign than in a typical *Pathfinder Roleplaying Game* campaign. This includes not only gunpowder weapons but also advanced beam weapons, rail guns, rocket launchers, and the like. The following rules elements have been developed to adapt traditional combat styles to the reality of combat incorporating firearms, and while common among legacy races they may also be available to any alien species you wish.

For the purpose of the feats and archetype below, advanced firearms and beam weapons such as laser pistols and arc rifles are considered firearms for all purposes.

Spells

GRAVITY BULLET

School transmutation; **Level** ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Gravity bullet significantly increases the weight and density of bullets fired from your gun the instant before they strike their target and then return them to normal a few moments later. Any bullet fired from a gun you are carrying when the spell is cast (including burst fire from an automatic weapon) deals damage as if one size larger than it actually is. For instance, a bullet fired from a Medium pistol normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired as a *gravity bullet*. Only you can benefit from this spell. If anyone else uses your gun to make an attack the bullets deal damage as normal for their size. This does not apply to grenades, rockets, and similar explosive projectiles.

GRAVITY BULLET, GREATER

School transmutation; **Level** ranger 2, sorcerer/wizard 2

This spell functions as *gravity bullet*, but the impact of your bullets is strong enough to knock targets damaged by your bullets prone. You can make a trip check against a target you damage, using your caster level plus your casting ability score bonus (Wisdom for rangers, Intelligence for wizards, and so on). If you hit a creature with more than one bullet in the same round, you make a single combat maneuver check once all attacks have been resolved, gaining a +2 bonus on your combat maneuver check for each *gravity bullet* after the first that damaged the target that round. Making this combat maneuver check does not provoke an attack of opportunity and if the check fails, the target cannot attempt to trip you in response.

Feats

Body Muffle

You use your enemies to silence the noise of your firearms.

Prerequisite: Weapon Focus (any one-handed firearm), Stealth 5 ranks

Benefit: When firing your chosen firearm while adjacent to your target, you may press the muzzle directly against their body to reduce noise. Doing so provokes attacks of opportunity (even if firing a ranged weapon in melee does

not ordinarily do so for you) and requires a successful combat maneuver check. If you succeed, creatures in the area must succeed at a DC 10 Perception check (modified by distance as normal) to hear your firearm discharge.

Normal: The Perception DC to hear a firearm being discharged is –10.

Improved Suppressing Fire (Combat)

Your automatic firearm attacks leave your enemies vulnerable.

Prerequisite: Int 13, Combat Reflexes, Suppressing Fire, base attack bonus +8

Benefit: When you use Suppressing Fire, all enemies in the line of your automatic fire are considered flat-footed against the next ranged attack to target them (other than your own) until the start of your next turn.

Overwatch (Combat)

You are adept at setting up kill zones with firearms.

Prerequisites: Combat Reflexes, Squad Tactics, base attack bonus +6

Benefit: As a full-round action, you designate a 45-foot cone originating from one corner of your space. Any enemies moving within or into this area provoke attacks of opportunity from you unless moving behind cover or occupied squares.

Normal: Characters do not threaten attacks of opportunity while wielding ranged weapons.

Squad Tactics (Combat, Teamwork)

You excel when close to allies using firearms.

Prerequisites: Weapon Focus (any firearm), base attack bonus +3

Benefit: You receive a +1 competence bonus on attack and damage rolls with your chosen firearm as long as you are within 10 feet of an ally who possesses this feat.

Suppressing Fire (Combat)

Your automatic firearm attacks deter your enemies from returning fire.

Prerequisite: Int 13, Combat Reflexes

Benefit: When you make an automatic-fire ranged attack with a firearm with the automatic weapon quality, every creature in the line of fire takes a –2 penalty on ranged attack rolls for 1 round. The penalty is reduced to –1 if the target is protected by any form of cover.

Unholstering Strike (Combat, Grit)

You have learned a close-quarters fighting style that allows you to draw a firearm after striking an opponent in melee.

Prerequisite: Str 13+, grit class feature, base attack bonus +1

Benefit: When you successfully hit an opponent in melee combat you may draw a holstered firearm as an immediate action. You must have enough free hands to appropriately wield this firearm in order to draw it. If you have additional attacks you may make in the round, you may attack with your drawn firearm.

Additionally, when you successfully use Unholstering Strike and then attack with your newly drawn firearm on the same round you may spend 1 point of grit in order for that ranged attack to not provoke attacks of opportunity from the creature you just hit in melee.

Archetypes

Titan (Brawler Archetype)

A titan is a moving wave of destruction on the battlefield. They are experts in close quarters combat who have blended hand-to-hand combat and firearms into a devastating combination.

Weapon and Armor Proficiency: A titan is proficient with all martial weapons and with all firearms. She is also proficient with all armor, but not shields. This replaces the brawler's weapon and armor proficiencies.

Grit: At 1st level, a titan gains a fluctuating pool of grit, measuring a titan's distinct blend of ferocity and tenacity to get the job done, no matter the cost. At the start of each day, a titan gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. This ability works in all other ways like the gunslinger's grit class feature except a titan can only recover grit with the following methods:

Critical Hit with a Firearm or Havoc Charge: Each time the titan confirms a critical hit with a firearm or when making a havoc charge while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the titan's character level does not restore grit.

Killing Blow with Firearm Havoc Charge: When the titan reduces a creature to 0 or fewer hit points with a firearm or a melee attack made while performing a havoc charge while in the heat of combat, she regains 1 grit 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 titan's character level to 0 or fewer hit points does not restore any grit.

This ability replaces brawler's cunning.

Deeds: Titans spend grit points to accomplish deeds. A titan's deeds open up powerful new abilities for her havoc

charge. The following is the list of titan deeds. A titan can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Unstoppable (Ex): At 1st level, when a titan succeeds at a Fortitude saving throw against an effect that deals damage on a successful save, she can spend 1 grit point as an immediate action to instead take no damage for that effect.

Force Shot (Su): At 3rd level, as a move action a titan can spend a grit point to imbue her guns with the same aetheric energy used to power her havoc charge. The titan fires a blast of aetheric energy from a wielded firearm. This shot consumes ammo and deals damage as normal, but the attack is treated as a force effect and bypasses all damage reduction and hardness. This ability cannot be used in the same turn as a havoc charge.

Pistol Whip (Ex): At 3rd level, a titan gains access to the Pistol Whip deed, as the gunslinger deed.

Havoc Barrier (Su): At 7th level, a titan may spend 1 grit point during a havoc charge to gain temporary hit points equal to half her brawler level. These temporary hit points are lost at the beginning of the titan's next turn.

Death from Above (Su): At 11th level, when performing a havoc charge from at least 10 feet above a target, a titan may spend 1 grit point to deal an additional 1d6 points of additional damage with her charge attack per 5 feet traveled downwards, to a maximum of +4d6 points of damage for 20 feet traveled. Any falling damage the titan would take while performing this deed is reduced by half.

Shockwave (Su): At 15th level, when a titan successfully hits an opponent with a melee attack while performing a havoc charge, she may spend 1 point of grit to generate a shockwave in a 10-foot radius burst centered on the titan. Any creatures in the shockwave's area must succeed at a Reflex save (DC 10 + 1/2 the brawler's level + the brawler's Wisdom bonus) or be knocked prone. This ability cannot be used while havoc barrier is active.

Army of One (Su): At 19th level, when performing a havoc charge, a titan may spend 2 points of grit to perform a full attack at the end of the charge. The bonus damage for havoc charge only applies to the first attack made. This ability cannot be used at the same time as havoc barrier.

Hail of Bullets (Ex): A titan is trained to mix firearms into unarmed combat with seamless efficiency. Whenever a titan performs a brawler's flurry, she may exchange a melee attack for a ranged attack made with a firearm. A titan may only exchange attacks a number of times per day equal to 3 + her Wisdom modifier. A titan may use this ability an additional time per day at 6th, 10th, and 12th level. At 20th level, a titan may use this ability at will. This ability replaces martial flexibility.

Point Blank Master: At 2nd level, the titan gains the Point-Blank Master feat as a bonus feat, even if she does not meet the prerequisites. This replaces the bonus combat feat at 2nd level.

Dodging Charge (Ex): At 4th level, when making a charge attack, a titan gains a +1 dodge bonus to AC and CMD against the target of her charge for 1 round. This bonus increases by 1 at 9th, 13th, and 18th levels. This replaces a brawler's normal AC bonus.

Havoc Charge (Su): At 4th level, as a full-round action, a titan may perform a charge attack that is deadlier than normal. When performing a havoc charge, a titan gains a +3 bonus to melee attack rolls and takes a –3 penalty to AC for 1 round. Movement made during this charge attack ignores difficult terrain. A melee attack made at the end of a havoc charge deals an additional 2d6 points of damage. This bonus damage increases to 4d6 at 10th level, and 6d6 at 16th level. This bonus damage is not multiplied on a critical hit. This ability replaces knockout.

Gun Training (Ex): At 5th level, a titan gains the gunslinger's gun training ability with one specific type of firearm. This ability replaces close weapon mastery.

Sample Dwarf NPCs

ENGINEER CR 4

XP 1,200
Dwarf expert 6
N Medium humanoid (dwarf)
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)
hp 39 (6d8+12)
Fort +4, **Ref** +2, **Will** +5; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.
Melee cold iron warhammer +5 (1d8+1/×3)
Ranged +1 *combat shotgun* +5 (1d6+1/×2)
Special Attacks +1 on attack rolls against goblinoid and orc humanoids

TACTICS

During Combat The engineer fights from cover with her shotgun but calls for help and tries to avoid combat.

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 11, **Cha** 6
Base Atk +4; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)
Feats Magical Aptitude, Skill Focus (Knowledge [engineering]), Skill Focus (Profession [gate technician])
Skills Appraise +10 (+12 to assess nonmagical metals or gemstones), Diplomacy +6, Disable Device +5, Knowledge (arcana) +8, Knowledge (engineering) +13, Knowledge (geography) +6, Knowledge (local) +8, Knowledge (planes) +10, Linguistics +5, Perception +0 (+2 to notice unusual stonework), Profession (gate technician) +10, Use Magic Device +8
Languages Bahgra, Common, Dwarven, Elven
Combat Gear *oil of mending* (2), *potions of cure light wounds*, *potions of endure elements*, inferno grenade; **Other Gear** *+1 radiation suit*, buckler, *+1 combat shotgun* with 18 shells, cold iron warhammer, block and tackle, chain (20 ft.), masterwork artisan's tools, 9 gp

Engineers love tinkering with machinery and their normally taciturn demeanor changes rapidly if someone shows similar interest in the devices they love.

ALLEY STALKER CR 5

XP 1,600
Dwarf rogue 6
LN Medium humanoid (dwarf)
Init +3; **Senses** darkvision 60 ft., Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 54 (6d8+24)
Fort +5, **Ref** +8, **Will** +4; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.
Melee masterwork short sword +6 (1d6+1/19–20)
Ranged *+1 military pistol* +9 (1d8+1/×4)
Special Attacks +1 on attack rolls against goblinoid and orc humanoids, sneak attack +3d6

TACTICS

Before Combat The rogue prefers to find an elevated spot so she can shoot opponents while they waste time climbing to her.
During Combat The rogue uses Rapid Shot, making the most of Point-Blank Shot and her darkvision.

STATISTICS

Str 13, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +4; **CMB** +5; **CMD** 18 (22 vs. bull rush or trip)
Feats Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (military pistol)
Skills Acrobatics +12 (+8 when jumping), Climb +12, Escape Artist +12, Knowledge (dungeoneering) +9, Perception +11 (+13 to notice unusual stonework), Stealth +12, Survival +8, Swim +10
Languages Common, Dwarven
SQ rogue talents (combat trick, resiliency, weapon training), trapfinding +3
Combat Gear *potion of cure moderate wounds*, *potions of spider climb* (2); **Other Gear** *+1 omniweave armor*, *+1 military pistol* with 20 bullets, masterwork short sword, climber's kit, 188 gp

Striking from the shadows, alley stalkers prowl by night to separate the unwary from their possessions.

SPELL HUNTER CR 6

XP 2,400
Dwarf fighter 7
LE Medium humanoid (dwarf)
Init +2; **Senses** Perception +5

DEFENSE

AC 22, **touch** 12, **flat-footed** 20 (+10 armor, +2 Dex)
hp 64 (7d10+21)
Fort +9, **Ref** +5, **Will** +5; +2 vs. poison, spells, and spell-like abilities; +2 vs. fear
Defensive Abilities bravery +2, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.
Melee masterwork cold iron dwarven waraxe +14/+9 (1d10+9/×3)

Ranged masterwork assault rifle +10/+5 or +10 burst (1d10/x4)
Special Attacks +1 on attack rolls against goblinoid and orc humanoids, weapon training (axes +1)

TACTICS

Before Combat The fighter drinks her *potion of bull's strength*.
During Combat When fighting with a group, the fighter uses bull rush to grant attacks of opportunity to her allies. She uses the combination of Step Up and Disruptive to interrupt spellcasting.
Base Statistics Without *bull's strength*, the fighter's statistics are: **Melee** masterwork cold iron dwarven waraxe +12/+7 (1d10+6/x3); **Ranged** masterwork throwing axe +11 (1d6+3); **Str** 15; **CMB** +9 (+13 bull rush); **CMD** 21 (27 vs. bull rush, 25 vs. trip); **Skills** Climb +8.

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +7; **CMB** +12 (+16 bull rush); **CMD** 23 (29 vs. bull rush, 27 vs. trip)
Feats Blind-Fight, Disruptive, Greater Bull Rush, Improved Bull Rush, Power Attack, Step Up, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Climb +10, Intimidate +8, Perception +5 (+7 to notice unusual stonework), Survival +10
Languages Common, Dwarven
SQ armor training 2
Combat Gear *oil of magic weapon* (2), *potion of aid*, *potion of bull's strength*, *potions of cure moderate wounds*; **Other Gear** *+1 heavy trooper armor*, masterwork cold iron dwarven waraxe, masterwork assault rifle with 2 extra magazines, concussion grenade, fragmentation grenade, 21 gp
Languages Common, Dwarven, Sylvan
SQ armor training 2

Spell hunters specialize in locking down and then murdering enemy spellcasters.

Sample Elf NPCs

CAUTIOUS SNIPER CR 4

XP 1,200
Elf fighter 5
CN Medium humanoid (elf)
Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)
hp 47 (5d10+15)
Fort +7, **Ref** +6, **Will** +1; +2 vs. enchantments, +1 vs. fear
Defensive Abilities bravery +1; Immune sleep

OFFENSE

Speed 30 ft.
Melee masterwork elven curve blade +8 (1d10+3/18–20)
Ranged masterwork sniper rifle +12 or +10/+10 (1d12+3/×4)
Special Attacks weapon training (firearms +1)

TACTICS

Before Combat The fighter drinks his potion of bear's endurance and finds a prime location for an ambush.
During Combat The fighter keeps his distance and fights at range, sending his dog to harry foes that approach.
Base Statistics Without *bear's endurance*, the sniper's statistics are: **hp** 37; **Fort** +5.

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 15, **Wis** 8, **Cha** 10
Base Atk +5; **CMB** +7; **CMD** 21
Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (sniper rifle), Weapon Specialization (sniper rifle)
Skills Climb +5, Craft (bows) +8, Handle Animal +8, Perception +6, Stealth +6, Survival +3, Swim +5
Languages Common, Elven, Gnome, Orc
SQ armor training 1, elven magic, weapon familiarity
Combat Gear +1 *bullets* (4), *potion of bear's endurance*, *potion of cure moderate wounds*, alchemical silver bullets (4), cold iron bullets (4); **Other Gear** masterwork ultraweave armor, masterwork sniper rifle with 20 metal cartridges, masterwork elven curve blade, *cloak of resistance* +1, masterwork artisan's tools, riding dog, 67 gp

Cautious snipers are adept at hit-and-run tactics and ambushes.

MILITARY OFFICER CR 4

XP 1,200
Elf aristocrat 6
N Medium humanoid (elf)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)
hp 36 (6d8+9)
Fort +2, **Ref** +4, **Will** +7; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee rapier +4 (1d6/18–20)
Ranged stunner +6 (1d8 nonlethal sonic) or military pistol +6 (1d8/x4)

TACTICS

During Combat A military officer directs her troops from behind, often mounted on horseback or a similar combat-trained animal or in a vehicle, saving her personal attention for the toughest foes. She uses *potions of cure light wounds* to save her most wounded subordinates from death.

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 11, **Wis** 10, **Cha** 11
Base Atk +4; **CMB** +4; **CMD** 16
Feats Deadly Aim, Iron Will, Toughness
Skills Diplomacy +9, Intimidate +5, Knowledge (nobility) +5, Perception +8, Profession (soldier) +9, Ride +5, Sense Motive +5
Languages Common, Elven
SQ elven magic, weapon familiarity
Combat Gear *potions of cure light wounds* (3), *potion of cure moderate wounds*; **Other Gear** stunner, military pistol with 1 extra magazine, rapier, masterwork trooper armor, heavy wooden shield, courtier's outfit, bit and bridle, light horse (combat trained), military saddle, saddlebags, studded leather barding, 87 gp.

A military officer is a capable and seasoned commander and has earned the loyalty of her troops.

FANATIC PREACHER CR 7

XP 3,200
Female elf inquisitor 8
LN Medium humanoid (elf)
Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 24, touch 16, flat-footed 21 (+5 armor, +3 deflection, +3 Dex, +3 shield)
hp 55 (8d8+8)
Fort +7, **Ref** +6, **Will** +10; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft.
Melee masterwork dagger +11/+6 (1d4/19–20) or wand +10 touch
Ranged +1 *arc pistol* +10/+5 (1d8+1 electricity)
Special Attacks bane (8 rounds/day)
Inquisitor Spell-Like Abilities (CL 8th; concentration +11)
6/day—relentless footing (+10 ft.)
1/day—inner strength (4d6)
At will—*detect alignment*
8 rounds/day—*discern lies*

Inquisitor Spells Known (CL 8th; concentration +10)

3rd (3/day)—*dispel magic, invisibility purge, terrible remorse*[UM] (DC 16)

2nd (5/day)—*castigate*[APG] (DC 15), *confess*[APG] (DC 15), *hold person* (DC 15), *zone of truth* (DC 15)

1st (5/day)—*bless, forbid action*[UM] (DC 14), *persuasive goad*[UM] (DC 14), *shield of faith, wrath*[APG]

0 (at will)— *brand*[APG] (DC 13), *create water, detect magic, guidance, read magic, stabilize*

Inquisition Persistence[UM]

TACTICS

Before Combat If anticipating battle, the fanatic preacher casts *shield of faith* and uses her Judgment Surge feat.

During Combat At the beginning of combat, the fanatic preacher activates a purity and protection judgment as a swift action. She then casts *hold person, terrible remorse*, or *castigate* on obvious melee combatants or her arc pistol on metal-armored foes. Thereafter, she uses her second judgment ability as another swift action to change her active judgments to destruction and justice, closing with her wand to attack opposing spellcasters. She also takes advantage of her solo tactics ability and teamwork feats, while using Step Up to press the fight.

Morale The fanatic preacher fights to the death, believing she will become a martyr in the eyes of her followers if she dies. When reduced to 20 hit points or less, she uses her inner strength inquisition power to heal herself as a swift action or drinks her *potion of cure moderate wounds*.

Base Statistics Without her shield of faith, the fanatic preacher's statistics become: **AC** 19, touch 13, flat-footed 16; **CMD** 20.

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +6; **CMD** 22

Feats Judgment Surge[UM], Martial Weapon Proficiency (arc pistol), Outflank[APG], Precise Strike[APG], Step Up[B], Toughness, Weapon Finesse

Skills Diplomacy +8 (+10 to gather information), Intimidate +12, Knowledge (arcana) +8, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +5, Knowledge (religion) +10, Perception +10, Ride +6, Sense Motive +12 (+14 to get a hunch about a social situation), Spellcraft +10, Survival +10 (+14 to follow or identify tracks); **Racial Modifiers** +2 Diplomacy to gather information, +2 Sense Motive to get a hunch about a social situation

Languages Common, Elven

SQ cunning initiative, desert runner, judgment 3/day, monster lore +3, solo tactics, stern gaze, track +4, urbanite

Combat Gear *potion of cure moderate wounds, scroll of consecrate, scroll of restoration, scroll of retribution, wand of stricken heart*[ACG] (CL 3, 10 charges); **Other Gear** *+1 armored longcoat, +1 heavy steel shield, +1 arc pistol*, masterwork dagger, *cloak of protection +1*, silver holy symbol of the Bountiful Morrow, 1,003 gp, 198 sp, 20 cp

SPECIAL ABILITIES

Desert Runner (Ex) An elf fanatic descends from a line of elves who thrive in the deepest deserts, forever roaming the burned and parched lands. She receives a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This racial trait replaces elven magic.

Urbanite (Ex) An elf fanatic has lived in city for more than a century and has grown to know the ebb and flow of social situations just as well as the rules of the wild. She gains a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation. This racial trait replaces keen senses.

A fanatic preacher is born of the desolate wastelands but haunts the cities preaching doom and building up a following of fellow apocalyptic cultists railing against technology, aliens, ancient prophecies coming to pass, and the like.

Sample Gnome NPCs

SPRY AMBUSHER CR 3

XP 800
Gnome monk 4
LN Small humanoid (gnome)
Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 17, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +1 monk, +1 size, +3 Wis)
hp 25 (4d8+4)
Fort +5, **Ref** +6, **Will** +8; +2 vs. enchantments and illusions
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion

OFFENSE

Speed 30 ft.
Melee unarmed strike +6 (1d6+1) or +1 kama +6 (1d4+2) or unarmed strike flurry of blows +5/+5 (1d6+1)
Ranged shuriken +5 (1d1+1) or shuriken flurry of blows +4/+4 (1d1+1)
Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, flurry of blows, stunning fist (4/day, DC 15)
Gnome Spell-Like Abilities (CL 4th; concentration +5)
1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

TACTICS

Before Combat The monk drinks her *potion of mage armor* and applies her *oil of magic weapon*.
During Combat The monk uses Acrobatics skill to move through combat, helping allies flank.
Base Statistics Without *mage armor* and *magic weapon*, the monk's statistics are: **AC** 18, touch 17, flat-footed 16; **Melee** kama +5 (1d4+1).

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 12, **Wis** 16, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 19
Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Focus (unarmed strike)
Skills Acrobatics +8, Bluff +5, Climb +6, Perception +12, Stealth +12
Languages Common, Elven, Gnome, Sylvan
SQ fast movement, ki pool (5 points, magic), maneuver training, slow fall 20 ft.
Combat Gear *potions of cure light wounds* (2), *potion of mage armor*, *oil of magic weapon*, smokestick, tanglefoot bag; **Other Gear** kama, shuriken (20), *bracers of armor +1*, *cloak of resistance +1*, concussion grenade, fragmentation grenade.

APOTHECARY CR 3

XP 800
Old male gnome alchemist[APG] 4/expert 1
NG Small humanoid (gnome)
Init –1; **Senses** low-light vision; Perception +10

DEFENSE

AC 11, touch 10 [14 vs. rays], flat-footed 11 (+1 armor [+4 vs. rays], –1 Dex, +1 size)
hp 31 (5 HD; 4d8+1d8+9)
Fort +5, **Ref** +3, **Will** +5; +2 vs. illusions, +2 vs. poison
Weaknesses hobbled

OFFENSE

Speed 10 ft.
Melee dagger +1 (1d3–3/19–20)
Ranged bomb +5 (2d6+4 fire)
Special Attacks bomb 8/day (2d6+4 fire and catch fire, DC 16, 10-ft. radius)
Spell-Like Abilities (CL 5th; concentration +6)
1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals*
Alchemist Extracts Prepared (CL 4th)
2nd—*cat's grace, lesser restoration*
1st—*bomber's eye*[APG], *cure light wounds, expeditious retreat, keen senses*[APG]

TACTICS

During Combat The apothecary seeks to keep a measured distance between him and his opponents, relying on his bombs to dissuade would-be attackers. He fights with his masterwork light mace only as a last resort.
Morale With his hobbled movement, the apothecary drinks an extract of *expeditious retreat* to flee most altercations, doing so as soon as he falls to 10 hit points or less.

STATISTICS

Str 5, **Dex** 9, **Con** 13, **Int** 18, **Wis** 15, **Cha** 12
Base Atk +3; **CMB** –1; **CMD** 8
Feats Breadth of Experience[APG], Brew Potion, Point-Blank Shot, Throw Anything, Weapon Focus (bomb)
Skills Appraise +8, Bluff +8, Craft (alchemy) +14 (+18 to create alchemical items), Diplomacy +8, Disable Device +7, Heal +10, Knowledge (arcana) +10, Knowledge (engineering) +12, Knowledge (local) +10, Knowledge (nature) +13, Perception +10, Profession (herbalist) +12, Sense Motive +8; **Racial Modifiers** +2 Craft (alchemy), +2 Perception
Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Sylvan
SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bomb, infusion), master tinker, mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy

Combat Gear acid (2 flasks), alchemist's fire (5 flasks), *elixir of fire breath*, mutagen (Str), *potion of blur*, *potions of cure moderate wounds* (2), *potion of lesser restoration*; **Other Gear** dagger, gray scatterlight suit

SPECIAL ABILITIES

Hobbled (Ex) The apothecary suffers from severe arthritis in his knees, which reduces his speed to 10 feet.

Master Tinker (Ex) The apothecary has experimented with all manner of mechanical devices, gaining a +1 bonus on Disable Device and Knowledge (engineering) checks. This racial trait replaces a normal gnome's defensive training and hatred.

Sample Half-elf NPCs

SKILLED SNIPER CR 2

XP 600
Half-elf rogue 3
CN Medium humanoid (elf, human)
Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 23 (3d8+6)
Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments
Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.
Melee rapier +3 (1d6+1/18–20)
Ranged masterwork rifle +6 (1d10/×4)
Special Attacks sneak attack +2d6

TACTICS

Before Combat The rogue picks a perch that's hard to reach and waits for targets to come into range.
During Combat The rogue uses her sleep arrow against ranged attackers or anyone she needs to keep alive.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 16
Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)
Skills Acrobatics +9, Climb +7, Disguise +5, Escape Artist +9, Perception +11, Perform (wind) +5, Ride +6, Stealth +9, Survival +3, Swim +7
Languages Common, Dwarven, Elven
SQ elf blood, rogue talents (surprise attack), trapfinding +1
Combat Gear *oil of magic weapon* (2), *potion of cure light wounds*, *potion of invisibility*; **Other Gear** masterwork omniweave armor, masterwork rifle with 20 metal cartridges, rapier, 73 gp

The skilled sniper waits for the perfect opportunity to strike.

CON ARTIST CR 5

XP 1,600
Half-elf bard 6
NE Medium humanoid (elf, human)
Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)
hp 30 (6d8)
Fort +1, **Ref** +6, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic
Immune sleep

OFFENSE

Speed 30 ft.
Melee dagger +4 (1d4/19–20)
Ranged masterwork light revolver +7 (1d6/x4)
Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)
Bard Spells Known (CL 6th; concentration +10)
2nd (4/day)—*alter self*, *detect thoughts* (DC 16), *minor image* (DC 17), *suggestion* (DC 16)
1st (5/day)—*comprehend languages*, *disguise self*, *silent image* (DC 16), *ventriloquism* (DC 16)
0th (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *message*

TACTICS

During Combat The bard uses her *potion of invisibility* to hide and *minor image* to make illusory combatants. If pressed, she uses *suggestion* to make her enemies leave the fight.

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 14, **Wis** 12, **Cha** 18
Base Atk +4; **CMB** +4; **CMD** 16
Feats Skill Focus (Perform [act, oratory]), Spell Focus (illusion), Weapon Focus (light revolver)
Skills Acrobatics +6, Escape Artist +10, Knowledge (arcana) +10, Knowledge (local) +14, Knowledge (nobility) +13, Perception +3, Perform (act, oratory) +16, Perform (string) +13, Sense Motive +10, Spellcraft +8, Stealth +10
Languages Common, Draconic, Elven
SQ bardic knowledge +3, elf blood, lore master 1/day, versatile performance (act, oratory)
Combat Gear *elixir of truth*, *potion of cure light wounds*, *potions of invisibility* (2); **Other Gear** +1 *omniweave armor*, masterwork light revolver, dagger, *ring of protection* +1, violin, 13 gp

A talented swindler, con artists use every trick they know to separate the foolish from their cash.

DIPLOMAT CR 6

XP 2,400
Half-elf aristocrat 8
N Medium humanoid (elf, human)
Init +1; Senses low-light vision; Perception +12

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 28 (8d8–8)
Fort +2, Ref +4, Will +9

OFFENSE

Speed 30 ft.
Melee masterwork rapier +6/+1 (1d6–1/18–20)
Ranged coat pistol +7 (1d4/x3) or taser +7 (1d10 nonlethal electricity)

TACTICS

During Combat The diplomat prefers to fence with words rather than blades but handles a rapier competently. She tries to talk her opponents out of fighting, emphasizing the legal and political trouble caused by harming an official diplomat.

STATISTICS

Str 9, **Dex** 12, **Con** 8, **Int** 12, **Wis** 10, **Cha** 16
Base Atk +6; **CMB** +5; **CMD** 16
Feats Alertness, Iron Will, Persuasive, Skill Focus (Diplomacy, Knowledge [history])
Skills Bluff +14, Diplomacy +19, Intimidate +10, Knowledge (geography, religion) +5, Knowledge (history) +14, Knowledge (nobility) +8, Linguistics +6, Perception +12, Perform (dance) +7, Ride +5, Sense Motive +13
Languages Common, Dwarven, Elven, Giant, Goblin
SQ elf blood
Combat Gear *potion of cure moderate wounds*; **Other Gear** dagger, coat pistol, taser, masterwork rapier, *cloak of resistance* +1, *figurine of wondrous power (silver raven)*, antitoxin (2), noble's outfit, signet ring, 298 gp

Exposed since birth to the contentious relationships between disparate races and nationalities, the diplomat found her calling in resolving the differences of others. Her half-elven lifespan means she has dealt with three or more generations of human nobility in various countries and is well versed in evolving etiquette. Slow-burning feuds and several attempts on her life have made her cautious and patient in her work. Some of her remaining wealth is in the form of jewelry appropriate to her station (worth approximately 50 gp).

CUTTHROAT LAWYER CR 7

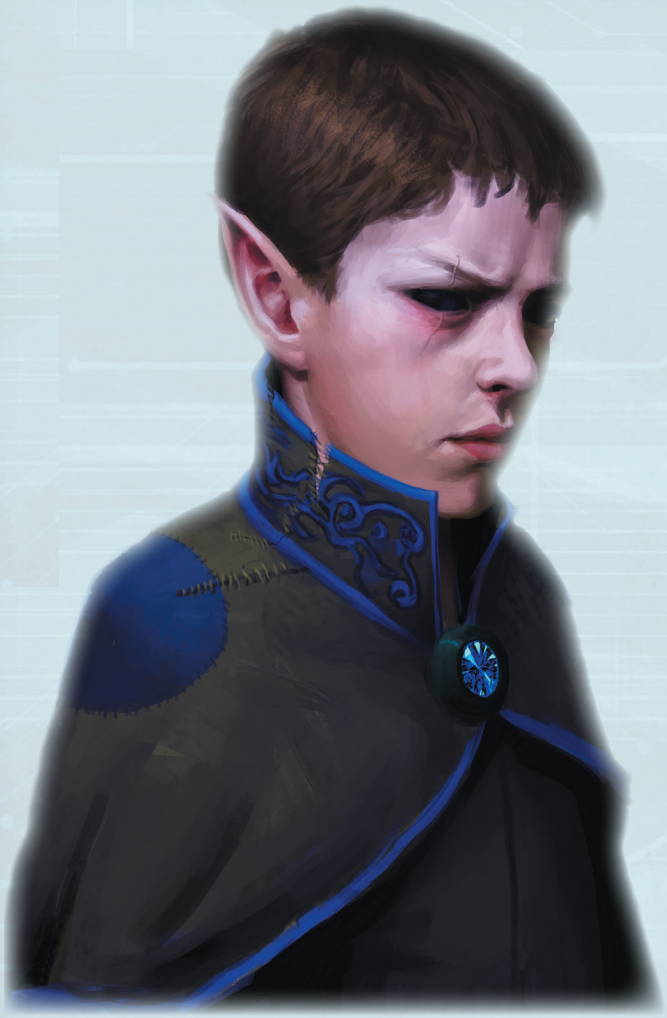
XP 3,200
Half-elf expert 9
N Medium humanoid (elf, human)
Init –1; **Senses** low-light vision; Perception +12

DEFENSE

AC 9, touch 9, flat-footed 9 (–1 Dex)
hp 40 (9d8)
Fort +3, **Ref** +2, **Will** +9; +2 vs. enchantments

OFFENSE

Speed 30 ft.
Melee masterwork rapier +6/+1 (1d6–1/18–20)
Ranged masterwork military pistol +6/+1 (1d8/x4)



TACTICS

During Combat The expert fights defensively with her rapier and attempts to persuade her opponents that it is in their best interest to stop fighting and let her escape.

STATISTICS

Str 9, **Dex** 8, **Con** 10, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +6; **CMB** +5; **CMD** 14
Feats Alertness, Iron Will, Martial Weapon Proficiency (rapier), Persuasive, Skill Focus (Bluff, Diplomacy)
Skills Bluff +21, Diplomacy +23, Intimidate +20, Knowledge (history) +8, Knowledge (local, nobility) +9, Linguistics +6, Perception +12, Profession (barrister) +13, Sense Motive +15, Spellcraft +8
Languages Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal
SQ elf blood
Combat Gear *potion of cure moderate wounds, potion of heroism*; **Other Gear** masterwork rapier, masterwork military pistol, *circlet of persuasion, elixir of truth*, antitoxin, courtier's outfit, light horses (2), carriage, 350 gp

A cutthroat lawyer is a master of loopholes, doublespeak, intimidation, and litigation. She prides herself on doing whatever it takes—within the law—to win her case. The lawyer has a network of contacts, observers, and expert witnesses ready to help investigate, often including less-skilled lawyers (use the **successful merchant** stat block) hoping to gain some prestige by association, as well as **investigator wizards** and sometimes informants from the wrong side of the law, such as **dealers, prostitutes, con artists,** and **street thugs**.

Sample Half-orc NPCs

BORDER GUARD CR 3

XP 800
Half-orc ranger 4
NE Medium humanoid (human, orc)
Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)
hp 30 (4d10+4)
Fort +5, **Ref** +8, **Will** +2
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee falchion +6 (2d4+3/18–20)
Ranged masterwork hunting rifle +9 or +7/+7 (2d8/×4)
Special Attacks favored enemy (humans +2)
Ranger Spells Prepared (CL 1st; concentration +2)
1st—*gravity bullet*

TACTICS

Before Combat The ranger casts *gravity bullet*.
During Combat The ranger keeps her foes as far away as possible.
Base Statistics Without *gravity bullet*, the ranger's statistics are **Ranged** masterwork hunting rifle (1d10/x4).

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 20
Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8
Languages Common, Orc
SQ favored terrain (choose one +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3
Combat Gear *potion of cure moderate wounds*, *potion of shield of faith*; **Other Gear** masterwork light trooper armor, masterwork hunting rifle with 30 metal cartridges, concussion grenade, falchion, *elixir of hiding*, 6 gp.

Border guards often keep small dinosaur companions as hunting beasts and as trained guards, using their senses to spot invisible creatures and run them to ground. For border guards with such pets, replace their hunter's bond (companions) with the following animal companion.

VELOCIRAPTOR COMPANION CR —

Small animal
Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 size)
hp 15 (2d8+6)
Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 60 ft.
Melee bite +5 (1d4), 2 talons +5 (1d6)

STATISTICS

Str 11, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 14
Base Atk +1; **CMB** +0; **CMD** 13
Feats Weapon Finesse
Skills Acrobatics +7 (+19 when jumping), Perception +5
SQ tricks (attack, come, defend, down, fetch, guard, seek)
Other Gear leather armor

SAVAGE PLANT SAGE CR 3

XP 800
Half-orc druid 4
CN Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 natural)
hp 32 (4d8+11)
Fort +6, **Ref** +2, **Will** +5; +4 vs. fey and plant-targeted effects
Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.
Melee *shillelagh* club +9 (2d6+7)
Ranged spear +4 (1d8+4/×3)
Special Attacks wild shape 1/day
Domain Spell-Like Abilities (CL 4th; concentration +5)
4/day—wooden fist
Druid Spells Prepared (CL 4th; conc. +5)
2nd—*barkskin*[D], *bull's strength*, *summon swarm*
1st—*entangle*[D] (2, DC 12), *faerie fire*, *shillelagh* (2)
0th (at will)—*create water*, *know direction*, *light*, *stabilize*
[D] Domain spell; **Domain** Plant

TACTICS

Before Combat The druid casts *barkskin* on himself and *shillelagh* on his club.
During Combat The druid casts *entangle* to pin down enemies and then *summon swarm* to attack entangled creatures, then wading into melee against creatures escaping the *entangle*.
Base Statistics Without barkskin, the druid's statistics are: **AC** 18, touch 11, flat-footed 17; **Melee** masterwork club +9 (1d6+6)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +7; **CMD** 18
Feats Natural Spell, Weapon Focus (club)
Skills Heal +7, Intimidate +2, Knowledge (nature) +8, Perception +6, Survival +10
Languages Common, Druidic, Orc
SQ nature bond (Plant domain), nature sense, orc blood, trackless step, weapon familiarity, wild empathy +4, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *dragonhide breastplate*, masterwork club, spears (4), holly and mistletoe, 93 gp

A primitive priest of the old ways, a savage plant sage tends to the green things of the world and often rails against the loss of fertile farmland and the adoption of hydroponics and algae-farming that take people away from their traditional connections to the ground.

TAVERN CHAMPION CR 3

XP 800
Half-orc warrior 5
N Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)
hp 37 (5d10+10)
Fort +5, **Ref** +2, **Will** +0
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee unarmed strike +7 (1d3+2) or sap +7 (1d6+2 nonlethal) or warhammer +7 (1d8+3/×3)

TACTICS

During Combat The warrior makes nonlethal unarmed strikes unless an opponent draws a weapon. She uses Improved Bull Rush to throw opponents into tables or through windows. If sorely pressed, she drinks her potion of enlarge person.

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 8, **Cha** 10
Base Atk +5; **CMB** +7; **CMD** 18
Feats Combat Reflexes, Improved Bull Rush, Improved Unarmed Strike
Skills Intimidate +9, Perception +0
Languages Common, Orc
SQ orc blood, weapon familiarity
Combat Gear *potions of cure light wounds* (2), *potion of enlarge person*; **Other Gear** trooper armor, sap, warhammer, *amulet of natural armor* +1, 137 gp

A tavern champion is locally famous for boxing, throwing darts, arm wrestling, or just coming out on top in a bar fight. If she's not in the mood to fight—for example, if she's just trying to enjoy a meal or drink with friends—she prefers to intimidate rivals into backing down, but still enjoys a good brawl and knocks out anyone who doesn't take no for an answer.

BLOODFIRE SORCERER CR 6

XP 2,400
Half-orc sorcerer 7
NE Medium humanoid (human, orc)
Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 22, touch 13, flat-footed 20 (+4 armor, +1 deflection, +2 Dex, +1 natural, +4 shield)
hp 60 (7d6+33)
Fort +3, **Ref** +4, **Will** +7
Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.
Melee falchion +5 (2d4+3/18–20)
Ranged masterwork hunting rifle +6 (1d10/x4)
Bloodline Spell-Like Abilities (CL 7th; concentration +10)
6/day—elemental ray (1d6+3 fire)
Sorcerer Spells Known (CL 7th; concentration +10)
3rd (5/day)—*fireball* (DC 17), *fly*, *haste*
2nd (7/day)—*blur*, *false life*, *glitterdust* (DC 15), *scorching ray*
1st (7/day)—*burning hands* (DC 15), *feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*
oth (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 14), *light*, *ray of frost* (fire), *read magic*
Bloodline Elemental (fire)

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor* early each day, and casts *blur* and *shield* if expecting combat.
During Combat The sorcerer casts *haste* on allies before targeting her foes with *fireball* or *scorching ray*. She avoids melee using *fly* and unleashing *fireball* and rays against her enemies or using her rifle at long range or against fire-resistant enemies.
Base Statistics Without *false life*, *mage armor*, and *shield*, the sorcerer's statistics are: **AC** 14, touch 12, flat-footed 12; **hp** 48.

STATISTICS

Str 14, **Dex** 14, **Con** 13, **Int** 8, **Wis** 10, **Cha** 16
Base Atk +3; **CMB** +5; **CMD** 18
Feats Combat Casting, Eschew Materials, Iron Will, Spell Focus (evocation), Toughness, Weapon Focus (ray)
Skills Intimidate +11, Knowledge (arcana) +3, Linguistics +0, Perception +7, Spellcraft +4
Languages Common, Ignan, Orc
SQ bloodline arcana (change energy damage spells to fire), orc blood, weapon familiarity
Combat Gear *potion of cure moderate wounds*, *scroll of protection from energy* (2); **Other Gear** falchion, masterwork hunting rifle with 10 metal cartridges, *amulet of natural armor* +1, *ring of protection* +1, 75 gp.

The bloodfire sorcerer withers her enemies with flame and quickens her allies with hot-blooded ferocity.

SACRED KILLER CR 8

XP 4,800
Half-orc cleric 1/assassin 2/rogue 6
NE Medium humanoid (human, orc)
Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 15 (+4 armor, +5 Dex, +1 dodge, +1 shield)
hp 68 (1d8+6d8+2d8+24)
Fort +7, **Ref** +11, **Will** +6; +1 vs. poison
Defensive Abilities evasion, improved uncanny dodge, orc ferocity, trap sense +2

OFFENSE

Speed 30 ft.
Melee masterwork short sword +12 (1d6/19–20 plus poison)
Ranged masterwork needler +11 (1d4 plus poison)
Special Attacks channel negative energy 2/day (DC 9, 1d6), death attack (DC 14), sneak attack +4d6
Domain Spell-Like Abilities (CL 1st; concentration +2)
4/day—bleeding touch, copycat
Cleric Spells Prepared (CL 1st; concentration +2)
1st—*bless*, *disguise self*[D], *divine favor*
oth (at will)—*bleed* (DC 11), *detect poison*, *guidance*
[D] Domain spell; **Domains** Death, Trickery

TACTICS

Before Combat The assassin attempts to use his *scroll of invisibility* and coats his short sword with poison while loading his needler with a poisoned nanite canister.
During Combat The assassin begins combat by studying his foe for a death attack with his needler. When making this attack, he uses Channel Smite, Deadly Aim, and Vital Strike to do as much damage as possible. Against groups of foes, he uses his flash grenade and makes sneak attacks against blinded foes.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 14, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +5; **CMD** 21
Feats Channel Smite, Deadly Aim, Dodge, Step Up, Vital Strike, Weapon Finesse
Skills Bluff +11, Climb +8, Disguise +7, Intimidate +9, Knowledge (local, nobility, religion) +10, Perception +13, Sense Motive +13, Sleight of Hand +13, Spellcraft +10, Stealth +17
Languages Common, Dwarven, Orc
SQ aura, orc blood, poison use, rogue talents (bleeding attack +4, finesse rogue, surprise attack), trapfinding +3, weapon familiarity
Combat Gear *potion of cure serious wounds*, *scroll of invisibility*, *scroll of magic weapon* (2), black adder venom (2), giant wasp poison (2), greenblood oil (2); **Other Gear** +1 *omniweave armor*, masterwork buckler, masterwork short sword, masterwork needler with 5 nanite canisters, *belt of incredible dexterity* +2, flash grenade.

Most evil temples and cults use sacred killers to enforce their twisted will or to eliminate annoying enemies.

Sample Halfling NPCs

DRIFTER CR 1

XP 400
Male halfling expert 3
CN Small humanoid (halfling)
Init +2; **Senses** Perception +7

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)
hp 13 (3d8)
Fort +2, **Ref** +4, **Will** +4; +2 vs. fear

OFFENSE

Speed 20 ft.
Melee dagger +3 (1d3/19–20)
Ranged dragon pistol (1d4/x4) or dagger +5 (1d3/19-20)

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +1; **CMD** 13
Feats Point-Blank Shot, Precise Shot
Skills Acrobatics +4 (+0 when jumping), Climb +7, Craft (carpentry) +5, Knowledge (nature) +3, Perception +7, Profession (woodcutter) +6, Ride +6, Stealth +11, Survival +6, Swim +4; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Halfling
Gear *potion of cure light wounds*; **Other Gear** armored jacket, 2 daggers, dragon pistol with 2 dragon's breath cartridges, 2 entangling shot cartridges, 6 pellet shot cartridges, and 10 metal cartridges, fragmentation grenades (2), 8 gp, guard dog

A drifter wanders from place to place with his trusty pet, eking out a living on the fringes of society and trying to avoid trouble.

NIMBLE SHURIKEN THROWER CR 7

XP 3,200
Halfling monk (monk of the four winds[APG]) 8
LN Small humanoid (halfling)
Init +4; **Senses** Perception +13

DEFENSE

AC 20, touch 20, flat-footed 16 (+3 Dex, +1 deflection, +1 dodge, +2 monk, +1 size, +2 Wis)
hp 53 (8d8+14)
Fort +9, **Ref** +11, **Will** +10; +2 vs. enchantments, +2 vs. fear
Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.
Melee unarmed strike +9 (1d8+2) or unarmed strike flurry of blows +9/+9/+4/+4 (1d8+2)
Ranged masterwork shuriken +12 (1d1+2) or masterwork shuriken flurry of blows +12/+12/+7/+7 (1d1+2)
Special Attacks flurry of blows, elemental fist (8/day, 2d6 electricity)

TACTICS

During Combat The monk relies on her shuriken, using Shot on the Run to begin and end behind cover. If cornered, she uses Stunning Fist and then escapes to a safe distance.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +6; **CMB** +9; **CMD** 29
Feats Deadly Aim, Deflect Arrows, Dodge, Elemental Fist[B], Elemental Ki Focus, Improved Unarmed Strike, Mobility, Point-Blank Shot, Shot on the Run
Skills Acrobatics +17 (+27 when jumping), Climb +12, Knowledge (local) +4, Perception +13, Sense Motive +10, Stealth +16, Swim +6
Languages Common, Halfling
SQ fast movement, high jump, ki pool (6 points, magic, cold iron, silver), maneuver training, purity of body, slow fall 40 ft.
Combat Gear *potions of cure light wounds (2), potion of invisibility, potion of spider climb*; **Other Gear** masterwork shuriken (30), fragmentation grenades (3), *ring of protection +1, cloak of resistance +1, belt of incredible dexterity +2*, 5 gp.

These short-statured monks do their best to stay out of close combat, backing up their companions with well-placed shuriken.

NEW FEAT

Elemental Ki Focus (Combat)

You empower your monk weapons with elemental energy.

Prerequisites: Con 13, Wis 13, Elemental Fist[B], Improved Unarmed Strike, base attack bonus +8.

Benefit: You can imbue the elemental energy from your Elemental Fist into an attack you make with any weapon with the monk property, as if they were unarmed strike attacks. If you confirm a critical hit with your weapon when using this feat, that attack does not count against the number of Elemental Fist attacks you can make each day.

Special: A monk of the four winds can select this as a bonus feat at 7th level, in place of gaining the wholeness of body monk class feature.

Sample Human NPCs

FOOT SOLDIER CR 1/3

XP 135
Human warrior 1
N Medium humanoid
Init +1; **Senses** Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)
hp 8 (1d10+3)
Fort +2, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.
Melee ranseur +3 (2d4+3/x3) or longsword +3 (1d8+2/19-20)
Ranged musket +2 (1d12/x4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9
Base Atk +1; **CMB** +3; **CMD** 14
Feats Step Up, Toughness
Skills Craft (weapons) +3, Profession (soldier) +4, Survival +1
Languages Common

Gear light trooper armor, buckler, ranseur, longsword, musket with 5 metal cartridges.
Boon Foot soldiers can help PCs buy normal (nonmasterwork) simple or martial weapons costing less than 100 gp at a 10% discount or may agree to accompany the PCs as men-at-arms for a 10% share of the treasure.

Foot soldiers are the backbone of any army, stout soldiers who "hold the line" in the face of the enemy's charge with a bristling wall of polearms, decimate an opposing force's ranks with a volley of bullets, or hew with their swords in the bloody grind of close combat. Foot soldiers close the gap when their foes try to flee the field and are tough enough to shrug off blows that would fell a common man.

AETHER SOLDIER CR 1/2

XP 200
Human fighter (aether soldier) 1
LG Medium humanoid (human)
Init +1; **Senses** Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 13 (1d10+3)
Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee masterwork depleted aetherite greatsword +5 (2d6+4/19–20)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 15
Feats Cleave, Power Attack
Skills Acrobatics –4 (–8 to jump), Knowledge (arcana) +4, Perception +2, Survival +5; +2 to Knowledge (arcana) checks pertaining to aetherite
Languages Common
SQ aether bond, aetherite familiarity
Combat Gear *potion of cure light wounds*; **Other Gear** trooper armor, masterwork depleted aetherite greatsword, *standard aetheric capacitor* (3 au)

SPECIAL ABILITIES

Aether Bond (Su) This aether soldier possesses a masterwork melee weapon crafted from depleted aetherite. This functions as a wizard's arcane bond with a weapon.
Aetherite Familiarity: An aether soldier's intense training and long-term handling of aetherite makes her well-acquainted with the material's inner-working and other materials producing similar effects. She gains a +2 insight bonus on all Knowledge (arcana) checks involving aetherite.
Depleted Aetherite Greatsword: This aether soldier's greatsword is fashioned from specially-prepared aetherite that is as hard as steel and can no longer hold an aetheric charge. However, the latent magical energy in the material allows her sword to penetrate damage reduction as if it were a magic weapon.

An aether soldier has endured exposure to radioactive aetherite (see **Appendix 1: Aetherite**) and has been inured to its effects while being trained to master the subtle force flux that still endures in weapons made from it.

FARMER CR 1/2

XP 200
Human commoner 1/expert 1
N Medium humanoid
Init +0; **Senses** Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10
hp 10 (2 HD, 1d6+1d8+2)
Fort +1, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.
Melee club +0 (1d6) or sickle +0 (1d6)
Ranged sling +0 (1d4) or club +0 (1d6)

STATISTICS

Str 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9
Base Atk +0; **CMB** +0; **CMD** 10
Feats Animal Affinity, Skill Focus (Profession[farmer])
Skills Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7
Languages Common
Gear club, sickle, sling with 10 bullets, heavy horse, wagon
Boon A farmer can provide enough food and drink for the PCs for 1 week free of charge, or offer them a place to sleep for the night in his barn.

Farmers are the backbone of any economy, producing the foodstuffs and livestock for the world. A typical farmer is fair-minded, sensible, and trustworthy, but suspicious of outsiders. A farmer can be a good source of local gossip and knows the area around his farm like the back of his hand. Farmers in more dangerous areas might have a level of warrior rather than commoner and might have better weapons and armor left over from former military service.

BARMAID CR 1/2

XP 200
Human commoner 2
N Medium humanoid
Init +1; **Senses** Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 7 (2d6)
Fort +0, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.
Melee serving tray +1 (1d4) or frying pan +1 (1d6 plus 1 fire [if hot])
Ranged drinking glass +2 (1d4 plus dazzled 1 round [drink in eyes])

STATISTICS

Str 10, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 13
Base Atk +1; **CMB** +1; **CMD** 12
Feats Catch Off-Guard, Throw Anything
Skills Perception +4, Perform (dance) +3, Profession (barmaid) +4, Profession (cook) +3, Sleight of Hand +2
Languages Common
Combat Gear antitoxin (2); Other Gear serving tray or frying pan, drinking glasses (2 to 4)
Boon A barmaid can get PCs a free round of drinks or whisper the local gossip (granting a +2 bonus on the PCs' next Diplomacy check to gather information in that community).

Barmaids can be of any age or gender and the stat block includes not just cooks and servers in an inn or tavern but any household help by changing their Profession skills. Profession (courtesan) creates an inexperienced prostitute, or a servant in a brothel, while a gossipmonger might have Alertness or Skill Focus (Perception) to help overhear conversations.

SOCIALITE CR 1/2

XP 200
Human aristocrat 2
N Medium humanoid (human)
Init +1; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)
hp 7 (2d8–2)
Fort –1, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee unarmed strike +0 (1d3–1)
Ranged taser +2 (1d10 nonlethal electricity)

TACTICS

During Combat A socialite calls for help and seeks to flee, using her taser to attempt to knock out her attacker and give her time to escape or find an improvised weapon if escape is impossible.

STATISTICS

Str 8, **Dex** 13, **Con** 9, **Int** 11, **Wis** 10, **Cha** 14
Base Atk +1; **CMB** +0; **CMD** 12
Feats Dodge, Skill Focus (Diplomacy)
Skills Bluff +6, Diplomacy +10, Knowledge (nobility) +5, Knowledge (religion) +4, Perform (dance) +7, Perform (sing, string instruments) +6, Ride +5, Sense Motive +4
Languages Common
Gear noble's outfit, signet ring, 310 gp

Socialites are wealthy courtiers, minor functionaries in government, members of hereditary nobility, or other members of the idle rich. Their clothing and wealth is generally in the form of high-quality clothing or jewelry, which is usually easily recognizable and may cause suspicion if found in the hands of others.

PROSTITUTE CR 1

XP 400
Human expert 1/rogue 1
N Medium humanoid
Init +2; **Senses** Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 11 (2d8+2)
Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.
Melee dagger -1 (1d4–1/19–20) or sap -1 (1d6-1 nonlethal)
Ranged dagger +2 (1d4-1/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17
Base Atk +0; **CMB** -1; **CMD** 11
Feats Deceitful, Skill Focus (Profession [courtesan])
Skills Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7
Languages Common, Elven
SQ trapfinding +1
Gear dagger, sap, *elixir of love*, disguise kit
Boon A prostitute can set up a meeting with a current or former client. Because the PCs know of the client's connection to the prostitute, they gain a +2 bonus on Sense Motive checks against the client (and on Intimidate checks if they reveal their knowledge).

Prostitutes are workers for hire in the field of carnal pleasure. From cheap streetwalkers to high-class escorts, in brothels, bathhouses, and palace seraglios, prostitutes of all genders service the wants, needs, and dark desires of their clients, often in elaborate costume. This stat block also can be used for other kinds of performers, or for low-level spies or undercover agents.

CONVOY DRIVER CR 1

XP 400
Human fighter 2
N Medium humanoid
Init +5; **Senses** Perception +4

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +1 Dex, +1 dodge, +1 shield)
hp 16 (2d10+5)
Fort +5, **Ref** +1, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.
Melee longsword +5 (1d8+3/19–20) or kukri +5 (1d4+3/18–20)
Ranged light revolver +4 (1d6/x4)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 16
Feats Alertness, Dodge, Improved Initiative, Skill Focus (Profession [driver])
Skills Handle Animal +3, Intimidate +3, Perception +4, Profession (driver) +8, Ride +0, Sense Motive +3, Survival +5
Languages Common
Combat Gear *potion of cure light wounds* (2); **Gear** trooper armor, buckler, longsword, kukri, light revolver with 30 metal cartridges, light horse (combat trained) with saddle, 1 gp
Boon Convoy drivers can arrange for PCs to travel with a convoy to a destination of their choice, either as guests or as guards.

Convoy drivers are sturdy veterans with an eye for troublemakers. They are armed and skilled at driving and protecting laden trucks, hovercraft, or similar vehicles, or in low-tech fringe areas they ride horses and lead wagons safely through dangerous territory. In such areas, they might exchange their Skill Focus feat for Animal Affinity, or exchange any of their feats for mounted combat feats

like Ride-By Attack and Trample. For convoy drivers riding along as guards, they often replace their light revolvers with muskets or combat shotguns.

GUARD CR 1

XP 400
Human warrior 3
LN Medium humanoid
Init +0; **Senses** Perception +3

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)
hp 19 (3d10+3)
Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.
Melee heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)
Ranged musket +3 (1d12/x4)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)
Feats Alertness, Improved Sunder, Power Attack
Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2
Languages Common
Combat Gear *potion of cure light wounds*; **Other Gear** heavy trooper armor, musket with 10 metal cartridges, heavy flail, sap.
Boon A guard can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate after hours or without paying a gate tax.

Guards are vigilant soldiers, dedicated to keeping the peace and maintaining order. They favor disarming, tripping, sundering, and dealing nonlethal damage when possible to break up fights and quell the unruly. Weapons and armor may vary radically, including using reach weapons, one-handed weapons with lighter armor and shields, heavy tower shields, and so on.

SHOPKEEPER CR 1

XP 400
Human expert 3
N Medium humanoid
Init +0; **Senses** Perception +8

DEFENSE

AC 10, touch 10, flat-footed 10
hp 13 (3d8)
Fort +1, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.
Melee dagger +1 (1d4–1/19–20)
Ranged dagger +2 (1d4–1/19–20)

STATISTICS

Str 9, **Dex** 10, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +2; **CMB** +1; **CMD** 11
Feats Alertness, Deceitful, Skill Focus (Profession [merchant])
Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8, Profession (merchant) +10, Sense Motive +9
Languages Common, Dwarven, Gnome, Halfling
Combat Gear smokestick, tanglefoot bag; **Other Gear** dagger, disguise kit, heavy horse and wagon, 433 gp worth of trade goods
Boon A shopkeeper can give a 10% discount on any item of equipment less than 400 gp.

Shopkeepers manage stores, trading posts, and bazaars, though they can serve a wide variety of occupations and businesses by changing the focus of their Profession skill or replacing Profession with a Craft skill. Exchanging Profession for a Knowledge skill or two creates a teacher or researcher; in this case, replace trade goods with books, storage media, and other teaching and research equipment.

STREET THUG CR 1

XP 400
Human fighter 1/rogue 1
NE Medium humanoid
Init +2; **Senses** Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 16 (2 HD; 1d10+1d8+6)
Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.
Melee quarterstaff +4 (1d6+3) or quarterstaff +2/+2 (1d6+3/1d6+1) or dagger +4 (1d4+3/19–20) or sap +4 (1d6+3 nonlethal)
Ranged blunderbuss +3 (1d8) or dagger +3 (1d4+3/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 16
Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting
Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7
Languages Common
SQ trapfinding +1
Gear armored jacket, blunderbuss with 4 pellet cartridges, 1 entangling shot cartridge[UC], daggers (2), quarterstaff, sap, manacles (2)
Boon A street thug could attempt to kidnap or threaten a particular NPC, deliver a message, or create a disturbance with a street brawl whose distraction causes a –2 penalty on opposed Perception checks for 1 minute.

Street thugs are crude muscle employed by other criminals to keep rivals at bay and shake down hapless shopkeepers and terrorize the citizenry with brutal beatings. In lawless cities, street thugs can serve as corrupt guardsmen or as a vigilante militia. Street thugs can also be used as bouncers in a tavern or casino. Replacing Two-Weapon Fighting with Intimidating Prowess makes a street thug a better extortionist. Outside of cities and towns, street thugs can also be used as bandits or brigands, or as low-level guards for a merchant caravan.

VAGABOND CR 1

XP 400
Human commoner 2/warrior 1
N Medium humanoid
Init +1; **Senses** Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)
hp 15 (3 HD; 2d6+1d10+3)
Fort +3, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.
Melee battleaxe +3 (1d8+1/x3) or dagger +3 (1d4+1/19–20)
Ranged rifle +3 or +1/+1 (1d10/x4) or dagger +3 (1d4+1/19–20)
Statistics
Str 13, **Dex** 13, **Con** 12, **Int** 10, **Wis** 8, **Cha** 9
Base Atk +2; **CMB** +3; **CMD** 14
Feats Alertness, Point Blank Shot, Rapid Shot
Skills Climb +3, Handle Animal +3, Knowledge (geography) +1, Knowledge (local) +1, Perception +7, Ride +3, Sense Motive +2, Survival +1, Swim +3
Languages Common
Gear armored longcoat, buckler, battleaxe, dagger, rifle with 20 metal cartridges, mule, saddle
Boon A vagabond can give accurate directions to any known landmark or settlement within 50 miles (+5 on Survival checks to avoid getting lost) and general information about likely dangers (terrain or hostile creatures) along the way.

Vagabonds are drifters who wander from settlement to settlement, picking up odd jobs but rarely letting settling anywhere. Vagabonds serve well as scouts, hunters, traveling peddlers, smugglers, or similar wanderers living on the fringes of society. Vagabonds make good low-level ranged combatants, and this skill can be improved by replacing the Alertness feat with Far Shot, Precise Shot, or Weapon Focus (any firearm). Alternatively, you can replace ranged weapon feats with Power Attack and Toughness to make a vagabond better in melee combat.

PRISONER CR 2

XP 600
Human expert 4
N Medium humanoid
Init –1; **Senses** Perception +8

DEFENSE

AC 9, touch 9, flat-footed 9 (–1 Dex)
hp 26 (4d8+8)
Fort +3, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.
Melee improvised dagger +2 (1d4-1/19-20) or club +2 (1d6-1)

STATISTICS

Str 9, **Dex** 8, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +2; **CMD** 11
Feats Catch Off-Guard, Diehard, Endurance
Skills Craft (choose one) +8, Climb +5, Escape Artist +5, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Perception +8, Profession (choose one) +8, Sleight of Hand +5, Survival +8, Swim +5
Languages Aklo, Common

Boon A prisoner can impart secrets of a prison they have inhabited, granting a +2 circumstance bonus on Perception, Survival, and Knowledge (dungeoneering or engineering) checks within that prison. A prisoner can also draw a map of a prison or might have information about other prisoners or know which guards are corrupt.

Prisoners are hapless wretches who have spent uncounted years locked away in the deepest cells, or may be escaped slaves, beggars, or similar desperate folk. Giving a prisoner the Throw Anything feat makes a prisoner skilled with improvised melee and ranged weapons. Giving him a Skill Focus feat makes an expert being held prisoner for his skill or knowledge, perhaps someone the PCs are hired to rescue. Prisoners might have Great Fortitude, Iron Will, or Lightning Reflexes to represent the hardships they have overcome. Prisoners may be found alone or in a work gang of a half-dozen under the watchful eye of a **slaver**.

INVESTIGATOR WIZARD CR 3

XP 800
Human diviner 4
LN Medium humanoid (human)
Init +8; **Senses** Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)
hp 22 (4d6+6)
Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.
Melee dagger +1 (1d4–1/19-20)
Ranged dagger +4 (1d4-1/19-20)
Arcane School Spell-Like Abilities (CL 4th; concentration +8)
7/day—diviner's fortune (+2)
Diviner Spells Prepared (CL 4th; concentration +8)
2nd—*cat's grace, detect thoughts* (DC 16), *web* (2, DC 16)
1st—*comprehend languages, feather fall, mage armor, magic missile* (2)
0th (at will)—*dancing lights, detect magic, detect poison, message*
Opposition Schools illusion, necromancy

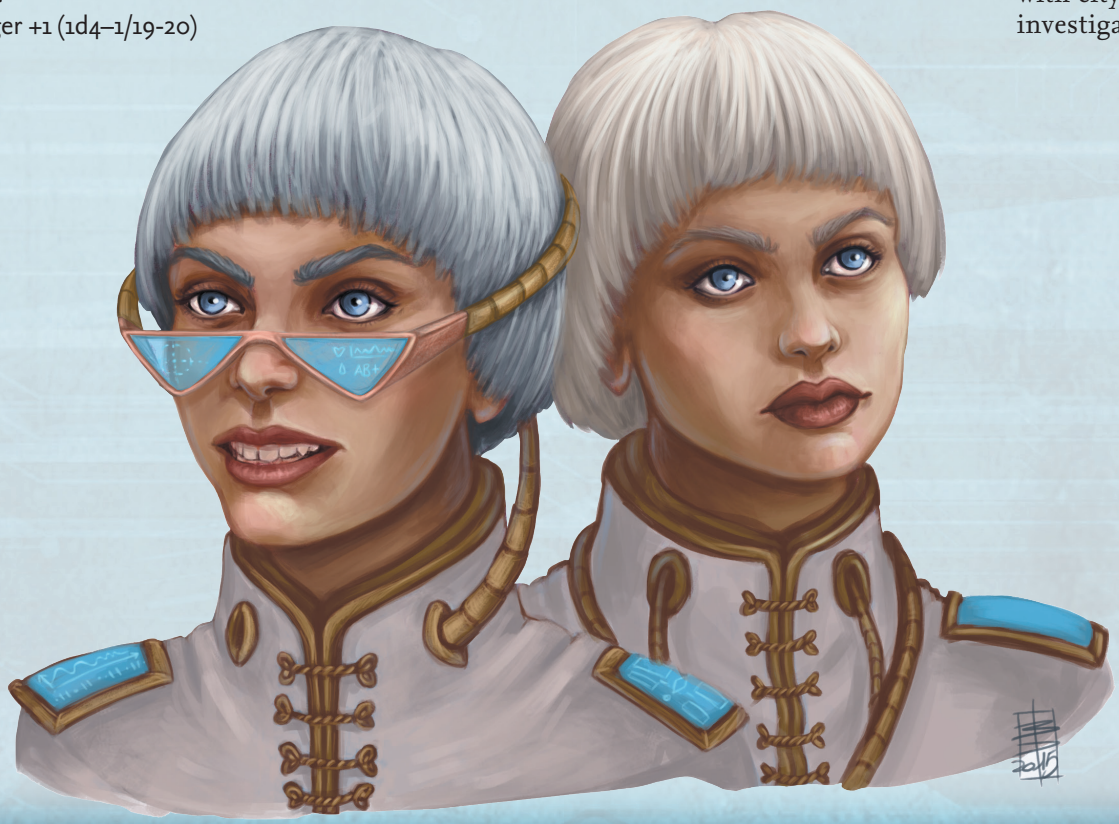
TACTICS

Before Combat The wizard casts *mage armor*.
During Combat If surprised, the wizard uses forewarned to cast *cat's grace* in the surprise round. He uses *web, color spray*, or *sleep* against targets he intends to capture.
Base Statistics Without *mage armor*, the wizard's statistics are: **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 18, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +1; **CMD** 15
Feats Combat Casting, Dodge, Improved Initiative, Scribe Scroll[B]
Skills Diplomacy +4, Intimidate +4, Knowledge (arcana, local) +10, Knowledge (geography, history, nobility, religion) +8, Perception +5, Sense Motive +5, Spellcraft +11
Languages Common, Draconic, Dwarven, Elven, Orc
SQ arcane bond (*ring of protection* +1), forewarned
Combat Gear *potion of cure moderate wounds, scroll of detect thoughts, scroll of knock, scroll of locate object, scrolls of sleep* (2), *wand of color spray* (20 charges), bang grenade; **Other Gear** dagger, *ring of protection* +1, manacles, spellbook, 60 gp

The investigator mage works with city guards to investigate crimes.



NOBLE SCION CR 2

XP 600
Human aristocrat 4
N Medium humanoid
Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)
hp 20 (4d8+2)
Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.
Melee masterwork longsword +5 (1d8+1/19–20), lance +4 (1d8+1/x3), or dagger +4 (1d4+1/19–20)
Ranged military pistol +4 (1d8/x4)

STATISTICS

Str 12, **Dex** 12, **Con** 11, **Int** 10, **Wis** 8, **Cha** 13
Base Atk +3; **CMB** +3; **CMD** 14
Feats Mounted Combat, Ride-By Attack, Trample
Skills Bluff +5, Diplomacy +8, Intimidate +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +6, Sense Motive +3
Languages Common
Combat Gear *potion of invisibility*; **Other Gear** armored longcoat, masterwork heavy steel shield, lance, masterwork longsword, dagger, military pistol with 20 metal cartridges, noble outfit, light horse (combat trained) with military saddle and omniweave barding, 32 gp
Boon A noble scion might pass on an especially juicy bit of palace gossip, granting a +5 bonus on a Knowledge (nobility) check or Diplomacy check to gather information, or could arrange a face-to-face meeting with a noble, prince, or princess.

Noble scions are the haughty and proud offspring of aristocratic sires, full of the fresh vigor of youth and all the hauteur of those born in a manor. They have received fine education and know a modicum of social graces, but typically practice them only when other highborn are present. Noble scions are scornful of commoners, who return the sentiment toward these peacocks strutting in their finery. If used as minor court functionaries and sycophants, noble scions can be sources of palace gossip and intrigue.

POACHER CR 2

XP 600
Human ranger 3
CE Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 30 (3d10+9)
Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.
Melee 2 handaxes +5 (1d6+3/x3)
Ranged masterwork hunting rifle +5 (1d10/x4)
Special Attacks favored enemy (animals +2)

TACTICS

Before Combat If hunting an animal, the ranger drinks his *potion of hide from animals*.
During Combat The poacher tries to weaken its prey with one or more rifle shots before sneaking in close and charging into melee to finish the job. If his target is more powerful than expected, he retreats and drinks his *potion of bull's strength*.

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 17
Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)
Skills Climb +8, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +6, Survival +7
Languages Common
SQ favored terrain (forest +2), track +1, wild empathy +2
Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), *potion of hide from animals*; **Other Gear** omniweave armor, handaxes (2), masterwork hunting rifle with 20 metal cartridges, 63 gp

Poachers hunt animals for meat or trophies in areas where hunting is forbidden.

VIGILANT BODYGUARD CR 2

XP 600
Human monk 3
LN Medium humanoid (human)
Init +1; **Senses** Perception +10

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +4 Wis)
hp 20 (3d8+3)
Fort +4, **Ref** +4, **Will** +7; +2 vs. enchantments
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee unarmed strike +5 (1d6+2) or nunchaku +4 (1d6+2) or unarmed strike flurry of blows +3/+3 (1d6+2)
Ranged shuriken +3 (1d2+2)
Special Attacks flurry of blows, stunning fist (3/day, DC 15)

TACTICS

Before Combat The monk drinks her *potion of owl's wisdom* to enhance her AC and Perception, as well as a *potion of mage armor*.

During Combat The monk uses a flurry of blows to make disarm attempts with her nunchaku. If protecting someone, she uses Bodyguard to help protect her charge, focusing Stunning Fist attacks on anyone attacking her charge to enable them to escape. She uses her *potion of enlarge person* to provide cover to her charge or lift them out of danger.

Base Statistics Without *owl's wisdom* and *mage armor*, the monk's statistics are: **Senses** Perception +8; **AC** 15, touch 14, flat-footed 13; **Wis** 15; **CMD** 18; **Skills** Perception +8, Sense Motive +8, Survival +3.

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 19, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 20
Feats Bodyguard[APG], Combat Reflexes, Dodge, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)
Skills Acrobatics +7 (+11 when jumping), Climb +6, Intimidate +5, Perception +10, Sense Motive +10, Stealth +7, Survival +5, Swim +6
SQ fast movement, maneuver training
Combat Gear *potions of cure light wounds* (2), *potion of mage armor, potion of enlarge person, potion of owl's wisdom*, smoke grenade, tear gas grenade, concussion grenade; **Other Gear** dagger, nunchaku, shuriken (20), *bracers of armor* +1, 30 gp

Some monk orders hire out vigilant bodyguards to princelings, merchants, and priests with compatible interests and philosophies.

GUARD OFFICER CR 3

XP 800
Human fighter 4
LN Medium humanoid
Init +1; **Senses** Perception +3

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 34 (4d10+12)
Fort +6, **Ref** +2, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.
Melee masterwork guisarme +9 (2d4+6/x3) or sap +7 (1d6+3 nonlethal)
Ranged masterwork military pistol +6 (1d8/x4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 18
Feats Combat Reflexes, Dazzling Display, Power Attack, Skill Focus (Intimidate), Weapon Focus (guisarme), Weapon Specialization (guisarme)
Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2
Languages Common
SQ armor training 1
Combat Gear *potion of cure light wounds*, soft grenade, tear gas grenade; **Other Gear** heavy trooper armor, masterwork guisarme, masterwork military pistol with 20 metal cartridges, sap

Boon A guard officer can alert the PCs to local customs, traditions, tricks, and suspicious activity, granting a +2 bonus for 24 hours on opposed Perception and Sense Motive checks within the city. She can also arrange a meeting with a watch captain for the PCs.

Guard officers supervise guards in their duties and respond to major disturbances, using their grim demeanors and skill at arms to quell conflict. They coordinate well in battle with the guards under their command, rounding up troublemakers and preventing their escape.

DEALER CR 3

XP 800
Human expert 1/rogue 3
N Medium humanoid
Init +2; **Senses** Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 22 (4d8+4)
Fort +2, **Ref** +5, **Will** +2
Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.
Melee masterwork dagger +5 (1d4+1/19–20) or masterwork sap +5 (1d6+1 nonlethal)
Ranged masterwork pistol +5 (1d8/x4)
Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 14
Base Atk +2; **CMB** +3; **CMD** 15
Feats Deceitful, Quick Draw, Skill Focus (Craft [alchemy]), Weapon Finesse
Skills Appraise +6, Bluff +11, Craft (alchemy) +12, Disable Device +6, Disguise +12, Escape Artist +9, Intimidate +9, Knowledge (local) +9, Perception +6, Profession (herbalist) +6, Sense Motive +6, Sleight of Hand +9, Stealth +9
Languages Common, Halfling, Orc
SQ rogue talent (finesse rogue), trapfinding +1
Combat Gear bloodroot poison (2 doses), oil of taggit (2 doses), striped toadstool poison (2 doses); **Other Gear** armored jacket, masterwork pistol with 5 metal cartridges and 3 pitted bullets[UC] (1 of each type of poison), masterwork dagger, sap, alchemy kit, disguise kit, thieves' tools
Boon A dealer can provide alchemical substances or poisons costing less than 500 gp at a 10% discount. He can also arrange for PCs to meet a more powerful crime boss or to plant illicit substances on a person or place.

New Drugs

HEPPAH

Type inhaled; **Addiction** moderate, **Fortitude** DC 14, **Price** 15 gp

Effects 2 hours; +3 alchemical bonus to Initiative and saves vs. sleep effects, saves to prevent fatigue, exhaustion; 30 minutes of fatigue after the effects of the drug dissipate.

Damage 1d3 Con damage.

SARLU-AHQ OR "SCREEN"

Type ingested; **Addiction** severe, **Fortitude** DC 22, **Price** 150 gp

Effects 2 hours; intense euphoria, –3 to saves vs. enchantment, illusions.

Damage 1d3 Wis damage.

SLAVER CR 3

XP 800
Human fighter 2/ranger 2
NE Medium humanoid
Init +2; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 30 (4d10+8)
Fort +8, **Ref** +5, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee masterwork guisarme +9 (2d4+3/x3) or sap +7 (1d6+3 nonlethal) or spiked gauntlet +7 (1d4+3)
Ranged bolas +7 (1d4+3) or light revolver +7 (1d6/x4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)
Special Attacks favored enemy (humans +2)

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +7; **CMD** 19
Feats Combat Reflexes, Exotic Weapon Proficiency (bolas), Stand Still, Step Up, Weapon Focus (bolas), Weapon Focus (guisarme)
Skills Climb +11, Handle Animal +3, Knowledge (geography) +4, Perception +8, Ride +6, Stealth +8, Survival +8 (+9 to follow tracks), Swim +7
Languages Common
SQ track +1, wild empathy +1
Combat Gear *feather token (whip)*, tanglefoot bags (2), tear gas grenade; **Other Gear** masterwork armored longcoat, bolas (3), masterwork guisarme, sap, spiked gauntlet, light revolver with 12 metal cartridges, climber's kit, drow poison (2 doses), manacles, 10 gp.
Boon Slavers can provide information on slave-trading routes, major customers, and the likely location of specific enslaved individuals, providing a +2 circumstance bonus on Diplomacy checks to gather information about such topics.

Slavers are the scourge of free societies, sneaking into towns and villages by night and capturing the innocent, spiriting them away to underground slave markets or taking them on the next starship to mines, plantations, and pleasure palaces on distant worlds.

GANG SORCERER CR 3

XP 800
Female human sorcerer 4
CE Medium humanoid (human)
Init +5; **Senses** low-light vision; Perception +1

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 deflection, +1 Dex, +1 dodge, +1 natural)
hp 28 (4d6+12)
Fort +3, **Ref** +2, **Will** +5
Resist cold 5, fire 5

OFFENSE

Speed 30 ft.
Bloodline Spell-Like Abilities (CL 4th; concentration +8)
7/day—*minute meteors*
Sorcerer Spells Known (CL 4th; concentration +8)
2nd (4/day)—*pilfering hand*[UC]
1st (7/day)—*burning hands* (DC 16), *color spray* (DC 15), *ear-piercing scream*[UM] (DC 16), *unseen servant*
0 (at will)—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *spark*[APG] (DC 15)
Bloodline Starsoul[APG]

TACTICS

Before Combat If the sorcerer has the time, she casts *unseen servant*.
During Combat The sorcerer typically casts *pilfering hand* on a surprise round or if she wins initiative, attempting to take away a melee character's weapon, although obvious wands and holy symbols are fair game, as well. If she has an *unseen servant* active, she has it drag the object away to impede its recovery.

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18
Base Atk +2; **CMB** +1; **CMD** 14
Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)
Skills Bluff +10, Intimidate +10, Knowledge (arcana) +6, Spellcraft +6
Languages Common
Combat Gear *scroll of web*, *wand of alarm* (8 charges); **Other Gear** *amulet of natural armor +1*, *ring of protection +1*

GLADIATOR CR 5

XP 1,600
Human barbarian 3/fighter 3
N Medium humanoid
Init +3; **Senses** Perception +10

DEFENSE

AC 22, touch 12, flat-footed 18 (+7 armor, +3 Dex, +1 dodge, –2 rage, +3 shield)
hp 57 (3d12+3d10+21)
Fort +9, **Ref** +5, **Will** +5; +1 vs. fear
Defensive Abilities bravery +1, trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.
Melee masterwork battleaxe +13/+8 (1d8+5/x3) or masterwork battleaxe +11/+6 (1d8+5/x3) and masterwork shield spikes +10 (1d6+5)
Ranged javelin +9 (1d6+5)
Special Attacks rage (9 rounds/day), rage powers (knockback)

TACTICS

Base Statistics When not raging, the gladiator has: **AC** 23, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 dodge, +2 shield); **hp** 45; **Fort** +7, **Will** +3; **Melee** masterwork battleaxe +11/+6 (1d8+3) or masterwork battleaxe +9/+4 (1d8+3) and masterwork shield spikes +8 (1d6+3); **Ranged** javelin +9 (1d6+3); **Str** 16, **Con** 13; **CMB** +9; **CMD** 23; **Skills** Climb +6, Swim +6.

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +11; **CMD** 25
Feats Dodge, Double Slice, Improved Shield Bash, Shield Focus, Two-Weapon Fighting, Weapon Focus (trident)
Skills Acrobatics +10 (+14 jump), Climb +8, Intimidate +5, Perception +10, Swim +8
Languages Common
SQ armor training 1, fast movement
Gear +1 *trooper armor*, +1 *heavy steel shield* with masterwork shield spikes, javelins (5), masterwork battleaxe, 1 gp
Boon Gladiators can provide free access to the arena even after hours and can help PCs purchase non-magical exotic weapons at a 10% discount.

Gladiators are as varied in their combat styles as are the worlds and nations of their birth, but all seek to trade blood for gold and glory. Many emphasize quickness and defense over brute strength, sizing up their foe before leaping into a blood fury with sword and shield. Gladiators can be used as bodyguards, riot police in a city, or elite military skirmishers. Replacing Dodge with Exotic Weapon Proficiency creates an exotic weapon master.

COURT POET CR 4

XP 1,200
Human bard 5
LE Medium humanoid (human)
Init +0; **Senses** Perception +5

DEFENSE

AC 12, touch 11 [17 vs. rays], flat-footed 12 (+1 armor [+6 vs. rays], +1 deflection)
hp 31 (5d8+5)
Fort +4, **Ref** +4, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.
Melee dagger +2 (1d4–1/19–20)
Ranged masterwork light revolver +4 (1d6/x4)
Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2)
Bard Spells Known (CL 5th; concentration +9)
2nd (3/day)—*detect thoughts* (DC 16), *invisibility, misdirection*
1st (5/day)—*alarm, charm person* (DC 16), *comprehend languages, undetectable alignment*
oth (at will)—*detect magic, ghost sound* (DC 14), *light, mage hand, open/close, resistance*

TACTICS

During Combat The bard controls and confuses attackers with spells, leading combat by turning invisible and using *detect thoughts* to gain a better understanding of the enemy. She uses *charm person* to draw opponents to her side.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 13, **Cha** 18
Base Atk +3; **CMB** +2; **CMD** 13
Feats Arcane Strike, Great Fortitude, Skill Focus (Bluff), Spell Focus (enchantment)
Skills Bluff +15, Diplomacy +12, Knowledge (arcana) +10, Knowledge (history, local, nobility) +12, Knowledge (planes) +8, Knowledge (religion) +9, Perception +5, Perform (oratory) +12, Sense Motive +9, Spellcraft +10, Stealth +6
Languages Common, Dwarven, Elven
SQ bardic knowledge +2, lore master 1/day, versatile performance (oratory)
Combat Gear *potions of cure light wounds* (2), *potion of eagle's splendor*; **Other Gear** dagger, masterwork light revolver with 12 metal cartridges, masterwork red scatterlight suit, *ring of protection* +1, 50 gp

Court poets swirl from influential person to influential person in noble courts, attempting to gain favor through stirring verse and manipulative deeds. They can secretly direct realms with their words. If used as spies or investigators, they might trade their revolver or scatterlight suit for a *wand of see invisibility* (CL 3, 10 charges) and a *scroll of glitterdust* (CL 3, DC 13).

GRIZZLED MERCENARY CR 4

XP 1,200
Human warrior 6
CN Medium humanoid (human)
Init +0; **Senses** Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 51 (6d10+18)
Fort +7, **Ref** +3, **Will** +3
DR 4/slashing (ranged attacks only)

OFFENSE

Speed 20 ft.
Melee masterwork halberd +9/+4 (1d10+3/x3) or longspear +8/+3 (1d8+3/x3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)
Ranged musket +6 (1d12/x4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8
Base Atk +6; **CMB** +8; **CMD** 18
Feats Diehard, Endurance, Power Attack, Toughness
Skills Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0
Languages Common
Combat Gear *potion of cure moderate wounds*, concussion grenade, holy water, alchemist's fire; **Other Gear** masterwork ballistic enhancement half-plate, musket with 10 metal cartridges, cold iron kukri, longspear, masterwork halberd, morningstar, *cloak of resistance* +1, handlight, 4 gp.

A grizzled mercenary is armed to the teeth and has survived wars and reckless adventurers. He carries multiple weapons so that he can deal with various types of foes and is unfazed by most encounters. He is loyal as long as he is paid well, but not willing to risk his life on an obvious suicide mission.

NOBLE CRUSADER CR 4

XP 1,200
Human cleric 5
LN Medium humanoid (human)
Init –1; **Senses** Perception +6

DEFENSE

AC 20, touch 9, flat-footed 20 (+7 armor, –1 Dex, +4 shield)
hp 41 (5d8+15)
Fort +7, **Ref** +1, **Will** +7

OFFENSE

Speed 20 ft.
Melee masterwork longsword +8 (1d8+3/19–20)
Ranged light revolver +2 (1d6/x4)
Special Attacks channel positive energy 6/day (DC 13, 3d6)
Domain Spell-Like Abilities (CL 5th; concentration +7)
5/day—touch of law
5/day—battle rage (+2 damage)
Cleric Spells Prepared (CL 5th; concentration +7)
3rd—*dispel magic, magic vestment*[D], *searing light*
2nd—*align weapon* (law only)[D], *enthrall* (DC 14), *resist energy, sound burst* (DC 14)
1st—*command* (DC 13), *divine favor, magic weapon*[D], *shield of faith, summon monster I*
0 (at will)—guidance, light, purify food and drink, resistance
[D] Domain spell; **Domains** Law, War

TACTICS

Before Combat The cleric casts *magic vestment*.
During Combat The cleric attacks with her longsword, and casts *magic weapon* or *align weapon* as needed. When fighting undead, she channels positive energy. Otherwise, she uses ranged magical attacks only as a last resort.
Base Statistics Without *magic vestment*, the cleric's statistics are **AC** 18, touch 9, flat-footed 18.

STATISTICS

Str 17, **Dex** 8, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +6; **CMD** 15
Feats Combat Casting, Heavy Armor Proficiency, Shield Focus, Weapon Focus (longsword)
Skills Diplomacy +9, Heal +6, Knowledge (nobility) +6, Knowledge (religion) +5, Perception +6
Languages Common
SQ aura
Combat Gear *potion of bull's strength*, thunderstone, fragmentation grenade, tear gas grenade; **Other Gear** masterwork heavy trooper armor with lead lining, +1 *heavy steel shield*, masterwork longsword, light revolver with 12 metal cartridges, *cloak of resistance* +1, silver holy symbol, 6 gp.

The noble crusader battles the forces of chaos, usually at the behest of a local government.

FREELANCE THIEF CR 6

XP 2,400
Human rogue 7
NE Medium humanoid (human)
Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)
hp 42 (7d8+7)
Fort +4, **Ref** +10, **Will** +3
Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.
Melee +1 *rapier* +10 (1d6+3/18–20)
Ranged masterwork hive pistol +10 (1d8/x4)
Special Attacks sneak attack +4d6

TACTICS

During Combat The rogue uses Spring Attack and Combat Expertise.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +7; **CMD** 22
Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +16, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14
Languages Common, Halfling
SQ rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3
Combat Gear *potion of cure light wounds* (2), *potion of invisibility*, tanglefoot bag, smoke grenade (2); **Other Gear** +1 *omniweave armor*, +1 *rapier*, masterwork hive pistol with 14 metal cartridges, *cloak of resistance* +1, masterwork thieves' tools, 64 gp.

The freelance thief sells his loyalty for gold.

POLITICIAN CR 5

XP 1,600
Human aristocrat 7
N Medium humanoid (human)
Init +0; **Senses** Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)
hp 31 (7d8)
Fort +4, **Ref** +4, **Will** +9

OFFENSE

Speed 35 ft.
Melee dagger +6 (1d6–1/18–20)
Ranged masterwork revolver +8 (1d8/x4)

TACTICS

Before Combat The aristocrat drinks his *potion of heroism*. He then calls rat swarms with his *pipes of the sewers*.
During Combat The aristocrat sends his rats forward and hides behind allies. If alone, he uses Combat Expertise to prolong the fight in the hope that help will arrive in time to save him.
Base Statistics Without *heroism*, the aristocrat's statistics are: **Perception** +0; **Fort** +2, **Ref** +2; **Will** +7; **Melee** dagger +4 (1d6–1/18–20); **Ranged** masterwork revolver +6 (1d8/x4); **Skills** –2 on all skills.

STATISTICS

Str 8, **Dex** 11, **Con** 10, **Int** 13, **Wis** 10, **Cha** 14
Base Atk +5; **CMB** +4; **CMD** 14
Feats Combat Expertise, Fleet, Iron Will, Persuasive, Skill Focus (Knowledge [local])
Skills Appraise +10, Bluff +14, Diplomacy +16, Intimidate +14, Knowledge (history) +9, Knowledge (local) +16, Knowledge (nobility) +11, Knowledge (religion) +7, Perception +2, Perform (wind) +8, Sense Motive +12
Languages Common, Halfling
Combat Gear *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** +1 *armored longcoat*, dagger, masterwork revolver with 12 metal cartridges, rapier, *pipes of the sewers*, antitoxin (2), courtier's outfit, staff of office (worth 200 gp), handlight, 135 gp.

Many politicians have taken to wearing omniweave armor or an armored longcoat over their clothing in the event that illicit lenders come calling to collect the money they owe.

MINSTREL CR 5

XP 1,600
Human bard 6
N Medium humanoid
Init +2; **Senses** Perception +8

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)
hp 30 (6d8+3)
Fort +2, **Ref** +7, **Will** +4; +4 vs. bardic performance, language–dependent, and sonic

OFFENSE

Speed 30 ft.
Melee rapier +5 (1d6+1/18–20)
Ranged +1 *hive pistol* +7 (1d8+1/x4)
Special Attacks bardic performance 24 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])
Bard Spells Known (CL 6th; concentration +10)
2nd (4/day)—*calm emotions*, *enthrall* (DC 16), *sound burst* (DC 16), *tongues*

1st (5/day)—*charm person* (DC 15), *cure light wounds, expeditious retreat, grease* (DC 15)
0 (at will)—*ghost sound* (DC 14), *light, lullaby, mage hand, resistance, summon instrument*

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 13, **Wis** 8, **Cha** 18
Base Atk +4; **CMB** +5; **CMD** 17
Feats Extra Performance, Point Blank Shot, Precise Shot, Skill Focus (Perform [String])
Skills Acrobatics +11, Bluff +18, Diplomacy +18, Knowledge (nobility) +9, Linguistics +5, Perception +8, Perform (oratory) +13, Perform (sing) +13, Perform (string) +18, Sense Motive +13, Sleight of Hand +12, Spellcraft +10, Stealth +11
Languages Common, Dwarven, Elven
SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, string)
Combat Gear *scrolls of cure light wounds* (2), *disguise self* (2), *remove fear* (2), *pyrotechnics*; **Other Gear** masterwork armored coat, masterwork buckler, +1 *hive pistol* with 14 metal cartridges, rapier, masterwork guitar.
Boon A minstrel can write and publish a song or story lauding the PCs and their accomplishments, granting them a +2 circumstance bonus on Diplomacy checks for 1 week.

A minstrel is a professional entertainer, an accomplished performer used to playing at festivals and lordly tables. He is a versatile performer but specializes in song, story, and especially the playing of the guitar, bass, and other stringed instruments.

MONSTER HUNTER CR 5

XP 1,600
Human ranger 6
N Medium humanoid
Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)
hp 45 (6d10+12)
Fort +6, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft.
Melee battleaxe +9/+4 (1d8+3/x3) or dagger +9/+4 (1d4+3/19–20)
Ranged +1 *hunting rifle* +10/+5 or +8/+8/+3 (1d8+1/x4) or dagger +9 (1d4+3/19–20)
Special Attacks favored enemy (magical beasts +4, monstrous humanoids +2)
Ranger Spells Prepared (CL 3rd; concentration +3)
1st—*speak with animals*

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +9; **CMD** 22
Feats Deadly Aim, Endurance, Far Shot, Improved Precise Shot, Point Blank Shot, Rapid Shot, Self-Sufficient
Skills Climb +12, Handle Animal +8, Heal +8, Knowledge (nature) +5, Perception +10, Ride +12, Stealth +12, Survival +12 (+15 to follow tracks), Swim +8
Languages Common
SQ hunter's bond (animal companion [hawk]), favored terrain (forest +2), track +3, wild empathy +5
Gear masterwork armored longcoat, buckler, battleaxe, dagger, +1 *hunting rifle* with 30 metal cartridges, 4 gp
Boon A monster hunter can locate and track a particular wild beast or monster, leading the PCs to its lair.

A monster hunter is a clever, experienced hunter, prowling the forest trails with her faithful hawk serving as her eyes above. Whether seeking a reward or bounty, an impressive trophy, or simply an epic fireside tale of the hunt, a monster hunter seldom rests or tarries long when she hears whispered tales of wild things to put in her sights. Monster hunters can be outriders and protectors of the wilderness or skilled hunters. Different types of monster hunters can be easily created by changing the monster hunter's favored enemy, favored terrain, or animal companion, or adding a mount and exchanging some ranged combat feats for mounted combat feats.

SUCCESSFUL MERCHANT CR 5

XP 1,600
Human expert 7
N Medium humanoid (human)
Init –1; **Senses** Perception +13

DEFENSE

AC 10, touch 9 [16 vs. rays], flat-footed 10 (+1 armor [+7 vs. rays], –1 Dex)
hp 31 (7d8)
Fort +3, **Ref** +2, **Will** +9

OFFENSE

Speed 30 ft.
Melee masterwork silver dagger +5 (1d4–1/19–20)
Ranged masterwork silver dagger +5 (1d4–1/19–20)

TACTICS

During Combat The merchant hides behind his bodyguards or tries to use his *potion of invisibility* to escape combat.

STATISTICS

Str 9, **Dex** 8, **Con** 10, **Int** 14, **Wis** 12, **Cha** 13
Base Atk +5; **CMB** +4; **CMD** 13
Feats Alertness, Iron Will, Persuasive, Skill Focus (Appraise, Intimidate)
Skills Appraise +15, Bluff +11, Diplomacy +13, Handle Animal +6, Intimidate +11, Knowledge (geography) +7, Knowledge (history, nobility) +4, Knowledge (local) +12, Perception +13, Profession (merchant) +11, Ride +9, Sense Motive +13, Survival +2
Languages Common, Dwarven, Elven
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** masterwork silver dagger, masterwork blue scatterlight suit, *cloak of resistance* +1, guard dog, magnifying glass, merchant's scale, 700 gp in trade goods

A successful merchant is pleasant to customers but often an impatient taskmaster to his employees. He has spent a lifetime thinking of ways to avoid physical work and complains if expected to lend a hand. He considers himself better than anyone dumber or poorer than he is.

HARRYING BRUTE CR 6

XP 2,400
Human monk 7
LN Medium humanoid (human)
Init +5; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +1 monk, +3 Wis)
hp 45 (7d8+10)
Fort +7, **Ref** +7, **Will** +9; +2 vs. enchantments
Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.
Melee unarmed strike +10 (1d8+4) or masterwork sai +10 (1d4+4) or unarmed strike flurry of blows +10/+10/+5 (1d8+4)
Ranged dagger +6 (1d4+4/19–20)
Special Attacks flurry of blows, stunning fist (7/day, DC 16)

TACTICS

Before Combat The monk drinks his *potion of mage armor*.
During Combat The monk uses his sai to disarm opponents, then uses Scorpion Style. If an enemy succumbs, he performs a flurry of blows, augmented with a point from his ki pool, and attempts to stun the opponent.
Base Statistics Without *mage armor*, the monk's statistics are: **AC** 16, touch 16, flat-footed 14.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +5; **CMB** +11; **CMD** 25
Feats Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Step Up, Stunning Fist, Weapon Focus (unarmed strike)
Skills Acrobatics +10 (+25 when jumping), Climb +9, Intimidate +6, Knowledge (history) +5, Knowledge (local) +3, Knowledge (religion) +6, Perception +11, Perform (percussion) +6, Sense Motive +13, Swim +10
Languages Common
SQ fast movement, high jump, ki pool (6 points, magic), maneuver training, purity of body, slow fall 30 ft., wholeness of body
Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2), arc grenade; **Other Gear** dagger, masterwork sai, *belt of giant strength +2*, *cloak of resistance* +1, 20 gp.

Harrying brutes are masters of hand-fighting, wrestling, and mixed martial arts of every type. While some are quiet and reserved, others are flamboyant and daring, always looking for the opportunity to flex their muscles and demonstrate their prowess and the value of knowing how to fight unarmed.

WATCH CAPTAIN CR 6

XP 2,400
Human fighter 7
LN Medium humanoid
Init +1; **Senses** Perception +6

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)
hp 57 (7d10+19)
Fort +8, **Ref** +4, **Will** +4; +2 vs. fear
Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.
Melee +1 *halberd* +14/+9 (1d10+10/x3) or sap +11/+6 (1d6+4 nonlethal)
Ranged combat shotgun +8/+3 (1d6)
Special Attacks weapon training (pole arms +1)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10
Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)
Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)
Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling
SQ armor training 2
Combat Gear *potions of cure moderate wounds* (2), tanglefoot bag; **Other Gear** masterwork shocktrooper armor, +1 *halberd*, combat shotgun with 6 metal cartridges and 2 **entangling shot cartridges**[UC], sap, *cloak of resistance* +1, 5 gp.
Boon A watch captain may detain an NPC of up to 9th level for 24 hours and allow a single PC access for questioning, or he could assign one patrol of guards to assist the PCs inside the city for up to 1 hour.

Watch captains are stern and canny veterans, experienced soldiers who have seen it all on the battlefield and lived to tell the tale. Quick of mind and naturally suspicious, they are thorough and professional in leading investigations yet also tactful when dealing with highborn and lowborn alike. Watch captains might also be used as high-ranking officers or low-ranking generals in an army, while a single watch captain can serve as the castellan of a fortress. Replacing the halberd and Improved Trip feat with a ranseur and Improved Disarm creates a watch captain who disarms opponents instead of tripping them.

PORTAL CONJURER CR 8

XP 4,800
Male old conjurer (teleportation) 9
NG Medium humanoid (human)
Init –1; **Senses** Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)
hp 52 (9d6+18)
Fort +3, **Ref** +2, **Will** +10

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3–2 plus nonlethal)
Arcane School Spell-Like Abilities (CL 9th; concentration +13)
At will—*dimensional steps* (270 feet/day)
4/day—*shift* (20 feet)
Wizard Spells Prepared† (CL 9th; concentration +13)
5th—*locate gate*[HA], *teleport*
4th—*black tentacles*, *solid fog*, *dimension door*, *communal phantom steed*[UC]
3rd—*ash storm*[UM], *dispel magic*, *rain of frogs*[UM], *sleet storm*, *tiny hut*
2nd—*acid arrow*, *detect thoughts* (DC 16), *glitterdust* (DC 16), *locate object*, *rope trick*, *web* (DC 16)
1st—*adjuring step*[UC], *detect secret doors*, *break*[APG], *mage armor*, *technomancy*[TG], *unseen servant*
0 (at will)—*detect magic*, *read magic*, *light*, *prestidigitation* (DC 14)
Opposition Schools illusion, enchantment

STATISTICS

Str 6, **Dex** 8, **Con** 11, **Int** 19, **Wis** 15, **Cha** 14
Base Atk +4; **CMB** +2; **CMD** 11
Feats Combat Casting, Eschew Materials, Iron Will, Scribe Scroll, Spell Focus (conjuration), Spell Mastery (*dispel magic, mage armor, prestidigitation, solid fog*), Spell Mastery (*acid arrow, detect secret doors, detect thoughts, unseen servant*), Toughness
Skills Appraise +16, Craft (alchemy) +11, Fly +8, Knowledge (arcana) +13, Knowledge (history) +16, Knowledge (nature) +16, Knowledge (planes) +13, Knowledge (religion) +12, Spellcraft +16
Languages Common, Alusidain, Belligren, Ultari
SQ arcane bond (medallion), summoner's charm (4 rounds)

A portal conjurer is a wizard who specializes in the magic of transportation, from small-scale dimensional hops to studying massive stargate technology.

VANGUARD ENFORCER CR 8

XP 4,800
Female human **brawler**[ACG] (titan) 9
LN Medium humanoid (human)
Init +2; **Senses** Perception +12

DEFENSE

AC 25, touch 12, flat-footed 23 (+13 armor, +1 deflection, +1 Dex)
hp 90 (9d10+36)
Fort +9, **Ref** +8, **Will** +6

OFFENSE

Speed 20 ft. (30 ft. unarmored)
Melee +1 *adamantine greatsword* +15/+10 (2d6+8) or unarmed strike +14/+9 (1d10+5) or unarmed strike flurry of blows +12/+12/+7/+7 (1d10+5)
Ranged +1 *military pistol* +12/+7 (1d8+3/x4) or semi-automatic +1 *military pistol* +10/+10/+5 (1d8+3/x4)
Special Attacks brawler's flurry, brawler's strike (cold iron, magic, silver), gun training (military pistol), havoc charge (+3 attack; –3 AC; +2d6 damage), hail of bullets (5/day)

TACTICS

During Combat Vanguard enforcers soften opponents up with semi-automatic gunfire before entering with a charge attack against enemy spellcasters. The titan uses tanglefoot bags to immobilize agile opponents.
Morale If facing a group of enemies, a vanguard enforcer quaffs a *potion of haste*. If reduced to 10 hit points or less a vanguard titan falls back to regroup and plan a renewed attack. If unable to successfully withdraw from combat a vanguard enforcer fights to the death.

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +9; **CMB** +13; **CMD** 28
Feats **Distracting Charge**[ACG], **Extra Grit**[UC], Improved Unarmed Strike, Iron Will, **Point Blank Master**[APG] (military pistol), Point-Blank Shot, Precise Shot, **Psychic Sensitivity**[OA]
Skills Acrobatics +10, Climb +7, Fly +10, Intimidate +10, Perception +12, Sense Motive +12, Survival +8
Languages Common (Hymnas)
SQ deeds (force shot, havoc barrier, pistol whip, unstoppable), dowsing (Survival), grit (1 point), martial training, prognostication (Sense Motive), read aura (Perception)
Combat Gear *potion of cure moderate wounds*, *potion of haste*, tanglefoot bag (2); **Other Gear** +1 *adamantine greatsword*, +3 *shocktrooper armor*, +1 *military pistol* (40 rounds), *ring of protection* +1.

Boons When a PC forms a strong bond with a vanguard enforcer or successfully perform a service for them, the enforcer may award the PC with one of the below boons at the GM's discretion.

Favor: Share restricted records of recently apprehended magic users in the titan's local area.

Favor: Allow access for the purchase of restricted or military-level gear without needing to go through black market channels.

Favor: Reveals the locations of suspected safe houses containing unregistered, but non-violent and low-priority, magic-users in the local area.

A vanguard titan is an elite soldier trained to track and subdue or eliminate renegade magic users. Carefully selected and trained in hand-to-hand combat as well as marksmanship, even a single titan is a dangerous enemy. Their greatest strength lies in their ability to work together, coordinating close-range combat prowess with ranged fire support. If you have the *Aethera Campaign Setting*, you can replace the vanguard enforcer's armor with *+1 MK-II power armor*[ACS].

GLADIATOR CHAMPION CR 9

XP 6,400
Human warrior 10/gunslinger 1
NE Medium humanoid (human)
Init +3; **Senses** Perception +8

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +1 shield)
hp 82 (11d10+22)
Fort +10, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.
Melee masterwork short sword +14/+9 or 2 masterwork short swords +12/+12/+9/+9 (1d6+2 [+1 with off hand]/19-20) or sap +13 (1d6+2 nonlethal)
Ranged masterwork revolver +16/+11/+6 or 2 masterwork revolvers +14/+14/+9/+9/+4 (1d8+3/x4)

TACTICS

During Combat In a gladiator match, the warrior fights with dramatic showmanship, performing unnecessary acrobatic maneuvers, intimidating foes with flashy weapons displays (using Dazzling Display), and otherwise prolonging the fight. Depending on the style and theme of the match, he may exchange his swords for other weapons but always insists on fine quality steel. He is willing to engage in nonlethal combat, but typically is out for blood and triumph. Outside the arena, he is quick and brutal with his attacks, wasting no time before killing his opponent so he is out of danger as soon as possible.

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 11
Base Atk +11; **CMB** +13; **CMD** 28
Feats Dazzling Display, Deadly Aim, Dodge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (revolver)
Skills Acrobatics +15, Intimidate +11, Perception +8, Sense Motive +9
SQ deeds (deadeye, gunslinger's dodge, quick clear), grit (1)
Languages Common
Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds*; **Other Gear** *+1 armored longcoat*, 2 masterwork short swords, sap, *belt of giant strength +2*, *ring of protection +1*, *+1 cloak of resistance*

The gladiator champion rose up from hopeless slavery to great fame, winning match after match with luck, skill, and the approval of the crowd. He has defeated single opponents and dozens of warriors at once, as well as strange beasts from every world. Now at the top of his game, the champion fights every public battle as if a grand audience were watching. Though he may be a slave, he has thousands of fans, and his owner (or patron, if he is free) is careful to not put him in matches where he will likely be slain. The gladiator champion lives for the fighting, the glory, the wet heat of his opponent's blood, and the noise of the joyous crowd.

MERCHANT PRINCE CR 9

XP 6,400
Human expert 4/rogue 6
N Medium humanoid
Init +3; **Senses** Perception +17

DEFENSE

AC 16, touch 13 [22 vs. rays], flat-footed 13 (+2 armor [+9 vs. rays], +3 Dex, +1 shield)
hp 58 (10d8+13)
Fort +6, **Ref** +11, **Will** +8
Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.
Melee dagger +10/+5 (1d4–1/19–20)
Ranged masterwork military pistol +11/+6 (1d8/x4) or dagger +10 (1d4–1/19–20)
Special Attacks sneak attack +3d6
Spell-like Abilities (CL 6th, concentration +8)
3/day—*detect magic*
2/day—*charm person* (DC 13)

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16
Base Atk +7; **CMB** +6; **CMD** 19
Feats Alertness, Craft Wondrous Item, Magical Aptitude, Master Craftsman, Skill Focus (Profession [merchant]), Weapon Finesse

Skills Appraise +17, Bluff +17, Diplomacy +17, Disable Device +12, Disguise +15, Handle Animal +10, Intimidate +10, Knowledge (local) +10, Linguistics +8, Perception +17 (+20 to find traps), Perform (act) +10, Perform (sance) +10, Perform (oratory) +10, Profession (merchant) +21, Ride +10, Sense Motive +16, Sleight of Hand +10, Spellcraft +19, Stealth +10, Use Magic Device +23

Languages Common, Dwarven, Gnome, Halfling

SQ rogue talent (major magic, minor magic, resiliency), trapfinding +3

Combat Gear *wand of identify* (20 charges), *wand of ray of enfeeblement* (20 charges), *wand of shocking grasp* (CL 3rd, 20 charges); **Other Gear** *+1 orange scatterlight suit*, masterwork military pistol with 10 metal cartridges, masterwork buckler, dagger, *circlet of persuasion*, *cloak of resistance +2*, *handy haversack*, *hat of disguise*, disguise kit, magnifying glass, masterwork thieves' tools

Boon A merchant prince can arrange the purchase or sale of an item as if the local community were two categories larger than normal. A merchant prince can also sell any item under the community's base value at a 10% discount.

Merchant princes are the captains of commerce, canny mercantilists who deal with nation-spanning trade contracts in bulk commodities as well as backroom deals over baubles of great price. They are clever negotiators and can serve as highly skilled spies, diplomats, or charlatans emulating true magicians.

GOLEM GUARD CR 12

XP 19,200

Itac barbarian 13

CN Medium humanoid (human)

Init +2; **Senses** Perception +20

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, –2 rage)

hp 168 (13d12+78)

Fort +13, **Ref** +8, **Will** +8

Defensive Abilities improved uncanny dodge, trap sense +4; **DR** 4/—

OFFENSE

Speed 40 ft.

Melee *+2 golem armor* +21/+16/+11 (1d8+9/21–20), *+2 golem armor* +21 (1d8+9/21–20)

Special Attacks greater rage (30 rounds/day), rage powers (animal fury, guarded stance (+3 dodge vs. melee), increased damage reduction +1, powerful blow +4, strength surge +13, terrifying howl [DC 23])

TACTICS

Base Statistics When not raging, the golem guard's statistics are AC 21, touch 12, flat-footed 19; hp 129; Fort +10, Will +5; *+2 golem armor* +21/+16/+11 (1d8+9/21–20), *+2 golem armor* +21 (1d8+9/21–20); Str 18, Con 14; CMB +17, CMD 29; Skills Climb +15, Swim +13.

STATISTICS

Str 24, **Dex** 15, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +13; **CMB** +20; **CMD** 30

Feats Alertness, Catch Off-Guard, Double Slice, Lightning Reflexes, Power Attack, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (golem armor)

Skills Acrobatics +8, Climb +18, Handle Animal +6, Intimidate +10, Knowledge (nature) +7, Perception +20, Ride +9, Sense Motive +3, Survival +12, Swim +16

Languages Common

SQ fast movement

Gear *golem armor*

GOLEM ARMOR — PRICE 49,600 GP

Aura strong transmutation **CL** 20th

Slot armor **Weight** 25 lbs.

The elite warriors of queen's guard on the planet Ithos are easily identified by their elaborate *golem armor*. Members of the guard serve for life, and the articulated plates of dull crystalline mineral are permanently bonded to their flesh with an invasive surgical procedure requiring 48 hours and three consecutive DC 25 Heal checks. If one check fails, the procedure can be started over, but if two consecutive skill checks are failed, the candidate is deemed unfit for service and executed by incineration. Removing the armor requires 24 hours and requires three consecutive DC 25 Heal checks, with each failed check dealing 2d10 points of damage, 1d4 points of Strength and Dexterity damage, and 1d4 points of bleed damage. Each time *Ithosian golem armor* is removed, it becomes hard to reapply in the future, increasing the DC of future Heal checks by 2.

When properly applied, *Ithosian golem armor* provides the wearer with +9 armor bonus to AC and is considered light armor, with no armor check penalty and a maximum Dexterity modifier to AC of +6, and all Ithosian golem armor has at least a +1 enhancement bonus, and can be further enchanted like any magic armor. The wearer also gains DR 5/adamantine.

In addition to its protective qualities, *Ithosian golem armor* is fitted with two evenly balanced foot-long fist-blades protruding from each forearm and over the knuckles in a slight arch. These blades grant have a +1 enhancement bonus and are considered light weapons, dealing 1d8 points of piercing damage per hit with a x3 critical multiplier. The wearer can use either or both blades to attack, can attack with one while using the other defensively as a +1 *light steel shield*; if the wielder uses both blades defensively, the shield bonus to AC provided by the blades is increased by 2. The fist-blades can be separately enchanted with additional enhancement bonuses or weapon properties, and their shield function can be separately enchanted as well.

A creature wearing *Ithosian golem armor* cannot wear any other armor or wield any other kind of shield or weapon, and its manual dexterity is greatly hampered, resulting in a -10 penalty on Disable Device or Sleight of Hand checks, or any other skill or ability check requiring fine manipulation.

CONSTRUCTION REQUIREMENTS — **COST** 24,800 GP

Craft Magical Arms and Armor, Craft Construct, Craft (armor) 10 ranks, Heal 10 ranks, *animate objects, stoneskin*

MASTER DETECTIVE — CR 13

XP 25,600

Human fighter 8/investigator[ACG] 6

CN Medium humanoid (human)

Init +7; **Senses** Perception +14

DEFENSE

AC 19, touch 12 [19 vs. rays], flat-footed 17 (+7 armor [19 vs. rays], +2 Dex)

hp 160 (14 HD; 6d8+8d10+78)

Fort +12, **Ref** +10, **Will** +10 (+2 vs. fear); +4 bonus vs. poison

Defensive Abilities trap sense +2; **Resist** poison resistance

OFFENSE

Speed 30 ft.

Melee +1 *furyborn greatsword* +18/+13/+8 (2d6+8/17–20)

Ranged rail gun +15 (3d10/x4)

Special Attacks studied combat (+3, 2 rounds), studied strike +2d6, weapon training (heavy blades +1)

Investigator Extracts Prepared (CL 6th; concentration +8)

2nd—*cure moderate wounds*, *fire breath*[APG] (DC 14), *invisibility*, *spider climb*

1st—*invisibility alarm*[ACG], *jump*, *phantom blood*[ACG], *punishing armor* (DC 13), *true strike*

Tactics

Before Combat A master detective is somewhat paranoid and always expects ambush, so he often has his rail gun in hand, hefting the great thing while his sword is never far from his hand. If caught unawares, his first thought is to cast *invisibility* and get away. He knows allies are rarely far away, and he prefers to fight with backup and support.

During Combat The master detective is a brutal fighter—he's had a tough life and fights like a cornered dog, rarely using his spells. He likes to lead with his rail gun and then use his greatsword while being backed by his allies.

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +12; **CMB** +15; **CMD** 28

Feats Exotic Weapon Proficiency (heavy weapons), Improved Critical (greatsword), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lunge, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Focus (rail gun), Weapon Specialization (greatsword)

Skills Appraise +11, Bluff +11, Diplomacy +11, Disable Device +8, Escape Artist +7, Intimidate +19, Knowledge (geography) +11, Knowledge (history) +16, Linguistics +8, Perception +14, Profession (miner) +10, Sense Motive +8, Stealth +12

Languages Common

SQ alchemy (alchemy crafting +6), armor training 2, inspiration (5/day), investigator talents (black market connections[UC], firearm training[UC]), keen recollection, poison lore, swift alchemy, trapfinding +3

Other Gear +1 *ultraweave armor*, +1 *furyborn greatsword*,

masterwork blue scatterlight suit, masterwork **rail gun**[TG], leather overcoat carved with an iron eagle, black leather gloves, high black leather boots with steel and silver spurs set with tiny diamonds worth 300 gp, silver pocket-watch set with amethysts worth 500 gp, gold and bone *monocle of the inquisitor*[UE], and a leather and reptile-skin wallet containing 17 pp.

ASCETIC HERO CR 14

XP 38,400

Female human fighter 15

CG Medium humanoid (human)

Init +9; **Senses** Perception +13

DEFENSE

AC 29, touch 17, flat-footed 24 (+7 armor, +2 deflection, +5 Dex, +4 shield)

hp 132 (15d10+45)

Fort +12, **Ref** +12, **Will** +9 (+4 vs. fear)

Defensive Abilities bravery +4

OFFENSE

Speed 30 ft.

Melee +1 *menacing kusarigama* +22/+17/+12 (1d6+5/18–20), masterwork kusarigama +22 (1d3+3/18–20)

Ranged +2 *composite longbow* +26/+21/+16 (1d8+9/x3 plus 1d6 bleed), masterwork dagger +22/+17/+12 (1d4+3/19–20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with kusarigama)

Special Attacks weapon training (bows +3, monk +2, thrown +1)

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 13, **Wis** 14, **Cha** 12

Base Atk+15; **CMB** +15 (+17 trip); **CMD** 32 (34 vs. trip)

Feats Combat Expertise, Deadly Aim, Improved Initiative, Improved Precise Shot, Improved Trip, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Acrobatics), Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (composite longbow), Weapon Focus (kusarigama), Weapon Specialization (composite longbow), Weapon Specialization (kusarigama)

Skills Acrobatics +21, Climb +15, Craft (bowyer/fletcher) +8, Diplomacy +5, Handle Animal +10, Intimidate +8, Knowledge (engineering) +8, Perception +13, Ride +12, Survival +13, Swim +12

Languages Common, Vakaran

SQ armor training 4

Combat Gear **thistle arrows** (20), arrows (40); **Other Gear** +3 *armored longcoat*, +3 *buckler*, +1 *menacing*[UE] *kusarigama*, +2 *composite longbow* (+2 Str), *belt of mighty constitution* +4, *cloak of resistance* +2, *ring of protection* +2.

An ascetic hero is a throwback to the old ways, to battle with ancient weapons and techniques, someone who eschews modern technology in order to demonstrate that the old ways still have a place even in a sci-fi society.

IMPERATOR CR 14

XP 38,400
Human aristocrat 16
N Medium humanoid
Init +0; **Senses** Perception +13

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)
hp 80 (16d8+8)
Fort +7, **Ref** +5, **Will** +10

OFFENSE

Speed 20 ft.
Melee +1 *longsword* +14/+9/+4 (1d8+2/19–20) or masterwork dagger +14/+9/+4 (1d4+1/19–20)
Ranged +1 laser pistol +13/+8/+3 (1d8+1)

STATISTICS

Str 12, **Dex** 10, **Con** 10, **Int** 14, **Wis** 10, **Cha** 17
Base Atk +12; **CMB** +13; **CMD** 27
Feats Alertness, Deadly Aim, Defensive Combat Training, Great Fortitude, Improved Great Fortitude, Improved Vital Strike, Persuasive, Skill Focus (Diplomacy), Vital Strike
Skills Bluff +15, Diplomacy +32, Intimidate +26, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +15, Linguistics +8, Perception +13, Perform (oratory) +22, Ride +14, Sense Motive +23
Languages Common, Dwarven, Elven, Gnome, Halfling, Sylvan
Combat Gear smoke grenade; **Other Gear** +1 *ultraweave armor of light fortification*, +1 *laser pistol*, masterwork dagger, *cape of the mountebank*, *medallion of thoughts*, *rod of splendor*
Boon An imperator can grant a noble title, honorary medals or decorations, call for a festival, or offer a charter for a colony or business, if sufficient service is rendered to their government. An imperator also may pardon criminals or order the exile or execution of the guilty. He can grant a monetary reward of up to 1,000 gp to PCs.

An imperator is the ruler of a nation or colony, sometimes an elected minister or head of state and sometimes a hereditary monarch schooled in the arts of statecraft and leadership, but no stranger to the sad necessities of war and blood. Alert for treachery but possessed of all the courtly graces and devious wiles of politics, imperators lead their people. Whether or not an imperator leads them well depends on their alignment, goals, and the motives of their advisors. An imperator can be used as a high-ranking military advisor or chief of staff, a leading senator or member of a similar legislative body, or even a wealthy and influential captain of industry.

ANCIENT HIGH PRIESTESS CR 15/MR 2

XP 51,200
Female human oracle 16/**hierophant**[MAdv] 2
CN Medium humanoid (human, mythic)
Init +8; **Senses** Perception +6

DEFENSE

AC 26, touch 14, flat-footed 24 (+9 armor, +2 deflection, +2 Dex, +3 natural)
hp 115 (16d8+32)
Fort +9, **Ref** +9, **Will** +16
Defensive Ability hard to kill

OFFENSE

Speed 20 ft.
Melee +3 *anarchic morningstar* +16/+11/+6 (1d8+3)
Special Attacks mythic power (7/day, surge +1d6)
Oracle Spells Known (CL 16th; concentration +18)
8th (3/day)—*divine vessel*[APG], *vision*, *mass inflict critical wounds*, *reverse gravity*
7th (5/day)—*destruction* (DC 21), *words of chaos*, *ethereal jaunt*, *mass inflict serious wounds*, *reverse gravity*
6th (6/day)—anti-life shell (DC 20), cold ice strike[UM] (DC 20), heal, greater heroism, mass inflict moderate wounds
5th (6/day)—break enchantment (DC 19), flame strike, slay living (DC 19), wall of blindness/deafness, telekinesis (DC 17), mass inflict light wounds, telekinesis
4th (6/day)—blood crow strike[UM], chaos hammer (DC 18), spit venom[UM] (DC 18), tongues, spiritual ally[APG], inflict critical wounds
3rd (6/day)—blindness/deafness (DC 17), borrow fortune[APG], water walk, wind wall, heroism, inflict serious wounds
2nd (7/day)—augury, death knell (DC 16), oracle's burden[APG] (DC 16), spiritual weapon, zone of truth (DC 16), spiritual weapon, inflict moderate wounds, levitate, minor image
1st (7/day)—bane (DC 15), bless, cause fear (DC 15), command (DC 13), forbid action[UM] (DC 15), unseen servant, inflict light wounds

0 (at will)—bleed (DC 14), detect magic, detect poison, guidance, light, mending, read magic, stabilize*, virtue, ghost sound*, mage hand

Mystery ancestor

M mythic spell

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 14, **Wis** 14, **Cha** 20

Base Atk +12; CMB +12; CMD 26

Feats Combat Casting[M], Great Fortitude, Improved Initiative, Iron Will, Magical Aptitude, Persuasive, Toughness, Weapon Focus (morningstar)

Skills Craft (alchemy) +13, Diplomacy +25, Heal +17, Intimidate +8, Knowledge (arcana) +13, Knowledge (history) +9, Knowledge (local) +13, Knowledge (nature) +8, Knowledge (planes) +13, Knowledge (religion) +9, Perception +6, Sense Motive +15, Spellcraft +24, Use Magic Device +8

Languages Common, Kalmoc

SQ amazing initiative, oracle's curse (haunted), revelations (blood of heroes [+3, 2 rounds, 4/day], phantom touch [8 rounds, 5/day], sacred council 2/day, spirit walk [16 rounds, 2/day], storm of souls [8d8, Fort half DC 20, 3/day)

Gear *+5 ghost spike hide armor, amulet of natural armor +3, belt of mighty constitution +2, cloak of resistance +2, ring of protection +2*

Hierophant Path Abilities: divine guardian, faith's reach, inspired spell

An ancient high priestess is a throwback to the old faiths that have endured despite the relentless advance of technology. She may be truly ancient herself, a survivor from an age gone by, or may be the young receptacle of the collective wisdom of the ancestors and the spirit world beyond.

CHAPTER 02:

AQUATIC SPECIES

Many alien races are adapted not to the air-breathing universe of humans and their ilk but having built civilizations that survived and thrived below the seas of their homeworlds. Now having taken to the stars, they seek out new water-worlds to explore and conquer, with their ships designed to preserve their favored environment and bring them out into the stellar oceans between the stars.

Bil'djooli: A sinister and savage tentacled race blending magic and technology to purge and purify all they encounter to fulfill their destiny as conquerors.

Deep One: Mysterious ichthyic hybrids taken in by eldritch cults devoted to the Great Old Ones and crossbred from human and monstrous stock to form a servitor race awaiting an apocalyptic awakening.

Locathah: Finned technocrats and traders, these amphibious fish-folk are perhaps the most well-traveled aquatic race, always willing to barter goods and information with any they meet.

Loran: Created as the solemn guardians of ancient antediluvian secrets lying hidden by ancient progenitor races, lorans master body and mind as they carry out their endless vigil.

Zahajin: Born of the confluence of aetherite radiation and the rupturing veil of the fey realms, these hunters have risen from the bowels of the Darkwild to explore as long as their thirst for aetherite allows.

Rules for Aquatic Species

The following feats are uniquely well suited for aquatic species and creatures adventuring in water worlds and the dark depths of the ocean floor.

Elemental Wizard School: Hydraulic

Associated School: Water[APG]

Replacement Powers: The following school powers replace the cold blast and wave powers of the water school.

Pressurized Blast (Su): As a standard action, you can unleash a blast of pressurized water. This blast deals 1d6 points of bludgeoning damage + 1 point for every two wizard levels you possess as a ranged touch attack to a creature within 30 feet. If the target is underwater, a successful attack dazes them. If the target is not submerged, a successful attack acts knocks them prone. A successful Fortitude save negates the daze or prone effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Water Form (Su): At 8th level, you can transform into puddle of water. This acts like *gaseous form*, except your gain a swim speed of 60 feet instead of a fly speed and can enter bodies of water. When within a body of water, you gain concealment. While moving through a pipe or narrow space no wider than half your space (2-1/2 feet for a Small or Medium creature), you can move at your swim speed, regardless of which direction the space travels. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

Feats

Agile Swimmer

You flip, twist, and turn in the water with grace.

Benefit: You gain a +2 bonus on Acrobatics and Swim checks. If you have at least 10 ranks in either skill, your bonus improves to +4 with that skill.

Amphibious Adaptation

You can survive out of water far longer than your aquatic kin.

Prerequisite: Aquatic subtype.

Benefit: You can survive out of water for a number of hours equal to your Consitution score before you risk suffocation. If you already have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects,

that amount of time is doubled. If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land speed that is less than 20 feet, your speed on land increases by 5 feet.

Eel Strike (Combat)

You can strike swiftly and retreat beyond your enemy's reach.

Prerequisite: Dex 13, swim speed.

Benefit: While swimming, if you use the withdraw action you can take a single melee attack as a swift action before you begin your movement.

Fast Swimmer

You have exceptional speed in the water.

Prerequisite: Swim speed.

Benefit: Your swim speed increases by 10 feet.

Hear the Sea

Your ears are keenly attuned to faraway sounds in the water.

Benefit: You gain a +2 bonus on hearing-based Perception checks, and you reduce the distance penalty on hearing-based Perception checks to -1 per 30 feet at the water's surface and -1 per 60 feet underwater. In addition, you can detect the location of creatures moving creatures in the water within 5 feet (or within 20 feet for creatures lacking a swim speed) as if you had tremorsense.

Sea Shooter (Combat)

You are deadly with ranged attacks underwater.

Prerequisite: Point Blank Shot.

Benefit: You use thrown weapons underwater, taking a -2 penalty for every 5 feet of water they pass through. Only piercing weapons and nets can be thrown underwater in this way. Attacks with other types of ranged weapons take a -2 penalty for every 10 feet of water they must pass through.

In addition, targets in the water do not gain cover or total cover against your ranged attacks when you are outside the water. The water's surface does, however, count as the beginning of a new range increment for determining range penalties.

Sea Sight

Your eyes are accustomed to penetrating the murk of the sea and the creatures lurking in it.

Prerequisite: Perception 3 ranks, swim speed or Skill Focus (Swim).

Benefit: You can see out to double the normal range in the water. If you have darkvision, the range of that darkvision is also doubled underwater. When your attack misses a creature in the water due to concealment or total concealment, you can reroll that miss chance once per attack.

Normal: A creature can see out to 4d8 x 10 feet in normal water and 1d8 x 10 feet in murky water.

Sea Singer

Your powerful humming carries your music underwater with power.

Prerequisite: Perform (sing) 1 rank, bardic performance class feature.

Benefit: You can use potent subsonic humming to create bardic performances with auditory components underwater and cast bard spells with verbal components while underwater, even while holding your breath, without the need for a special concentration check. These spells and effects have the normal range and effect, save that language-dependent effects do not function in conjunction with this feat. You cannot use this feat to cast spells from other classes.

Steaming Spell (Metamagic)

Your magic merges fire and water into boiling steam.

Benefit: A steaming spell delivers searing heat through supercharged steam. A spell must have the fire or water descriptor to be cast as a steaming spell. A steaming spell with the fire descriptor functions normally underwater, without the need for a caster level check, and if cast outside of water and the spell affects an area, that area is filled with steam for a number of rounds equal to the spell's unadjusted level. This steam obscures vision, granting concealment to creatures more than 5 feet away from an observer. The steam never grants total concealment.

A steaming spell with the water descriptor that deals hit point damage deals an additional 1 point of damage per die; this additional damage is fire damage. Such a spell that affects an area also produces a cloud of steam as above that fills all areas within 10 feet of the water it affects or creates.

A steaming spell uses up a spell slot two levels higher than the spell's actual level.

Submarine Skirmish (Combat)

You can flip, twist, and turn in deadly and dangerous attacks in the water.

Prerequisites: Favored terrain (water).

Benefit: When you use the charge action while swimming, you may choose to negate the normal -2 penalty to your AC for using the charge action. Alternatively, you can accept that penalty in order to take your charge attack at any point during your movement, continuing the remainder of your movement in a straight line after attacking. You must move at least 10 feet before taking your charge attack.

If you use the withdraw action while you are swimming, you may take a single melee attack before beginning your movement.

Swim-By Attack (Combat)

Your fluid grace allows you to effortlessly combine your actions while moving beneath the waves.

Prerequisite: Swim speed.

Benefit: When you are using a move action to swim, you can take a standard action at any point during your movement; you are not required to complete your move action before using your standard action (or vice versa). You cannot use your standard action to perform a second move (though you can use it to perform other move actions).

Equipment

GLASSTEEL HELMET — 1,500 GP

Aura moderate transmutation; **CL** 9th
Slot head; **Weight** 1 lb.

These glass domes are magically strengthened and hardened. They are crystal clear and frequently fitted to suits designed to protect the wearer from environmental hazards. The glass of the helmet has hardness 10 and 50 hit points. A creature wearing a *glassteel helmet* suffers no ill effects from deep water pressure or similar environmental conditions, and gains a +4 bonus to AC against attack rolls made to confirm critical hits. Finally, so long as they do not have the broken condition, *glassteel helmets* provide total cover against attacks that specifically target the neck or head.

CONSTRUCTION REQUIREMENTS 750 GP

Craft Wondrous Item or Craft Technological Arms and Armor[TG]; *fabricate*; 9 ranks in Craft (mechanical)[TG]

INK BLADDER — 1,200 GP

Aura moderate conjuration; **CL** 7th
Slot none; **Weight** 1 lbs.

This preserved animal bladder mimics the escape mechanism employed by marine creatures. Once per day as a standard action, a submerged holder can squeeze the bladder to create a pressurized blast of dark ink. The bearer moves 90 feet in a straight line, so long as it remains underwater. A cloud of ink fills the wearer's space, providing concealment against attacks made into or through that space for 1 round. The ink bladder has no effect if the bearer is not submerged.

CONSTRUCTION REQUIREMENTS 600 GP

Craft Wondrous Item or Craft Technological Arms and Armor[TG]; *greater animal aspect*[UC]

STRALLETH

Price 50 gp; **Weight** —

Stralleth comes from the respiratory organs of the dangerous conch tree, unique to Vareen's ocean floors. When the pulp is dried and alchemically treated, it yields handful of bitter turquoise crystal. With practice, a creature can convert water to breathable air as it passes over the crystals. A single pinch of this crystal placed in a creature's mouth allows the creature to breathe air by taking in a mouthful of water for one hour.

The cost above is the price for a single pouch of stralleth, delivered in dry seaweed to preserve the crystals. A pouch contains four pinches.

WATER SHEATH — PRICE 1,500 GP

Slot body; **Weight** 4 lbs.
Capacity 20; **Usage** 1 charge/hour or special

When activated, this mesh vest creates a sonic field that surrounds the wearer. If used underwater, the field keeps a sheath of water two inches thick encapsulating the wearer if they leave the water. The sheath of water around the wearer allows them to breathe water, even when on land. After an hour, the water surrounding the wearer is depleted of oxygen, and no longer allows a water breather to breathe. The wearer must submerge in a body of water large enough for them to fit, and re-active the water sheath to allow another hour of breathable water to allow them to breath in air.

The water also acts as a cushioning armor, blunting the force of blows, and protecting the wearer. While the sheath is active above water, it provides DR 2/piercing. Once the sheath has absorbed 10 points of damage this way, the integrity of the field is disrupted, and the water splashes to the ground. This overloads the device, which cannot be activated again for 10 minutes.

While water sheaths can use batteries, they are most often used by creatures which have the capacity to generate sonic energy naturally. When used by a creature who can deal sonic damage, the relevant ability can power the sonic grip for 1 hour per use of the ability.

CONSTRUCTION	CRAFT DC 25	COST 750 GP

Craft Technological Item, Production Lab

BIL'DJOOLI

Bil'djooli are an aggressive race of interplanetary travelers who raid worlds for their own gain and routinely scavenge alien technology. Once sorely pressed, the bil'djooli now range across disparate systems to find the fresh water essential for the continuation of their race. Bil'djooli physiology requires a significant amount of clean, fresh water in order to breathe and metabolize food properly. Their immune systems are strong, but delicate, and they produce toxins offensive to most living creatures very quickly. Without protective gear, bil'djooli poison is actually more dangerous for the bil'djooli than it is for most creatures they encounter. As aquatic creatures, they wear protective helmets full of fresh water they can breathe through a series of gills in their throat, lest they poison themselves and their fellow soldiers.

The bil'djooli teach a peculiar martial art that makes use of their long tentacles and superior reach. They take what they desire from enemy combatants, striking them with powerful tentacles and using agile suction to disarm their opponents or lift other equipment. In mass combat they fire their magical rods, using the most appropriate energy type and then firing into melee amid a flurry of slam attacks.

A single bil'djool has incredibly competitive instincts and a large measure of pride, but the culture rewards cooperation and team work in order to secure the race's survival. Advancement in their militarized society requires competence and loyalty, though some level of corruption allows the truly ambitious to exploit others to their benefit. Regardless of rank or station, all bil'djooli receive intensive martial training, learning to fight with mass-produced technomagical rods that can crunch bones in melee or fire rays of magical energy.

The bil'djooli spread filth across the galaxy, polluting entire planets with a naturally occurring byproduct of their toxic skin. Hailing from a dozen different home worlds, their kind has sought a means to inhabit aquatic worlds for generations without having to leave them behind.

Bil'djooli family life is harsh from the beginning. Families are governed by ordered pair which lay hundreds of eggs over a lifetime. Though bil'djooli have distinctive male and female internal anatomies, their breeding produces a thick slime full of eggs that is then carried by both parents. The slime is spread across a flat surface when the eggs near maturity, and a dozen bil'djooli might hatch from a single clutch. Bil'djooli young learn quickly and train for survival and combat almost from birth, competing with one another for food and favor. While individual families do not always encourage violence among siblings, there are few penalties in the military meritocracy for murdering a sibling with cause.

A single bil'djooli is 7 feet long from head to tentacle. They have somewhat translucent blue or purple skin with a white or pale blue underside to their tentacles. A mature bil'djooli weighs 300 pounds.

BIL'DJOOLI RULES

BIL'DJOOLI ARMOR **2,000 GP**

Slot armor; **Type** light; **Weight:** 15 lbs.
Armor Bonus: +4; **Armor Check Penalty:** -2; **Max Dex Bonus:** +7
Arcane Spell Failure: 20%

Bil'djooli armor uses metal rings and seals to hold its components in place, but is otherwise comprised of thin leather crafted from several breeds of animals and slaves.

Bil'djooli armor worn by nonbil'djooli incurs doubles its armor check penalty on all Strength- and Dexterity-based skill checks. Nonbil'djooli wearers gain no benefit from integral systems like *toxin vents* or *glassteel helmets*. Bil'djooli wearing bil'djooli armor suffer no armor check penalty to Swim checks.

Most suits of bil'djooli armor come with toxin vents and glassteel helmets to protect the wearer from its own poison. The cost for these systems are included in the price above.

BIL'DJOOLI ROD — 12,000 GP

Aura moderate evocation; **CL** 5th
Slot none; **Weight** 10 lbs.

The traditional weapon of bil'djooli soldiers, this thick steel rod functions as both a melee and a ranged weapon. In melee, the rod deals damage as a great club, including an additional 1d6 points of energy damage, and requires two hands to use. At range, it fires rays of elemental energy with a range increment of 60 feet. These attacks are ranged touch attacks that deal 4d6 points of energy damage. The rod fires rapidly, allowing the wielder to take additional attacks due to a high base attack bonus. Alternatively, the wielder can fire a single focused ray as a standard action that deals 6d6 points of energy damage to each creature it hits in a 60-foot line.

The wielder chooses the type of energy damage dealt by the rod, and can change to a diofferent energy type as a swift action. The wielder can choose from acid, cold, electricity, or fire damage, though more elaborate rods dealing sonic or negative energy damage do exist. Bil'djooli rods function perfectly well in open air, vacuum, or underwater, leaving thin trails of telltale magical energy such as thin lines of ice, and tiny bubbles of grey steam or yellow acid.

Bil'djooli rods function as both an exotic weapon and a magical item. A creature without proficiency in bil'djooli rods can activate the roc with a DC 20 Use Magic Device check, but still takes nonproficiency penalties when using the rod. Bil'djooli treat them as martial weapons and need make no Use Magic Device check.

CONSTRUCTION REQUIREMENTS — **6,500 GP**

Craft Magic Arms and Armor or Craft Technological Arms and Armor[TG]; *elemental aura*[APG]; 5 ranks in Craft (mechanical)[TG]

STASIS GRENADE — 5,000 GP

Aura strong transmutation; **CL** 15th
Slot none; **Weight** 1 lb.

Stasis grenades warp time and space, effectively locking a small area outside the normal flow of time. A creature of any size that shares a square with a stasis grenade when it explodes takes 4d6 points of nonlethal damage and becomes trapped as if by a temporal stasis spell for 1 hour. A DC 22 Fortitude save halves the nonlethal damage and negates the stasis effect. Each additional stasis grenade that explodes in the same square simultaneously increases the save DC by +1 and extends the duration of the stasis effect by 10 minutes. Multiple stasis grenades in the same square do not increase the size of the effect. Once detonated, a stasis grenade disintegrates.

CONSTRUCTION REQUIREMENTS — **2,500 GP**

Craft Wondrous Item or Craft Technological Arms and Armor; *temporal stasis*; 10 ranks in Craft (mechanical)

TOXIN VENTS

Price 500 gp; **Weight** 2 lbs.

The bil'djooli version of a toxin filter collects blood- and water-born contaminants, and even drains their own naturally-produced toxins away from their skin. Bil'djooli filters grant the wearer a +2 bonus on Fortitude saves against all nonmagical poisons. The poison collects in expanding sacs attached to the wearers' armor. Whenever an attacker confirms a critical hit with a weapon attack against the wearer, the toxin vent system gains the broken condition. The sacs rupture and release their pressurized contents, exposing adjacent creatures to the toxins unless they succeed on a Fortitude save against the poison's normal DC. Once any sac in a system of toxin vents bursts, the vents continue to filter toxins for the wearer, but can't spray additional poison until the suit is repaired.

Sample Bil'djooli NPCs

BIL'DJOOL SOLDIER — CR 6

XP 2,400
LE Medium aberration (aquatic)
Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)
hp 68 (8d8+32)
Fort +6, **Ref** +7, **Will** +9
Resist cold 10
Weakness vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee bil'djooli rod +11/+6 (1d10+4 plus 1d6 energy) and 2 tentacle slams +4 (1d4+1), or 4 tentacle slams +9 (1d4+3)
Ranged bil'djooli rod +13/+8 touch (4d6 energy)
Special Attacks contamination (DC 18), side shot

STATISTICS

Str 16, **Dex** 21, **Con** 18, **Int** 13, **Wis** 16, **Cha** 13
Base Atk +6; **CMB** +9; **CMD** 24 (can't be tripped)
Feats Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (bil'djooli rod)

Skills Acrobatics +12, Climb +10, Disable Device +10, Intimidate +8, Knowledge (local) +8, Perception +11, Stealth +12 (+16 while submerged), Survival +10, Swim +15, Use Magic Device +8; **Racial Modifiers** +4 Stealth while submerged
Languages Bil'djooli, Ultari
SQ interstellar

ECOLOGY

Environment any aquatic
Organization solitary, team (2-4), or squad (5-12)
Treasure standard (bil'djooli rod)

SPECIAL ABILITIES

Contamination (Ex): Bil'djooli secret toxins that wash away easily in water, contaminating their threatened squares with a mild paralytic. When the bil'djool is not submerged, the poison only affects those struck by its slam attacks, or who strike it with nonreach melee weapons. Out of the water, a bil'djool must make a save against this poison once per hour. The save DC is Constitution-based.

Poison, contact—bil'djooli slime, *save* Fortitude DC 18, *frequency* 1/round for 1 round, *effect* 1 Strength, *cure* 1 save.

Interstellar: Bol'djooli travel the stars, bringing war to planets and stealing alien technology to add to their own. Disable Device and Use Magic Device are always class skills for a bil'djool.

Side Shot (Ex): During a melee full-attack action, a bil'djool can take a -2 penalty to all attacks for the round to add an additional ranged attack with its bil'djooli rod. This attack is made using its highest base attack bonus, plus other modifiers. Any penalties to attack rolls from feats (such as Combat Expertise or Power Attack) apply to this ranged attack as well. A bil'djool doesn't provoke attacks of opportunity when firing a bil'djooli rod if it threatens the enemy who would take that attack with its slams. Effects that grant the bil'djooli an additional attack at its highest attack bonus (such as the *haste* spell or Rapid Shot feat) do not stack with side shot for the purposes of additional ranged attacks but can be used to make additional slam attacks.

Vulnerability to Toxins (Ex): Bil'djooli take a -2 penalty to Fortitude saves against diseases and poisons.

BIL'DJOOL HUNTER-KILLERS CR 13

XP 25,600
Bil'djooli **unchained rogue**[PU] 7
LE Medium aberration (aquatic)
Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 26, touch 18, flat-footed 18 (+4 armor, +8 Dex, +4 natural)
hp 141 each (8d8+7d6+81)
Fort +11, **Ref** +15, **Will** +12
Defensive Abilities danger sense +2, evasion, resiliency, uncanny dodge; **Resist** cold 10
Weakness vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee +1 *bil'djooli rod* +18/+13/+8 (1d10+8/19-20 plus 1d6 energy) and 2 +1 *slams* +15 (1d4+4), or 4 +1 *slams* +20 (1d4+6)
Ranged +1 *bil'djooli rod* +21/+16/+11 (4d6+1/19-20 energy)
Special Attacks contamination (DC 19), debilitating injury, side shot, sneak attack +4d6

TACTICS

Before Combat Bil'djooli hunter-killers make Stealth checks to surround the PCs and close on them. They work to accomplish sneak attacks and fire from cover or concealment.
During Combat The hunter-killers maximize their sneak attack ability from range, then work to flank opponents in melee. They use their side shot ability to add additional sneak attack damage whenever possible.
Morale A bil'djool with 25 or fewer hit points withdraws. Escaped hunter-killers return to the navarch to report on their attack and receiving healing for further engagements.

STATISTICS

Str 20, **Dex** 26, **Con** 20, **Int** 11, **Wis** 18, **Cha** 12
Base Atk +11; **CMB** +16; **CMD** 34 (can't be tripped)
Feats Great Fortitude, Improved Critical (*bil'djooli rod*), Improved Initiative, Point Blank Shot, Power Attack[B], Precise Shot, Rapid Shot, Skill Focus (Stealth), Weapon Focus (*bil'djooli rod*)
Skills Acrobatics +22, Climb +12, Disable Device +20, Intimidate +12, Knowledge (local) +8, Perception +18, Stealth +27 (+31 in deep water), Survival +20, Swim +24, Use Magic Device +16, **Racial Modifiers** +4 Stealth while submerged
Languages Bil'djooli, Ultari
SQ finesse training (natural weapons), interstellar, rogue's edge (Survival), rogue talents (combat trick, terrain mastery: oceans +2, resiliency), trapfinding
Combat Gear *potions of cure serious wounds* (3), *potion of displacement*
Other Gear +1 *bil'djooli rod*, *amulet of mighty fists* +1, bil'djooli armor

Bil'djooli soldiers obey orders without question, owing to a combination of redundant training, negative reinforcement, honored military traditions, and the belief that conquest alone perpetuates their species. Bil'djooli are masters at guerilla and pack tactics in combat and excel at flanking and ambush maneuvers.

BIL'DJOOL ELITE SOLDIER CR 10

XP 9,600
Bil'djooli fighter 4
LE Medium aberration (aquatic)
Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 17, flat-footed 18 (+4 armor, +7 Dex, +4 natural)
hp 118 (8d8+4d10+60)

Fort +11, **Ref** +10, **Will** +11 (+12 vs. fear effects)
Resist cold 10
Weakness vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee +1 *bil'djooli rod* +17/+12 (1d10+10/19-20 plus 1d6 energy) and 2 tentacle slams +10 (1d4+2), or 4 tentacle slams +15 (1d4+5)
Ranged +1 *bil'djooli rod* +19/+14 touch (4d6+3/19-20)
Special Attacks contamination (DC 19), side shot

STATISTICS

Str 20, **Dex** 25, **Con** 20, **Int** 13, **Wis** 18, **Cha** 12
Base Atk +10; **CMB** +15; **CMD** 32 (can't be tripped)
Feats Combat Expertise, Coordinated Shot[ACG], Improved Critical (bil'djooli rod)[B], Improved Initiative, Point Blank Shot, Power Attack[B], Precise Shot, Weapon Focus (bil'djooli rod), Weapon Specialization (bil'djooli rod)[B]
Skills Acrobatics +18, Climb +12, Disable Device +15, Intimidate +12, Knowledge (local) +8, Perception +15, Stealth +14 (+18 while submerged), Survival +12, Swim +17, Use Magic Device +10; **Racial Modifiers** +4 Stealth while submerged
Languages Bil'djooli, Ultari
SQ armor training, interstellar
Combat Gear *potion of cure serious wounds*, *potion of lesser restoration*
Other Gear +1 *bil'djooli rod*, masterwork bil'djooli armor

Elite bil'djooli soldiers brag about their exploits and compare themselves to any warrior they think their lessers (essentially, anyone but their commanding officers). While cruel and violent, elites are disciplined warriors who gain honor by working as a cohesive team.

BIL'DJOOL COMMANDER CR 13/MR 2

XP 25,600
Bil'djooli fighter 6/marshal[MAdv] 2
LE Medium aberration (aquatic, mythic)
Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 27, touch 18, flat-footed 20 (+6 armor, +8 Dex, +4 natural)
hp 147 (8d8+6d10+78)
Defensive Abilities hard to kill
Fort +14, **Ref** +13, **Will** +14
Resist cold 10
Weakness vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee +2 *bil'djooli rod* +20/+15 (1d10+11/19-20 plus 1d6 energy) and 2 tentacle slams +13 (1d4+3), or 4 tentacle slams +18 (1d4+6)
Ranged +2 *bil'djooli rod* +22/+17 touch (4d6+4/19-20)
Special Attacks amazing initiative[MA], contamination (DC 19), decisive strike[MA], directed assault[MA], mythic power (9/day, surge +1d6), rise up[MA], side shot, weapon training (natural +1)

STATISTICS

Str 20, **Dex** 27, **Con** 20, **Int** 13, **Wis** 18, **Cha** 12
Base Atk +12; **CMB** +17; **CMD** 34 (can't be tripped)
Feats Combat Expertise, Coordinated Shot[ACG], Extra Mythic Power[B], Furious Focus[APG, B, M], Improved Critical (bil'djooli rod)[B], Improved Initiative, Point Blank Shot, Power Attack[B], Precise Shot, Skill Focus (Intimidate), Weapon Focus (bil'djooli rod), Weapon Specialization (bil'djooli rod)[B]

Skills Acrobatics +18, Climb +12, Disable Device +15, Intimidate +20, Knowledge (local) +8, Perception +16, Stealth +14 (+18 while submerged), Survival +12, Swim +17, Use Magic Device +15; **Racial Modifiers** +4 Stealth while submerged
Languages Bil'djooli, Ultari
SQ interstellar
Combat Gear *potion of cure serious wounds*, *potion of lesser restoration*
Other Gear +2 *bil'djooli rod*, +2 *bil'djooli armor*, *vest of resistance* +2

Bil'djooli commanders are decorated combatants recognized for ferocity and obedience. They bark commands during combat and expect their soldiers to follow them to death if necessary. A bil'djooli commander makes use of his marshal mythic powers to threaten spellcasters or end formidable melee threats, and don't shy away from combat themselves. Though each chafes under his aquamancer's conceit, commanders are responsible for their fellow officers, both cooperating with them and defending them in combat.

BIL'DJOOL AQUAMANCER CR 13/MR 2

XP 25,600
Bil'djool wizard (diviner) 9/**archmage**[MAdv] 2
LE Medium aberration (aquatic, mythic)
Init +17; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 28, touch 20, flat-footed 20 (+4 armor, +2 deflection, +8 Dex, +4 natural)
hp 152 (8d8+9d6+85)
Fort +13, **Ref** +16, **Will** +18
Resist cold 10
Weakness vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee +2 *bil'djooli rod* +15/+10 (1d10+5 plus 1d6 energy) and 2 tentacle slams +7 (1d4+1), or 4 tentacle slams +12 (1d4+2)
Ranged +2 *bil'djooli rod* +21/+16 touch (4d6+2 energy)
Special Attacks amazing initiative[MA], arcane surge[MA], contamination (DC 18), diviner's fortune (8/day, +3 bonus), mythic spellcasting[MA], side shot
Spells Prepared (CL 7th, concentration +11)
5th—*cone of cold*[M] (DC 25), *mind probe*[OA] (DC 21), rimed[UM] *ice storm*
4th—*fire* (chill) *shield*, *locate creature*, *vitriolic mist*[UM], *wall of ice*
3rd—*arcane sight*, *fireball* (DC 22), *force punch*[UM] (DC 23), rimed[UM] *frigid touch*[UM] (DC 22), *vampiric touch*
2nd—*aboleth's lung*[ARG] (DC 18), *anticipate thoughts*[OA], *frigid touch*[UM] (DC 22), *see invisibility*
1st—*mage armor*[M]*, *magic missile* (x2), rimed[UM] *ray of frost* (x2), *shield*, *technomancy*[TG]
0 (at will)—*detect magic*, *mending*, *message*, *ray of frost*
*Already cast; Opposition schools: enchantment, ilusion

STATISTICS

Str 14, **Dex** 26, **Con** 20, **Int** 22, **Wis** 16, **Cha** 15
Base Atk +10; **CMB** +12; **CMD** 37 (can't be tripped)
Feats Arcane Strike, Defensive Combat Training, Greater Spell Focus (evocation), Improved Initiative, Point Blank Shot, Precise Shot, **Rime Spell**[B, UM], Scribe Scroll[B], Spell Focus (evocation)[M], Spell Specialization (*frigid touch*[UM]), Weapon Focus (bil'djooli rod)
Skills Acrobatics +22, Climb +10, Disable Device +21, Intimidate +22, Knowledge (arcana) +18, Knowledge (local) +13, Perception +20, Sense Motive +20, Spellcraft +23, Stealth +18 (+22 while submerged), Survival +10, Swim +14, Use Magic Device +22; **Racial Modifiers** +4 Stealth while submerged
Languages Bil'djooli, Ultari
SQ competent caster[MA], forewarned, interstellar
Combat Gear *potion of cure serious wounds*, *potion of lesser restoration*
Other Gear +2 *bil'djooli rod*, *headband of vast intelligence* (Sense Motive) +2, *ring of protection* +2, *vest of resistance* +4

Bil'djooli aquamancers are arrogant villains who regard themselves as the ultimate warriors. Though they aren't better melee fighters than their champion co-captains, they trust in their knowledge of magic and technology to make up any difference and assume the mantle of leadership with a sneer. Bil'djooli aquamancers begin combat by casting their rimed *ice storm*, trusting their race's cold resistance to keep them safe inside its area of effect.

BIL'DJOOLI NAVARCH CR 17/MR 4

XP 102,400
Female bil'djooli warpriest 12/**guardian**[MAdv] 4
LE Medium aberration (aquatic)
Init +17[M]; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 32, touch 20, flat-footed 25 (+8 armor, +3 deflection, +7 Dex, +4 natural)
hp 210 (20d8+120)
Fort +14, **Ref** +14, **Will** +21
Defensive Abilities hard to kill[MA], recuperation[MA]; **DR** 10/epic; **Resist** cold 10
Weakness vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee +2 *bil'djooli rod* +25/+20/+15 (1d10+12/19-20/x3 plus 1d6 energy) and 2 tentacle slams +18 (1d10+2), or 4 tentacle slams +20 (1d10+4)
Ranged +2 *bil'djooli rod* +29/+24/+19 touch (4d6+6/19-20/x3 plus 1d6 energy)
Special Attacks blessings (9/day; agile feet, battle lust, dimensional hop, war mind), channel negative energy (4d6, DC 22), contamination (DC 18), fervor (9/day), mythic power (11/day, surge +1d8), ranged disarm[MA], sacred weapon (12 rounds/day, +3 bonus), side shot, sudden block[MA]
Warpriest Spells Prepared (CL 12th, concentration +18)
4th—*blessing of fervor*[APG], *divine power*, *poison* (DC 21), *sending*
3rd—*bestow curse* (DC 20), *chains of perdition*[UC] (+19 CMB), *cure serious wounds* (3), *greater stunning barrier*[ACG] (DC 20)

2nd—*cure moderate wounds* (2), *owl's wisdom*, *resist energy*, *silence* (DC 19), *spiritual weapon*, *weapon of awe*[APG]

1st—*comprehend languages*, *cure light wounds* (2), *deathwatch*, *divine favor* (2), *moment of greatness*[UC]

0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *mending*, *read magic*

Blessings Travel, Water

TACTICS

Before Combat Once a threat presents itself, a navarch casts *blessing of fervor* for her bridge crew. She also activates her sacred armor ability to add enhancement bonuses on her sacred armor and her sacred weapon ability to combines enhancement bonuses with additional energy damage for her bil'djooli rod and slam attacks.

During Combat A navarch uses her fervor class feature to cast healing spells or increase her combat prowess. She hampers anyone fighting her allies with *chains of perdition* and *spiritual weapon* and uses her mythic marshal abilities to afford her allies extra movement or attacks. If attacked in melee, or if an enemy is badly wounded, she makes the most of her *bil'djooli rod*.

Morale A navarch prefers to live but despises all non-bil'djooli and fears her imperial rulers back home. If she believes her troops will achieve their mission, she fights until reduced to 20 hp, then surrenders with the intent to betray the PCs as soon as possible. If her forces are defeated, she fights to the death rather than be humiliated by her peers.

STATISTICS

Str 18, **Dex** 28, **Con** 20, **Int** 15, **Wis** 24, **Cha** 15

Base Atk +15; **CMB** +24; **CMD** 46 (can't be tripped)

Feats Agile Maneuvers, Defensive Combat Training, **Energy Channel**[ACG], Greater Weapon Focus (*bil'djooli rod*), Greater Weapon Specialization (*bil'djooli rod*), Improved Critical (*bil'djooli rod*)[M], Improved Initiative, Multiattack, Point Blank Shot, Power Attack, Precise Shot, Selective Channeling, Weapon Focus (*bil'djooli rod*), Weapon Focus (tentacle slam), Weapon Specialization (*bil'djooli rod*)

Skills Acrobatics +17, Climb +8, Diplomacy +18, Disable Device +17, Intimidate +25, Knowledge (local) +11, Knowledge (religion) +15, Perception +18, Spellcraft +13, Stealth +13 (+17 while submerged), Survival +16, Swim +13, Use Magic Device +20; **Racial Modifiers** +4 Stealth while submerged

Languages Bil'djooli, Ultari

SQ amazing initiative[MA], impervious body[MA] (x2), interstellar, sacred armor (12 rounds/day, +2 bonus)

Combat Gear 2 *potions of cure serious wounds*, 2 *stasis grenades*; **Other Gear** +2 *bil'djooli armor*, +2 *bil'djooli rod*, *belt of physical perfection* +2, *ring of protection* +3

Deep One

Deep ones are as at ease dwelling in the most remote of ocean trenches as they are in the shallows that hug secluded shorelines, although their favorite haunts combine the two. The largest deep one cities are located at places not far off shore but nestled in vast submerged canyons unusually close to those coastlines. This proximity allows deep ones to pursue one of their favorite goals—commingling with and corrupting surface-dwelling humanoids. Unlike skum, a similar aquatic race that reproduces with surface dwellers, deep ones do so not out of a biological need but as a way to spread their blasphemous religion above the ocean waves. The hybrid children of deep ones and humans form a race of their own. These offspring typically live near others of their kind, assuming positions of leadership in their small towns.

Deep ones usually worship the alien entities known as the Outer Gods or the Great Old Ones, with Cthulhu the foremost among them. Deep one settlements that contain a deep one elder instead typically venerate that powerful deep one, who in turn serves one of the eldritch gods. Many deep ones gain levels as clerics, inciting religious fervor in their kinfolk and promoting their chosen deities as the greatest among the Outer Gods. Those few who instead choose to take up a less focused devotional path, such as that of an oracle, still venerate the Old Ones as a whole.

Deep ones seek out humans to kidnap and draw into their cults, and as breeding stock, producing a race of hybrid spawn of humans and deep ones. Hybrids are most comfortable with others of their kind, and typically cluster in small, insular settlements where they can assume positions of authority. They keep any humans within their towns subservient and cowed, making sure those other residents know better than to act against local laws. Though deep ones are devoutly religious, they usually cloak their true beliefs under a facade of more conventional worship, believing that by doing so they can avoid suspicion from visitors and nearby societies.

Deep One Hybrid Racial Traits

+2 Constitution, +2 Wisdom, -2 Dexterity: Deep one hybrids are hearty and devout but tend to be somewhat slow and awkward in their movements.

Type: Deep one hybrids are humanoids with the human and deep one subtypes.

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

Speed: A deep one hybrid's base speed is 20 feet, as it walks with a shuffling gait. A deep one hybrid has a swim speed of 30 feet and gains a +8 racial bonus on all Swim checks.

Low-Light Vision: A deep one hybrid can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light.

Natural Armor: A deep one hybrid's thick skin and dense fatty tissues grant it a +1 natural armor bonus to AC.

Sea Longing: Every 24 hours a deep one hybrid spends in an area more than 10 miles from the sea, it must succeed at a DC 20 Will save or take 1 point of Wisdom drain.

Take to the Water: A deep one hybrid can hold its breath 10 times longer than a human can and gains a +2 bonus on Initiative checks and Reflex saving throws while swimming.

Final Change: A deep one hybrid ages at the same rate as a half-orc. A mere 1d12 months after a deep one hybrid

reaches venerable age (at 60 years old), it dies a painful, agonizing death, only to have its body transform into that of a mature deep one. This transformation functions as the reincarnate spell, with the newly formed deep one gaining the following modifications to its physical ability scores: +6 Strength, –2 Dexterity, and +6 Constitution.

Languages: Deep one hybrids begin play speaking Aklo and Common. Hybrids with high Intelligence scores can choose from the following languages: Abyssal, Aquan, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, and Undercommon. See the Linguistics skill page for more information about these languages.

Deep One Hybrid Favored Class Options

The following favored class options are available to all deep one hybrid characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/6 to the alchemical bonuses granted by the alchemist's mutagen.

Antipaladin: The antipaladin gains +1/6 of a new cruelty.

Bard: Add +1/3 to the DC of one bardic performance.

Brawler: Add +1/5 to the dodge bonus to AC granted by the brawler's AC bonus class feature.

Cleric: Add +1/2 to the cleric's caster level for spells cast on worshipers of the cleric's deity.

Hunter: Increase the natural armor bonus of the hunter's animal companion by +1/4. If the hunter replaces her animal companion, the new companion gains this natural armor increase.

Investigator: Reduce the concealment or total concealment miss chance from mist, fog, and clouds by 5%. When the reduction reaches 50% the investigator can see through mist, fog, or clouds with no penalty.

Occultist: Gain +1/5 of a new focus power, which must be from either the necromancy or transmutation school.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Rogue: The rogue gains 1/6 of a new rogue talent.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Sample Deep One NPCs

DEEP ONE CULTIST CR 1/2

XP 200
Deep one hybrid cleric 1
CE Medium humanoid (deep one, human)
Init +4; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +1 natural, +1 shield)
hp 12 (1d8+4)
Fort +5, **Ref** +0, **Will** +5

OFFENSE

Speed 20 ft., swim 30 ft.
Melee dagger +1 (1d4+1/19–20)
Ranged pistol +0 (1d8/x4)
Special Attacks channel negative energy 2/day (DC 9, 1d6)
Cleric Spell-Like Abilities (CL 1st; concentration +4)
6/day—touch of chaos, vision of madness
Cleric Spells Prepared (CL 1st; concentration +4)
1st—*cause fear* (DC 14), *cure light wounds*, *lesser confusion*[D] (DC 14)
0 (at will)—*bleed* (DC 13), *light*, *resistance*
[D] domain spell; **Domains** Chaos, Madness

STATISTICS

Str 13, **Dex** 10, **Con** 17, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 11
Feats Improved Initiative
Skills Knowledge (religion) +4, Perception +4, Swim +7; **Racial Modifiers** +8 Swim
Languages Aklo, Common
SQ final change, sea longing, take to the water

ECOLOGY

Environment any urban
Organization solitary, cult (2–12), or township (13+)
Treasure NPC gear (dagger, pistol with 5 bullets and 5 doses of black powder, studded leather armor, buckler, other treasure)

DEEP ONE PUREBLOOD CR 1

XP 400
CE Medium monstrous humanoid (aquatic, deep one)
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 12, touch 9, flat-footed 12 (–1 Dex, +3 natural)
hp 17 (2d10+6)
Fort +5, **Ref** +2, **Will** +5
Defensive Abilities deep dweller, immortal; **Resist** cold 5

OFFENSE

Speed 20 ft., swim 40 ft.
Melee 2 claws +5 (1d4+3)

STATISTICS

Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 14
Feats Great Fortitude
Skills Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater
Languages Aklo, Common
SQ amphibious, devoted, item use

ECOLOGY

Environment any water
Organization solitary, gang (2–5), cult (6–12), or shoal (13+)
Treasure standard (*wand of protection from good* [5 charges], other treasure)

SPECIAL ABILITIES

Deep Dweller (Ex) Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Devoted (Ex) Deep ones are fanatically religious, be it to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.

Immortal (Ex) A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Pureblood deep ones prefer to fight with their claws. If they do resort to manufactured weapons, they prefer piercing ones, as these function best underwater. They can also use wands and staves; deep ones who pursue the study of more powerful magic often learn to create magic items for their weaker kinfolk to wield.

A pureblood deep one typically stands about 7 feet tall, but its hunched gait and lumbering stance can make it appear shorter when it shambles ashore. An average deep one weighs 300 pounds.

DEEP ONE ELDER CR 14

XP 38,400
CE Gargantuan monstrous humanoid (aquatic, deep one)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24
Aura *cloak of chaos* (DC 22), staggering presence (180 ft., DC 21)

DEFENSE

AC 29, touch 11, flat-footed 24 (+4 deflection, +1 Dex, +18 natural, –4 size)
hp 202 (15d8+135); regeneration 10 (fire)
Fort +18, **Ref** +16, **Will** +19
Defensive Abilities mind reflection; **DR** 10/magic and piercing; **Immune** cold, disease; Resist acid 10, electricity 10; **SR** 25

OFFENSE

Speed 30 ft., swim 60 ft.
Melee bite +24 (2d8+13/19–20), 2 claws +24 (2d6+13/19–20)
Space 20 ft.; **Reach** 20 ft.
Special Attacks devastating strike, staggering presence
Spell-Like Abilities (CL 14th; concentration +18)
Constant—*cloak of chaos* (DC 22), *freedom of movement*
At will—*dream, hold monster* (DC 19)
3/day—*black tentacles, demand* (DC 22), *insanity* (DC 21), *nightmare* (DC 19)
1/day—*dominate monster* (DC 23), *symbol of insanity* (DC 22)
1/week—*binding* (DC 22)

STATISTICS

Str 36, **Dex** 12, **Con** 28, **Int** 19, **Wis** 23, **Cha** 19
Base Atk +15; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush)
Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike
Skills Intimidate +22, Knowledge (arcana, religion) +19, Perception +24, Sense Motive +21, Stealth +7, Swim +39, Use Magic Device +19
Languages Aklo, Common
SQ amphibious, deep dweller, deific, immortal, item use

ECOLOGY

Environment any water
Organization solitary or pair
Treasure triple

SPECIAL ABILITIES

Devastating Strike (Ex) An elder deep one ignores the first 10 points of hardness when it damages an object with its claws. A creature struck with a critical hit from an elder deep one's claw must succeed at a DC 30 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Deific (Su) An elder deep one can grant divine spells to its worshipers. Granting spells does not require any specific action on the elder deep one's behalf. Elder deep ones grant access to the domains of Chaos, Evil, Madness, and Water. Their symbols vary, but their favored weapon is the claw.

Mind Reflection (Ex) Any mind-affecting effect that fails to affect an elder deep one is reflected back on the source, affecting the original caster as if by spell turning, treating the elder deep one as the controller and source of the spell.

Staggering Presence (Ex) This ability functions as frightful presence, except that a creature that fails its save is also staggered as long as it remains in the area of effect, and for an additional 1d6 rounds after leaving that area. This is a mind-affecting fear effect.

A few deep ones never stop growing over the eons of their endless lives. Many elder deep ones claim the names of monsters or gods for their own—Mother Hydra and Father Dagon being two of the more legendary of their kind. Elder deep ones ascend to the status of near-gods in deep one society, towering over their kin and ruling their sunken cities. Just as they are worshiped, so do the elder deep ones worship the Great Old Ones and Outer Gods themselves.

Locathah

Though unsettling in appearance—at least to most surface races—locathahs are friendly and inquisitive. Unlike many aquatic denizens, locathahs have no inherent distrust of surfacers. In fact, most locathahs enjoy conversing with surface races and often hail passing ships to exchange goods or simply pass along news. Crews who sail in locathah territory know the piscine people as traders of both goods and information, trustworthy so long as they are dealt with fairly.

Locathahs also enjoy the company of aquatic animals, and they can often be found living alongside dolphins, giant eels, whales, and other such creatures. Many locathahs train as eel riders, and a band of locathahs atop giant eel mounts racing through the water is an impressive sight.

Locathahs are slender humanoids who have feathery fins running along the backs of their arms and legs, along the crown of their skulls, and down their spines.

They generally have protruding fishlike faces with large, round eyes. Locathahs exhibit a startling racial variety that runs in tribal lines based on the features of the tribe's matriarch; in some tribes, locathahs might have fins that are rigid rather than feathery or inset eyes protected by a bony ridge.

Most locathahs are a dark salmon or ochre color, but their scales and fins can be almost any shade, from black to aquamarine, azure blue, teal, deep russet, vivid coral, or pale silver.

Locathahs emanate a strong fishy smell that is detectable underwater but more pronounced in the air. Most surfacers find this odor unpleasant, but locathahs consider their smell to be an integral quality of their race. Locathahs take great offense to jokes or insults regarding their natural scent. Locathahs rely on this smell to communicate subtly with one another, and they can even read basic emotions from other locathahs through their odor.

Adventurers: Locathahs enjoy meeting new people from all races, often hiring themselves out as laborers, mercenaries, or guides aboard ships. Though locathahs are slow and somewhat uncomfortable out of the water, they can breathe air and suffer no ill effects from traveling on land. Locathahs work for fair rates but are canny enough to charge more for the use of their aquatic expertise, such as helping a ship navigate dangerous reefs. Locathahs are usually willing to accept useful items as payment rather than coins or gems, so long as their value is commensurate. They prefer artwork, metal weapons, and surface food (especially tubers) as payment for their services.

Locathahs are fast and tireless swimmers, and they enjoy serving as messengers or scouts. They prefer to be at the forefront of a group, both because they can react quickly to danger and because it gives them the chance to encounter a new experience or new potential allies first.

Locathah Racial Traits

+2 Dexterity, +2 Wisdom, –2 Intelligence: Locathahs are agile and intuitive, but they are more interested in travel and experiences than in academia.

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

Type: Locathahs are humanoids with the aquatic subtype.

Low-Light Vision: Locathahs live in areas where sunlight illuminates the water, and they have low-light vision.

Slow Speed: Locathahs have a base speed of 10 feet.

Monsters vs. Player Characters

Locathahs normally have racial Hit Dice, skills, and other abilities. PC locathahs, however, calculate these benefits based solely on their class, and the racial traits described below are not an exact approximation of the locathah monster from *Pathfinder Roleplaying Game Bestiary 2*. PC locathahs have the racial traits described here.

Amphibious: Locathahs have the aquatic subtype but can breathe both water and air.

Fast Swimmer: Locathahs have a swim speed of 60 feet.

Natural Armor: Locathahs have thick scales that provide a +2 natural armor bonus.

Languages: Locathahs begin play speaking Aquan and Common. Locathahs with a high Intelligence score can choose from the following: Aklo, Draconic, Elven, Giant, Gnome, Goblin, and Halfling.

Locathah Alternate Racial Traits

The following racial traits may be selected instead of the standard locathah racial traits.

Blunt Head: Some locathahs develop blunt, flat heads with sharp, needlelike teeth and well-muscled jaws. This head shape reduces their swim speed to 40 feet but provides the locathah with a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. This racial trait modifies fast swimmer.

Coastal Emissary: Locathahs who dwell in sunlit coastal waters develop close ties with surface dwellers and become skilled negotiators. Once per day when attempting a Diplomacy or Sense Motive check, a locathah with this racial trait can roll twice and use the better result. This racial trait replaces low-light vision.

Deep Dweller: Locathahs living in deeper waters than coastal shallows have adapted to operating in darkness. Locathahs who have this racial trait gain darkvision with a range of 60 feet and light sensitivity. This racial trait replaces low-light vision.

Powerful Smell: Although all locathahs have a distinctly fishy odor out of the water, some locathahs have slimier skin that exudes a strong scent both above and below the waves. Locathahs who have this racial trait emit a terrible scent as a 15-foot aura that nearly every other creature finds offensive. This is a poison effect. All living creatures (except other locathahs and creatures with the stench ability) within the aura must succeed at a Fortitude saving throw (DC 10 + half the locathah's character level + the locathah's Constitution modifier) or be sickened for 5 rounds. Creatures that succeed at the saving throw cannot be sickened by the same locathah's powerful smell for 24 hours. A delay poison or neutralize poison spell or similar effect removes the effect from the sickened creature. Due to their smell, locathahs with this racial trait have a –4 penalty on Stealth checks. This racial trait replaces natural armor.

Strong Limbs: Some locathahs have powerful legs that are very useful on land but limit their mobility underwater. These locathahs have a base land speed of 20 feet and a swim speed of 40 feet. This racial trait modifies fast swimmer and slow speed.

Locathah Favored Class Options

The following options are available to all locathahs who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Cavalier: Add 1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Druid: Add 1 skill rank to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus skill ranks.

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

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

Ranger: Add 1 skill rank to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus skill ranks.

Rogue: Choose a piercing melee weapon. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Slayer: Gain 1/6 of a new slayer talent.

TOXIN FILTERS

Price 25 gp; **Weight** —

Toxin filters use alchemical or mechanical devices to screen dangerous pollutants from breathable air. On Vareen, the Locathah use modified filters to explore potentially dangerous regions underwater, but cultures across the galaxy employ them in various forms. Regardless of the technology involved, toxin filters give the wearer a +4 bonus on Fortitude saves against inhaled poisons. This bonus only applies on the first save attempted for any given poison.

VARINIAN CORAL

Price 50 gp; **Weight** 20 lbs.

The locathah of Vareen cultivate a living pink coral that survives on the deepest ocean floor. Objects made of this coral regenerate 1 hit point per day in fresh water, slowly regrowing until cracks and severed edges are healed. The coral is resilient like bone, having a hardness of 8 and 30 hp per inch of thickness. The price above is for a cubic foot of coral.

The locathah grow a porous version of this coral that absorbs and flushes water in response to electrical stimulus. Such blocks of coral are run through with small wires and treated with mild acids to encourage this feature. A cubic foot of coral can drain through one block in a single round. Porous coral has hardness 5 and only 25 hp per inch of thickness.

Sample Locathah NPCs

LOCATHAH GUARD CR 3

XP 800 each
Locathah fighter 3
N Medium humanoid (aquatic)
Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 22, touch 15, flat-footed 19 (+7 armor, +3 Dex, +2 natural)
hp 38 (2d8+3d10+13)
Fort +8, **Ref** +5, **Will** +4

OFFENSE

Speed 10 ft., swim 60 ft.
Melee longspear +7 (1d8+3/×3)
Ranged light crossbow +8 (1d8/19–20)

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 18
Feats Combat Reflexes, Furious Focus[APG], Power Attack, Weapon Focus (longspear)
Skills Craft (any one) +6, Escape Artist +5, Perception +8, Survival +9, Swim +10; **Racial Modifiers** +8 Swim
Languages Aquan, Common
SQ amphibious
Combat Gear *oil of magic weapon, potion of cure moderate wounds, potion of slipstream*[APG]; **Other Gear** *+1 breastplate*, masterwork longspear, masterwork light crossbow (20 bolts), daggers (2)

LOCATHAH ENGINEER CR 5

XP 1,600
Male locathah expert 6
LN Medium humanoid (aquatic)
Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +2 natural, +1 shield)
hp 36 (8d8)
Fort +5, **Ref** +5, **Will** +7

OFFENSE

Speed 10 ft., swim 60 ft.
Melee dagger +4 (1d4/19–20)
Ranged light crossbow +5 (1d8/19–20) or taser +5 (1d10 nonlethal)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 14, **Wis** 14, **Cha** 11
Base Atk +4; **CMB** +4; **CMD** 15
Feats Deft Hands, Lightning Reflexes, Skill Focus (craft mechanical), Technologist[TG]
Skills Appraise +10, Craft (mechanical) +15, Disable Device +16, Knowledge (arcana) +13, Knowledge (engineering) +13, Perception +12, Profession (engineer) +10, Sleight of Hand +8, Survival +7, Swim +13, Use Magic Device +11
Languages Aquan, Common
SQ amphibious
Combat Gear taser (3), concussion grenade, potion of cure light wounds; **Gear** dagger, light crossbow with 10 bolts, masterwork mechanical tools, masterwork thieves' tools, masterwork omniweave armor, masterwork buckler

Loran

Lorans claim both the ancient patrons of the Accord and the undine race as their progenitors. When the Patrons foresaw a need for disciplined, loyal aquatic allies, they enlisted undine volunteers to help shape a new race of agents to guard against the return of their nemeses. The Accord experimented with the creation of other races, sprinkling them throughout the cosmos to prepare for the revival of interplanetary war.

While not every loran chooses to pursue a monastic lifestyle, those remaining where the Patrons had sent them endured centuries guarding the memories and relics of their antediluvian progenitors and seeing the evolution of their worlds in the ages to come.

Their discipline as unyielding as the coral ruins they live in, their mission controlled their culture, including career, lifespan, mating, and reproduction. They meditated on the history and teachings of the Patrons, passing principle down from generation to generation. They also maintained constant readiness from outside threats, knowing one day an enemy would come to shatter their walls and lives in search of galactic domination.

Physical Description: Lorans display a wide variation of skin tones, ranging from pale turquoise to deep blue to sea green. Their hair is often straight and thick, in some cases of a similar hue to their skin but for others in contrasting red or white. Many lorans have eyes that are milky white or pale yellow, with several tiny pinpoint pupils that are hard for others to see unless closely examined. Their hands and feet are webbed.

Society: Lorans define themselves as a unique race apart from their undine forebears, though they retain some elements of undine society such as their naming traditions. While capable of interbreeding with undines and even with humans, the insularity of their communities tends to keep relations close within carefully chosen genetic lines. A typical loran community lives under the guidance of a small council comprising officials appointed by consensus. Council positions can be held indefinitely, though ineffective leaders or those that lead the community astray from their obligations may be removed.

Alignment and Religion: Most lorans are lawful, focused on handing down of tradition and discharge of duty, both to the welfare of their own people and for the tasks set upon them at the inception of their race. Lorans tend to be insular but are not xenophobic, being willing to deal with anyone but always with a keen eye for infiltrators and spies into the sacred wards they guard. Not all lorans are religious, but most carry a strong spiritual connection to both their supernatural progenitors and to water itself. Those who pursue nonsecular paths almost always worship the gods of their ancestors or gods whose portfolios feature some aspect of water.

Adventurers: On occasion, lorans leave their people to seek out a life of adventure. Some do so as outcasts and exiles, abandoning the traditions of their elders to strike out on their own or cast out for other reasons and having no welcome awaiting them at home seek out opportunity wherever it may be found. Others seek a more proactive defense of that entrusted to them and their kind, ranging across the universe to gather intelligence and allies to discover plots and threats before they manifest. Lorans are talented spellcasters, but many wandering lorans are more martially inclined.

Male Names: Aven, Dharak, Ghiv, Jamash, Maakor, Ondir, Radid, Shiradahz.

Female Names: Afzara, Baarah, Calah, Iryani, Maarin, Nylgune, Pari, Radabeh, Urdahna.

Loran Racial Traits

+2 Dexterity, +2 Wisdom, -2 Intelligence: Lorans discipline their minds and bodies, but have little exposure to outside culture and history.

Medium: Lorans have no bonuses or penalties due to size.

Outsider: Lorans are an engineered mutation from the older undine race. They have the outsider type and the native and water subtypes.

Speed: Lorans have a base land speed of 30 feet and a swim speed of 40 feet.

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

Amphibious: Lorans have the aquatic subtype but can breathe both water and air.

Cold Resistance: Lorans have cold resistance 5.

Elemental Affinity: Loran bloodragers and sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all bloodrager or sorcerer spells and class

abilities. Loran clerics with the Water domain and oracles with the Waves mystery are treated as 1 level higher when determining the effects of their Water domain powers, Waves revelations, and Water domain or Waves mystery spells.

Greater Defensive Training: Lorans are cautious and defensive-minded. They gain a +1 dodge bonus to AC.

Languages: Lorans speak Aquan and Common. A Loran with a high Intelligence score can choose from the following: Aklo, Auran, Celestial, Giant, Ignan, Infernal and Terran.

Alternate Loran Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Deepsight: The eyes of some lorans are especially adapted to the lightless depths of the oceans, but not to air-filled environments. A loran with this racial trait has darkvision 120 feet when underwater, but otherwise has no darkvision at all. This racial trait replaces darkvision.

Flesh Chameleon: Some lorans can change their coloration to match human skin tones. As a standard action, a loran with this racial trait can change her natural blue hue to match any normal human skin tone and can revert to normal as a free action. This grants a +4 racial bonus on Disguise checks to appear human. This racial trait replaces energy resistance.

Hydrated Vitality: A loran with this racial trait gains fast healing 2 for 1 round anytime she submerges completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as an artificial pit or a bag of holding) does not activate this ability. The undine can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces elemental affinity.

Terrain Chameleon: Some lorans can change their coloration to blend in with underwater terrain, mixing browns, grays, and greens to resemble kelp or other natural water plants. As a standard action, a loran with this racial trait can change her coloration, gaining a +4 bonus on Stealth checks in underwater environments. She can return to normal as a free action. This racial trait replaces energy resistance.

Water Sense: Lorans with this racial trait can sense vibrations in water, granting them blindsense 30 feet against creatures in contact with the same body of water. This racial trait replaces energy resistance.

Loran Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add a +1 bonus on Perform checks to use the countersong bardic performance against creatures with the aquatic or water subtypes.

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

Druid: Add a +1 bonus on wild empathy checks to influence animals and magical beasts with the aquatic subtype.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/3 to the number of stunning attacks he can attempt per day.

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

Summoner: If the summoner's eidolon has an aquatic base form, add +5 feet to the range of the summoner's life link ability.

Wizard: Add one spell from the cleric, druid, or wizard spell list with the water descriptor to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast. This spell is treated as one level higher unless it also appears on the wizard spell list.

LORAN ASCETIC CR 4

XP 1,200
Loran monk 5
LN Medium outsider (aquatic, native, water)
Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 19, flat-footed 15 (+2 Dex, +2 dodge, +5 monk)
hp 33 (5d8+7)
Fort +5, **Ref** +6, **Will** +7; +2 vs. enchantments
Defensive Abilities evasion, still mind; **Immune** disease; **Resist** cold 5

OFFENSE

Speed 40 ft., swim 40 ft.
Melee masterwork spear +6 (1d8+3/x3) or unarmed strike +6/+6 (1d8+2)
Ranged masterwork spear +6 (1d8+2/x3)
Special Attacks flurry of blows, ki pool (5/day, magic), stunning fist (6/day, DC 16)

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 8, **Wis** 18, **Cha** 8
Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 26 (29 vs. grapple)
Feats Combat Reflexes[B], Defensive Combat Training, Dodge[B], Improved Grapple[B], Improved Unarmed Strike[B], Power Attack, Skill Focus (Acrobatics), Stunning Fist[B], Weapon Focus (unarmed strike)
Skills Acrobatics +11, Climb +6, Knowledge (religion) +3, Perception +9, Sense Motive +8, Stealth +10, Survival +5, Swim +14
Languages Aquan, Common
SQ amphibious, elemental affinity (water), high jump, maneuver training, slow fall

ECOLOGY

Environment any
Organization solitary, pair, or wave (3-10)
Treasure NPC gear (masterwork spear, *potion of cure moderate wounds*, other gear)

Zahajin

Zahajin (singular and plural) are mostly humanoid, with a blend of various traits reminiscent of aquatic life—stinging anemone-tentacle "hair", lionfish spines, soft brightly-colored skin or transparent flesh, and numerous other possibilities. They bear vestigial finned arms along their legs, and often display other additional (and frequently non-functional) limbs. Among the zahajin, gender is a varied and complex concept, and blending of what humans see as gendered traits in individuals is extremely common.

This race of ichthyic humanoids originated in the Darkwild of Kir-Sharaat, in the Aethera system. Zahajin dominate the deep places of this planet that is also homeworld to the erahthi and exist today as the result of millennia of fey influence and aetherite exposure. The Darkwild is a tangle of roots and cliffs, steep tunnels and rushing rivers. As a result, the zahajin have evolved into unparalleled climbers and swimmers. They easily cling to surfaces smoother than water-slicked limestone, and their twisting legs make them powerful swimmers. Zahajin are unaccustomed to flat land, where they move carefully. In all cases, the movement of zahajin is lithe and sensuous, thanks to fey influence.

Most Zahajin cannot survive without near-constant exposure to aetherite radiation. This isn't just a physical malady; zahajin are addicted to the crystallized ley-lines' psychic resonance. In its absence, zahajin quickly become sullen and unstable as their perception of reality warps and their intoxicating dreams fade. In time, they lapse into nightmare-haunted comas, writhing in pain until their aetherite-deprived organs fail.

Society: Zahajin society is a chaotic throng of hunter-gatherer tribes. Some are nomadic, wandering the layers of the Darkwild, while others settle villages among the tree-roots and tunnels. Most tribes are led by spellcasters; these are mostly sorcerers, bards, and mediums. The unquestioned rulers of the zahajin, however, are the fey lords. Many tribes pay homage to them, both individually and collectively, and individual zahajin view them with an almost religious awe. For their part, the fey lords are neither aloof nor distant, mixing with their subjects as the whim takes them; numerous fey bloodlines among the zahajin are testament to their attention.

In addition to the fey lords, zahajin revere aetherite itself, (which they call ajiah, "dreaming together". In places, they create marvelous and exotic shrines to the crystal—twisting lattices and spirals, forests of crystal "trees", and many others—while in other places, they harness its telekinetic potential to create powerful traps or bridges and walls of invisible force.

For sustenance, zahajin rely on hunting, aetherite radiation, and various gathered flora and fungi; their society has little concept of agriculture. Zahajin swarm along the tunnel walls and ceilings of the Darkwild when on the hunt, using their instinctual sensitivity to aetherite emanations to follow and corner prey. Most can unerringly find their way among the maze of tunnels using this psychic instinct.

Zahajin culture is highly encouraging of creative and artistic pursuits and they are fascinated by pleasing designs or beautiful songs, eagerly sharing their works among their own kind. Their creativity is fueled both by desire for their fey masters' attention and by the dream-trances that zahajin experience instead of mundane sleep. Some seek out intoxicating substances to intensify these dreams, while others commune with aetherite deposits in search of inspiration.

Due to traditions formed in the wake of the ancient war, internecine bloodshed is uncommon and frowned upon; zahajin are deeply loath to slay their own. Instead, social warfare is common, whether between tribes or individuals. A wronged zahajin might seduce away a rival's lover or turn the tribe against a rival through persuasive oration. Magically talented zahajin often enchant or curse those who have wronged them. These principles apply in intertribal conflict as well; a tribe's sorcerers and mesmerists might charm rival tribes' warriors away or dominate rival leaders.

Relations: The only (known) Material culture to which the zahajin have any connection is the erahthi, against whom they bear millennia-old resentment. This hatred is fueled by the zahajin collective consciousness, which is still plagued by haunting memories of their slaughter. Additionally, the fey lords' recollection of that ancient war is forever fresh—memories of the butchering of their zahajin, the deaths of their fellow fey, and of the emotional echoes of fear and hate resounding through the psychically-charged Darkwild. This drives many of the fey lords to paranoia, watching vigilantly for threats from above; in the wake of erahthi aetherite-harvesting during the Century War, the fey lords ready their zahajin for battle.

Zahajin Racial Traits

+2 Dexterity, +2 Charisma, –2 Wisdom: Zahajin are naturally nimble, and millennia of shaping by the fey have given them a potent mystique and strength of personality. However, aetherite exposure has made them dreamy and easily manipulated.

Humanoid: Zahajin are humanoids with the aquatic and zahajin subtypes.

Medium: Zahajin have no size adjustments.

Speed: Zahajin have a land speed of 20 ft. and a swim speed of 40 ft.

Low-light Vision: Zahajin have adapted to the dim glows of the Darkwild and gain low-light vision.

Amphibious: Zahajin have the aquatic subtype but can breathe both water and air.

Darkwild Zahajin

Typical player character zahajin have a somewhat divergent physiology from others of their kind, being less dependent on the aetherite radiation that constantly suffuses the Darkwild that allows them to venture farther from home without succumbing to its lack. However, zahajin that spend their entire lives in the Darkwild are saturated with aetherite energies in a way that grants them greater power at the price of being tethered to the radiant depths of their home and unable to wander the stars without constant exposure to the energies that bring them life. These Darkwild natives replace the above racial traits with the following:

+2 Strength, +2 Dexterity, +4 Charisma, –2 Wisdom: Zahajin are strong and nimble, and millennia of shaping by the fey have given them a potent mystique and strength of personality. However, aetherite exposure has made them dreamy and easily manipulated. This replaces the normal ability score modifiers for zahajin.

Darkwild Wanderer: Zahajin have a climb speed of 30 ft. and a swim speed of 40 ft.

Extreme Climber: Zahajin can cling to smooth walls and even ceilings, as though constantly under the effects of *spider climb*, except that this is an extraordinary effect. This increases their racial bonus on Climb checks to +16. This replaces the expert climber racial trait.

Wild Senses: Zahajin have darkvision to a range of 60 ft. and low-light vision. This replaces the low-light vision racial trait.

Aether Blight: Zahajin take 1 point of Constitution, Wisdom, and Charisma damage for every hour they are not exposed to low (or greater) aetherite radiation. This replaces the aether thirst racial trait.

Expert Climber: Zahajin gain a +4 racial bonus on Climb checks.

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

Hatred: Zahajin receive a +1 racial bonus on attack rolls against erahthi.

Stalker: Perception and Stealth are always class skills for zahajin.

Psychic Sensitivity: Constant exposure to aetherite awakens dormant potential in zahajin. They gain Psychic Sensitivity[OA] as a bonus feat.

Aetherite Radiation Immunity: Zahajin are immune to the toxic effects of aetherite exposure.

Aether Thirst: Zahajin need exposure to aetherite radiation to sustain themselves, and going without aetherite (either exposure to low or higher aetherite radiation or to at least 1 au of aetherite) affects them like other creatures going without water, affecting them as extreme thirst[CRB] after one day plus a number of hours equal to the zahajin's Constitution score.

If using zahajin in a setting where aetherite does not exist, the GM should replace this need with a different element, energy, or substance that is generally available but still must be acquired and consumed on a regular basis.

Languages: Zahajin begin play knowing only Zahaj-el. Zahajin with high Intelligence can choose from the following: Aklo, Aquan, Common (Hymnas), Erahthi, or Sylvan.

Zahajin Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Darkwild Defender: Certain zahajin instinctively draw on the aetherite radiation that permeates the Darkwild to armor themselves in protective force. These zahajin gain a +2 deflection bonus to AC when in an area of moderate or greater aetherite radiation. This ability replaces hatred.

Leap Attack: As a standard action, a zahajin may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a zahajin does not provoke attacks of opportunity for leaving a threatened square. This replaces expert climber and darkwild wanderer.

Seducer: Some zahajin are imbued with the glamour of their fey lords. These zahajin add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, they may use charm person once per day as a spell-like ability, with a caster level equal to their character level. This ability replaces psychic sensitivity.

Swarming: Some zahajin are accustomed to living and fighting communally with the rest of their tribe. Up to two of these zahajin can share the same square at the same time. If two zahajin that are occupying the same square attack the same foe, they are considered to be flanking that foe. This ability replaces expert climber.

Water Sense: Some of the zahajin of the Deeping Sea can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water. This ability replaces amphibious and expert climber.

Zahajin Weapons

Zahajin have lived around and manipulated aetherite longer than any race in the Aethera System. While they did not develop technological means by which to manipulate the substance, their craftsmanship with unrefined aetherite is unparalleled. Zahajin are capable of manufacturing raw aetherite in the below additional form:

Aetherite, tempered raw: By subjecting raw aetherite to alchemical and magical treatments, zahajin can render the substance as hard as steel (not unlike depleted aetherite) but without diminishing the aetherite's inherent radioactive properties. Tempered raw aetherite emits a low level of aetherite radiation to any creature holding or wearing objects created from it and can be worked into weapons and armor in place of metal. Tempered raw aetherite weapons that score a critical hit on a creature also inflict low aetherite radiation exposure. Zahajin wearing tempered raw aetherite armor are not subject to aether thirst or aether blight. Items created out of tempered raw aetherite are considered masterwork.

Cost: +1,000 au (light armor), +2,000 au (medium armor), +4,500 au (heavy armor), weapon (+2,000 au), ammunition (+500 au per missile).

Sample Zahajin NPC

ZAHAJIN WARLEADER **CR 4**

XP 1,200
Zahajin bloodrager (greenrager[ACG]) 5
CN Medium humanoid (aquatic, zahajin)
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 12 (+4 armor, +3 Dex, +1 dodge, -2 rage)
hp 52 (5d10+20)
Fort +8, **Ref** +4, **Will** +2
Defensive Abilities aetherite immunity, improved uncanny dodge
Weaknesses aetherite dependency, light blindness

OFFENSE

Speed 30 ft., climb 30 ft., swim 40 ft.; expert climber
Melee masterwork greataxe +11 (1d12+7/×3)
Ranged masterwork javelin +9 (1d6+5)
Special Attacks blood casting, bloodrage (14 rounds/day), confusing critical (DC 16), hatred, leaping charger

Bloodrager Spells Known (CL 5th; concentration +8)
1st (2/day)—*expeditious retreat, mage armor, magic missile*
Bloodline Fey

STATISTICS

Str 20, **Dex** 16, **Con** 19, **Int** 8, **Wis** 8, **Cha** 16
Base Atk +5; **CMB** +10; **CMD** 22
Feats Dodge, Eschew Materials[B], Mobility, **Psychic Sensitivity**[B, OA], Spring Attack
Skills Acrobatics +11, Climb +21, Intimidate +7, Perception +7, Stealth +10, Survival +6, Swim +17; **Racial Modifiers** +16 Climb, +8 Swim
Languages Zahaj-el
SQ amphibious, fast movement, unfettered fury, weapon familiarity
Combat Gear *potion of blur* **Other Gear** masterwork greataxe, masterwork javelin (3), *greater talisman of beneficial winds*[OA], *lesser talisman of danger sense*[OA], *lesser talisman of warrior's courage*[OA], *elixir of love*

ECOLOGY

Environment the Darkwild
Organization solitary, pair, or skirmish (1–2 plus 2d6 1st-level zahajin warriors)
Treasure gear; other treasure

CHAPTER 03:

BESTIAL SPECIES

Many alien species are characterized less by their physical characteristics than their mental ones, operating in a realm of pure thought that trumps the humble dross of the material world. Rare creatures have transcended physicality entirely and become beings beyond mortal understanding, but other races are just awakening to their latent psychic potential or still in the process of striving for transcendence to become akin to gods themselves.

Bahgra: A race of dog-like hunters bereft of the power of speech and recently freed from the yoke of slavery.

Catfolk: Clever and lucky feline explorers and adventurers, stealthy and quick.

Garil: A scholarly species of intelligent apes from a jungle world filled with colossal kaiju.

Gnoll: A savage species of hungry hyena-like predators and warriors, always eager to shed blood.

Krang: A long-armed species of honor-bound ape warriors, rebels against manipulative tyrants.

Okanta: A adaptable species of massively muscled and mutable animal-headed humanoids descended from giants.

Ratfolk: Small and cunning, with rodent features and acquisitive attitudes.

Tengu: Flamboyant feathered adventurers, students of the sword and antiquity but always ready to seek new horizons.

Rules for Bestial Species

The following rules are uniquely well suited for bestial species, reflecting both their animal heritage and their interactions with other species.

Feats

Bestial Endurance

You can store reserves of food and water efficiently, allowing you to go without food and water for long periods.

Prerequisites: Bestial species, Con 13 or Endurance feat.

Benefit: You can go twice as long as normal without food or water, and the DC of Constitution checks to resist the effects of starvation and thirst increases at only half the normal rate. In addition, you gain a +2 racial bonus on such Constitution checks and on saving throws against magical effects that cause starvation and thirst, such as *feast of ashes* and *cup of dust*.

Carrion Feeder

Your distant animal kin were scavengers, and you can stomach foods that would make weaker creatures ill.

Prerequisites: Bestial species.

Benefit: You gain a +2 racial bonus on saving throws against diseases and ingested poisons (but not other poisons). You receive a +2 bonus on Survival skill checks to find food for yourself (and only yourself).

Playful Creature

You're charming enough that others assume any *faux pas* is just a delightful quirk.

Prerequisites: Bluff 1 rank, Diplomacy 1 rank, bestial species.

Benefits: If you fail a Bluff check to deceive, an Intimidate check to gain a target's cooperation, or a Sleight of Hand check to steal from another creature, you can immediately attempt a Diplomacy check against the same DC as a free action. If you succeed, your target assumes your actions were in jest or just some awkward misunderstanding between your bestial inclinations and the social norms of others. The creature's attitude toward you does not immediately worsen (though later actions can still shift its attitude toward hostile). You can use this feat only once per day per target.

Winter Coat

Your fur or feathers are adapted to conditions of extreme cold and your coloration matches icy conditions.

Prerequisites: Bestial species.

Benefits: You treat cold environments as one step less severe and gain a +2 bonus on Fortitude saves to resist the effects of cold climate. Your white plumage or fur also grants you a +2 circumstance bonus on Stealth checks in snowy or icy conditions.

Bahgra

The bahgra are often referred to as "dog folk" due to their distinctly canine features. Although they stand upright with fully articulate hands, their heads still portray the bestial snout and teeth of wild dogs. They also communicate through barks, growls, and soulful whines, but struggle to make themselves understood in the languages of other races, lacking the ability to make certain sounds and facial expressions. Generally taller than dwarves, but shorter than humans, bahgra flourish in both temperate and cold environments thanks to their natural fur—the coloration of which can vary as widely as the ethnicities of other humanoid races.

Bahgra possess a cunning intelligence, but most regard them as little more than apex predators and savages. Discovered by the krang while serving the Ultari Hegemony, the bahgra never escaped the barbaric in-fighting of their planet, clashing repeatedly with off-world visitors and one another. When the krang finally established a peaceful truce with the dog folk and discovered they could learn more advanced concepts through sign language, they found themselves confronted with a significant choice—allow the Hegemony to enslave the bahgra, or quietly "uplift" them so they could rise to the laborer or soldier caste. Choosing the latter, the krang ultimately lacked the time and access to significantly shape bahgra society, and ultimately abandoned them when they defected the Hegemony to join with the Bellanic Accord. Though they convinced some of the dog folk to accompany them, the bahgra species had already spread to other worlds and many remained culturally contaminated by the Hegemony. In time, however, some followed the example of the krang, striking off on their own to reestablish their independence and cultural identity.

Bahgra make excellent trackers, skilled laborers, and warriors, possessing a natural "team" instinct which makes them well-suited to construction and manufacturing. This trait also manifests during combat, as bahgra excel in pack-based tactics.

Bahgra are 5 feet tall and weigh 120 pounds.

Bahgra Racial Traits

+2 Constitution, +2 Wisdom, -2 Intelligence: Bahgra are tenacious and intuitive but have little use for academic study.

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

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

Low-Light Vision: Bahgra can see twice as far as humans in dim light.

Keen Senses: Bahgra have acute senses of hearing and smell, granting them a +2 racial bonus on Perception checks and a +4 bonus on Survival checks to track.

Pack Attack: Bahgra gain Pack Attack[UC] as a bonus feat.

Growling Speech: Bahgra can learn to read, write, and understand languages other than their own normally but have difficulty speaking and being understood in them. Creatures hearing them must succeed on a DC 15 Linguistics check or DC 20 Sense Motive check to understand their speech. Language-dependent effects they use automatically fail unless the opponent speaks Bahgra or the bahgra is using *tongues* or a similar effect.

Sample Bahgra NPCs

BAHGRA HUNTER CR 1/2

XP 200
Bahgra ranger 1
N Medium humanoid (bahgra)
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 13 (1d10+3)
Fort +4, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.
Melee scimitar +3 (1d6+2/18–20), bite –2 (1d6+1) or bite +3 (1d6+3)
Ranged longbow +3 (1d8/x3)
Special Attacks favored enemy (humans +2)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 15
Feats Pack Attack[UC, B], Point-Blank Shot
Skills Climb +6, Heal +4, Intimidate +4, Knowledge (nature) +4, Perception +6, Survival +4 (+9 to track)
Languages Bahgra, Common (can't speak), Ultari (can't speak)
SQ track +1, wild empathy +1

ECOLOGY

Environment cold or temperate forest, hills, or plains
Organization solitary, pair, or pack (3–12)
Treasure NPC gear (leather armor, longbow, scimitar, other treasure)

BAHGRA DRUGLORD CR 5

XP 1,600
Male bahgra alchemist 1/rogue (poisoner) 5
N Medium humanoid (bahgra)
Init +6; **Senses** low-light vision, scent; Perception +7

KISS OF TSUNIS

Type poison, ingested or injury; **Save** Fortitude DC 16 (injury) or 18 (ingested)
Frequency 1/round for 6 rounds
Effect 1d4+2 Con damage; **Cure** 2 consecutive saves.

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +2 natural, +2 shield)
hp 44 (6 HD; 5d8+1d8+14)
Fort +5, **Ref** +8, **Will** +0
Defensive Abilities evasion, master poisoner, uncanny dodge

OFFENSE

Speed 30 ft.
Melee +1 *dagger* +8 (1d4+4/19–20 plus poison), bite +6 (1d6+3) or masterwork longsword +7 (1d8+4/19–20)
Ranged dagger +6 (1d4+3/19-20 plus poison)
Special Attacks bomb 2/day (1d6+1 fire, DC 11), sneak attack +3d6
Alchemist Extracts Prepared (CL 1st)
1st—*adhesive spittle*[ACG], *shock shield*[UC]

TACTICS

Before Combat A bahgra druglord secretly applies poison to the dagger if he anticipates battle and also drinks his mutagen to improve his Strength (thus reducing his Intelligence) along with an extract of *shock shield*.
During Combat A bahgra druglord attacks a foe until it succumbs to poison. After landing a couple of blows, he fights defensively so he can apply another dose of poison to the blade.
Base Statistics Without his mutagen, a bahgra druglord's statistics are: **AC** 16, touch 12, flat-footed 14; **Melee** +1 *dagger* +6 (1d4+2/19–20 plus poison), bite +4 (1d6+1) or masterwork longsword +5 (1d8+4/19–20); **Str** 12, **Int** 10; **CMB** +4, **CMD** 16; **Skills** Climb +9, Craft (alchemy) +5, Knowledge (local) +9, Knowledge (nature)+5, Spellcraft +5.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14
Base Atk +3; **CMB** +6; **CMD** 18
Feats Brew Potion, Improved Initiative, Point-Blank Shot, Throw Anything, Weapon Focus (dagger), Pack Attack[UC, B]
Skills Acrobatics +10, Bluff +7, Climb +11, Craft (alchemy) +4, Diplomacy +9, Disable Device +10, Heal +3, Intimidate +10, Knowledge (local) +8, Knowledge (nature) +4, Perception +7, Sense Motive +5, Sleight of Hand +10, Spellcraft +4, Survival +7
Languages Common, Bahgra
SQ alchemy (alchemy crafting +1, identify potions), mutagen (+4/–2, +2 natural, 10 minutes), rogue talents (lasting poison), poison use, cornered
Combat Gear alchemist's fire (3), kiss of tsunis poison (3 doses; see sidebar), *potions of cure light wounds* (2), *potion of cure moderate wounds*; **Other Gear** +1 *omniweave armor*, +1 *dagger*, masterwork longsword, antitoxin, *The Adept's Guide to Baushaudi Poisons* (book worth 50 gp; grants a +2 circumstance bonus on crafting poisons)

Catfolk

Catfolk, also known as *jaskirri*, are a race of natural explorers who rarely tire of trailblazing, but such trailblazing is not limited merely to the search for new horizons in distant lands. Many catfolk see personal growth and development as equally valid avenues of exploration. While most catfolk are nimble, capable, and often active creatures, there is also a strong tendency among some catfolk to engage in quiet contemplation and study. Such individuals are interested in finding new solutions to age-old problems and questioning even the most steadfast philosophical certainties of the day. They are curious by nature, and catfolk culture never discourages inquisitiveness, but rather fosters and encourages it. Many are seen as quirky extroverts by members of other races, but within catfolk tribes there is no shame attached to minor peculiarities, eccentricities, or foolhardiness. All but the most inwardly focused catfolk enjoy being the center of attention, but not at the expense of their tribe, whether it's the one the catfolk are born into or the tribe they choose through the bonds of friendship with other creatures. catfolk tend to be both generous and loyal to their family and friends.

Physical Description: In general, catfolk are lithe and slender, standing midway between dwarves and humans in stature. While clearly humanoid, they possess many feline features, including a coat of soft fine fur, slit pupils, and a sleek, slender tail. Their ears are pointed, but unlike those of elves, are more rounded and catlike. They manipulate objects as easily as any other humanoid, but their fingers terminate in small, sharp, retractable claws. These claws are typically not powerful enough to be used as weapons, but some members of the species—either by quirk of birth or from years of honing—can use them with deadly effect. Feline whiskers are not uncommon, but not universal, and hair and eye color vary greatly.

Society: While self-expression is an important aspect of catfolk culture, it is mitigated by a strong sense of community and group effort. In the wild, catfolk are a hunter-gatherer tribal people. The pursuit of personal power never comes before the health and well-being of the tribe. More than one race has underestimated this seemingly gentle people only to discover much too late that their cohesion also provides them great strength.

Catfolk prefer to be led by their most competent members, usually a council of sub-chieftains chosen by their peers, either though consensus or election. The sub-chiefs then choose a chieftain to lead in times of danger and to mediate disputes among the sub-chiefs. The chieftain is the most capable member of the tribe, and is often magically talented. catfolk who settle in more urban and civilized areas still cling to a similar tribal structure, but often see friends outside the tribe, even those from other races, as part of their extended tribe. Within adventuring groups, catfolk who do not consider themselves the obvious choice as chieftain often defer to the person who most resembles their cultural ideal of a chieftain.

Relations: Adaptable and curious, catfolk get along with almost any race that extends reciprocal goodwill. They acclimate easily to halflings, humans, and especially elves. catfolk and elves share a passionate nature, as well as a love of music, dance, and storytelling; elven communities often gently mentor catfolk tribes, though such elves are careful not to act in a patronizing manner toward their feline friends. Gnomes make natural companions for catfolk, as catfolk enjoy gnomes' strange and obsessive qualities. catfolk are tolerant of kobolds as long as the reptilian beings respect the Catfolk's boundaries. The feral nature of orcs stirs as much puzzlement as it does revulsion among catfolk, as they don't understand orcs' savagery and propensity for self-destruction. Half-orcs, on the other hand, intrigue catfolk, especially those half-orcs who strive to excel beyond the deleterious and hateful nature of their savage kin. catfolk often view goblins and ratfolk as vermin, as they disdain the swarming and pernicious tendencies of those races.

Alignment and Religion: With community and unselfish cooperation at the center of their culture, as well as a good-natured curiosity and willingness to adapt to the customs of many other races, most catfolk tend toward good alignments. The clear majority of catfolk are also chaotic, as wisdom is not their strongest virtue; nevertheless, there are exceptions with cause.

Adventurers: Natural born trackers, the hunter-gatherer aspect of their tribes pushes many catfolk toward occupations as rangers and druids by default, but such roles don't always speak to their love of performance art, be it song, dance, or storytelling. catfolk legends also speak of a rich tradition of great sorcerer heroes. Those catfolk who internalize their wanderlust often become wizards and monks, with many of those monks taking the path of the nimble guardian. While catfolk cavaliers and inquisitors are rare (steadfast dedication to a cause is often alien to the catfolk mindset) individuals who choose these paths are never looked down upon. catfolk understand that exploration and self-knowledge can lead down many roads and are accepting of nearly all professions and ways of life.

Male Names: Carruth, Drewan, Ferus, Gerran, Nyktan, Rouqar, Zithembe.

Female Names: Alyara, Duline, Hoya, Jilyana, Milah, Miniri, Siphelele, Tiyeri.

Catfolk Racial Traits

+2 Dexterity, +2 Charisma, –2 Wisdom. Catfolk are sociable and agile, but often lack common sense.

Humanoid: Catfolk are humanoids with the catfolk subtype.

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

Speed: Catfolk have a base speed of 30 feet.

Low-Light Vision: Catfolk have low-light vision allowing them to see twice as far as humans in dim light.

Cat's Luck (Ex): Once per day when a catfolk makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Natural Hunter: Catfolk receive a +2 racial bonus on Perception, Stealth, and Survival checks.

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

Languages: Catfolk begin play speaking Common and Catfolk. catfolk with high Intelligence scores can choose from the following languages: Elven, Gnoll, Gnome, Goblin, Halfling, Orc, and Sylvan.

Catfolk Favored Class Options

The following options are available to all catfolk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Bloodrager: Add 1 foot to the bloodrager's base speed. In combat, this has an effect only for every five increases in base speed. This bonus stacks with the bloodrager's fast movement feature, and applies under the same conditions as that feature.

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

Fighter: Add a +1/2 circumstance bonus to confirm critical hits when attacking with weapons from the close or light blade weapon groups (maximum bonus +4). This bonus does not stack with Critical Focus.

Gunslinger: Add +1/3 to the gunslinger's AC when using the gunslinger's dodge deed.

Hunter: Gain 1/6 of a bonus teamwork feat.

Inquisitor: Add 1/2 to the inquisitor's track bonus.

Investigator: Add 1 to the bonus provided to a single skill (maximum +2) by inspiration. This skill must be one the investigator can already apply inspiration to. The investigator can select a different skill each level.

Medium: Add +1/6 to the medium's spirit bonus when channeling a Marshal or Trickster spirit.

Mesmerist: Add +1/6 to the DC of the mesmerist's tricks and masterful tricks.

Monk: Add 1/2 to the monk's damage rolls with claw attacks and claw bladesARG. A monk who selects this bonus at 1st level also treats claw bladesARG as a monk weapon. If he is an unchained monk, he can use his style strikes with unarmed strike or claw blade attacks.

Monk (alternate): Add +5 feet to the distance by which fall damage is reduced when the monk uses the slow fall ability. This bonus cannot improve the total amount of the monk's slow fall distance reduction by more than 1.5 times its normal granted distance (ex. 30 feet maximum reduced at 4th level, up to 135 feet maximum at 18th level).

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

Ranger: Choose a weapon from the following list: claws, kukri, longbow, longsword, short spear, or shortbow. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

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

Shaman: Add 1/6 to the shaman's class level for the purpose of determining the effects of one hex.

Slayer: Add 1/3 to the result of any sneak attack damage that the slayer deals after all sneak attack damage dice have been totaled.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds + 1/2 to the number of uses per day of that bloodline power.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Cat's Claws: Some catfolk have stronger and more developed claws than other members of their race and can use them to make attacks. Catfolk with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces natural hunter.

Clever Cat: Catfolk's generally friendly disposition doesn't preclude craftiness. Some of them see social obstacles as games to be played and won. These catfolk receive a +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks. This racial trait replaces natural hunter.

Climber: Catfolk hunters excel at hunting prey from trees and other high vantage points. Catfolk with this racial trait possess a climb speed of 20 feet (along with the +8 racial bonus on Climb checks a climb speed affords). This racial trait replaces sprinter.

Curiosity: Catfolk are naturally inquisitive about the world around them, though some are more curious than others. Such catfolk gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) are always class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead. This racial trait replaces natural hunter.

Jungle Stalker: Catfolk often live in deeply forested terrain and they have become naturally sure-footed to maintain their hunting prowess in these dangerous environments. Such catfolk gain a +2 racial bonus on Acrobatics checks and can ignore the first square of difficult terrain caused by foliage each round. This racial trait replaces cat's luck and sprinter. Source PZO9280

Nimble Faller: Some catfolk have an amazing sense of balance and keen knowledge of their own center of gravity. Catfolk with this trait land on their feet even when they take lethal damage from a fall. Furthermore, catfolk with this trait gain a +1 bonus to their CMD against trip maneuvers. This racial trait replaces sprinter.

Scent: Some catfolk favor a keen sense of smell over sensitive sight. Catfolk with this racial trait gain the scent ability. This racial trait replaces the low-light vision racial trait.

New Rules

The following special rules options are commonly known among catfolk.

Catfolk Rogue Talents

The following rogue talents can only be taken by catfolk.

Deadly Scratch (Ex) A catfolk rogue with this talent can apply poison to her claws without accidentally poisoning herself. A catfolk rogue must have the cat's claws racial trait and the poison use class feature before taking this talent.

Disarming Luck (Ex) Once per day, when a catfolk rogue attempts to disable a device and fails by 5 or more, she can reroll the check as a free action. She must take the result of the reroll, even if it's worse than the original roll.

Graceful Faller (Ex) A catfolk rogue with this talent lands on her feet even when she takes lethal damage from a fall. If the catfolk rogue also has the nimble faller racial trait, she takes damage from any fall as if it were 20 feet shorter than it actually is.

Nimble Climber (Ex) A catfolk rogue with this talent gains a +4 bonus on Climb checks. If she has the climber racial trait, she can take 10 on her Climb checks even when in immediate danger or distracted.

Single-Minded Appraiser (Ex) A catfolk rogue with this talent is skilled at determining the value of sparkly things. She can always take 10 when appraising gems and jewelry.

Vicious Claws (Ex) A catfolk with this talent uses d8s to roll sneak attack damage instead of d6s, but only when she uses her claws to make the sneak attack. A catfolk rogue must have the cat's claws racial trait before taking this talent.

New Martial Weapon

Weapon	Cost	Dmg (S)	Dmg (M)
Claw blades	305 gp	1d3	1d4

Crit	Range	Weight	Type	Special
x2	—	2 lbs	B or S	See text

Claw Blades: These subtle blades can only be used by catfolk with the cat's claws racial trait. Bought in a set of five, they fit over the wearer's claws on one hand. The blades grant the wearer a +1 enhancement bonus on claw attack rolls with that hand and change the weapon type from a natural weapon to a light slashing weapon. Catfolk with the cat's claws racial trait are proficient with this weapon. The claw blades can be enhanced like a masterwork weapon for the normal costs. The listed cost of the item is for one set of five claws for one hand. Claw blades are a light martial weapon.

RENDING CLAW BLADE — PRICE 10,305 GP

Aura moderate transmutation; **CL** 11th
Slot none; **Weight** 1 lb.

This set of *+1 keen claw blades* is most effective when the wearer has multiple claw attacks per round. When making a full attack with claws, if the wielder hits the same target with this weapon and a different claw attack or set of claw blades, he deals an extra 1d4 damage plus 1-1/2 times his Strength bonus. The wearer can deal this extra damage no more than once per round. This counts as a rend attack and does not stack with other abilities that grant rend attacks.

CONSTRUCTION REQUIREMENTS — **COST 5,305 GP**

Craft Magic Arms and Armor, *bull's strength, keen edge*

Sample Catfolk NPCs

CATFOLK BURGLAR — CR 1/2

XP 200
Female catfolk rogue (cat burglar[ARG]) 1
CN Medium humanoid (catfolk)
Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 11 (1d8+3)
Fort +2, **Ref** +5 (+1 vs. traps), **Will** +0; +1 vs. divine magic

OFFENSE

Speed 30 ft., climb 20 ft.
Melee short sword +3 (1d6+1/19–20) or dagger +3 (1d4+1/19–20)
Ranged pistol +3 (1d8/x4)
Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 13
Base Atk +0; **CMB** +1; **CMD** 14
Feats Weapon Finesse
Traits devotee of the old gods, orphaned
Skills Acrobatics +6, Bluff +5, Climb +12, Disable Device +7, Knowledge (local) +6, Knowledge (religion) +7, Perception +6 (+7 vs. traps), Sleight of Hand +6, Stealth +8, Survival +7; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival
Languages Catfolk, Common, Gnoll, Sylvan
SQ cat's luck, climber, trapfinding +1
Gear hide shirt, short sword, dagger, pistol with 10 metal cartridges, bedroll, belt pouch, caltrops, flint and steel, thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, narrow choker with a small pendant depicting a cat's face, 3 sp, 8 cp

SPECIAL ABILITIES

Devotee of the Old Gods (Ex) This catfolk burglar puts her trust in ancient deities to bring her luck and carry her through. She gains a +1 trait bonus on Knowledge (history) and Knowledge (religion) checks, and Knowledge (history) is always a class skill for her. In addition, the blessing of the cat goddess Bastet gives her a +1 trait bonus on saving throws against divine magic.
Orphaned (Ex) This catfolk burglar grew up an escaped slave without parents, always having to look out for herself. As a result, she gains a +1 trait bonus on Survival checks, and Survival is always a class skill for her.

CATFOLK SNEAK — CR 2

XP 600
Female catfolk ranger (urban ranger[APG]) 3
CG Medium humanoid (catfolk)
Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 30 (3d10+9)
Fort +5, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.
Melee masterwork kukri +7 (1d4+1/18-20) or masterwork kukris +5/+5 (1d4+1/18–20)
Ranged pepperbox pistol +6 (1d8/x4)
Special Attacks combat style (two-weapon combat), favored enemy (klaven +2)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +3; **CMB** +4; **CMD** 17
Feats Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)
Skills Climb +5, Disable Device +11, Intimidate +6, Knowledge (local) +6, Perception +8, Stealth +11, Survival +8; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival
Languages Catfolk, Common
SQ cat's luck, favored community (Zel-Argose +2), sprinter, track +1, trapfinding +1, wild empathy +5
Combat Gear *potion of cure moderate wounds, potion of shield of faith*; **Other Gear** +1 *armored jacket*, masterwork kukri (2), masterwork thieves' tools, pepperbox pistol with 12 metal cartridges

Garil

The garil are the primary intelligent species on the ape-world of Jowchit. A friendly and inquisitive people, they will talk to anyone at the slightest opportunity. Garil are fascinated by the rest of the multiverse but see their world as the center of creation and don't often travel off world. They see themselves as blessed in being allowed to share this cradle of the gods with the holy kaiju that infest the planet and cause most other species to believe the garil insane for staying on a world with such deadly monstrosities. Some few garil experience the call of other skies and different stars and often trade passage for working as the ship's cook, as garil cuisine is legendary both for its intricate flavors and its spice.

The primary population of Jowchit is made up of the garil, a mostly nomadic race of ape-like humanoids.

Physical Description: Some other races see garils and believe them to be simply awakened animals, ordinary apes evolved through magic, but the garil take such assertions as deadly insult. Resembling gorillas, but walking more upright, they are a studious and highly intelligent race.

Society: The garils dwell in the foothills of the mountains, dwelling in countless small clan villages. These villages typically are united in groups called a "House" and led by a descendant of their demigod, Zaiz. The exact number of Houses is unknown, but there are at least thirty, and likely many more. Wars between the Houses are not unknown but are extremely rare as the garils believe Zaiz looks down on those who war against other garils with great disfavor. Garil society is matrilinear and polygamous. Most males have at least two wives, but the eldest wife is the head of the household and make all of the primary decisions, including which other wives her husband will be allowed to take. Males do make up the majority of the clan war bands, marauding carnivores are their primary opponents.

Relations: Garils are a curious and outgoing race. They tend to get along best with races like gnomes or ysoki that have a good sense of humor. They generally try to get along with those around them, often peppering the people around them with a dizzying array of questions.

Alignment and Religion: On their homeworld of Jowchit, the native kaiju are feared and worshiped as gods even through their priests do not gain spells. Those priests who harness divine energies do so by following the path of the druid, or elemental forces. One of the few good-aligned kaiju, Zaiz, resembles a 200-foot-tall girallon, and has protected the city of Quoh for close to five thousand years.

Male Names: Aja, Denet, Efit, Elum, Jalij, Keth, Maqej, Urah.

Female Names: Alayi, Etwa, Garga, Maqan, Qari, Samik, Vilba, Zetaya.

Garil Racial Traits

+2 Strength, +2 Charisma, –2 Wisdom. Garils are cheerful and outgoing and are well-muscled and athletic, but often too trusting and guileless.

Humanoid: Garil are monstrous humanoids.

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

Speed: Garils have a base speed of 30 feet.

Free Thinker: Garils gain a +2 bonus on Will saves against charms and compulsions, and once per day when a garil fails a save against such an effect it can attempt a new save against the same DC 1 round later at the end of its turn to end the effect. If the garil has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round but can use the other ability on the following round if the first reroll ability fails.

Gregarious: When a garil succeeds in improving a creature's attitude with Diplomacy, they can immediately ingratiate themselves as friends, granting them a +2 circumstance bonus on Charisma checks and Charisma-based skill checks with that creature for 24 hours.

Natural Climber: Garils have a climb speed of 20 feet and gain a +8 racial bonus on Climb checks.

Languages: Garil begin play speaking Garil and Vanara. Garil with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Celestial, Common, Dwarven, Elven, Gnome, Halfling, and Terran.

Garil Favored Class Options

The following options are available to all garil who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Druid: Add a +1/4 bonus on caster level checks to remove afflictions (curses, diseases, poisons, etc.).

Hunter: Add 1 foot to the hunter's companion's base speed. In combat, this has an effect only for every five increases in base speed.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

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

Mesmerist: When casting mesmerist enchantment spells, add 1/2 to the effective caster level of the spell, but only to determine the spell's duration.

Oracle: Select one revelation normally usable a number of times per day equal to 3 + the oracle's Charisma modifier. Add 1/2 to the number of uses per day of that revelation.

Ranger: The duration of the ranger's companion bond increases by 1 round.

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

Summoner: Add +1/4 to the eidolon's evolution pool.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Cave Crawler: Some garil tribes abandoned the trees long ago and adapted to life underground. They gain darkvision 60 feet and a +2 racial bonus on Escape Artist and Knowledge (dungeoneering) checks. This replaces natural climber.

Nocturnal: Some garil are well adapted to roaming the treetops and forests by night, gaining low-light vision and a +2 racial bonus on Perception and Stealth checks in dim light or darkness. This racial trait replaces free thinker and gregarious.

Studious: Some garil prefer books and study to interpersonal interaction, gaining Skill Focus as a bonus feat with Linguistics or any one Knowledge or Profession skill. This racial trait replaces gregarious.

Sample Garil NPC

GARIL ARCHAEOLOGIST CR 6

XP 2,400
Garil rogue 7
N Medium monstrous humanoid
Init +3; **Senses** Perception +9

DEFENSE

AC 20, touch 14 [17 vs. rays], flat-footed 16 (+5 armor [+3 vs. rays], +3 Dex, +1 dodge, +1 shield)
hp 38 (7d8+7)
Fort +4, **Ref** +9, **Will** +4; +2 vs. charms and compulsions
Defensive Abilities evasion, free thinker, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft., climb 20 ft.
Melee shortsword +8 (1d6) or whip +8 (1d3 nonlethal)
Ranged masterwork revolver +9 (1d8/x4)
Special Attacks sneak attack +4d6 plus slow reactions
Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +5; **CMB** +8 (+10 to trip); **CMD** 18 (20 vs. trip)
Feats Agile Maneuvers[B], Combat Expertise, Dodge, Improved Trip, Skill Focus (Knowledge [dungeoneering])[B], Weapon Finesse
Skills Acrobatics +11, Appraise +10, Climb +13, Diplomacy +5, Disable Device +15, Escape Artist +9, Knowledge (arcana) +5, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (religion) +5, Linguistics +10, Perception +10, Profession (architect) +7, Profession (librarian) +7, Sleight of Hand +6, Spellcraft +7, Stealth +9, Use Magic Device +11
Languages Aklo, Common, Draconic, Garil, Giant, Terran, Vanara, Undercommon
SQ rogue talents (combat trick, slow reactions, trap spotter), studious, trapfinding +3
Combat Gear *scrolls of comprehend languages, detect secret doors, erase*; **Other Gear** +1 *armored longcoat*, masterwork white scatterlight suit[TG], masterwork buckler, masterwork revolver with 12 bullets, shortsword, whip, +1 *cloak of resistance, hand of the mage, handy haversack, unguent of timelessness, everburning torch*

A garil archaeologist can tell PCs secrets of ruins and relics of a specific ancient culture, granting a +2 circumstance bonus on Appraise, Spellcraft, and Use Magic Device checks to identify items relating to that culture, as well as Knowledge (engineering), Perception, and Disable Device checks when dealing with traps or secret doors in a ruin from that culture.

Gnoll

Gnolls are a race of hulking, humanoids that resemble hyenas in more than mere appearance; they show a striking affinity with the scavenging animals, to the point of keeping them as pets, and reflect many of the lesser creatures' behaviors. They are capable hunters but are far happier to scavenge or steal a kill than to go out and track down prey. This laziness impels them to acquire slaves of whatever type is available, whom they force to dig warrens, gather supplies and water, and even hunt for their gnoll masters.

Creatures other than hyenas and other gnolls are either meat or slaves, depending upon the temperament of the tribe. Even a dead or fallen comrade is a fresh meal for a gnoll, who might honor a distinguished tribe member with a brief prayer, or thoroughly cook one that has died of a wasting disease, but otherwise view a dead gnoll as little different from any other creature. The more "civilized" gnolls do not eat their prisoners, but instead keep them as slaves, either to defend or improve their lair or to trade with other tribes or slaver bands.

Gnolls relish combat, but only when they have the obvious advantage of numbers. In other situations, they prefer to avoid combat except as a means of winning a kill from another hunter, or as a clever ambush to bring down a large meal. These hyena-men see no value in courage or valor, instead preferring to flee once it becomes clear that victory is not possible, noting that it is better to run with tail tucked away than to lose one's tail entirely.

During combat, gnolls use a strange mixture of pack tactics and individual standoffs. If a gnoll feels that it is winning, it attempts to take down a weaker being rather than aiding its fellows. If the gnolls are struggling, they gang up on a powerful leader and try to take that creature down, in the hopes of forcing its allies to flee.

Gnoll leaders are typically rangers, although clerics are highly regarded as well. Most gnolls find arcane magic difficult to master, and as a result it is relatively rare to see a gnoll bard, sorcerer, or wizard.

Gnoll Racial Traits

+2 Strength, +2 Constitution: Gnolls are strong and tough, with excellent endurance.

Type: Gnolls are humanoids with the gnoll subtype.

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

Speed: Gnolls have a base speed of 30 feet.

Darkvision: Gnolls have darkvision and so can see perfectly in the dark up to 60 feet.

Natural Armor: Gnolls have tough hide and musculature granting them a +2 natural armor bonus to AC.

Languages: Gnolls begin play speaking Gnoll only. Gnolls with high Intelligence scores can choose from the following: Aklo, Common, Draconic, Elven, Giant, Ignan, Terran.

Alternate Gnoll Traits

Gnolls can select any of the following alternate racial traits.

Blood Frenzy: Some gnolls go nearly mad at the sight of blood, their own or others. When the gnoll takes damage in combat or confirms a critical hit or deals bleed damage to a target, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily. These savage gnolls scar their flesh, reducing their natural armor bonus to +1. This racial trait replaces natural armor.

Carrion Crawler: Gnolls prefer fresh meat whenever they can get it but feast like scavengers on any flesh they can find. This grants the gnoll a +2 bonus on saving throws against disease, poison, and effects that would cause them to become nauseated or sickened. This tainted diet does weaken their muscle development, however, and gnolls with this trait do not gain the normal +2 bonus to their Strength score.

Cowardly Cur: While all gnolls are boastful, many hide the heart of a coward. Such gnolls take a -2 penalty on saves against fear and on Intimidate checks. However, they gain an additional +1 dodge bonus to AC when fighting defensively (+2 when using the total defense action) and their base speed is increased by 10 feet when using the withdraw action. Gnolls with this trait take a -4 penalty on Charisma checks and Charisma-based skill checks with other gnolls; this stacks with the penalty on Intimidate checks described above. This racial trait does not replace any existing trait and may be selected by any gnoll.

Desert Runner: Some gnolls thrive in the deepest deserts, forever roaming across burned and parched lands. Gnolls with this racial trait are immune to becoming dazzled and receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This racial trait replaces darkvision.

Scent: Some gnolls favor a keen sense of smell over sensitive sight. Gnolls with this racial trait gain the scent ability. This racial trait replaces darkvision.

Slavering Jaws: Gnolls gain a natural bite attack, dealing damage equivalent to that of a creature one size category lower than normal for their size (1d3 for Small gnolls, 1d3 for Medium, etc.). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons. Their more flexible hide reduces their natural armor bonus to AC to +1. This racial trait replaces natural armor.

Gnoll Favored Class Options

The following options are available to all gnolls who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

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

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

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

Brawler: Add +1/6 the number of attacks of opportunity per round. This does not stack with the Combat Reflexes feat.

Cavalier: Add +1 to the cavalier's CMB when making bull rush or overrun combat maneuvers against a challenged target.

Cleric: Add +1/2 to negative energy spell damage, including inflict spells.

Fighter: Add +2 to the Fighter's Constitution score for the purpose of determining when he dies from negative hit points.

Ranger: Add +1/2 to the damage dealt by the ranger's animal companion's natural attacks.

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

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

Skald: Increase the skald's total number of raging song rounds per day by 1.

Summoner: Add +1 hit point to the summoner's eidolon.

Warpriest: Add a +1 bonus on concentration checks made due to taking damage while casting warpriest spells.

New Rules

The following feats are commonly taught among gnoll war clans.

Coordinated Reposition (Teamwork)

You are skilled in coordinating combat positioning with your allies.

Prerequisite: Step Up.

Benefit: Whenever an ally with this feat who is threatening a creature you are threatening takes a 5-foot step, you can move 5 feet as an immediate action. This movement does not provoke attacks of opportunity.

Snapping Flank (Combat, Teamwork)

You can make a swift bite attack against a flanked foe.

Prerequisites: Base attack bonus +9, bite attack.

Benefit: Whenever you are flanking with an ally who also has this feat, as a swift action you can make a bite attack against the opponent you and your ally are flanking.

Snapping Jaws (Combat)

When enemies get too close, your jaws tear flesh and bone.

Prerequisites: Base attack bonus +1, gnoll.

Benefit: You can use your bite as a primary natural weapon that deals 1d6 points of damage.

Sample Gnoll NPCs

GNOLL RAGEBORN CR 3

XP 800
Gnoll barbarian (pack rager[MC]) 2
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 9, flat-footed 16 (+6 armor, +1 Dex, +2 natural, –2 rage)
hp 49 (4 HD; 2d8+2d12+22)
Fort +11, **Ref** +1, **Will** +3
Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.
Melee masterwork greataxe +10 (1d12+9/×3), bite +4 (1d6+3) or bite +9 (1d6+9)
Ranged javelin +4 (1d6+6) or shotgun +4 (1d8)
Special Attacks rage (9 rounds/day)

TACTICS

Base Statistics When he's not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 41; **Fort** +9, **Will** +1; **Melee** masterwork greataxe +8 (1d12+6/×3), bite +7 (1d6+6); **Str** 19, **Con** 16; **CMB** +7, **CMD** 18; **Skills** Climb +6.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +9; **CMD** 18
Feats Coordinated Reposition, Snapping Jaws, Step Up
Skills Acrobatics +3, Climb +8, Perception +6, Survival +6
Languages Gnoll
SQ fast movement
Combat Gear *potion of cure moderate wounds*, alchemist's fire (3); **Other Gear** masterwork trooper armor, masterwork greataxe, shotgun with 4 bullets and 4 paper cartridges, javelins (2), 18 gp

GNOLL COMMANDO CR 3

XP 800
Gnoll fighter 1/rogue 1
CE Medium humanoid (gnoll)
Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +2 natural, +1 shield)
hp 27 (4 HD; 3d8+1d10+9)
Fort +7, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.
Melee masterwork battleaxe +7 (1d8+4/x3) or +6 (1d8+6/x3)
Ranged javelin +4 (1d6+4) or masterwork rifle +5 (1d10/x4)
Special Attacks sneak attack +1d6

TACTICS

During Combat Commandos typically ride savage mounts into battle (often dire boars or similarly savage creatures rather than mere horses), using their speed to making sweeping melee attacks or to keep their distance while sniping at enemies. If closely pressed, they leap onto

opponents' mounts or vehicles or try to hamper them with alchemist's fire or tanglefoot bags to disable opponents' mounts or vehicles to keep their mobility advantage.

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +6; **CMD** 19
Feats Dodge, Mounted Combat, Ride-By Attack
Skills Acrobatics +8, Handle Animal +3, Perception +5, Ride +5, Survival +6
Languages Gnoll
SQ trapfinding +1
Combat Gear *potions of cure light wounds* (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** masterwork light trooper armor, masterwork buckler, masterwork battleaxe, masterwork rifle with 10 metal cartridges, javelins (5)

These massive gnolls pound enemies into submission. When operating primarily on foot, gnoll commandos (often called gnoll bruisers) sometimes use masterwork greatclubs or greataxes rather than battleaxes and replace the Mounted Combat and Ride-By Attack feats with Power Attack and Cleave. Others favor ranged attacks and replace those feats with Point Blank Shot and either Precise Shot or Deadly Aim.

GNOLL SERGEANT CR 4

XP 1,200
Gnoll ranger 3
CE Medium humanoid (gnoll)
Init +2; **Senses** Perception +9

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 shield)
hp 38 (5 HD; 2d8+3d10+13)
Fort +9, **Ref** +6, **Will** +3
Offense
Speed 30 ft.
Melee spear +8 (1d8+6/×3)
Ranged masterwork composite longbow +8 (1d8+4/×3)
Special Attacks combat style (archery), favored enemy (humans +2)

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +8; **CMD** 20
Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Skills Climb +10, Knowledge (nature) +4, Perception +9, Survival +9
Languages Gnoll
SQ desert runner, favored terrain (desert +2), track +1, wild empathy +1
Combat Gear *potion of cure moderate wounds*, tanglefoot bag; **Other Gear** masterwork light trooper armor, buckler, masterwork composite longbow (+4 Str) with 20 arrows, spear, *cloak of resistance* +1

The lowest of gnoll war leaders, sergeants are always eager to prove their mettle in order to move up in the dominance hierarchy of the pack.

GNOLL CLERIC CR 5

XP 1,600
Gnoll cleric 4
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 natural)
hp 31 (6d8+4)
Fort +7, **Ref** +2, **Will** +7

OFFENSE

Speed 20 ft.
Melee masterwork falchion +8 (2d4+4/18–20)
Ranged javelin +5 (1d6+3)
Special Attacks channel negative energy 6/day (DC 15, 2d6)
Domain Spell-Like Abilities (CL 4th; concentration +7)
6/day—copycat (4 rounds), strength surge (+2)
Cleric Spells Prepared (CL 4th; concentration +7)
2nd—*death knell* (DC 15), *dread bolt*[UM] (DC 15), *hold person* (DC 15), *invisibility*[D]
1st—*bane* (DC 14), *doom* (DC 14), *enlarge person*[D] (DC 14), *entropic shield*, *ray of sickening*[UM] (DC 14)
0 (at will)—bleed (DC 13), guidance, resistance, stabilize
[D] domain spell; **Domains** Strength, Trickery

STATISTICS

Str 17, **Dex** 12, **Con** 10, **Int** 8, **Wis** 16, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 18
Feats Combat Casting, Extra Channel, Improved Channel
Skills Spellcraft +8
Languages Gnoll
Combat Gear *potion of cure light wounds*, *wand of cure light wounds* (50 charges), alchemist's fire (2); **Other Gear** masterwork trooper armor, javelins (2), masterwork falchion, *amulet of natural armor* +1, 3 gp

GNOLL LIEUTENANT CR 6

XP 2,400
Gnoll fighter 5
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+6 armor, +1 Dex, +1 natural, +2 shield)
hp 55 (7 HD; 2d8+5d10+19)
Fort +10, **Ref** +3, **Will** +2 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee +1 *scorpion whip* +14/+9 (1d4 +9)
Ranged masterwork pepperbox rifle +8/+3 (1d10/x4)
Special Attacks weapon training (flails +1)

TACTICS

During Combat The gnoll lieutenant demoralizes foes and lashes out with his scorpion whip from a distance. If fighting at range, he applies *oil of magic weapon* to his rifle and lays down deadly bursts of fire.

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 10, **Cha** 12
Base Atk +6; **CMB** +11; **CMD** 22
Feats Dazzling Display, Exotic Weapon Proficiency (whip), Improved Whip Mastery[UC], Intimidating Prowess, Power Attack, Weapon Focus (whip), Whip Mastery[UC]
Skills Intimidate +16
Languages Gnoll
SQ armor training 1
Combat Gear *potions of cure light wounds* (2), *oil of magic weapon* (2), alchemist's fire (3); **Other Gear** ultraweave armor, buckler, +1 *scorpion whip*, masterwork pepperbox rifle with 20 metal cartridges, *cloak of resistance* +1, 15 gp

Gnoll lieutenants use intimidation and the crack of their scorpion whips to push lesser members of the pack into battle and to demoralize their enemies.

GNOLL PACKLORD CR 9

XP 6,400
Gnoll barbarian (pack rager) 8
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 9, flat-footed 17 (+7 armor, +1 Dex, +2 natural, –2 rage)
hp 124 (10 HD; 2d8+8d12+58)
Fort +16, **Ref** +5, **Will** +7
Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—
Offense
Speed 30 ft.
Melee +1 *falchion* +17/+12 (2d4+11/18–20), bite +11 (1d6+3) or bite +16 (1d6+10)
Ranged masterwork musket +11 (1d12) or javelin +10 (1d6+7)
Special Attacks rage (21 rounds/day), rage powers (quick reflexes, swift foot +5 feet), raging tactician* (30 ft.)

TACTICS

Base Statistics When she's not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 104; **Fort** +14, **Will** +5; **Melee** +1 *falchion* +15/+10 (2d4+8/18–20); **Ranged** javelin +10 (1d6+5); **Str** 20, **Con** 17; **CMB** +14, **CMD** 25.

STATISTICS

Str 24, **Dex** 13, **Con** 21, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +9; **CMB** +16; **CMD** 25
Feats Cleave, Coordinated Reposition, Furious Focus[APG], Power Attack, Snapping Flank, Snapping Jaws, Step Up
Skills Acrobatics +11, Perception +10, Survival +14
Languages Gnoll
SQ fast movement
Combat Gear alchemist's fire; **Other Gear** +1 *amber cuirass*, +1 *falchion*, masterwork musket with 10 bullets, *amulet of natural armor* +1, *cloak of resistance* +2, 4 gp

Krang

Krang come from a lush, forested homeworld called Tohrvaul, where their forebears first gathered in small tribes of arboreal apes. Fighting one another for centuries over territory and resources, the krang eventually evolved and merged into industrialized nation-states, causing their skirmishes to blossom into full-fledged wars for control of their entire planet. During this upheaval, agents of the Ultari Hegemony discovered Tohrvaul and approached the krang with an opportunity to test themselves against far greater enemies in a war of epic conquest across the multiverse. Amused by promises of glory from such a perceived 'lesser' species, the krang instead challenged the Ultari diplomats to single combat, offering to demonstrate the true superiority of krang culture and savagery for their guests. But the Ultari mindmasters defeated every opponent arrayed before them, thereby earning the respect and admiration of the krang.

Thereafter, krang mercenaries set aside their tribal and national identities, unifying for the first time and quickly earning a powerful position in the Hegemony. Directed to make war against the Bellianic Accord, they proved a terrifying force. However, even in the execution of their duties, the honorable krang began to notice the Hegemony engaged in far more terrible practices of warfare, such as the use of torture, the deaths of innocents, and the use of biological agents and other weapons of mass destruction. When rumors surfaced that leaders within the Hegemony also sought the release of dark gods capable of purging entire worlds, many krang mercenaries defied their masters and turned on the Hegemony. In the face of brutal retaliation for these betrayals, the remaining krang restrained themselves, realizing the Ultari still held an iron grip over Tohrvaul. Nearly a generation later, however, the krang established peaceful contact with elali leaders among the Bellianic Accord and requested clemency for their war crimes, safe harbor, and an alliance to liberate their homeworld from Ultari control. While this choice galled their sense of honor and independence, it ultimately made for a far better outcome, with elali assistance proving vital in blunting the Ultari's mental dominance over their species.

Now valued members of the Bellianic Accord, individual krang value themselves as honorable warriors, and they tend to regard other beings based on their own battlefield merits, as well. The krang language includes a number of words for respect and valor, and oftentimes a phrase or saying can mean something related simultaneously to both an honor spirit and combat prowess. Fleeing from an evenly matched foe, or disregarding orders given by a commander, represent dishonorable actions to the krang. Yet, they eschew foolhardy endeavors when a tactical retreat brings a greater chance of winning against superior odds. After all, pyrrhic victories with few survivors fail to support the greater good. While krang prefer to fight at close range, they also engage from a distance if conditions call for it, and abhor the use of disease and poison in weaponized warfare.

The greatest sign of dishonor for a krang is the shaving of its fur. This strong aversion to hairlessness also explains their initially negative reactions to most smooth-skinned humanoids. Since joining the Accord, they've relaxed this stance, especially as more species ally with them against the Hegemony. Still, they have an inherent distrust towards elves and often seek the advice of dwarves, jaskirri catfolk, and other hirsute species above all others.

Many who meet krang for the first time view them as humorless apes with a fixation on combat and skill-at-arms. After spending time together, they soon realize the krang cling to their honor as a bastion against the painful memories of their association with the ultari. While krang possess a modicum of humor, they generally fail to recognize sarcasm and deceptive word play to deliver a punch line. Gnomish pranks typically frustrate the krang a great deal.

Krang initially had no deities of their own, practicing a rudimentary form of ancestor worship. But centuries serving with the Hegemony (and now the Accord) exposed them to a variety of religious doctrines and principles with many now following the faith of Rarmezarn. Even so, during combat or moments of great stress, krang often invoke the names of powerful warriors who faced similar trials or hardships. Funerary rites are always simple affairs for the krang, and usually involve a recitation of the deceased's achievements and an entreaty for ancestors to accept the worthy krang into their embrace. A krang who committed a spectacularly commendable deed (e.g., giving her life to single-handedly save innocent tribemates) immediately enters into the register of krang ancestors, and the krang's name may be invoked in combat by those familiar with them. As a result, many strive for this coveted, eternal recognition.

Krang devote themselves to their children, alternately raising them as one parent goes to war while the other stays behind. At-home parents spend much of their time sparring with their children to teach them the principles of honorable combat. As a result, krang offspring mature quickly and demonstrate their martial prowess as a rite of passage on their tenth birthdays. The resulting celebration often precedes a child's first participation in communal hunts or patrols.

Despite their strong familial bonds, a krang judges another krang on individual merit rather than lineage. Thus, a krang from a shamed tribe or family has an equal chance to impress other krang as any other. A krang meeting an outsider typically asks for an accounting of the outsider's proficiency with weapons or a demonstration of bravery. A single tale, truthful or not, impresses a krang, but they always seek visual evidence of another's skill in battle. Displays of cowardice inevitably cast shadows over all future dealings with a krang, with many refusing to fight alongside such individuals.

A long-used method of gaining a krang's acceptance is to engage in a trial by combat loosely translated as "stand or fall." This consists of each combatant head-butting the other until one falls to the ground, either due to unconsciousness or as a means of surrender. Regardless of the outcome, krang view any outsider more favorably for participating in this ritual—especially if they remain standing for more than one strike.

Krang average 6-and-a-half feet in height, but their long arms give them the appearance of being taller. They weigh between 200 and 300 pounds.

Krang Racial Traits

Ordinary krang have racial Hit Dice and add their class levels on top of those. Players wishing to use the krang as a playable race can use the following abilities, which approximate but do not precisely match those of a standard krang's monstrous statistics detailed in the sample NPCs.

+2 Strength, +2 Constitution, -2 Intelligence: Krang are exceptionally strong and athletic, but their studies of war leave little time or interest for other forms of learning.

Type: Krang are humanoids with the krang subtype.

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

Speed: Krang have a base speed of 30 feet.

Climbing Reach: Krang use their long arms deftly to aid in climbing, granting them 10-foot natural reach whenever they are climbing.

Combat Training: Krang culture celebrates combat prowess above all else, and all krang receive a bonus Martial Weapon Proficiency feat with one martial weapon of their choice—a skill they're expected to demonstrate at their coming of age ceremony.

Head-butt: Krang can use their massive bony skulls and stubby horns to make a gore attack that deals bludgeoning damage (1d3 for Small krang, 1d4 for Medium). This is a secondary natural weapon.

Natural Climber: Krang have a climb speed of 20 feet and gain a +8 racial bonus on Climb checks.

Relentless: Krang gain a +2 racial bonus on combat maneuver checks to bull rush or overrun an opponent. This bonus only applies while both a krang and its opponent are standing on the ground.

Alternate Racial Traits

Krang can select any of the following alternate racial traits.

Longarm: Some krang have exceptionally long arms and favor unarmed combat over weapons training. Such krang have a 10-foot natural reach at all times with unarmed strikes, not only when climbing. This racial trait replaces climbing reach and combat training.

Skull Smash: Some krang truly relish using their heads in battle. Their head-butt is considered a primary natural weapon (unless it is used as part of a full-attack action in combination with another weapon, in which case it remains a secondary natural weapon). In addition, three times per day when the krang uses the attack action or charge action to attack with its head-butt, an opponent damaged by that attack must succeed on a Fortitude save (DC 10 + 1/2 the krang's Hit Dice + its Constitution modifier) or be dazed for 1 round. If the attack is a critical hit, a failed save causes the target to be stunned for 1 round instead and dazed for another round thereafter. The krang must choose whether to use this ability prior to making its attack roll. This racial trait replaces climbing reach.

Tripping Grasp: Some krang specialize in sweeping their long arms about the battlefield to knock down their foes. These krang gain a +2 racial bonus on combat maneuver checks to trip and are treated as having 10-foot natural reach when making trip combat maneuvers. This includes increasing its threatened area, but only for the purpose of making trip maneuvers in place of normal attacks of opportunity through its threatened area. The krang must have at least one hand free to gain this increased reach on trip maneuvers. This racial trait replaces climbing reach and relentless.

Sample Krang NPCs

KRANG CR 2

XP 200
N Medium humanoid (krang)
Init +0; **Senses** Perception –1

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)
hp 22 (3d8+9)
Fort +6, **Ref** +1, **Will** +0; +2 vs. fear, +4 vs. disease and poison

OFFENSE

Speed 30 ft., climb 20 ft.
Melee masterwork warhammer +7 (1d8+6/x3), head-butt +1 (1d4+2)
Ranged sling +2 (1d4+4)
Space 5 ft.; **Reach** 10 ft. (with melee weapon or unarmed strike)
Special Attacks relentless, smash

STATISTICS

Str 19, **Dex** 11, **Con** 16, **Int** 12, **Wis** 8, **Cha** 13
Base Atk +2; **CMB** +6 (+8 bull rush); **CMD** 16 (18 vs. bull rush)
Feats Improved Bull Rush, Martial Weapon Proficiency[B] (warhammer), Power Attack
Skills Climb +15, Intimidate +4, Knowledge (engineering) +4, Survival +4
Languages Common, Krang
SQ combat training, elongated arms

ECOLOGY

Environment any land
Organization single, pair, or troop (3–16)
Treasure NPC gear (omniweave armor, masterwork warhammer, sling with 20 bullets, other treasure)

SPECIAL ABILITIES

Combat Training (Ex) A krang hammerfist gains Martial Weapon Proficiency (earth breaker) as his krang bonus feat.
Elongated Arms (Ex) Krang have exceptionally long arms relative to their bodies, giving them a natural reach of 10 feet with unarmed strikes or melee weapons and a climb speed of 20 feet.
Relentless (Ex) Krang gain a +2 racial bonus on combat maneuver checks to bull rush or overrun an opponent. This bonus only applies while both a krang and its opponent are standing on the ground.
Smash (Ex) Three times per day as a standard action or part of a charge attack, a krang can force an opponent damaged by its head-butt to succeed on a DC 14 Fort save or be dazed for 1 round. If the attack confirmed a critical hit, a failed save causes the target to be stunned for 1 round instead and dazed for another round thereafter. The save DC is Constitution-based.

KRANG HAMMERFIST CR 4

XP 1,200
Male krang brawler[ACG] 3
N Medium humanoid
Init +0; **Senses** Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)
hp 50 (6 HD; 3d8+3d10+21)
Fort +9, **Ref** +4, **Will** +1; +2 vs. fear, +4 vs. disease and poison
Defensive Abilities healthy

OFFENSE

Speed 30 ft.; climb 20 ft.
Melee masterwork earth breaker +10 (2d6+6) or unarmed strike +9 (1d6+4) or flurry of blows +8/+8 (1d6+4) or head-butt +4 (1d4+2)
Ranged pistol +5 (1d8/x4)
Space 5 ft.; **Reach** 10 ft. (with melee weapon or unarmed strike)
Special Attacks brawler's flurry, maneuver training (grapple +1), martial flexibility 4/day, relentless, smash (DC 14)

TACTICS

During Combat A krang hammerfist prefers to deal nonlethal damage with his flurry of blows and head-butt attacks, relying on his Enforcer feat to intimidate foes. He may use his martial flexibility to access additional combat feats like Improved Grapple or Improved Overrun to give him more options in subduing opponents.

STATISTICS

Str 19, **Dex** 11, **Con** 16, **Int** 12, **Wis** 8, **Cha** 13
Base Atk +5; **CMB** +9 (+11 bull rush, +10 grapple); **CMD** 19 (21 vs. bull rush, 20 vs. grapple)
Feats Blind-Fight, Enforcer[APG], Improved Bull Rush, Improved Unarmed Strike, Martial Weapon Proficiency[B] (earth breaker), Power Attack
Skills Climb +16, Escape Artist +6, Intimidate +10, Knowledge (local) +7, Perception +5, Sense Motive +5, Survival +4

Languages Common, Krang, Ultari
SQ brawler's cunning, combat training, elongated arms, martial training
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 *omniweave armor*, masterwork earth breaker, pistol with 10 metal cartridges, 22 gp

KRANG BLADE CR 5

XP 1,600
Male krang **brawler**[ACG] 4
LN Medium humanoid (krang)
Init +4; **Senses** Perception +9

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 dodge, +2 natural)
hp 60 (7 HD; 3d8+4d10+25)
Fort +10, **Ref** +5, **Will** +1; +2 vs. fear, +4 vs. disease and poison

OFFENSE

Speed 30 ft.; climb 20 ft.
Melee +1 *nine-ring broadsword*[UC] +12/+7 (1d8+6/x3) or unarmed strike +12/+7 (1d8+5) or flurry of blows +11/+11/+6 (1d8+5), head-butt +6 (1d4+2)
Ranged pepperbox pistol +6/+1 (1d8/x4)
Space 5 ft.; **Reach** 10 ft. (with melee weapon or unarmed strike)
Special Attacks brawler's flurry, knockout 1/day (DC 17), maneuver training (bull rush +1), martial flexibility 5/day, relentless, smash (DC 14)

TACTICS

During Combat A krang blade leads off combat by headbutting a worthy opponent to reduce its effectiveness. Thereafter, he uses Power Attack to land crushing blows with his nine-ring broadsword or a flurry of blows to fend off multiple attackers.

STATISTICS

Str 20, **Dex** 11, **Con** 16, **Int** 12, **Wis** 8, **Cha** 13
Base Atk +6; **CMB** +11 (+16 bull rush); **CMD** 22 (25 vs. bull rush)
Feats Greater Bull Rush, Improved Bull Rush, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency[B] (nine-ring broadsword), Power Attack, Weapon Focus (unarmed strike).
Skills Acrobatics +5, Climb +15, Intimidate +11, Knowledge (engineering) +8, Perception +9, Survival +5
Languages Common, Elali, Krang
SQ brawler's cunning, combat training, elongated arms, martial training
Combat Gear *potion of bull's strength, potion of cure moderate wounds*; **Other Gear** light trooper armor, +1 *nine-ring broadsword, amulet of mighty fists* +1, pepperbox pistol with 12 metal cartridges.

Okanta

The nomadic okanta have songs that trace their history back 800 years across the frozen world of Orbis Aurea. The okanta call the planet Amurtah, named when the first of the Harmarandh shamans heard the whispers of the spirits and began their people's storytelling tradition. The okanta are a proud, powerful race of savants that have only just entered interplanetary society.

Physical Description: Believed to be descended from giants, the okanta have a powerful, towering stature that is a testament to their great strength. They typically stand between 7 and 8 feet tall, and while they are powerful in stature, the okanta are also surprisingly quick for creatures of their size.

While all okanta share the trait of being impressively sized, the features and builds of individual okanta vary wildly. Each okanta shares physical characteristics with a specific mammal, including both those native to Orbis Aurea and those not. This animalistic distinction is not shared across bloodlines; an okanta with boar features may have children that have bear and ram qualities. In spite of this variance, all okanta have impressive horns, irrespective of their other animal traits. Okanta horns, regardless of appearance, grow with age and are never shed. An okanta's horns are a point of personal pride, often adorned with inlaid runes, scrimshaw, or other adornments often detailing pictographs that tell an okanta's personal or familial history. Removal of an okanta's horns is taboo in their society, even as a means of punishment, and perpetrators of such an act are viewed with contempt.

Society: Okantan society can be found in several regions across Orbis Aurea, the majority of which are scattered across the temperate band at the world's equator and into the edges of the tundra to the north and south. However, okanta are a nomadic race and have formed a relationship with clans of giants (stone and taiga clans, primarily) in order to survive against the incursions of the frost giants who dwell in the subpolar and polar regions of their planet.

Though all okanta share a nomadic lifestyle with a long history of oral tradition and songs, each tribe holds different values. Tribes are led by shaman elders who practice varying degrees of animism unique to each tribe, though all okantan shamans trace their traditions back to the fabled city of Harmarandh that stood when the okanta were not a nomadic people. While each shaman may each interpret the whispers of the spirits in a different way, this unifying historic anchor ties a binding thread between all clans.

Okanta have revered aetherite as a sacred and spiritual material for as long as their society has recorded history. While aetherite is a highly toxic and dangerous substance, okanta long-ago discovered its supernatural properties, especially pertaining to the spirits of the dead and yet to be. Okantan shaman claim that aetherite is a window through which spirits of the dead can interact with the world. The okanta even discovered the morphic qualities of aetherite but did not deign to turn it into a power source. Okanta have no strong opposition to the utilization of aetherite as a power source, provided that it is done with respect towards the environment the aetherite is harvested from, and even this is a strictly practical outlook. Okanta became keenly aware of the folly that befell humanity during their aetherite rush, thanks to stories from the first human survivors to land on Orbis Aurea, and the okanta would not wish such a thing to happen again. As such, large tracts of surface-level aetherite on Orbis Aurea are strictly off-limits to mining operations, as these sites are used as holy places of pilgrimage for the okanta, where their shamans tap into the aetherite to commune with spiritual forces.

Strength is valued highly by all okanta, but not merely physical strength. Mental and spiritual strength are often more important than brute force and the okanta value well-rounded individuals more than exemplars of a singular aspect.

More so than even humans, okanta are a gregarious species that is quick to adept to change. The driving force behind this outlook is the okantan lifespan, which rarely extends beyond 25 years. Okanta are bold and passionate, making the most of their lives and striving to create a lasting memory that will be recorded in the traditional songs and chants of their people.

It is rare that okanta tribes ever war against each other. Disagreements are settled by duels of honor between individuals, and exile from one's tribe is considered a fate worse than death. Exiled okanta were once consigned to an isolated life in the frozen wastes, but now these renegades can find a new future in the stars beyond their shrouded homeworld.

Relations: Having co-existed along with stone and taiga giants for generations, okanta understand the importance of forming alliances with others. Foreigners who do not openly display hostility are welcomed by most okanta tribes and treated with hospitality. Stories are always expected to be exchanged by those invited into okantan homes, and they are suspicious of those who are reserved and unwilling to share knowledge.

After giants, humans are the race the okanta are closest to, due to the arrival of humanity on Orbis Aurea multiple okantan generations ago. As relative newcomers to the interplanetary society, okanta are largely regarded as unknown quantities by other races, though they did choose to fight alongside humanity in the final days of the Century War.

Okanta share much in outlook with humanity, and while okanta are more willing to allow for another generation to finish the tasks set out by the first, they admire human ambition and aspiration. Ever since the first humans crash-landed on Orbis Aurea, okanta have taken on a role of surrogate family and often unconsciously extend this attitude to humans offworld. An okanta preening a human or offering constructive criticism the way one might to a family member is common. Okanta are a strongly familial people and oftentimes try to insinuate themselves into such structures without direct invitation.

Okanta view the erahthi and phalanx with very similar outlooks. Both races are ancient in their own ways (the erahthi by merit of age, the phalanx by merit of their immortal souls and bodies). Both fascinate the okanta and are the subject of many invasive—but usually well-meaning—questions regarding their society and lives. The erahthi are seen as wise keepers of knowledge, while phalanx are seen as physical vessels for aetherite and the spirits that communicate through it. Regarding the latter, okantan clans are divided on whether this is for good or ill. However, it is the infused that garner the most curiosity and superstition from okanta. The infused are, by their very nature, flush with the power of aetherite, but bear none of the wisdom of the spirits that speak through it. Okanta share the short lifespan of the infused, and thus try to share a hopeful outlook to the infused so as to alleviate the resentment they have toward their short lives. Okanta instead try to present it as an opportunity to live in the moment and make a mark while there is still time.

Faith: A form of shamanistic animism called Uutoh is the primary okantan faith. The first of the shamans were called the Harmarandh, and they were the first to hear whispers from aetherite in the land and the sky, which they later called the Song of the Stars. Curiously, the okanta do have a word for stars in their language, indicating that Orbis Aurea may not have always been shrouded by a cloud as it is today, and belies an older history of the okanta people than even they may be aware of.

Okanta who can hear the Song of Stars are vessels for spirits who grant them powers great enough to fight all those who threaten the okanta, including the frost giants. Under the guidance of such shamans, the wondrous metropolis of Haj-Harmarandh was built, the only permanent settlement ever constructed by okanta. Even after the fall of this great city, belief in the Song of the Stars continues on.

The Song of the Stars is, undeniably, a facet of the Score, and as such, okanta faith often overlaps with humanity when it comes to the importance of prophecy and prognostication. While Uutoh practitioners and Scorists may diverge on interpretations of specific movements within the Score, the means by which they percieve the Score is largely the same.

Among Uutoh practitioners, there is a growing desire to make contact with the zahajin of Kir-Sharaat to share ideas and philosophy. While few know of the true inner-workings of zahajin society, stories of their reliance and connection to aetherite is a tantalizing glimpse into another possible means of interpreting the Song of the Stars.

Adventurers: Wanderlust has always flowed through okanta veins, making them travelers who rarely settle down for long. Though raised in tight-knit tribes and communities, this short-lived race is restless and has always heard the call of something more in the wider world.

Though some okanta, especially their shamans, still cling stubbornly to the old ways, many of the younger generations are eager to let their nomadic lifestyle lead them beyond Orbis Aurea and into the stars. Young okanta are easily lured away by promise of adventure; troublemaking exiles often seek employment from off-worlders rather than facing a solitary existence in the unforgiving wilds of Orbis Aurea. The okantan ability to learn quickly and their fearsome appearances have made them popular as bodyguards, especially for exploration teams and military units.

Names: Okantan names are typically consonant-heavy and are followed by their clan name. Typical names include Arakhu, Tauth-el, Kithare, Lenshura, Yashka, and Zureen.

Okanta Racial Traits

+2 Strength, +2 to One Other Ability Score: Okanta are powerfully built, but also flexible and varied.

Humanoid: Okanta are humanoids with the okanta subtype.

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

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

Low-Light Vision (Ex): Okanta can see twice as far as humans in conditions of dim light.

Fearless: Okanta gain a +2 racial bonus on all saving throws against fear effects.

Adaptive Mimicry (Ex): Once per day, an okanta can spend 1 hour observing a creature actively using any skill that the okanta has no ranks in. After this observation period, the okanta gains a number of ranks in the observed skill equal to her level and treats the skill as a class skill (if it isn't already). This effect lasts until the okanta dedicates time to studying a different skill in use, which then replaces her previous selection. This ability does not grant an okanta access to uses of a skill that are normally prohibited (such as the Elemental Harmony skill unlock for Perform) that she would not otherwise have.

Gore: An okanta's horns are deadly weapons, granting a gore attack as a natural weapon that deals 1d6 points of damage.

Powerful Build: The physical stature of okanta lets them function in many ways as if they were one size category larger. Whenever an okanta is subject to a size modifier or special size modifier for an opposed check (such as grapple checks, bull rush attempts, and trip attempts), the okanta is treated as one size larger if doing so is advantageous to him. An okanta is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him.

Additionally, an okanta can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Light Sensitivity: Okanta are dazzled in areas of bright light.

Languages: Okanta begin play speaking Common (Hymnas in the *Aethera Campaign Setting*) and Okanta. Okanta with high Intelligence scores can choose from the following languages: Aklo, Aquan, Erahthi, Giant, and Infernal.

Okanta Favored Class Options

The following options are available to all okanta who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

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

Cavalier: Add +1/4 to the cavalier's banner bonus.

Fighter: Add +1/2 to damage dealt on a charge attack.

Paladin: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the paladin's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

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

Spiritualist: Add +1 hit point to the spiritualist's phantom.

Sample Okanta NPCs

OKANTA PILOT CR 1/2

XP 200
Male okanta cavalier[APG] (aethership pilot) 1
NG Medium humanoid (okanta)
Init +0; **Senses** low-light vision; Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)
hp 13 (1d10+3)
Fort +4, **Ref** +0, **Will** +0; +2 vs. fear
Defensive Abilities fearless
Weaknesses light sensitivity

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee Large earth breaker[UE] +5 (3d6+6/x3) and gore +0 (1d6+2)
Special Attacks challenge 1/day (+1 damage, +1 to hit while riding speeder), tactician 1/day (Intercept Charge, 3 rds)

STATISTICS

Str 18, **Dex** 10, **Con** 15, **Int** 10, **Wis** 11, **Cha** 14
Base Atk +1; **CMB** +5; **CMD** 15
Feats Intercept Charge[ACG], Power Attack
Skills Acrobatics –7 (–11 to jump), Fly –3 (+4 when piloting), Intimidate +6, Perception +1, Sense Motive +4 (+5 when opposing a Bluff check)
Languages Common (Hymnas), Okantan
SQ aethership bond, adaptive mimicry, order of the sword, powerful build
Combat Gear *potion of cure light wounds*; **Other Gear** Large earth breaker, heavy trooper armor, *standard aetheric capacitor* (60 au)

Many okanta form a specialized bond with small aethertech speeders, fighters, and similar small warcraft, piloting them into battle as knights of old did their living steeds. Aethertech ships are described in detail in the *Aethera Campaign Setting*, as is the aethership pilot cavalier archetype. In a campaign not using aethertech, an okanta pilot's statistics can be used as a traditional cavalier.

ARAKHU'S SPEEDER CR—

XP —
Large construct (aether, aethercraft)
Init +0; **Pilot** 1; **Crew** 1

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 natural, –1 size)
hp 40 (2d10+30)
Fort +1, **Ref** +1, **Will** +1
Immune construct traits

OFFENSE

Speed fly 60 ft. (average; see limited mobility)

STATISTICS

Aetherdrive: 1, **Fore Slots** 0; **Aft Slots** 0; **Broadside Slots** 0; **Internal Slots** 1

SPECIAL ABILITIES

Easy Riding (Ex) An okanta pilot always counts his Fly skill as 4 ranks higher for determining the bonuses given by his selected piloting role on his speeder.
Limited Mobility (Ex) A speeder hull can move up to its listed fly speed as though it were flying. At the end of a speeder's movement, it returns to the ground as though affected by *glide*[APG].
Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.
Ship Luck (Su) An okanta pilot has a unique understanding of his speeder's quirks; faulty gauges, stubborn controls, etc. Once per day, the pilot can re-roll any one d20 roll that comes as a part of piloting or maintaining his speeder (including attack rolls made with the speeder or any mounted weapons).
Speeder Hull Speeders provide no cover to their pilot, and instead are treated like mounts. Pilots gain the benefits of mounted feats while piloting a speeder and may use the Fly skill to use the guide with knees, stay in saddle, soft fall, and fast mount/dismount Ride skill functions.

OKANTA AETHERSPEAKER CR 1/2

XP 200
Female okanta shaman[ACG] (speaker for the past) 1
NG Medium humanoid (okanta)
Init +0; **Senses** low-light vision; Perception +7

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 11 (1d8+3)
Fort +2, **Ref** +0, **Will** +5; +2 vs. fear
Defensive Abilities fearless
Weaknesses light sensitivity

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee large sickle +3 (1d10+3) and gore –2 (1d6+1)
Shaman Spells Prepared (CL 1st; concentration +4)
1st—*burning hands* (DC 14), *cure light wounds*, *magic missile*[S]
0 (at will)—*dancing lights*, *purify food and drink* (DC 13), *stabilize*
[S] *spirit magic spell*; **Spirit** Aether (see Appendix 3)

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13
Base Atk +0; **CMB** +4; **CMD** 14
Feats Psychic Sensitivity[OA]
Skills Acrobatics –3 (–7 to jump), Knowledge (nature) +4, Knowledge (history) +4, Knowledge (planes) +4, Perception +7
Languages Common (Hymnas), Okanta
SQ adaptive mimicry, powerful build, read aura (Perception) 1/day, telekinetic shove
Combat Gear *potion of cure light wounds* (2), *potion of shield of faith* +2; **Other Gear** dowsing rod, hide armor, large sickle, *aetheric capacitor* (3 au)

SPECIAL ABILITIES

Read Aura (1/day) (Ex) Once per day, an okanta speaker can examine the natural aura of a creature or object to discern the subject's alignment, emotions, health, or magic. This requires 10 minutes of concentration, after which the speaker may attempt a Perception check. Pick one of four auras to read: alignment, emotion, health, or magic. You must be within 30 feet of the subject at all times during the reading.

Read Alignment Aura (DC 15 + creature's HD or item's caster level): The aetherspeaker attempts to read the alignment aura, learning the alignment and its strength. An alignment aura's strength depends on the creature's Hit Dice or item's caster level, as noted in the description of the detect evil spell.

Read Emotion Aura (DC 20 + creature's HD or item's caster level): The colors within the target's aura reveal its emotional state. If successful, the aetherspeaker learns the target's disposition and its attitude toward any creatures within 30 feet of it. For a number of rounds equal to the amount by which the speaker exceeded the skill check's DC, she gains a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against the target.

Read Health Aura (DC 15 + creature's HD): Viewing the flow of vital force, the aetherspeaker assesses a creature's physical condition, learning learns if the creature is unharmed or wounded, if it is poisoned or diseased, and whether it is affected by any of the following conditions: confused, disabled, dying, nauseated, panicked, staggered, stunned, and unconscious. The speaker also learns the total number of points available in its ki pool, grit pool, or similar resource.

Read Magic Aura (20 + creature's HD or item's caster level): The aetherspeaker may attempt to determine the number and power of all magical auras on a target creature or object (see detect magic to determine a magic aura's power). If the check is successful, the aetherspeaker can attempt Knowledge (arcana) or Spellcraft checks to determine the school or identify properties of a magic item, as normal. If the item is affected by magic aura or a similar spell, she can realize this and determine the actual properties of the item if your check result exceeds the DC by 5 or more. If the spell is of a higher level (such as aura alteration), increase this threshold DC by 2 for every spell level beyond 1st.

Telekinetic Shove (Su): As a standard action, an aetherspeaker can perform a melee touch attack that pushes a target away with violent force. The target takes 1d4 points of damage and is pushed 5 feet directly away from the aetherspeaker. This movement does not provoke attacks of opportunity. Aetherspeakers can use this ability a number of times per day equal to 3 + their Charisma modifier.

OKANTA WASTELAND SHAMAN CR 9

XP 6,400
Male okanta shaman[ACG] (unsworn shaman) 10
N Medium humanoid
Init –1; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 9, flat-footed 18 (+5 armor, –1 Dex, +4 natural)
hp 79 (10d8+30)
Fort +4, **Ref** +2, **Will** +13; +2 vs. fear
Defensive Abilities fearless
Weaknesses light sensitivity

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee gore +8 (1d6+1)
Special Attacks minor spirit hexes (arcane enlightenment, benefit of wisdom, healing[APG])

Shaman Spells Prepared (CL 10th; concentration +14)
5th—control winds (DC 19), flame strike (DC 19); righteous might
4th—cure critical wounds (DC 18), divine power, poison (DC 18), restoration; wall of fire[S] (DC 18)
3rd—call lightning (DC 17), remove disease, speak with dead (DC 17), wind wall; fireball[S] (DC 17)
2nd—augury, barkskin, flame blade, inflict moderate wounds (DC 16), summon swarm; resist energy[S]
1st—cure light wounds (DC 15), gentle breeze[ACG], mindlink[OA], sleep (DC 15), stone shield[ARG]; enlarge person[S] (DC 15)
0 (at will)—create water, know direction, light, purify food and drink (DC 14)
[S] spirit magic spell

TACTICS

Before Combat A wasteland shaman casts barkskin before combat.
During Combat Most wasteland shaman don't seek out combat and attempt to defuse hostile encounters with a mixture of diversionary tactics such as control winds and wall of fire and, if pressed, outright violence by way of flame strike and fireball.
Morale A Wasteland shaman will attempt to negotiate to end a conflict if reduced to half hit points or less, or will attempt to flee by means of a scroll of fly.

STATISTICS

Str 12, Dex 8, Con 13, Int 10, Wis 18, Cha 15
Base Atk +7; CMB +9; CMD 18
Feats Accursed Hex[UM], Combat Casting, Iron Will, Skill Focus (Perception), Toughness
Skills Acrobatics –2 (–6 to jump), Diplomacy +10, Heal +16, Knowledge (nature) +12, Perception +10, Sense Motive +9, Spellcraft +12, Survival +17
Languages Common (Hymnas), Okanta
SQ adaptive mimicry, battle spirit, powerful build, spirit animal, touch of flame
Combat Gear potion of cure light wounds, potion of cure moderate wounds (2), scroll of fly, staff of blessed relief[UE] (43 charges), healer's kit; Other Gear+1 armored coat[APG], greater aetheric capacitor (545 au)

Since the beginning of their journeys from Orbis Aurea, okanta have regarded the Wastelands of Akasaat with a mixture of fascination and wariness. For as much as the harsh heat and bitter winds of Akasaat mirror the vicious cold and polar storms of Orbis Aurea, the spirits that reside on Akasaat are largely more violent and tempestuous in nature. Some okanta have come to isolate themselves in the Wastelands, studying the spirits of that barren world in a better attempt to understand what has enraged them so.

OKANTA RUNEBREAKER CR 14

XP 38,400
Female okanta **bloodrager**[ACG] (**steelblood**) 15
CN Medium humanoid
Init +1; **Senses** low-light vision; Perception +19

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 natural)
hp 162 (15d10+75)
Fort +13, **Ref** +6 (+1 bonus vs. trample attacks), **Will** +6; +2 vs. fear, +2 bonus vs. spells cast by self or an ally
Defensive Abilities blood sanctuary, fearless, indomitable will; **SR** 26
Weaknesses light sensitivity

OFFENSE

Speed 35 ft. (25 ft. in armor)
Melee +1 *Large conductive*[UE] *adamantine heavy flail* +22/+17/+12 (2d8+8/19–20) or armor spikes +21/+16/+11 (1d6+5) plus gore +15 (1d6+2)
Ranged Large pepperbox rifle +16/+11/+6 (2d8/x4)
Special Attacks blood casting, greater bloodrage (36 rounds/day)

TACTICS

Before Combat An okanta runebreaker applies her *war paint of the terrible visage* before entering combat. If he knows he will be fighting opponents that can fly, he will also consume his *potion of fly*.

During Combat An okanta runebreaker prefers to demolish enemy spellcasters first, focusing on closing in and maintaining melee reach. Against dexterous opponents, an okanta runebreaker focused on demoralization tactics, following up with her Shatter Defenses feat to take advantage of their flat-footed AC.

Morale Okanta runebreakers fear nothing and exalt death in battle in defense of their kin; they always fight to the death when defending their clan. Otherwise, an okanta runebreaker may retreat if it is in the better interests of her clan, but such warriors never surrender to an enemy or submit.

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +22; **CMD** 32 (33 vs. overrun)

Feats Dazzling Display, Disruptive, Eschew Materials, **Furious Focus**[APG], Intimidating Prowess, Martial Focus, Power Attack, Quick Draw, **Raging Brutality**[UC], **Reckless Rage**[ACG], Shatter Defenses, Spellbreaker, Weapon Focus (heavy flail)

Skills Acrobatics –2 (–6 to jump), Intimidate +22, Knowledge (arcana) +18, Perception +19, Spellcraft +10, Survival +12

Languages Common (Hymnas), Okantan

SQ adaptive mimicry, arcane bloodrage, armor training 3, blood deflection, caster's scourge, disruptive bloodrage, greater arcane bloodrage, indomitable stance, powerful build, resistance control

Combat Gear *potion of cure serious wounds*, *potion of displacement*, *potion of fly*, *scroll of endure elements*, *war paint of the terrible visage*[APG], alchemist's fire (3), **tangleburn bag**[UE]; **Other Gear** +3 *trooper armor* with masterwork armor spikes, +1 *conductive adamantine heavy flail*, *amulet of natural armor +1*, *belt of giant strength +2*, *ring of ancestral blood magic*[ACG], *greater aetheric capacitor* (4) (1,000 au each), pepperbox rifle with 20 metal cartridges.

Among okantan tribes, the runebreaker is a legendary warrior of great magical promise trained not to hone that magic art, but to contain it within to gird herself against the sorcery of the clan's enemies. Okanta runebreakers swear solemn vows to defend their kin against any and all magical incursions and refuse to leave Orbis Aurea unless the threat to their clan originates from off-world. Each runebreaker forsakes their name to take on a title or mantle passed down by other runebreakers of their clan.

Ratfolk

Ratfolk are small, rodent-like humanoids; originally native to subterranean areas in dry deserts and plains, they are now more often found in nomadic trading caravans. Much like the pack rats they resemble, ratfolk are tinkerers and hoarders by nature, and as a whole are masters of commerce, especially when it comes to acquiring and repairing mechanical or magical devices. Though some are shrewd merchants who carefully navigate the shifting alliances of black markets and bazaars, many ratfolk love their stockpiles of interesting items far more than money and would rather trade for more such prizes to add to their hoards over mere coins. It's common to see a successful crew of ratfolk traders rolling out of town with an even larger bundle than they entered with, the whole mess piled precariously high on a cart drawn by giant rats.

Physical Description: Typical ratfolk are average 4 feet tall and weigh 80 pounds. They often wear robes to stay cool in the desert or conceal their forms in cities, as they know other humanoids find their rodent features distasteful. Ratfolk have a strong attraction to shiny jewelry, especially copper, bronze, and gold, and many decorate their ears and tails with small rings made of such metals. They are known to train giant rats (dire rats with the giant creature simple template), which they often use as pack animals and mounts.

Society: Ratfolk are extremely communal and live in large warrens with plenty of hidden crannies in which to stash their hoards or flee in times of danger, gravitating toward subterranean tunnels or tightly packed tenements in city slums. They feel an intense bond with their large families and kin networks, as well as with ordinary rodents of all sorts, living in chaotic harmony and fighting fiercely to defend each other when threatened. They are quick to use their stockpiles of gear in combat but prefer to work out differences and settle disputes with mutually beneficial trades.

When a specific ratfolk warren grows overcrowded and the surrounding environment won't support a larger community, young ratfolk instinctively seek out new places in which to dwell. If a large enough group of ratfolk immigrants all settle down in a new, fertile area, they may create a new warren, often with strong political ties to their original homeland. Otherwise, individual ratfolk are inclined to simply leave home and take up residence elsewhere, or wander on caravan trips that last most of the year, reducing the pressure of overcrowding at home.

Relations: Ratfolk tend to get along quite well with humans, and often develop ratfolk societies dwelling in the sewers, alleys, and shadows of human cities. Ratfolk find dwarves too hidebound and territorial, and often mistake even mild criticisms from dwarves as personal attacks. Ratfolk have no particular feelings about gnomes and halflings, although in areas where those races and ratfolk must compete for resources, clan warfare can become dogma for generations. Ratfolk enjoy the company of elves and half-elves, often seeing them as the calmest and most sane of the civilized humanoid races. Ratfolk are particularly fond of elven music and art, and many ratfolk warrens are decorated with elven art pieces acquired through generations of friendly trade.

Alignment and Religion: Ratfolk individuals are driven by a desire to acquire interesting items and a compulsion to tinker with complex objects. The strong ties of ratfolk communities give them an appreciation for the benefits of an orderly society, even if they are willing to bend those rules when excited about accomplishing their individual goals. Most ratfolk are neutral, and those who take to religion tend to worship deities that represent commerce and family.

Adventurers: Ratfolk are often driven by a desire to seek out new opportunities for trade, both for themselves and for their warrens. Ratfolk adventurers may seek potential markets for their clan's goods, keep an eye out for sources of new commodities, or just wander about in hopes of unearthing enough treasure to fund less dangerous business ventures. Ratfolk battles are often decided by

cunning traps, ambushes, or sabotage of enemy positions, and accordingly young ratfolk heroes often take up classes such as alchemist, gunslinger, and rogue.

Male Names: Agiz, Brihz, Djir, Ninnec, Rerdahl, Rikkan, Skivven, Tamoq.

Female Names: Bessel, Fhar, Jix, Kitch, Kubi, Nehm, Rissi, Thikka.

Ratfolk Racial Traits

+2 Dexterity, +2 Intelligence, –2 Strength. Ratfolk are agile and clever, yet physically weak.

Humanoid: Ratfolk are humanoids with the ratfolk subtype.

Small: Ratfolk are Small and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Speed: Ratfolk have a base speed of 20 ft.

Rodent Empathy: Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents.

Swarming: Ratfolk are used to living and fighting communally and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Tinker: Ratfolk gain a +2 racial bonus on Craft (alchemy), Perception, and Use Magic Device checks.

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

Languages: Ratfolk begin play speaking Common. Ratfolk with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, and Undercommon. See the Linguistics skill page for more information about these languages.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Cornered Fury: Ratfolk can fight viciously when cut off from friends and allies. Whenever a ratfolk with this racial trait is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces swarming.

Market Dweller: Some ratfolk are practiced at taking advantage of foes. They gain a +2 racial bonus on Bluff, Sense Motive, and Sleight of Hand checks. This racial trait replaces tinker.

Scent: Some ratfolk have much more strongly developed senses of smell, instead of keen eyes and ears. These ratfolk have the scent ability but take a –2 penalty on all Perception checks based primarily on sight or hearing. This racial trait replaces tinker.

Skulk: Some ratfolk can blend easily into their environments and move with surprising grace. Ratfolk gain a +2 racial bonus on Stealth checks and take only a –5 penalty on Stealth checks made to hide from creatures they have distracted with a Bluff check (rather than the normal –10 penalty). This racial trait replaces tinker.

Unnatural: Some ratfolk unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. These ratfolk take a –4 penalty on all Charisma-based skill checks to affect creatures of the animal type and receive a +2 dodge bonus to AC against animals. An animal's starting attitude toward ratfolk is one step worse than normal. This racial trait replaces rodent empathy.

Favored Class Bonuses

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: The alchemist gains +1/6 of a new discovery.

Arcanist: Add 1/3 to the number of times per day the arcanist can use the consume magic items exploit.

Barbarian: When raging, add +1/4 to the barbarian's swarming trait's flanking bonus on attack rolls.

Bard: Increase the bonus provided by the bard's inspire competence performance by 1/6, and add 1/6 to the number of allies the bard can affect with his inspire greatness performance.

Cleric: Add a +1 bonus on concentration checks when casting cleric spells and within 5 feet of an ally.

Druid: Add a +1 bonus on wild empathy checks made to influence animals and magical beasts that live underground.

Fighter: Add +1 to the Fighter's CMD when resisting a bull rush or grapple attempt.

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

Inquisitor: Add 1/2 to Sense Motive checks and Knowledge (dungeoneering) checks to identify creatures.

Investigator: Add 1 to the bonus provided to a single skill (maximum +2) by inspiration. This skill must be one to which the investigator can already apply inspiration. The investigator can select a different skill at each level.

Monk: Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

Mesmerist: Gain a +1 bonus on concentration checks to maintain the mesmerist's hypnotic stare.

Occultist: Gain 1/6 of a new focus power.

Psychic: Gain 1/6 of a new phrenic amplification.

Ranger: Add +1 to an animal companion's CMD when adjacent to the ranger. If the ranger ever replaces his animal companion, the new animal companion gains this bonus.

Rogue: Add a +1/2 bonus on Escape Artist checks.

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

Spiritualist: Add 1/2 hit point and 1/2 skill point to the spiritualist's phantom.

Summoner: Add a +1 bonus on saving throws against poison made by the summoner's eidolon.

Swashbuckler: Add 1/4 to the AC bonus provided by cover or improved cover.

Witch: Add +5 feet to the range of one hex with a range other than "touch."

Wizard: When casting wizard spells with the disease descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

New Rules

The following feats are common among ratfolk.

Pack Rat

You collect all sorts of things, and frequently lose and re-find things you acquired.

Prerequisites: Ratfolk.

Benefits: Once per day, when confronted with a situation that calls for a particular mundane item, you happen to have such an item on your person. The item must cost no more than 25 gp plus 5 gp per level, and you must pay its cost when you "find" it (in other words, the money you thought you had on your person was actually the item). The item must be something you can easily carry—for example, if you are on foot and have only a backpack, you could not have a large iron cauldron. You can't find magical items using this feat, nor can you have specific items, such as the key to a particular door. If you are stripped of your equipment or possessions, you lose the benefits of this feat until you have at least a day to resupply and acquire new items.

Tunnel Rat

You are a master of fighting in confined spaces.

Prerequisites: Ratfolk, swarming racial trait.

Benefit: You count as one size smaller than normal for the purpose of squeezing.

Sample Ratfolk NPCs

RATFOLK EXPLORER CR 5

XP 1,600
Male ratfolk rogue 6
LN Small humanoid (ratfolk)
Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 15 [21 vs. rays], flat-footed 14 [17 vs. rays] (+3 armor [+6 vs. rays], +4 Dex, +1 size)
hp 48 (6d8+18)
Fort +5, **Ref** +9, **Will** +3
Defensive Abilities evasion, uncanny dodge, trap sense +2

OFFENSE

Speed 15 ft.
Melee masterwork scimitar +6 (1d4+1/18–20)
Ranged +1 *pepperbox rifle* +10 (1d8+1/x4)
Special Attacks sneak attack +3d6, swarming

TACTICS

Before Combat The explorer drinks his *potion of invisbility*.
During Combat The explorer uses his rifle to fight opponents from a safe distance. Otherwise, he flanks with any allies to make sneak attacks with his bleeding attack rogue talent.

STATISTICS

Str 13, **Dex** 18, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +4; **CMD** 18
Feats Deadly Aim, Improved Initiative, Rapid Reload (pepperbox rifle)
Skills Appraise +7, Bluff +5, Climb +8, Craft (alchemy) +3, Diplomacy +5, Disable Device +8, Handle Animal +2, Heal +10, Intimidate +5, Knowledge (geography) +2, Knowledge (local) +7, Knowledge (nature) +2, Perception +10, Ride +6, Sense Motive +10, Stealth +13, Survival +7, Swim +8, Use Magic Device +10; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device
Languages Common, Gnoll
SQ rogue talents (bleeding attack +3, hard to fool[APG] [2/day], survivalist[APG]), trapfinding +3
Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** masterwork red scatterlight suit[TG], masterwork omniweave armor, masterwork scimitar, *+1 pepperbox rifle* with 20 metal cartridges, antitoxin, sunrod (2), tindertwig (15), 16 gp

RATFOLK TROUBLESHOOTER CR 5

XP 1,600
Ratfolk rogue 6
N Small humanoid (ratfolk)
Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)
hp 42 (6d8+12)
Fort +5, **Ref** +10, **Will** +4
Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.
Melee masterwork rapier +10 (1d4/18–20) or *wand of shocking grasp* +8 (4d6 electricity)
Ranged pistol +9 (1d6/x4)
Special Attacks sneak attack +3d6, swarming

TACTICS

During Combat After drinking her *potion of invisibility*, the troubleshooter makes a sneak attack against her most vulnerable foe. If her enemies wear metal armor, she instead uses her *wand of shocking grasp* against them.

STATISTICS

Str 11, **Dex** 18, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +3; **CMD** 17
Feats Deft Hands, Pack Rat, Weapon Finesse
Skills Acrobatics +13 (+9 when jumping), Appraise +7, Bluff +5, Climb +6, Craft (alchemy) +3, Diplomacy +5, Disable Device +20, Escape Artist +13, Knowledge (local) +10, Perception +12, Sense Motive +10, Sleight of Hand +6, Stealth +17, Use Magic Device +10; **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Use Magic Device
Languages Common, Undercommon
SQ rogue talents (fast stealth, quick disable, trap spotter), trapfinding +3
Combat Gear *elixir of hiding*, *potion of cure light wounds*, *potions of invisibility* (2), *wand of shocking grasp* (CL 4th, 12 charges), acid (2); **Other Gear** +1 *omniweave armor*, pistol with 10 bullets, masterwork rapier, *cloak of resistance* +1, grappling hook, masterwork thieves' tools, silk rope (50 ft.), 314 gp

Wererat-kin are supernatural crossbreeds of ratfolk and other races, most often humans, tainted with a less severe version of natural lycanthropy. In some respects, they are almost a separate race unto themselves, but wherever true ratfolk can be found wererat-kin are almost sure to be found on the fringes of society preying upon whomever they can.

WERERAT-KIN KILLERS CR 2

XP 600
Male wererat-kin skinwalker[BoM] (nightskulk) rogue 3
LE Medium humanoid (shapechanger, skinwalker)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 26 (3d8+9)
Fort +3, **Ref** +6, **Will** +2
Defensive Abilities danger sense +1, evasion

OFFENSE

Speed 30 ft.
Melee masterwork shortsword +7 (1d6+3/19–20)
Ranged dagger +5 (1d4/19–20)
Special Attacks bleeding attack +2, distraction (DC 12), sneak attack +2d6

TACTICS

Before Combat Wererat-kin killers drink their *potions of darkvision* and assume bestial form with the distraction special ability before they attack.
During Combat Wererat-kin use their distraction ability to help position themselves around opponents so they can make sneak attacks in melee.
Morale Wererat-kin killers flee if reduced to 5 hp or less.
Base Statistics In their human form, a wererat-kin killer statistics become: **Init** +2; **AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex); **Ref** +5; **Melee** masterwork shortsword +6 (1d6+2/19–20); **Ranged** dagger +5 (1d4/19–20); **Dex** +15; **CMD** 15; **Skills** Acrobatics +7, Disable Device +7, Sleight of Hand +7, Stealth +7 (+9 in urban environments).

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +2; CMB +2; CMD 15
Feats Blind-fight, Weapon Finesse, Weapon Focus (shortsword)
Skills Acrobatics +8, Bluff +6 (+2 vs. non-shapechanger humanoids in bestial form), Climb +5, Disable Device +8, Intimidate +4 (+0 vs. non-shapechanger humanoids in bestial form), Perception +7, Sense Motive +7, Sleight of Hand +8, Stealth +8 (+10 in urban environments); **Racial Modifiers** +2 Handle Animal and Stealth checks in urban environments, –4 on all Charisma and Charisma-based checks versus creatures without the shapechanger type while in bestial form.
Languages Common
SQ animal-minded, change shape (4/day, [bite, climb speed 30 ft., distraction, scent]), rogue talent (bleeding attack +2), trapfinding +1
Combat Gear *potion of cure light wounds*, *potion of darkvision*; **Other Gear** masterwork light trooper armor, dagger, masterwork shortsword, thieves' tools, 32 gp

SPECIAL ABILITIES

Animal-Minded (Ex) Wererat-kin have a +2 racial bonus on Handle Animal and Stealth checks in urban environments.
Change Shape (Su) A skinwalker can change shape into a bestial form as a standard action. In bestial form, a wererat-kin gains a +2 racial bonus to Dexterity. While in this form, a skinwalker also takes on an animalistic feature which provides an additional special effect. Each time a wererat-kin assumes bestial form, she can choose to gain one of the following features:

- A bite attack that deals 1d6 points of damage.
- A Climb speed of 30 feet.
- The distraction universal monster ability.
- The scent ability with a 30-foot range.

The racial ability score bonus and additional feature last as long as the skinwalker remains in that form, and a skinwalker can remain in bestial form for as long as she wants. While in bestial form, a skinwalker takes a –4 penalty on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A skinwalker can return to her humanoid form as a swift action. To change forms and gain a different benefit, a skinwalker must first return to her humanoid form then use her shapechange ability again. A skinwalker can shapechange into bestial form a number of times per day equal to 3 + 1/2 her character level.

Tengu

The crow-like tengus are known as a race of scavengers and irrepressible thieves. Covetous creatures predominantly motivated by greed, they are vain and easily won over with flattery. Deceptive, duplicitous, and cunning, tengus seek circumstances in which they can take advantage of the situation, often at the expense of others, including their own kind. They can be highly competitive, but impulsive and rash. Some claim their behavior is innate, while others believe their selfish mannerisms are cultural and developed as a learned adaptation that has enabled their people to endure through centuries of oppression.

Tengus are natural survivalists. For many, only theft and guile have afforded them the temporary luxuries other races take for granted. In the past, both humans and powerful races such as giants sought the bird-folk as slaves and servitors. Many tengus scavenged for survival, scraping for food in the shadows of cities or living as subsistence hunters and gatherers in the wild. Their descendants now struggle to find their place in contemporary society, often competing against negative stereotypes or driven to embrace them, and they rely on thievery and swordplay to get by in a harsh and unforgiving world.

Physical Description: Tengus are avian humanoids whose features strongly resemble crows. They have broad beaks and both their arms and their legs end in powerful talons. Though tengus are unable to fly, iridescent feathers cover their bodies—this plumage is usually black, though occasionally brown or blue-back. Their skin, talons, beaks, and eyes are similarly colored, and most non-tengus have great difficulty telling individuals apart. Tengus who wish to be more easily identified by other humanoids may bleach certain feathers or decorate their beaks with dyes, paint, or tiny glued ornaments. Though they are about the same height as humans, they have slight builds and tend to hunch over. A tengu's eyes sit slightly back and to the sides of his head, giving him binocular vision with a slightly more panoramic field of view than other humanoids. Like many avians, tengus have hollow bones and reproduce by laying eggs.

Society: Tengus live in close-knit communities in which they keep to themselves. In urban centers, they tend to group in communal slums, while those living in rural areas establish isolated settlements. Overall, they remain secretive about their culture, which is a combination of old traditions laced with newer bits of culture scavenged from the races common in the neighboring regions. Cultural scavenging also extends to language, and regional dialects of Tengu are peppered with terms and colloquialisms from other languages. Unsurprisingly, tengus have a knack for language and pick up new ones quickly.

Most tengu communities tend to follow a tribal structure. Tribal rules remain loose and subjective, and tribe members settle any conflicts through public arbitration (and occasionally personal combat). While every tengu has a voice in her society, in most settlements, tengus still defer to their revered elders for wisdom and advice.

Relations: Few races easily tolerate tengus. Of the most common races, only humans allow them to settle within their cities with any regularity. When this occurs, tengus inevitably form their own ghettos and ramshackle communities, typically in the most wretched neighborhoods. Regardless of their tolerance, most humans maintain as little contact with tengus as possible. Tengus occasionally make friends with halflings and gnomes, but only when they share mutual interests. Conversely, most dwarves have no patience for tengus whatsoever. Other races tend to view tengus in a similar fashion to humans, though many actively discourage them from settling in their realms.

Alignment and Religion: Tengus tend to be neutral, though those who allow their impulsiveness to get the better of them lean toward chaotic neutral. Religious beliefs vary from tribe to tribe; some worship the traditional tengu gods (most of which are aspects of better-known deities), while others take to the worship of human gods or celestial spirits. Tengus can be fickle with regard to their patrons, quickly abandoning religious customs when they cease to provide

any tangible benefit. Many embrace polytheism, picking and choosing to uphold the tenets of whatever deities best suit them at the time.

Adventurers: With little at home to leave behind, many tengus turn to a life of adventure seeking fame, fortune, and glory. A common tengu belief portrays a life on the road as a series of experiences and trials that form a path to enlightenment. Some take this to mean a path of spiritual empowerment; others view it as a way to perfect their arts or swordsmanship. Perhaps in spite of the prejudices upheld by outsiders, many tengu adventurers embrace their stereotypes. These individuals seek to succeed by epitomizing tengu racial qualities, and proudly flaunt their heritage. Despite their avian frailty, with their quick reflexes and quicker wits, tengus make excellent rogues and rangers, while those with a strong connection to the spirit world often become oracles. Those disciplined in the practice of martial arts take jobs as mercenaries and bodyguards in order to profit from their talents.

Male Names: Bukka, Chak-Chak, Chuko, Ebonfeather, Highroost, Kraugh, Pezzack, Taicho, Tchoyoitu, Xaikon.

Female Names: Aerieminder, Aikio, Cheetchu, Daba, Gildedhackle, Kankai, Mikacha, Ruk, Zhanyae.

Tengu Racial Traits

+2 Dexterity, +2 Wisdom, –2 Constitution. Tengus are fast and observant, but relatively fragile and delicate.

Type: Tengus are humanoids with the tengu subtype.

Humanoid: Tengus are humanoids with the tengu subtype.

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

Speed: Tengus have a base speed of 30 feet.

Low-light Vision: Tengus have low-light vision allowing them to see twice as far as humans in conditions of dim light.

Gifted Linguist: Tengus gain a +4 racial bonus on Linguistics checks and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Natural Weapons: A tengu has a bite attack that deals 1d3 points of damage.

Sneaky: Tengus gain a +2 racial bonus on Perception and Stealth checks.

Swordtrained: Tengus are trained from birth in swordplay, and as a result are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

Languages: Tengus begin play speaking Common and Tengu. Tengus with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic). See the Linguistics skill page for more information about these languages.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Carrion Sense: Many tengus have a natural ability to sniff out carrion. While their sense of smell isn't as keen as that of other species, it is particularly attuned to the scent of injuries or death. Tengus with this racial trait have a limited scent ability, which only functions for corpses and badly wounded creatures (50% or fewer hit points). This racial trait replaces gifted linguist.

Claw Attack: Tengus with this racial trait have learned to use their claws as natural weapons. They gain two claw attacks as primary natural attacks that deal 1d3 points of damage, and are treated as having the Improved Unarmed Strike feat for the purpose of qualifying for other feats. This racial trait replaces swordtrained.

Deft Swords: Some tengu learn dazzling blade techniques that allow them to use their weapons to protect against combat maneuvers. They gain a +2 dodge bonus to CMD while wielding a swordlike weapon. This racial trait replaces natural weapon and sneaky. Source PZO9280

Exotic Weapon Training: Instead of swords, some tengus are trained in exotic weaponry. Such tengus choose a number of eastern weapons equal to 3 + their Intelligence bonus, and gain proficiency with these weapons. This racial trait replaces swordtrained.

Glide: Some tengus can use their feathered arms and legs to glide. Tengus with this racial trait can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, a tengu may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet he falls. This racial trait replaces gifted linguist.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/6 to the save DC of poisons applied to swordlike weapons.

Barbarian: Add +1/3 to the bonus from the superstitious rage power.

Brawler: Add +1/4 to attack rolls with the brawler's bite attack as a secondary attack (maximum bonus +3).

Fighter: Add +1 to the fighter's CMD when resisting a grapple or trip attempt.

Gunslinger: Add +1 foot to distance moved when using the gunslinger's dodge deed. This only has an effect for every 5 increases in distance. If selected ten times, this movement does not provoke attacks of opportunity.

Inquisitor: Select one inquisition power granted at 1st level that is normally usable a number of times per day equal to 3 + the inquisitor's Wisdom modifier. The inquisitor adds +1/2 to the number of uses per day of that inquisition power.

Magus: Choose a weapon from those listed under the tengu's swordtrained ability. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

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

Ninja: Add +1/2 to the ninja's CMB when using the dirty trick combat maneuver.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Ranger: Add +1/2 circumstance bonus to the next melee attack roll against an enemy you damaged with a ranged attack in the previous round (maximum bonus +4). This bonus does not stack with Opening Volley.

Rogue: Choose a weapon from those listed under the tengu's swordtrained ability. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Samurai: Select this option four times to select an additional weapon for the weapon expertise ability.

Shaman: Add +1/3 to the shaman's effective level when determining effects from their wandering spirit.

Slayer: Increase the studied target bonus on Bluff and Perception checks by 1/3.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on the flight, wing buffet, minor magic (*comprehend languages* or *vanish* only) or major magic (*daze monster* or *invisibility* only) evolutions.

Swashbuckler: Add 1 foot to distance moved when using the swashbuckler's dodging panache deed. In combat this option has no effect unless the swashbuckler has selected 5 times (or another increment of 5). If selected 10 times, this movement does not provoke attacks of opportunity.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, but he can use these additional blessings on only those from the Air, Knowledge, Rune, Travel, Trickery, or Weather domains.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add +1/3 to the wizard's caster level when casting spells with the language dependent descriptor, or those creating magical glyphs, runes, or symbols.

New Rules

The following feats are common among tengu.

Blood Beak (Combat)

Your bleed attack is bloody and dangerous.

Prerequisites: Base attack bonus +5, natural weapon racial trait, tengu.

Benefit: Increase the damage of your beak attack to 1d6. Furthermore, when you confirm a critical hit with your beak attack, you also deal 1 point of bleed damage.

Special: The bleed effect from this feat stacks with that of the Bleeding Critical feat and similar effects, adding 1 point to your bleed damage.

Scavenger's Eye

Your gaze is naturally drawn to valuable glittering objects.

Prerequisites: Tengu.

Benefit: You gain a +2 bonus on Appraise checks. You may determine the most valuable item in a hoard as a standard action and gain an additional +2 bonus on the Appraise check

to do so. In addition, if you fail an Appraise check by 5 or more, you treat the check as if you had failed by less than 5.

Normal: Determining the most valuable object in a treasure hoard takes 1 full-round action.

Tengu Wings

You can grow wings that allow you to fly.

Prerequisites: Character level 5th, tengu.

Benefit: Once per day, you can sprout a pair of giant black crow's wings, granting you a fly speed of 30 feet (average maneuverability). This spell-like ability otherwise functions as *beast shape I* (though you do not gain any other benefits of that spell) with a caster level equal to your level.

Sample Tengu NPCs

TENGU BARD CR 5

XP 1,600
Female tengu bard 6
CE Medium humanoid (tengu)
Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +1 deflection, +2 Dex)
hp 30 (6d8)
Fort +2, **Ref** +7, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.
Melee kukri +3 (1d4-1/18–20), bite +3 (1d3–1)
Ranged +1 *pepperbox pistol* +7 (1d8+1/x4)
Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, *suggestion* [DC 16])
Bard Spells Known (CL 6th; concentration +9)
2nd (4/day)—*alter self*, *babble*[OA] (DC 16), **cacophonous call**[APG] (DC 16), *minor image* (DC 16)
1st (5/day)—*chord of shards*[UM] (DC 14), *disguise self*, *silent image* (DC 15), *ventriloquism* (DC 15)
0 (at will)—*detect magic*, *flare* (DC 13), *ghost sound* (DC 14), *message*, *prestidigitation* (DC 13), *read magic*

TACTICS

During Combat A tengu bard casts *babble* to debilitate the most imposing warrior facing her, then attempts to fascinate someone with her bardic performance so she can use suggestion to turn them into a temporary ally. Thereafter, she uses her *wand of summon swarm* to harass enemy spellcasters, then casts *cacophonous call* or initiates a bardic performance to inspire courage and generate a *chord of shards* before closing with her kukri.
Morale If reduced to less than 10 hp, a tengu bard reads her *scroll of invisibility* and seeks to escape.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 14, **Wis** 12, **Cha** 16
Base Atk +4; **CMB** +3; **CMD** 16
Feats Deadly Aim, Spell Focus (enchantment), Spell Focus (illusion)
Skills Acrobatics +11, Appraise +11, Bluff +12, Climb +5, Diplomacy +12, Linguistics +6, Perception +9, Perform (oratory) +12, Perform (sing) +9, Sense Motive +7, Spellcraft +11, Stealth +4, Use Magic Device +12; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth
Languages Common, Gnoll, Tengu
SQ bardic knowledge +3, gifted linguist, lore master 1/day, versatile performance (oratory, sing)
Combat Gear alchemist's fire (2), *scrolls of cure moderate wounds* (2), *scroll of invisibility*, smokesticks (2), tanglefoot bags (2), *wand of summon swarm* (18 charges); **Other Gear** masterwork omniweave armor, kukri, *+1 pepperbox pistol* with 24 metal cartridges, antitoxin (2), *ring of protection +1*, spyglass, two amethysts and three sapphires (each worth 100 gp), 24 gp.

CHAPTER 04:

MECHANICAL BEINGS

Many alien beings are not living creatures at all, instead being sentient mechanical creatures brought into a semblance of life by some long-ago creation and now having become a self-existent people unto themselves. Some mechanical beings are partially organic, whether grafted to true organic tissue, built from synethic flesh and fluid, or some combination of techno-organic adaptation and propagation. Mechanical beings can take virtually any form, but the beings described here are generally humanoid in form and disposition, seeing themselves as a different form of life from true organics but nonetheless of a common ancestry in concept and vision of what it means to exist together in the universe. There are some mechanical factions that see themselves as a more evolved form of life than pure organics, transcending to a higher plane of being in their union of mind and machine and looking down on other biological species as evolutionary dead ends, but their prejudices (as well as those against mechanical beings) do not wholly define their place in a cosmopolitan sci-fi society.

Android: Synthetic lifeforms with artificially created bodies but fully developed consciousness.

Auttaine: Cybernetically modified partially organic creatures with interchangeable mechanisms from hydraulics and electronics to high-tech clockworks.

Divymm: Wholly robotic bodies infused with the downloaded mental engrams of a long-dead race.

Phalanx: Survivor soldiers bred as living reactors to fight an endless war, now discharged back into society with a soul-born curiosity but a dependency on their aetherite fuel.

Rules for Mechanical Beings

The following new rules are especially suited to mechanical characters and those who travel with them.

Cunning Mechanic

You rely on a keen understanding rather than nimble fingers when dealing with machines.

Prerequisite: Int 13, Craft (mechanical) 1 rank

Benefit: You use your Intelligence modifier rather than your Dexterity modifier on Disable Device checks.

Ferocious Loyalty (Teamwork)

You have a powerful sense of responsibility for your allies.

Benefit: You gain a +1 morale bonus on attack rolls against any foe that currently threatens an ally who also has this feat. Whenever an ally with this feat is rendered helpless or killed within 30 feet of you, you gain a +2 morale bonus on attack rolls for 1 minute or until the foe responsible is rendered helpless or killed, whichever comes first.

Repair Critical Damage

School transmutation; **Level** alchemist 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

As *repair light damage*, except that it repairs 4d6 points of damage +1 per caster level (maximum +20).

Repair Light Damage

School transmutation; **Level** alchemist 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target construct touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you touch a damaged (but not destroyed) creature with the construct type you repair 1d6 points of damage +1 point per caster level (maximum +5). When an alchemist creates an extract of *repair light damage*, it can be applied by touch even if the alchemist does not have the infusion discovery.

Repair Moderate Damage

School transmutation; **Level** alchemist 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

As *repair light damage*, except that it repairs 2d6 points of damage +1 per caster level (maximum +10).

Repair Serious Damage

School transmutation; **Level** alchemist 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

As *repair light damage*, except that it repairs 3d6 points of damage +1 per caster level (maximum +15).

New Equipment

REPAIR KIT

Cost 50 gp (au) **Weight** 5lbs **Creation** DC Craft (mechanical) 20

A repair kit comes in the form of a metal or wood case filled with alchemical glue, clamps, pliers, rubber piping, scrap metal, a welding torch, and other tools necessary to make repairs on creatures of the construct type. A repair kit provides a +2 circumstance bonus on Disable Device checks used on creatures of the construct type. A repair kit is exhausted after 10 uses.

Android

Androids are superficially identical to humans in many ways, and to the uninformed it can be difficult to differentiate the two. In the right light, though, androids' alien nature is revealed by the metallic sheen in their eyes and the biological, tattoo-like circuitry that riddles their skin. Their bodies are completely artificial, though made of materials that mimic the flexibility, shape, and density of human flesh and bone. Their organs mirror those of humans so well that only by examining the materials and makeup of these systems—which use sheeny oils and polymer alloys rather than blood and marrow—could one guess that their physiology is alien. Androids are roughly the same size as humans; on average, they are 6 feet tall and weigh 200 pounds.

Shamans speak of great forges where androids are "born" from metal wombs and are cut from electrified umbilical cords. Even androids can't refute or verify such stories, since most who emerge from ruins do so naked and without any memories beyond their initial egress into the wide, unfamiliar world. Their complex design is unlike that of any race known, leading many to suspect that they originated from a distant star system or even another galaxy.

What separates androids from golems and other mindless constructs is that androids are living beings and as such possess souls. Similarly, androids don't live forever, though barring violence or tragedy their bodies never deteriorate. Rather, an android's cybernetic mind eventually shuts down and self-restarts after about a century, leaving its body vacant for several weeks as the old soul departs for its final reward in the planes beyond and a fresh, new soul finds its way into the shell.

Android Racial Traits

+2 Dexterity and Intelligence, –2 Charisma. Androids have swift reflexes and are very intelligent, but have difficulty relating to others.

Constructed: For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses and are immune to fear effects and all emotion-based effects (2 RP.)

Medium: Androids are Medium creatures, and they have no bonuses or penalties due to their size.

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

Exceptional Senses: Androids have darkvision and so can see perfectly in the dark to a range of 60 feet and in addition, they possess low-light vision.

Alert: Androids gain a +2 racial bonus on Perception checks.

Emotionless: Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge: An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

Languages: Androids begin play speaking Common. Androids with high Intelligence can choose any languages they want (except secret languages, such as Druidic). See the Linguistics skill page for more information about these languages.

Android Favored Class Options

The following options are available to all androids who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

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

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level the arcanist can cast.

Barbarian: Add +1/4 bonus to the barbarian's nanite surge when raging.

Cavalier: Add +1/4 to the cavalier's initiative when adjacent to an ally (maximum bonus of +4). This bonus does not stack with Improved Initiative.

Druid: Gain electricity resistance 1. Each time the druid selects this reward, increase her resistance to electricity by 1 (maximum 10).

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional +1/4 time per day.

Monk: Add +1/3 to the monk's initiative when the monk is not holding anything in his hands (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Ranger: Add +1/4 bonus to the ranger's nanite surge against the ranger's favored enemy.

Slayer: Add +1/4 bonus to the slayer's nanite surge against the slayer's studied target.

Alternate Racial Traits

The following racial traits may be selected instead of the standard android racial traits.

Anomaly: Sometimes, a particularly volatile soul can overwhelm the technology of an android body, making the resulting individual subject to emotions, and greatly so. Anomalous androids suffer a –2 racial penalty on saving throws against all mind-affecting effects, emotion effects, and fear effects but can gain the benefits of morale bonuses and suffer no penalty on Sense Motive checks. Additionally, Bluff and Sense Motive are always class skills for them. This racial trait modifies constructed and replaces emotionless.

Cloaked Circuits: Android bodies built for stealth and infiltration employ camouflage circuitry in place of enhanced sensor. Their circuits do not glow when using their nanite surge, and their camouflage reduces the penalty for using Stealth while moving at full speed by 5 and the Stealth check penalty when sniping by 10. This racial trait replaces alert.

Conduit: Rarely, an android's circuitry is built to act as a potent conduit for divine power. Androids with this trait treat their Charisma score as 2 points higher for the purpose of the channel energy and lay on hands class features, and also for oracle class features (including both spellcasting and revelations). Furthermore, conduits treat their caster level as 1 higher when casting cure and inflict spells. This racial trait replaces nanite surge.

Repairing Nanites: Some androids cannot prompt their nanites to aid them in any endeavor, but instead find that their nanites stitch their wounds together. The first time each day that such an android has taken an amount of damage greater than or equal to twice her Hit Dice, the nanites automatically activate, without an action. Her circuitry-tattoos glow with light equivalent to that of a torch for 1 round and she heals a number of hit points equal to twice her Hit Dice. This racial trait replaces nanite surge.

Sample Android NPCs

IRON-ARMED ANDROID CR 5

XP 1,600
Male android **brawler**[ACG] 5
NE Medium humanoid (human)
Init +3; **Senses** Perception +9

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +2 Dex, +2 dodge, +4 shield)
hp 52 (5d10+20)
Fort +7, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.
Melee unarmed strike +11 (1d8+5) or flurry of blows +9/+9 (1d8+5)
Ranged dagger +7 (1d6+5/19-20) or dragon pistol +7 (1d8/x4 or 15-foot cone, 2d6 fire [DC 15])
Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 17), maneuver training (disarm +1), martial flexibility 5/day

TACTICS

During Combat An iron-armed android possesses the prerequisite feats for many combat maneuvers. He may use martial flexibility to utilize Improved Disarm, as he is unafraid to grab a sword by the blade.

STATISTICS

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +10 (+11 disarm); **CMD** 25 (26 vs. disarm)
Feats Combat Expertise, Dodge, Improved Unarmed Strike, Iron Will, Power Attack, Shield Focus, Weapon Focus (unarmed strike)
Skills Acrobatics +11, Climb +9, Intimidate +7, Knowledge (local) +8, Perception +9
Languages Common
SQ brawler's cunning, martial training
Combat Gear *potion of cure moderate wounds, potion of bull's strength, potion of bear's endurance*; **Other Gear** *+1 armored longcoat, +1 heavy steel shield*, **dragon pistol**[UC] with 2 metal cartridges and 2 **dragon's breath cartridges**[UC], 2 daggers.

ANDROID DEMOLITIONIST CR 6

XP 2,400
Android alchemist (**trap breaker**[PPC:DH]) 7
N Medium humanoid (android)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 63 (7d8+28)
Fort +8, **Ref** +8, **Will** +6
Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep; **DR** 2/slashing (ranged attacks only)

OFFENSE

Speed 30 ft.
Melee masterwork dagger +5 (1d4–1/19–20)
Ranged bomb +8 (4d4+4 sonic plus deafness)
Special Attacks bomb 13/day (4d4+4 sonic, DC 17), land mine, nanite surge
Alchemist Extracts Prepared (CL 7th)
3rd—*displacement, fly*
2nd—*barkskin, invisibility, lesser restoration, see invisibility*
1st—*crafter's fortune*[APG], *cure light wounds, expeditious retreat, shield, targeted bomb admixture*[UC]

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 18, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +4; **CMD** 16
Feats Brew Potion, **Extra Bombs**[APG], Extra Discovery, Iron Will, Throw Anything, Toughness
Skills Craft (alchemy) +14, Craft (clockwork) +14, Craft (traps) +14, Disable Device +15, Knowledge (arcana) +11, Knowledge (engineering) +11, Linguistics +7, Perception +13, Sense Motive –3, Spellcraft +14; **Racial Modifiers** +2 Perception, –4 Sense Motive
Languages Aklo, Common, Draconic, Giant, Gnoll, Orc, Sylvan, Undercommon
SQ alchemy (alchemy crafting +7, identify potions), cognatogen (+4/–2, +2 natural, 70 minutes), discoveries (cognatogen, concussive bomb [4d4+4 sonic plus deafness], dispelling bomb, mutagen, spontaneous healing), emotionless, explosive disarm, swift alchemy, trapfinding
Combat Gear *potion of cure moderate wounds* (2), *potion of lesser restoration*; **Other Gear** *+1 armored longcoat (ballistic ablation)*, masterwork dagger, *cloak of resistance +1*, 48 gp

LAND MINES CR —

Type mechanical; **Perception** DC 21; **Disable Device** DC 21

EFFECTS

Trigger location; **Reset** none
Effect 4d4+8 sonic damage plus deafness for 1 minute (Fort DC 21 negates the deafness) in a 5-foot square plus 12 sonic splash damage in adjacent squares (Reflex DC 21 for half).

Auttaine

The auttaine present a peculiar circumstance even in a multiverse full of strangeness. Many years ago, they existed as an isolated human population on a desert planet ravaged by millennia-spanning magical storms. For survival, they initiated a program to graft clockwork implants into their bodies—an unusually complex combination of magic and technology. Though this assured their adaptation to the rapidly changing environment of their homeworld, over time, the eldritch energies of the storms began to alter the magic of these devices. This caused auttaine parents to naturally pass such gears and prosthetics to their offspring, many of them born with replacement implants already attached. And, with the passing of centuries, we eventually arrive at the self-made auttaine of the current day.

Physical Description: Amalgamations of man and machine, it is rare for one auttaine to look strikingly similar to another. Their human ancestry still runs the full gamut of ethnicity and follows much the same rules of nature prior to receiving their implants. Their gear, however—the term they use to describe their clockwork augmentations—is much more highly personal and stylized, uniquely grown and tailored to their environmental needs. Auttaine also further customize this gear with adaptations of their own design, and their coming of age is usually marked by the moment they install the final piece to see them through the rest of their lives.

Society: Free from the need for sustenance or sleep, the auttaine thrive in situations where other races would wither and die. They left their original homeworld many centuries ago, and, while they've explored and settled many planets over the years, their largest strongholds lie in the Shattered Zone. This broken planet represented by a string of asteroids plays home to many different factions of auttaine, all vying for valuable resources. A Geargiver rules over their well-organized cities, elected from the auttaine's master technicians and clockworkers. In addition to overseeing the needs of each city and its controlling faction, a Geargiver administers the creation of customized gear for auttaine still coming of age.

Relations: While they have slightly longer life cycles than their human ancestors, auttaine still remain keenly aware of irrevocability of death, and they place high value in life. Most feel a certain kinship with shorter lived races such as humans and ysoki. Androids and auttaine also share a strong respect for one another due to the constructed nature of both, and androids can often be found within the safer environmental districts of auttaine cities.

Alignment and Religion: Owing to their mechanical aspects, auttaine have strong tendencies towards lawful alignments. The majority of auttaine fall along the neutral axis, however, with respect to good or evil, with outliers leaning more towards evil due to the superiority some feel their implants grant them. Their patron deity is Haymot Steel-Arm, an ascended auttaine who proved instrumental in leading the auttaine from their magical hazards of their original homeworld and into the greater multiverse. Worship services generally focus on industriousness and the exploration of new frontiers, always celebrating the many aspects of transformation which technology can bring.

Male Names: Aruk, Stret, Rukrer, Trybur, Nill, Draum

Female Names: Siz, Ytis, Aurk, Kal, Kethas, Rele

Auttaine Racial Traits

+2 to One Ability Score: Auttaine gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Half-Construct: Auttaine are humanoids with the half-construct and human subtypes.

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

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

Build Points: Auttaine receive a number of build points equal to 3 + their initial Constitution modifier, which they may use to customize the artificial components comprising their half-construct nature. These build points may be spent on a one for one basis as additional racial points (RPs) as defined in Chapter 4 of the *Pathfinder Roleplaying Game Advanced Race Guide*. Auttaine may only spend these RPs on the following enhancements: breath weapon, desert runner, energy resistance, fleet-footed, gifted linguist, jumper, natural armor, skill bonus, skill training, sprinter, stability, weapon familiarity. In addition, auttaine may also select from the following special racial traits as part of their gear:

Concealed Weapon (2 RP): This artificial component provides an internal, deployable weapon contained within a single arm. It may only include a light melee weapon weighing less than 3 lbs, and the initial weapon cannot be made from any special materials. While internalized, the weapon receives a +4 bonus on Sleight of Hand checks to conceal it. The weapon can be changed with 4 hours of work and a new qualifying weapon.

Hidden Storage Compartment (1 RP): This artificial component provides an internal storage compartment within the torso, holding up to 1 cubic foot of material. Access is secured with a simple combination lock (DC 20 Disable Device to open).

Integrated Spell Component Pouch (2 RP): This artificial component provides an internal storage compartment in one of the auttaine's hands which acts as a spell component pouch. Special slots in each finger allows the use of material components stored within even when they have no free hands.

Integrated Toolset (2 RP): This artificial component provides a customized toolset for granting a +2 circumstance bonus to one of the following skills: Climb, Craft, Disable Device, Escape Artist, Heal, Perception, Perform, Swim.

Languages: Auttaine begin play speaking Common. Auttaine with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc, Undercommon.

Auttaine Favored Class Options

The following options are available to all auttaine who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Cleric: Add a +1/2 bonus on Knowledge (engineering) checks relating to constructs.

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

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

Investigator: Add a +1/2 bonus when using inspiration on any Knowledge or Linguistics check.

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

Samurai: Add +1/4 to the samurai's initiative when adjacent to an ally (maximum bonus of +4). This bonus does not stack with Improved Initiative.

Sorcerer: Add a +1/2 bonus to all Spellcraft checks and all check made with the sorcerer's bloodline class skill.

Swashbuckler: Add +1/6 to the swashbuckler's nimble bonus.

Vigilante: Gain 1/6 of a new vigilante talent.

Auttaine Body Modifications

Body modifications can be equipped on top of existing limbs or body parts, and don't require the wielder to forfeit the functionality of their original body part to use. Auttaine body modifications often bestow magical abilities, though mechanical body modifications that alter bodily functions exist as well.

Like prostheses, body modifications occupy an item slot on the body. However, certain abilities, such as the Body Modification Attunement feat (see below), may allow modified individuals to wear magic items in the same slot as a body modification. Refer to the rules for each specific body modification for more information.

Installing and Removing Body Modifications

Body modifications cannot be easily attached or removed like prostheses. A creature cannot install or remove a body modification on its own body; body modifications must be installed or removed by another creature adjacent to the target.

A character can augment an unconscious or willing humanoid with a body modification by succeeding at a Heal check. For mundane body modifications, the DC of this check is equal to the Craft DC of the item (see below); for magical body modifications, the DC is equal to 15 + the CL of the magic item. The check to remove an installed body augmentation is the same.

A failed check to install or remove a body augmentation deals a number of points of damage equal to the difference between the rolled check and the check DC to the augmented creature, plus 1d6 points of bleed damage. For example, if an augmenter rolls a 14 on a DC 20 Heal check to install a body modification onto an adjacent host, the surgery fails and the host takes 6 points of damage plus 1d6 points of bleed damage.

Any time a new body modification is installed or removed, there is a chance that the host's body gets an infection. In order to avoid infection, the creature must succeed at a Fortitude save with the same DC as the Heal check DC to install or remove the modification (see above). A failed Fortitude save causes the creature to become infected with the following disease.

GEAR GRIM

Type disease, injury; **Save** Fortitude (see above)
Onset 1 day; **Frequency** 1/day
Effect 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

The maximum number of body modifications a humanoid can have simultaneously installed is equal to its Constitution modifier (minimum 0). This number may be increased through the use of feats (see Physical Augmentation Feats, below).

Unlike magical prostheses, which may be created with the Craft Wondrous Item feat, a character must have the Craft Body Modification feat (see page 111) to craft magical body modifications.

Physical Augmentation Feats

The following feats may be used in conjunction with the rules for auttaine physical augmentations.

Body Modification Attunement

You can wear magic items over your body modifications.

Prerequisite: Character level 7th.

Benefit: Choose one magic item slot. Body modifications that occupy no that magic item slot on your body no longer impede you from wearing a magic item on that body slot, effectively allowing you to install a body modification and wear a magic item in the same slot. For example, with this feat, you can wear a magic amulet or necklace even if you have *filtering gills* (see above) installed.

Normal: Body modifications occupy the magic item slot indicated in their description.

Special: You can gain this feat multiple times. Each time you do, select a different magic item slot on your body.

Body Mod Expert

You are accustomed to having body modifications installed.

Prerequisite: Con 13.

Benefit: You gain a +2 bonus on Fortitude saves to avoid infection from a new body modification. You may install a number of body modifications equal to your Constitution modifier + 1 (minimum 1).

Normal: The maximum number of body modifications you can install is equal to your Constitution modifier.

Body Mod Veteran

You are so used to body modifications that you hardly even notice them.

Prerequisites: Con 15, Body Mod Expert.

Benefit: You no longer need to succeed at a Fortitude save to avoid infection whenever you have a new body modification installed. The maximum number of body modifications you may have installed is equal to your Constitution modifier + 2 (minimum 2).

Normal: You must succeed at a Fortitude save to avoid infection when a new body modification is installed.

Craft Body Modification (Item Creation)

You can craft magical body modifications.

Prerequisite: Caster level 3rd.

Benefit: You can create any magical body modification whose construction requirements you meet. Crafting a body modification takes 1 day for each 1,000 gp in its price. To create a body modification, you must use up raw materials costing half its base price.

You can also mend a broken body modification if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that modification.

See the magic item creation rules in Chapter 15 of the *Core Rulebook* for more information.

Lifelike Prostheses

Your prostheses are so realistic and your attunement to them so strong that onlookers scarcely notice the aids.

Benefit: You gain a +5 bonus on Sleight of Hand checks to conceal the properties of your prosthetic limbs or body parts, and creatures must succeed at a Perception check (DC = 10 + your Sleight of Hand modifier) in order to identify a prosthetic you are wearing. Creatures farther than 15 feet away from you cannot identify your prosthetic body parts.

Normal: Most intelligent creatures can immediately identify a prosthetic limb or body part just by looking (if 15 feet or closer and the body part is visible) or succeeding at a Perception check (DC = 10 + your Sleight of Hand modifier). Unintelligent creatures can make a Perception check (DC = 15 + your Sleight of Hand modifier) to identify a prosthetic, though this may have little to no effect on how they interact with you depending on their level of unintelligence.

Skilled Body Modder

Your experience and agility make you an able body modder for your patients.

Prerequisite: Heal 3 ranks.

Benefit: You gain a +5 bonus on Heal checks to install or remove body modifications. If you fail a Heal check to install or remove a body modification, the target does not take bleed damage.

Example Body Modifications

The following mundane and magical body modifications can be purchased for installation from skilled auttaine body grafters. Mundane body modifications may be crafted by succeeding at a Craft (body modifications) check against the DC listed.

Iron Knuckles: These fine metal plates are inserted beneath the user's hand's skin and wrap around the knuckles and finger bones. This modification allows you to inflict lethal damage with your unarmed strikes. The price listed is for a pair of iron knuckles.

Magnetic Fingers: Small magnets installed in the tips of your fingers grant you a +2 competence bonus on Sleight of Hand checks with metallic objects, and you gain a +2 competence bonus to your CMD against disarm attempts while wielding a metal weapon. However, you take a –1 penalty on attack rolls with ranged weapons that have metal components (including all crossbows and arrows with metal arrowheads).

Nictitating Membrane: This translucent "third eyelid" protects and moistens your eyes while allowing you to maintain vision. With this body modification, you gain a +4 competence bonus on Fortitude saving throws against non-magical items, attacks, and effects that would blind you or impair your vision, and your range of vision is unhindered by murky water (see Stealth and Detection Underwater, *Pathfinder Roleplaying Game Core Rulebook*). This modification does not protect you against spells and magical effects that affect your vision.

Rubber Joints: This modification encases the joints in your knees and ankles with a synthetic rubber that reduces the impact of falls and tumbles. You may ignore up to 3 points of damage any time you take falling damage (reducing the damage taken to a minimum 0 points of damage).

Steel Dentures: This modification replaces the user's teeth with an artificial set that spans both the upper and lower jaw. If the creature does not have a natural bite attack (such as in the case of most humanoids), the wearer gains a natural bite attack that deals damage as a creature one size smaller than the wearer (see the Natural Attacks table in the *Pathfinder Roleplaying Game Beastiary*). If the wearer already has a natural bite attack, the damage dealt by this attack is increased by one step (for example, from 1d4 points of damage to 1d6 points of damage).

ADAPTABLE SCALES — 15,000 GP

Aura faint abjuration; **CL** 4th
Slot body; **Price** 15,000 gp; **Weight** —

These shining metal fish scales cover the wearer's body and defy description, shimmering a rainbow of colors depending on how the light hits them. The scales help regulate the wearer's body temperature in hot and cold environments, granting him the effects of a constant *endure elements* spell.

At will as a swift action, the wearer can force his scales to expand or contract to reflect different types of energy. The wearer gains energy resistance 5 against cold or fire energy damage. This effect lasts for 5 minutes. During this time, if the wearer selected cold energy resistance, the scales' *endure elements* effect does not protect against hot environments and conditions; if the wearer selected fire energy resistance, the *endure elements* effect does not protect against cold environments or conditions.

CONSTRUCTION

Requirements Craft Body Modification, *endure elements*; **Cost** 7,500 gp

Table: Mundane Body Modifications		
Body Modification	**Price**	**Craft DC**
Iron knuckles	200 gp	20
Magnetic fingers	500 gp	20
Nictitating membrane	1,000 gp	30
Rubber joints	300 gp	
Steel dentures	500 gp	30

Table: Magical Body Modifications	
Body Modification	**Price**
Adaptable scales	15,000 gp
Filtering gills	3,000 gp
Hand of all trades	2,500 gp
Hand of Haymot	29,000 gp
Honing ear	7,500 gp
Instrumental limb	10,000 gp
Iron gut	1,000 gp
Legs of springing	2,000 gp
Legs of springing, greater	6,000 gp
Lucky eye	15,000 gp
Silver tongue	4,500 gp
Strongarm	8,000 gp

FILTERING GILLS 3,000 GP

Aura moderate transmutation; **CL** 7th
Slot neck; **Weight** 1 lb.

This augmentation allows the user to breathe both underwater and on land at will, as the *water breathing* spell. In addition, the wearer can extract oxygen from poisonous gasses while filtering out toxins, making him immune to inhaled poisons. This does not protect the wearer from magical gases or vapors, nor does it allow the wearer to breathe in a vacuum.

CONSTRUCTION

Requirements Craft Body Modification, *neutralize poison*, *water breathing*; **Cost** 1,500 gp

HAND OF ALL TRADES 2,500 GP

Aura moderate conjuration; **CL** 9th
Slot hand; **Weight** 3 lbs.

This body modification integrates a number of small tools into the wearer's palm and fingers and makes the wearer's hand look like a patchwork of overlapping metal plates. A hand of all trades has 4 charges. Each day at sunrise, it regains 2 charges. As long as she is not holding anything in the hand, the wearer can expend 1 or more charges as a standard action to cause the *hand of all trades* to transform into one of the following tools. The tool remains extended for 9 minutes or until the wearer dismisses it as a free action. While using a tool created by the *hand of all trades*, the wearer cannot hold or wield other items or weapons in that hand.

1 *Charge*: Masterwork thieves' tools
1 *Charge*: Grappling hook
2 *Charges*: Masterwork instrument
3 *Charges*: Healer's kit

CONSTRUCTION

Requirements Craft Body Modification, *major creation*; **Cost** 1,250 gp

HAND OF HAYMOT 29,000 GP

Aura moderate evocation; **CL** 7th
Slot hands; **Weight** 3 lbs.

This mechanical prosthetic hand is made of finely crafted steel and hardened brass, and complex machinery connects the digits, palm, and wrist. Once per day, the wearer may activate the *hand of Haymot* to transform the prosthesis into a *+1 axiomatic hand crossbow* for 7 rounds.

The wearer also gains the following spell-like abilities, usable the indicated number of times per day whether or not the *hand of Haymot* is activated: At will—*mending*; 3/day—*acid arrow*; 1/day—*arrow of law*[UM].

CONSTRUCTION

Requirements Craft Wondrous Item, *acid arrow*, *arrow of law*[UM], *greater magic weapon*, *mending*, *order's wrath*, creator must be lawful; **Cost** 14,500 gp

HONING EAR 7,500 GP

Aura moderate transmutation; **CL** 7th
Slot headband; **Weight** —

A *honing ear* is an enchanted prosthetic ear that gives its wearer supernatural control over their hearing distance and ability to tune out distracting sounds. At will as a swift action, the wearer can tune out distracting sounds—such as a bustling marketplace or nearby roaring waterfall—and train her ear to single out other sounds—such as an ally whispering to her or a conversation across the river. This action gives the wearer a +4 competence bonus on sound-based Perception checks to hear sounds she is trying to amplify and prevents her from hearing sounds related to the source she has deemed distracting. For example, using the *honing ear*, she may be able to hear the conversation across the river by tuning out the sounds of the water, but she would then also not be able to hear a log hurdling downriver toward her. This effect persists until the wearer ends it as a free action.

CONSTRUCTION

Requirements Craft Body Modification, *sculpt sound*; **Cost** 3,750 gp

INSTRUMENTAL LIMB 10,000 GP

Aura moderate divination; **CL** 5th
Slot hands or feet; **Weight** 4 lbs.

An *instrumental limb* is a magical arm or leg prosthesis (chosen at the time of creation) that grants a +2 competence bonus on Perform (string) checks and may be played as a string instrument for the purpose of Perform (string) checks. A compartment built into the limb allows the wearer to store a bow to play with the instrument.

Three times per day, the wearer can slide a bow along the highest end of the *instrumental limb* to create a high-pitched note that allows any allies within 60 feet to enter a state of deep concentration. As long as the wearer holds the note (a standard action each round), his allies gain a +2 circumstance bonus on skill checks and may take 10 on skill checks even if in immediate danger. If an ally attacks or takes damage during this time, the effect ends for that ally; once the effect is broken for an ally, she cannot reenter the state of deep concentration until the next time the *instrumental limb*'s wearer activates this ability.

CONSTRUCTION

Requirements Craft Wondrous Item, *timely inspiration* (*Advanced Player's Guide*); **Cost** 5,000 gp

IRON GUT 1,000 GP

Aura faint transmutation; **CL** 1st
Slot belt; **Weight** 5 lbs.

By replacing the wearer's stomach and intestines with this aramid sack of intricate machinery and self-sustaining microbes, the wearer becomes immune to food-borne illnesses. An *iron gut* grants the user immunity to ingested poisons as well as the effects of food poisoning and spoiled food or water. The user must still eat and drink to live (assuming she needed to do so before installing the *iron gut*), but she can stomach food that has significantly expired or rotted, as well as most food goods that usually require cooking or processing before consumption (such as curdled milk or raw meat). This does not grant the user the ability to chew foods she could not otherwise.

CONSTRUCTION

Requirements Craft Body Modification, *purify food and drink*; **Cost** 500 gp

LEGS OF SPRINGING 2,000 GP

Aura faint transmutation; **CL** 1st
Slot feet; **Weight** 5 lbs.

This durable yellow elastic fuses with the muscle tissue in the wearer's legs, making the limbs look impressively lean but slightly sallow as well. *Legs of springing* allow the wearer to leap to greater heights and survive the impact of some falls. The wearer gains a +5 competence bonus on Acrobatics checks to jump. The wearer takes no damage from falls of 50 feet or less and takes half damage from falls from greater than 50 feet.

CONSTRUCTION

Requirements Craft Body Modification, *feather fall*, *jump*; **Cost** 1,500 gp

LEGS OF SPRINGING, GREATER 6,000 GP

Aura moderate transmutation; **CL** 6th
Slot feet; **Weight** 5 lbs.

The elastic in *greater legs of springing* is so strong and physically taxing to implement that it turns the wearer's legs a sickly shade of green. This body modification function as *legs of springing*, except the wearer gains a +10 competence bonus on Acrobatics checks to jump, takes no damage from falls of 100 feet or less, and takes one-quarter damage from falls from greater than 100 feet.

CONSTRUCTION

Requirements Craft Body Modification, *feather fall*, *jump*; **Cost** 3,000 gp

LUCKY EYE 15,000 GP

Aura strong divination; **CL** 15th
Slot eyes; **Weight** —

This magical prosthetic glass eye is painted to look like a simple clock face rather than an iris. Once per day, the wearer can wink as a standard action to activate the *lucky eye*, causing the hand on the clock's face to spin and point toward a random number (roll 1d4 to determine the number).

The wearer gains a +5 luck bonus on a specific action on his next turn, as determined by the randomly rolled number. The wearer forfeits the luck bonus if he does not take the specified action during his next turn.

1 Skill check
2 Saving throw
3 Damage roll
4 Attack roll

CONSTRUCTION

Requirements Craft Wondrous Item, *moment of prescience*; **Cost** 7,500 gp

SILVER TONGUE 4,500 GP

Aura moderate transmutation; **CL** 7th
Slot —; **Weight** —

This body modification allows the wearer to speak with greater versatility in languages she knows, effectively enhancing her persuasive, coercive, and diplomatic skills. At will, the wearer can emulate any accent or dialect she knows, as long as the accent or dialect is in a language she can speak. The wearer cannot emulate accents or dialects she has never heard before; she must spend at least 1 minute listening to the accent or dialect, whether by overhearing townsfolk or speaking directly with someone, in order to emulate it using the *silver tongue*.

Once per day, the wearer can activate the *silver tongue* to gain a +5 bonus on Perform (sing) and (oratory) skill checks for 7 rounds.

CONSTRUCTION

Requirements Craft Body Modification, *glibness*; **Cost** 2,250 gp

STRONGARM 8,000 GP

Aura faint transmutation; **CL** 3rd
Slot wrist; **Weight** 4 lbs.

This leather-wrapped prosthetic arm is made of flexible metallic alloys that look and feel like human flesh, granting the wearer the benefits of the Lifelike Prostheses feat (see page 112) for this prosthesis only.

The wearer of a *strongarm* gains a +4 bonus to Strength for the purpose of determining the maximum amount of weight he can lift, drag, and push (see Carrying Capacity in Chapter 7 of the *Pathfinder RPG Core Rulebook*).

CONSTRUCTION

Requirements Craft Wondrous Item, Lifelike Prostheses, *bull's strength*; **Cost** 4,000 gp

Sample Auttaine NPCs

GEAR STREET GANG MEMBER CR 5

XP 1,600
Auttaine brawler[ACG] 3/rogue 3
N Medium humanoid (half-construct, human)
Init +6; **Senses** Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 natural)
hp 43 each (6 HD; 3d8+3d10+9)
Fort +5, **Ref** +8, **Will** +1; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue.
Defensive Abilities evasion, trap sense +1; **Resist** construct resistance

OFFENSE

Speed 30 ft.
Melee scizore +8 (1d10+3) or scizore flurry of blows +6/+6 (1d10+3) or unarmed strike +8 (1d6+3) or unarmed strike flurry of blows +6/+6 (1d6+3)
Ranged revolver +8 (1d8/x4)
Special Attacks brawler's flurry, breath weapon (1/day: acid—15-ft. cone, 2d6 [DC 13]), maneuver training (grapple +1), martial flexibility 4/day, sneak attack +2d6 +2 bleed

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 9, **Wis** 9, **Cha** 10
Base Atk +5; **CMB** +8 (+9 grapple); **CMD** 21 (22 vs. grapple)

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack
Skills Bluff +5, Climb +12, Intimidate +9, Knowledge (local) +4, Perception +8, Stealth +11
Languages Common
SQ brawler's cunning, build points (5—breath weapon (extra damage), natural armor, hidden storage compartment), martial training, rogue talent (bleeding attack +2), trapfinding +1
Combat Gear inferno grenade, *potion of cure light wounds*; **Other Gear** Masterwork omniweave armor, revolver with 12 metal cartridges, scizore[UC]

AUTTAINE STORMTROOPER CR 7

XP 3,200
Auttaine fighter 8
LN Medium humanoid (half-construct, human)
Init +6; **Senses** Perception +7

DEFENSE

AC 24, touch 12, flat-footed 22 (+10 armor, +2 Dex, +1 shield)
hp 64 each (8d10+16)
Fort +7, **Ref** +4, **Will** +5 (+2 vs. fear); +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
Resist construct resistance

OFFENSE

Speed 30 ft.
Melee masterwork stun baton +12/+7 (1d6+4 plus 1d8 electricity [nonlethal])
Ranged +1 *light machine gun* +13/+8 (2d6+4/x4)
Special Attacks weapon training (firearms +1)

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +8; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip)
Feats Deadly Aim, Enforcer[APG], Improved Initiative, Iron Will, Outflank[APG], Skill Focus (Intimidate), Weapon Focus (light machine gun), Weapon Specialization (light machine gun), Weapon Focus (sap), Weapon Specialization (sap)
Skills Heal +6, Intimidate +16, Perception +7, Survival +6
Language Common
SQ armor training 2, build points (4—skill bonus [Intimidate], skill training [Heal, Perception], stability)
Combat Gear *potion of cure moderate wounds* (2); **Other Gear** shocktrooper armor, buckler, +1 *light machine gun* with 40 bullets, 2 extra magazines, stun baton[TG]

AUTTAINE INQUISITOR CR 12

XP 19,200
Auttaine fighter 7/inquisitor[APG] 6
LN Medium humanoid (half-construct, human)
Init +6; **Senses** Perception +17

DEFENSE

AC 23, touch 11, flat-footed 22 (+11 armor, +1 Dex, +1 natural)
hp 101 (13 HD; 6d8+7d10+32)
Fort +16, **Ref** +7, **Will** +12 (+2 vs. fear); +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue.
Resist construct resistance

OFFENSE

Speed 30 ft.
Melee +1 *cruel falchion* +18/+13/+8 (2d4+9/15–20)
Ranged masterwork light machine gun +13/+8/+3 (2d6/x4)
Special Attacks bane (6 rounds/day), judgment 2/day, weapon training (heavy blades +1)
Domain Spell-Like Abilities (CL 6th; concentration +7)
4/day—touch of law
Inquisitor Spell-Like Abilities (CL 6th; concentration +7)
At will—detect alignment, discern lies (6 rounds/day)
Inquisitor Spells Known (CL 6th; concentration +7)

2nd (3/day)—*bloodhound*[APG], *confess*[APG] (DC 13), *inflict pain*[OA] (DC 13), *mindshock*[OO]

1st (5/day)— *command* (DC 12), *longshot*[UC], *remove fear*, *true strike*

0 (at will)—*acid splash*, *bleed* (DC 11), *detect magic*, *guidance*, *resistance*, *sift*[APG]

Domain Law

STATISTICS

Str 20, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +11; **CMB** +16; **CMD** 27

Feats Distracting Charge[ACG], Ferocious Loyalty, Great Fortitude, Improved Critical (falchion), Improved Initiative, Improved Vital Strike, Iron Will, Lunge, Outflank[APG], Power Attack, Vital Strike, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Diplomacy +7, Heal +10, Intimidate +21, Knowledge (local) +13, Linguistics +6, Perception +17, Sense Motive +20, Survival +6

Languages Common, any four languages

SQ armor training 2, build points (5—gifted linguist, integrated spell component pouch, natural armor), monster lore +1, solo tactics, stern gaze +3, track +3

Combat Gear *scroll of cure serious wounds* (2); **Other Gear** *+1 shocktrooper armor*, *+1 cruel*[UE] *falchion*, *+2 belt of giant strength*, *+2 cloak of resistance*, masterwork light machine gun with 40 bullets, 1 extra magazine.

GEAR GANG BOSS CR 12

XP 19,200

Auttaine gunslinger[UC] 5/rogue 8

N Medium humanoid (half-construct, human)

Init +5; **Senses** Perception +12

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural)

hp 93 (13 HD; 8d8+5d10+26)

Fort +8, **Ref** +13, **Will** +3; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities evasion, improved uncanny dodge, nimble +1, trap sense +2; **Resist** construct resistance

OFFENSE

Speed 30 ft.

Melee masterwork rapier +15/+10/+5 (1d6+3/18–20)

Ranged *+1 zero pistol* +16/+11/+6 (1d8+4 cold/x4) or masterwork double-barreled shotgun[UC] +15 (1d8+3) or +11 (4d8+3)

Special Attacks deeds (deadeye[UC], gunslinger initiative[UC], gunslinger's dodge[UC], pistol-whip[UC], quick clear[UC], utility shot[UC]), grit (1), gun training +3 (double-barreled shotgun, zero pistol), sneak attack +4d6

STATISTICS

Str 17, **Dex** 17, **Con** 14, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +11; **CMB** +14; **CMD** 30

Feats Deadly Aim, Gunsmithing[UC], Impact Critical Shot[UC], Point-Blank Shot, Rapid Reload (double-barreled shotgun), Rapid Shot, Vital Strike, Weapon Focus (zero pistol)

Skills Acrobatics +8 (+12 to jump with a running start), Bluff +15, Climb +19, Disguise +4, Intimidate +10, Perception +12, Sense Motive +11, Stealth +24

Languages Common

SQ build points (5—natural armor (2), hidden storage compartment), rogue talents (befuddling strike[APG], convincing lie[UC], fast getaway[APG], powerful sneak[APG]), trapfinding +4

Combat Gear *potion of cure serious wounds*, *potion of displacement* in compartment; **Other Gear** *+1 chameleon suit*[TG], *+1 zero pistol*[TG] with extra power cell, masterwork double-barreled shotgun[UC] with 8 metal cartridges (4 bullets, 4 pellets), *ring of protection +1*, hefty trawlerman's wax coat with several deep pockets, within which are a set of masterwork tools, a chaarskin wallet with 67 gp and the keys to his tenement, a small opium pipe, and a hipflask containing gin.

AUTTAINE DETECTIVE CR 13

XP 25,600

Auttaine gunslinger[UC] 1/investigator[ACG] 9/rogue 4

N Medium humanoid (half-construct, human)

Init +7; **Senses** Perception +19

DEFENSE

AC 21, touch 17 (24 vs. beams and rays), flat-footed 17 (+3 armor [+9 vs. beams and rays], +1 deflection, +4 Dex, +3 natural)

hp 111 (14 HD; 13d8+1d10+37)

Fort +10, **Ref** +18, **Will** +11; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue, +1 vs. ingested poisons, +4 vs. nauseated or sickened, +6 bonus vs. poison

Defensive Abilities evasion, trap sense +4, uncanny dodge; **Resist** construct resistance, poison resistance, fire 5

OFFENSE

Speed 30 ft.

Melee adamantine rapier +12/+7 (1d6+2/18–20)

Ranged *+1 stun gun* +15/+10 (1d8+5/19-20)

Special Attacks deeds (deadeye, gunslinger's dodge, quick clear), grit (2), gun training +4 (stun gun), sneak attack +3d6, studied combat (+4, 3 rounds), studied strike +3d6

Investigator Extracts Prepared (CL 9th; concentration +12)

3rd—*blood scent*[ARG], *burst of speed*[UC], *gaseous form*, *haste*

2nd—*aid*, *barkskin*, *blur*, *cure moderate wounds*, *invisibility*

1st—*disguise self*, *longshot*[UC], *monkey fish*[ACG], *stone fist*[APG], *true strike*, *urban grace*[ARG]

TACTICS

Before Combat The detective casts *haste*, *blur* and *barkskin*.

During Combat The detective is a cautious combatant. She prefers to try to ambush if possible, using allies as a diversion and withdrawing and moving to a better vantage point to take out lone opponents one by one.

Morale Very cautious, the detective never allows herself (or allies, if she can help it) to fall below half hit points without calling for a retreat.

STATISTICS

Str 11, **Dex** 18, **Con** 15, **Int** 16, **Wis** 15, **Cha** 17
Base Atk +10; **CMB** +10; **CMD** 23
Feats Accomplished Sneak Attacker[DTT], Barroom Brawler[ACG], Cosmopolitan[APG], Deadly Aim, Gunsmithing[UC], Improved Critical (stun gun), Improved Initiative, Point-Blank Shot
Skills Bluff +20, Diplomacy +20, Disguise +13, Intimidate +9, Knowledge (engineering) +13, Knowledge (geography) +13, Knowledge (history) +12, Linguistics +16, Perception +19, Profession (merchant) +8, Profession (sailor) +7, Sense Motive +19, Sleight of Hand +14, Stealth +13, Survival +12
Languages Common, Aklo, Draconic, Dwarven, Elven, Giant, Undercommon
SQ alchemy (alchemy crafting +9), build points (5—energy resistance [fire], gifted linguist, hidden storage compartment, jumper, sprinter), inspiration (7/day), investigator talents (charmer[APG], coax information[APG], iron guts[UC], ledge walker), keen recollection, poison lore, rogue talents (false friend[ARG], surprise attacks), swift alchemy, trapfinding +6
Combat Gear *potion of fly, potion of cure serious wounds* (in hidden compartment), inferno grenade[TG] (2); **Other Gear** +2 *blue scatterlight suit*[TG], +1 *stun gun*[TG] held in a bone and leather holster worked with clockwork fish figurines worth 250 gp, extra power cell, adamantine rapier, *belt of incredible dexterity +2, +2 cloak of resistance, +1 ring of protection, +1 amulet of natural armor*, long welder's coat containing deep pockets within which are a silk purse containing 200 gp, a tiny gold and pewter tiger-like figure gripping a rock worth 250 gp.

LEGION COMMANDER CR 15

XP 51,200
Auttaine fighter 16
LN Medium humanoid (half-construct, human)
Init +1; **Senses** Perception +1

DEFENSE

AC 29, touch 14, flat-footed 27 (+12 armor, +2 deflection, +2 Dex, +3 natural)
hp 172 (16d10+80)
Fort +15, **Ref** +8, **Will** +10 (+4 vs. fear); +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue.
Resist construct resistance, acid 5, fire 5

OFFENSE

Speed 30 ft.
Melee +1 *adamantine greatsword* +27/+22/+17/+12 (2d6+14/17–20)
Ranged +1 *bewildering*[UE] *arc rifle*[TG] +21/+16/+11/+6 (2d6+5/19–20/x4)
Special Attacks weapon training (heavy blades +3, firearms +2[TG], close +1)

STATISTICS

Str 24, **Dex** 15, **Con** 19, **Int** 9, **Wis** 12, **Cha** 8
Base Atk +16; **CMB** +23; **CMD** 38
Feats Blinding Critical, Crippling Critical[APG], Critical Focus, Deadly Aim, Devastating Strike[UC], Improved Critical (greatsword), Improved Critical (arc rifle), Greater Vital Strike, Improved Iron Will, Improved Vital Strike, Iron Will, Outflank[APG], Power Attack, Vital Strike, Weapon Focus (arc rifle), Weapon Specialization (arc rifle)
Skills Intimidate +20
Language Common
SQ build points (6—energy resistance [acid, fire], natural armor (2)), armor training 4
Combat Gear *potion of blur, potion of cure serious wounds*; **Other Gear** +2 *shocktrooper armor*, +1 *bewildering*[UE] *arc rifle*[TG], extra power cell, +1 *adamantine greatsword*, *ring of protection +2, +1 amulet of natural armor, belt of physical perfection +2, +1 cloak of resistance*, magnificent uniform, replete with a dozen medals made of a combination of silver, platinum, and gold worth 3,000 gp in total.

Divymm

The divymm are an enigma: a race of intelligent constructs and androids, created long ago by the ancient Patrons, though whether the divymm were servitors or 'children' of the Ancients and whether the divymm were left behind for some purpose or simply abandoned by these goodly Ancients when they disappeared is lost to history. Not even the divymm know, for they lack any memory or knowledge of their makers. The divymm don't have a single homeworld, instead, they've been found across many different worlds, usually in an ageless state of torpor or offline reverie. Elder members of the Bellanic Accord have recently activated a number of divymm, but lately many others have come out of suspended animation on their own, as if in response to some unseen trigger.

A divymm is a mind and living soul in a constructed body. Divymms are physically powerful, and intellectually cognizant, but are often emotionally detached. Their purely mechanical body presents an emotive obstacle between their psyche and those around them. Divymms often find their emotions seemingly diluted by how they artificially interface with their environment. Divymms each have their own unique personality and identity and many work hard to convey who they are to those around them. Despite their physical forms, most divymms strongly identify themselves as having a specific gender. Divymms are known to react badly to the implication that they have no emotions or any inference that they are just machines.

Divymms come in many different shapes and sizes, apparently suited for a variety of purposes at the time of their construction. Some are completely humanoid, taking on more of the characteristics of an android, and others are hulking brutes, chiseled in stone, metal, or with other strange technological attachments. Given sufficient time and resources, divymms can modify their mechanical form considerably and many make cosmetic changes to suit their own personal tastes and personality.

Divymms all recognize one another as emanating from the same source, or lifeforge as they refer to it. Divymms often have a glowing rune or sigil on their forehead or chest, but even without this, divymms can automatically identify each other and share a bond passed down by the Ancients which unites them far beyond the roles they currently serve. Nevertheless, at the present time, the divymm are an important part of the Bellianic Accord, defending the multiverse from malevolent incursions.

Divymm Creature Traits

Construction Points: Each divymm has a pool of construction points equal to half the divymm's Hit Dice and can use these to gain modifications (see below).

Modifications: Divymms can have their constructed bodies modified in many different ways.

Armor Plating (Ex, 0 CP, cost varies): A divymm can be fitted with armor plating. This is the same as a regular creature wearing armor with the following exceptions. The armor plating only counts as 3/4 of the normal weight as the same type of armor for the purpose of calculating the divymm's load. A divymm can sleep comfortably in armor plating, and medium or heavy armor plating does not reduce the divymm's speed, although the divymm's speed is reduced if carrying a medium or heavy load. Armor plating costs twice as much as normal armor of the same type; this increase does not affect the masterwork cost or the cost of special materials. Attaching or removing armor plating takes 10 minutes per point of AC that the base armor provides.

Constricting Grasp (Ex, 1 CP, 0 gp): Once per round, when a divymm successfully maintains a grapple, the grappled creature takes damage as if the divymm had the constrict special attack. The divymm must have the grab modification before taking this modification.

Extra Limbs (Ex, 1 CP, 100 gp): The divymm gains an additional pair of arms, complete with hands. The divymm does not gain any additional natural attacks for this additional pair of arms and cannot attack with weapons held in them but can use these hands to hold or manipulate items.

Grab (Ex, 2 CP, 0 gp): The divymm gains the grab special attack with slam attacks. The divymm must have the slam modification before taking this modification.

Integrated Weaponry (Ex, 0 CP, 20 gp): Weapons can be affixed onto a divymm's arms. This means the divymm can't be disarmed of this weapon but also cannot drop it or use this limb for anything else. The weapon can still be sundered and is treated as a separate object from the divymm's body.

Inbuilt Armament (Ex, 0 CP, 20 gp): A divymm can have a small device or weapon the same size and shape of its forearm (such as a dagger, dart, wand, 5 arrows or bolts, or 1 pound of ammunition) built into a forearm. A divymm can draw and wield the item, or replace it in its inbuilt housing, as a swift or move action, and when wielded it is treated as if held in a locking gauntlet. The divymm gains a +2 bonus on Sleight of Hand checks made to oppose the Perception check of someone observing or examining it to find hidden items.

Large (Ex, 4 CP, 1,000 gp): The divymm's constructed form is Large-sized, granting a +4 bonus to Strength, 10 bonus hit points, and a +2 bonus to its natural armor bonus to AC, with a natural reach of 10 feet and a +1 bonus to its CMB and CMD. A Large divymm takes a –2 penalty to Dexterity, along with a –1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a –2 penalty on Fly checks, a –4 penalty on Stealth checks, and a reach of 10 feet.

Physical Structure (Ex, see table): A divymm's constructed body can be fashioned from a variety of materials. After a lengthy preparatory process, a divymm's form can be improved and the divymm's consciousness transferred into the new physical structure. A divymm's body can be any one of the following materials:

Slam (Ex, 1 CP, 0 gp): The divymm gains a slam attack as a primary natural weapon dealing 1d6 damage for a Medium-sized divymm. At 6 HD and every 5 HD beyond that (11 HD and 16 HD), a divymm can take this modification again and gain an additional slam attack. By spending an additional 300 gp, a divymm's slam attacks count as a masterwork weapon and can then be enhanced as a magic weapon for the normal costs.

Offline Reverie (Ex): As a full-round action, a divymm can enter a state of suspended animation, freezing in place and becoming motionless. While in offline reverie, spells or abilities that detect life indicate that the divymm is neither alive nor dead and abilities which detect or read thoughts don't reveal any thoughts from the divymm. However, the divymm responds to changes in external conditions or bodily harm as if asleep. A divymm can remain in offline reverie indefinitely and can exit this state after a predetermined time or as a full-round action in response to external conditions.

Repair: Repairs can fix a damaged divymm. A successful DC 20 Craft check and 1 hour of work repairs 1d4 hit points. Adding +10 to the check's DC reduces the repair time to 10 minutes. Failing this check by 5 or more ruins half the raw materials. One pound of divymm repair raw materials costs 10 gp and each successful Craft check uses up 1 pound of raw materials. The type of Craft check needed to repair a divymm depends on the divymm's construction. Most divymms require Craft (armorsmithing) or Craft (mechanical) checks to repair, however, some specialized divymms need specific Craft skills or more expensive raw materials (see physical structure in the modification ability above).

Material	CP	Cost	Hardness	Natural Armor	Notes
darkwood	1	1,500 gp	5	+0	Can be repaired with Craft (carpentry) or Craft (sculpture)
stone	2	5,000 gp	8	+1	Must be repaired with Craft (sculpture) or Craft (stonemasonry)
metal[1]	3	15,000 gp	10	+2	Can be repaired with Craft (weaponsmithing)
mithral[1]	5	50,000 gp	15	+4	Can be repaired with Craft (weaponsmithing)[2]
adamantine[1]	7	90,000 gp	20	+6	Can be repaired with Craft (weaponsmithing)[2]
[1] Counts as a metal creature for the purpose of spells such as *repel metal or stone*, or *rusting grasp*.					
[2] One pound of repair raw materials now costs 250 gp.					

Sentient Construct: A divymm is a mind and living soul in a constructed body. This ability replaces the standard features of the construct type. A divymm counts as a living creature as well as a construct for the purpose of spells and other effects. Divymms are immune to fatigue, exhaustion, nonlethal damage, bleed effects, disease, paralysis, and poison. A divymm is not subject to ability damage or ability drain to physical ability scores (Strength, Dexterity, and Constitution), but is subject to ability damage or ability drain to mental ability scores (Intelligence, Wisdom, Charisma). Divymms gain a +2 racial bonus on saving throws against mind-affecting effects, sleep effects, stunning, and any effect that causes the sickened or nauseated condition. Any numerical bonuses, penalties, or other modifiers from morale, fear, and emotion-based effects are halved for a divymm.

Divymms do not naturally heal hit points but do naturally heal ability damage as normal. Spells and supernatural abilities that heal hit point or ability damage to living creatures cure only half the normal number of hit points. Spells and abilities that heal constructs (such as *make whole*) function normally.

A divymm does not gain bonus hit points for being a Medium-sized construct, and it is not destroyed at 0 hit points. It remains conscious but is sickened and staggered when at 0 hit points or below, though unlike living creatures it does not gain the dying condition. A divymm is destroyed at –20 hit points. Powerful magic, such as *raise dead* or *resurrection*, can restore a divymm to life as if it were a living creature.

Divymms do not need to breathe or eat but do need to sleep (or use offline reverie) for 2 hours per day.

Unity Lifeforge (Ex): Divymms can instantly recognize each other on sight. All divymms instinctively know that they serve a common purpose and while they may have differences of opinion, one divymm cannot knowingly attack or harm another.

Sample Divymm

DIVYMM DRONE CR 1

XP 400
N Medium construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 16 (3d10)
Fort +3, **Ref** +2, **Will** +4; +2 vs. mind-affecting effects, nausea, sickening, sleep, stunning
Defensive Abilities hardness 2; **Immune** sentient construct traits

OFFENSE

Speed 30 ft.
Melee slam +4 (1d6+1)

STATISTICS

Str 13, **Dex** 12, **Con** —, **Int** 13, **Wis** 12, **Cha** 9
Base Atk +3; **CMB** +4; **CMD** 15
Feats Great Fortitude, Iron Will
Skills Craft (mechanical) +10, Diplomacy +5, Disable Device +10, Knowledge (engineering) +10; **Racial Modifiers** +2 Craft, +2 Disable Device, +4 Knowledge (engineering)
Languages Ancient Patron, Common
SQ construction points (1), modifications (slam), offline reverie, repair, sentient construct, unity lifeforge

ECOLOGY

Environment any
Organization solitary, pair, or gestalt (3-8)
Treasure NPC gear (masterwork mechanical artisan's kit, masterwork thieves tools, other gear)

DIVYMM ORACLE CR 8

XP 4,800
Female divymm warpriest of Haymot Steel-Arm 7
LN Medium construct
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 natural)
hp 64 (10 HD; 3d10+7d8+17)
Fort +8, **Ref** +6, **Will** +12; +2 vs. mind-affecting effects, nausea, sickening, sleep, stunning
Defensive Abilities hardness 10; **Immune** sentient construct traits

OFFENSE

Speed 30 ft.
Melee 2 +1 *slams* +14 (1d8+7)
Special Attacks channel positive energy (DC 17), fervor 2d6 6/day
Blessing Supernatural Abilities (6/day) strength surge, war mind
Warpriest Spells Prepared (CL 7th; concentration +11)
3rd—*dispel magic*, *invisibility purge*
2nd—*make whole* (3), *silence*
1st—*divine favor* (2), *obscuring mist*, *protection from chaos*, *shield of faith*
0 (at will)—*detect magic*, *guidance*, *mending*, *spark*, *stabilize*

STATISTICS

Str 18, **Dex** 12, **Con** —, **Int** 18, **Wis** 19, **Cha** 14
Base Atk +8; **CMB** +12; **CMD** 23
Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam), Weapon Specialization (slam)

Skills Craft (mechanical) +10, Craft (armor) +10, Diplomacy +15, Knowledge (arcana) +13, Knowledge (engineering) +20, Knowledge (religion) +17, Sense Motive +17, Spellcraft +17; **Racial Modifiers** +2 Craft, +4 Knowledge (engineering)

Languages Ancient Patron, Celestial, Common, Draconic

SQ aura (strong law), blessings (minor), construction points (5), modifications (extra limbs, metal structure, slams [2]), offline reverie, repair, sacred armor +1 (7 minutes), sacred weapon +1 (7 rounds), spontaneous casting (positive), sentient construct, unity lifeforge

Combat Gear inbuilt *wand of cure light wounds* (20 charges); **Other Gear** *+1 full plate armor plating*, *+1 slam enhancement* (2), inbuilt holy symbol

STATISTICS

Time-Honored (Ex) Divymm oracles have existed as divymm for numerous millennia, spending time both in offline reverie and in acquisition of worldly insight. A divymm oracle gains the bonuses to mental ability scores as the venerable age category but takes none of the penalties to physical ability scores for that age.

Phalanx

The phalanx are an artificial race of bio-mechanical constructs, granted free will by the ancient power locked within aetherite. The phalanx were not built, but rather found dormant in an ancient pre-Collapse vault on Akasaat's moon, Prima. Their sophisticated bodies were reverse-engineered by Hierarchy scientists, and infused with an aetherite core, and endowed with sentience through powerful occult rituals. The methods that created the phalanx, however, endowed them with more than mere sentience: they each gained a living soul.

Physical Description: Phalanx are highly advanced constructs originally built by the enigmatic Progenitors, a forebearer species that predates the Collapse. While a phalanx is a construct, it possesses a sophisticated series of synthetic organs that process bodily functions similar to a human, save that all phalanx bio-organic function is derived from aetherite. All unmodified phalanx stand at exactly 6 feet tall, and are composed of a steel-and-duranite skeleton that contains their synthetic organs and circulatory system, all encased in a durable armor plating. All phalanx possess identical blue eyes that shine the same color as aetherite. Phalanx do not breathe, eat, drink, or sleep. Rather, they consume units of aetheric power and convert it into fuel.

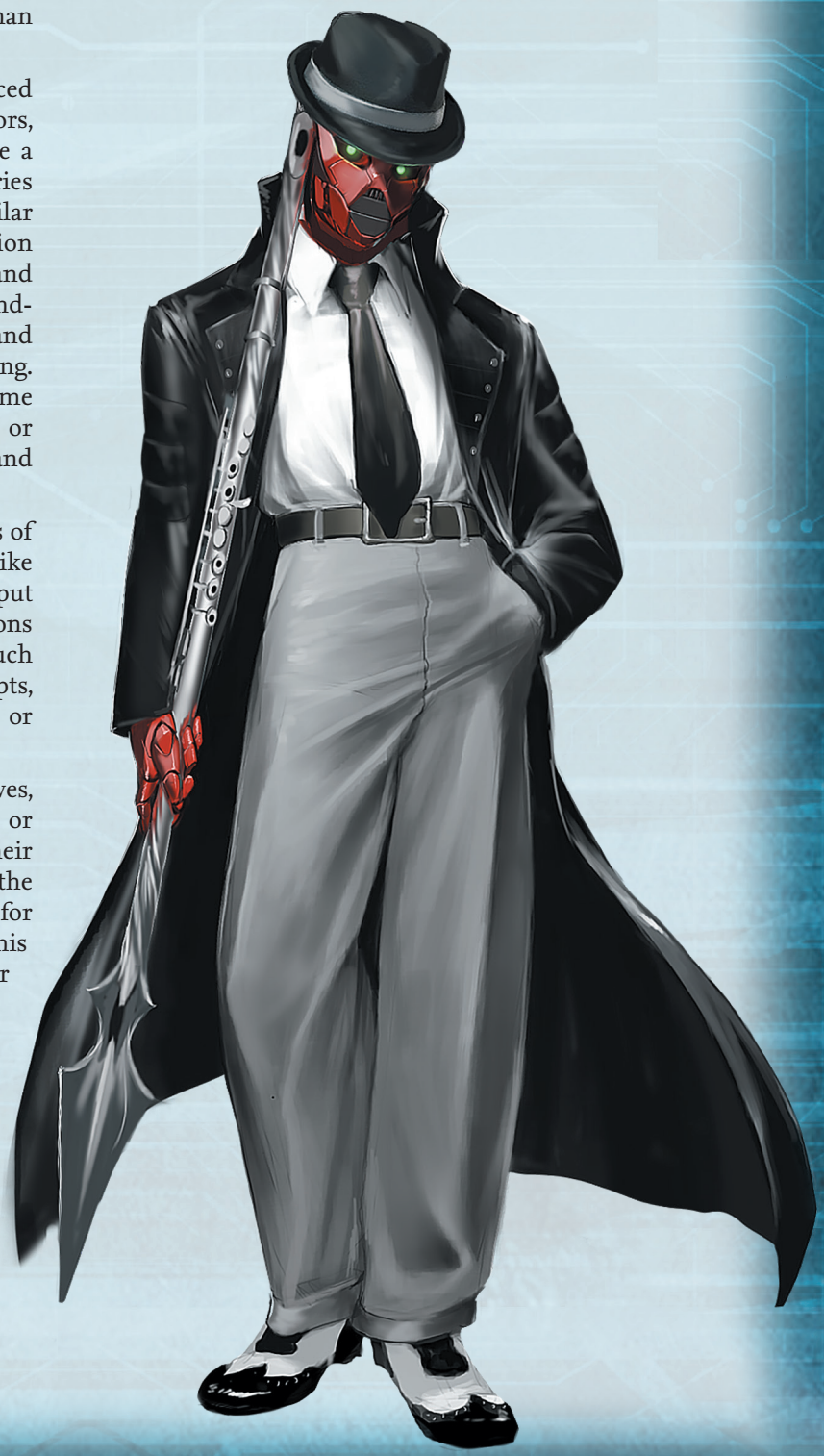
Although phalanx do not sleep, during long periods of inactivity they are prone to experiencing waking, dreamlike hallucinations that vary from inexplicable sensory input to fully-realized moments in time. These hallucinations are influenced by a phalanx's current life, and while such experiences may appear to involve contemporary concepts, some believe they may in fact be memories thousands or more years old.

Phalanx use body modification to express themselves, be it stencilled painting on their armored chassis or mechanical modifications that drastically change their outward appearance. This process began during the Century War, where some phalanx were modified for specialized operations. Many phalanx adopted this tradition of modification after the war and made it their own, inspired by the biodiversity of the worlds they visited during the war. A typical phalanx changes their mods over time due to experience, change in personality, or simple shifts in tastes and mood.

All phalanx were originally constructed with gender-neutral frames. Since their liberation following the end of the Century War, some phalanx have chosen to adopt gendered identities, even going as far as having their chassis remodeled to represent humanoid standards of gender.

Society: Nearly all phalanx surviving today are war veterans. While not all phalanx fought on the front lines of the Century War, all served the Hierarchy war effort in some capacity. This shared history as soldiers, and the collective tragedy of their origin and lives, united phalanx in a way that few other races understand.

The phalanx were born, lived, and—in many cases—died at the orders of another. For the entirety of the Century War, the phalanx were considered property of the Hierarchy. However, following the war's conclusion, the Hierarchy moved to grant independence to all phalanx



and cease all production of additional phalanx from the vaults on Prima. Many phalanx, once granted freedom and independence, discovered that the stars held no place they could call their own. With freedom came the struggle to discover what it means for a phalanx to be an individual.

Many phalanx remained with, or quickly returned to, the Hierarchy military after they were granted freedom. Knowing only war for their entire lives, these phalanx found it impossible to adapt to civilian life. Those who did leave the military took up jobs that used the skills they developed as soldiers during the war. A former counterintelligence agent may have become a law enforcement officer on Akasaat or a security chief on a remote asteroid mining colony, while an aethertech mechanic may have become an independent inventor or aethercraft engineer. The vast majority of the phalanx, however, live on the fringes of society. These phalanx put distance between themselves and the civilizations their kind fought for and died fighting against, creating their own customs and beliefs whole cloth.

Even though many phalanx reintegrated into human after the war, the Hierarchy unofficially treats phalanx as second-class citizens. Phalanx, much like infused, must work twice as hard to achieve the same recognition or status a human might. Additionally, as inorganic beings ostensibly created by humanity, they are often the victims of prejudice and discrimination. Senior leadership among the hierarchy actively strive to keep phalanx from obtaining positions of military or political influence and power.

Among their own kind, phalanx communities are typically close-knit, adopting concepts of family within their social circles. Many phalanx communities have regular meetings to discuss societal and cultural advancement and development. Such meetings are often long celebrations of the arts and philosophy, after which the participating phalanx spread newly developed styles of music, paintings, sculptures, and even radical philosophical ideas into their neighboring communities.

Relations: Many phalanx resent humanity for their treatment during the Century War. While phalanx have been given freedom, it is a cold comfort to their creation and enslavement by humanity. Some phalanx try not to allow themselves to be consumed by bitterness at humanity as a whole, realizing that it is the institution of the Hierarchy that shackled them, and that is the injustice they confront, along with humans who recognized the amorality in how the phalanx were treated, yet stood by and did nothing.

The infused are seen by most phalanx as distant kin united by a bond of mutually experienced servitude and suffering. Both races were designed as weapons of war by humanity and neither truly fit into the modern world. Some phalanx experience a form of survivor's guilt, knowing that the infused are doomed by their unnaturally shortened life-spans. Of note, phalanx are the only other species that are capable of joining the infused's psychic network. This potential relationship often draws infused and phalanx together in complex familial units with diverse social outlooks.

The phalanx often see erahthi as an inspiration, due to their natural physical expression through plant growth and use of symbionts. However, many phalanx struggle against an underlying guilt with respect to the erahthi due to their violent history as tools to fight them. Some phalanx therefore dedicate themselves to protecting or contributing to erahthi society in reparation for the damage they caused during the war. While erahthi-phalanx relations are strained, many phalanx make great effort to learn from their former enemies to grow understanding of their own people. They recognize that the erahthi are, in essence, constructed to fit roles much as the phalanx are, and seek to form bonds in that commonality.

Phalanx tend to view the okanta with a mixture of curiosity and uncertainty. The okanta are relatively new arrivals to the universe at large, and phalanx have not had long to quantify their relations. The phalanx also admire the adaptability of the okanta, especially their ability to learn nearly any skill through simple observation.

Adventurers: A typical phalanx pursues adventure to find a sense of identity, testing their outlook on life by tossing themselves into the hardships of the world. Many phalanx have served in the same job or social role their entire life and take up adventuring in order to discover a new path for themselves or see a different world. Martial classes like fighter and brawler are common among phalanx due to their military past, while bards are common due to both the phalanx's emergent emphasis on art and culture and the role bards played in the Century War. Because of their connection to aetherite, aether kineticists are common among the phalanx as well.

Faith: Phalanx do not have any specific favored deities, seeing them as the creations of other races rather than self-existent divinities, though some follow their curiosity to adopt the faith of other races they observe. The most common faith among phalanx is a general belief in the concept of reincarnation. While reincarnation has philosophical and religious touchstones across many species, phalanx believe the dreams and visions they experience imply the existence of past lives as races other than as phalanx, and seek to understand their soul's origins. Some phalanx adopt the spiritual outlook of the okanta after living with them, learning to appreciate their diverse and storied histories and the concepts of okantan animism and the spirits within aetherite. Phalanx nearly universally believe that their aetherite cores are a physical manifestation of the soul, and the okanta connection to spirits in aetherite is therefore seen as a link tying these two races together.

A small number of phalanx in the ***Aethera Campaign Setting*** actively revere the Score as outlined by the Symphonium. These phalanx believe that their species' role within the Score was not served by their involvement

in the Century War, as most Scosists believe, but that their destiny lies beyond the events of the Century War. Phalanx prophecy chanters research the Score tirelessly for evidence of the phalanx destiny and how it may yet be shaped.

Names: Phalanx names vary based on personal taste rather than culture. Those who feel closer to their military roots retain their original serial numbers, while others adopt names from life experiences, such as deceased friends, favorite pieces of art, emotions, or other objects they closely identify with. While some phalanx choose to identify with a gender, like humans they do not differentiate between gendered names.

Sample Names: Citrine, Crow, Fall, Legacy, Seven-Thirteen, Sorrow.

Phalanx Racial Traits

+2 Constitution, +2 Charisma, –2 Wisdom: Phalanx have sturdy mechanical bodies and strong personalities, but often make poorly informed or hasty decisions.

Type: Phalanx are constructs with the phalanx subtype. Unlike normal constructs, phalanx possess a Constitution score and do not gain bonus hit points based on their size.

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

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

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

Aetherite Dependency: A phalanx must consume at least 1 au of aetheric energy (through an oral induction port) each day or immediately begin suffering from starvation (*Pathfinder Roleplaying Game GameMastery Guide*). Phalanx do not take nonlethal damage when starving, but instead become staggered for each day they fail their Constitution check. A starving phalanx who consumes at least 1 au is no longer starving and is not staggered. A phalanx can survive without aetherite for a maximum number of days equal to 3 + their Constitution bonus. After reaching the maximum number of days without aetherite, the phalanx falls unconscious and remains unconscious indefinitely until fed at least 1 au per Hit Die the phalanx possesses. A phalanx cannot die from starvation.

If using phalanx in a setting where aetherite does not exist, the GM should replace this dependency with a different element or substance that is generally available but still must be acquired and consumed on a regular basis.

Armored Fists: Phalanx gain Improved Unarmed Strike as a bonus feat.

Curiosity: Phalanx are an inherently curious race and adept at parsing data and gain a +4 racial bonus on Diplomacy checks to gather information.

Flashback (Su): Phalanx can tap into the lingering memories of their soul to gain abilities they do not normally possess. Once per day as a move action that provokes attacks of opportunity, a phalanx may willingly experience a flashback to gain the benefit of a feat they don't possess. This effect lasts for 1 minute. The phalanx must meet all the feat's prerequisites.

Natural Armor: Phalanx have a +1 natural armor bonus to AC.

Languages: Phalanx begin play speaking Common (Hymnas in the ***Aethera Campaign Setting***). Phalanx with a high Intelligence score can choose any other language (except secret languages such as Druidic.)

Phalanx Favored Class Options

The following options are available to all phalanx who have the listed class, and unless otherwise stated, the bonus applies each time you select the class reward.

Fighter: Add a +1 racial bonus on checks made to stabilize when dying.

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).

Rogue: The rogue gains a +1/2 bonus on Disable Device checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

Wizard: Reduce arcane spell failure chance for casting wizard spells when wearing armor by +1%. When this total reaches 5% the wizard gains Light Armor Proficiency, at 10% the wizard gains Medium Armor Proficiency, and at 15% the wizard gains Heavy Armor Proficiency.

Phalanx Feats

The following feats are either unique to the phalanx or most commonly known and taught among their kind. Some common phalanx feats interact with aethertech devices or with the cantor class, both of which are described in detail in the *Aethera Campaign Setting*.

Craft Aethertech (Item Creation)

You can create unusual fusions of magic and technology known as aethertech.

Prerequisite: Craft (mechanical) 3 ranks, Knowledge (arcana or engineering) 3 ranks

Benefit: You can create aethertech, special fusions of magic and technology powered by aetheric units of energy. Crafting aethertech takes 1 day for each 1,000 au in its price. To create aethertech, you must use up raw materials costing half of its base price. You can also mend a broken aethertech item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

See the *Aethera Campaign Setting* (p. 387) for more information on crafting aethertech.

Efficient Recharger

It is a simple matter for you to recharge aethertech devices.

Prerequisite: Craft (mechanical) or Knowledge (arcana) 5 ranks

Benefit: When you recharge a non-firearm aethertech device using an aetheric capacitor, you may do so as a move action.

Normal: Recharging non-weapon aethertech requires a standard action.

Greater Intuitive Riff

You have honed your skill at playing off the Score.

Prerequisites: Intuitive Riff, superior repertoire verse class feature, phalanx

Benefit: Once per day, you can use a verse or greater verse from a hymn you do not have rehearsed. You cannot use superior verses in this way. If the verse or greater verse's effect is ongoing, it lasts for 1 round per cantor level.

Intuitive Riff

Your aetherite core responds strongly to the music of the Score, allowing you to more easily intuit the most appropriate verse for the moment.

Prerequisites: Greater repertoire verse class feature, phalanx

Benefit: Once per day, you can use a verse from a hymn you have not rehearsed. You cannot use greater or superior verses in this way. If the verse's effect is ongoing, it lasts for 1 round per cantor level.

Reactor Siphon

You can generate small amounts of power from your internal power source to recharge aethertech devices.

Prerequisite: Knowledge (arcana or engineering) 3, phalanx

Benefit: Once per day as a standard action you may recharge a piece of aethertech by a number of charges of aetheric energy equal to your Constitution bonus (minimum 1). These charges are temporary and any charges unused at the end of the round are lost.

Special: If you have the Efficient Recharger feat, you may use Reactor Siphon as a move action.

Sample Phalanx NPCs

PHALANX CHAPTER

Agender phalanx cantor 1 (see sidebar)
CG Medium construct (aether, phalanx)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)
hp 10 (1d8+2)
Fort +1, **Ref** +2, **Will** +4; Immune phalanx traits
OFFENSE
Speed 30 ft. (20 ft. in armor)
Melee oboe-longspear +1 (1d8/x3)
Special Attacks divine performance 6 rounds/day (countersong, drowsing lullaby, fascinate, harmony of fate), hymn verse (refreshing refrain)

Cantor Spells Known (CL 1st; concentration +3)
1st (2/day)—*bless*, *cure light wounds*, *litany of weakness*[UC]
0th (at will)—*disrupt undead*, *guidance*, *mending*, *read magic*
H hymn spell; **Hymn** Dream

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 10, **Wis** 15, **Cha** 10
Base Atk +0; **CMB** +0; **CMD** 12
Feats Combat Balladeer
Skills Acrobatics +0 (–4 to jump), Craft (musical instruments) +4, Craft (weapons) +4, Diplomacy +7 (+11 to gather information), Knowledge (local) +4, Perception +3, Perform (wind instruments) +6
Languages Common (Hymnas)
SQ curiosity, flashback (1/day)
Combat Gear *potion of repair light damage* (2); **Other Gear** armored coat, oboe-longspear instrument weapon[ACS], common artisan tools (musical instruments), standard aetheric capacitor (3 au; see **Appendix 1**)

SPECIAL ABILITIES

Divine Performance (6 rnds/day) (Su) Chapter is trained to use Perform (wind instrument) to create magical effects on those around him, including himself if desired. Each round, Chapter can produce any one of the types of divine performance listed below.

Starting a divine performance is a standard action, but it can be maintained each round as a free action. Changing a divine performance from one effect to another requires the cantor to stop the previous performance and start a new one as a standard action. A divine performance cannot be disrupted, but it ends immediately if the cantor is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

All divine performances affect only targets or areas the sound reaches, although creatures need not hear it to be affected unless noted by the performance. Many performances are language-dependent (as noted in the description). Deaf creatures are immune to divine performances with audible components.

Drowsing Lullaby (Divine Performance) (Su) Chapter's song fogs foes' minds. Enemies that can hear the performance and are within 30 feet suffer a –1 penalty on attack rolls and saving throws unless they succeed at a DC 12 Will save. Creatures that successfully save are immune to Chapter's drowsing lullaby for 24 hours. This is a mind-affecting effect.

Harmony of Fate (Su) Once during his divine performance, without using an action, Chapter can glimpse a moment into the future and change his decisions to alter the outcome. When he rolls an attack roll or saving throw, but before learning the outcome, he can decide to roll again. Chapter must keep the new result even if it is worse than the old one. Chapter may use this ability once per hour.

Healing Melody: Once per day, while maintaining a divine performance, Chapter may spend a swift action to sing a melody that reinvigorates the soul, restoring 1 hit point to an ally within 30 feet.

Refreshing Refrain (Hymn Verse) (Su) The touched target is healed of 1 hit point per Hit Die it possesses and heals 1 point of ability damage, as if from a night's rest. The target of refreshing refrain can attempt a new saving throw against one ongoing affliction, ignoring any effect from failure.

The cantor is a new class introduced in the *Aethera Campaign Setting*. The rules for its class abilities are included in the stat block here, but it also could be replaced with a bard that casts divine spells. This phalanx gains the following new feat.

Combat Balladeer

You fought as an elite combat baladeer in the Century War and were allowed to retain your instrument weapon after your service.

Prerequisite: Human, Infused, or Phalanx. You may only select this feat at 1st level.

Benefit: You gain an instrument weapon (*Aethera Campaign Setting* 373), a special combination of masterwork weapon and masterwork musical instrument that is an identifier of your military service to the Hierarchy. Additionally, you gain a +1 bonus on Diplomacy checks made against members of the Protectorate.

PHALANX SNOOP

Female phalanx **unchained rogue**[PU] (**snoop**[UI]) 1
LN Medium construct (aether, phalanx)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)
hp 9 (1d8+1)
Fort +0, **Ref** +5, **Will** +1
Defensive Abilities evasion, **Immune** phalanx traits

OFFENSE

Speed 30 ft.
Melee dagger +3 (1d4/19–20) or short sword +3 (1d6/19-20) or short sword +1/+1 (1d6/19–20) or unarmed strike +3 (1d3)
Special Attacks sneak attack +1d6

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 12, **Wis** 13, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 13
Feats Improved Unarmed Strike[B], Two-weapon Fighting, Weapon Finesse[B]

Skills Acrobatics +6, Bluff +6, Diplomacy +6 (+10 to gather information), Disable Device +6, Knowledge (dungeoneering) +6, Knowledge (local) +6, Perception +5, Sense Motive +5, Stealth +6

Languages Erahthi, Hymnas

SQ flashback (1/day), inspiration (1/day)

Combat Gear repair kit (2); **Other Gear** armored longcoat[ACS], dagger, short sword (2), aetheric capacitor (5 au, see **Appendix 1**)

SPECIAL ABILITIES

Assault Leader (Ex) Once per day, when Haüyne misses with an attack on a flanked opponent, she can designate a single ally who is also flanking the target that her attack missed. That ally can make a single melee attack against the opponent as an immediate action.

Flashback (Su) Haüyne can tap into the lingering memories of their soul to gain abilities they do not normally possess. Once per day as a move action that provokes attacks of opportunity, Haüyne may willingly experience a flashback to gain the benefit of a feat she doesn't possess. This effect lasts for 1 minute. Haüyne must meet all the feat's prerequisites.

Inspiration (+1d6, 1/day) (Ex) Haüyne has an ability similar to the investigator's inspiration class ability. She has an inspiration pool equal to half her rogue level plus her Intelligence modifier (minimum of 1). Unlike an investigator, Haüyne can only use inspiration on skill checks, not on attack rolls or saving throws. This ability is otherwise identical to the investigator class ability of the same name.

PHALANX FREELANCER CR 3

XP 800

Phalanx **gunslinger**[UC]

CN Medium construct (aether, phalanx)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 natural)

hp 38 (4d10+12)

Fort +6, **Ref** +6, **Will** +2

Defensive Abilities nimble +1, phalanx traits; **Immune** disease, exhaustion, fatigue, poison, and sleep effects

OFFENSE

Speed 30 ft.

Ranged masterwork rifle[UC] +8 (1d10+2/x4)

Special Attacks deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (1), gun training +2 (rifle)

TACTICS

Before Combat The phalanx freelancer is ready for most combat situations with little preparation and prefers to engage opponents at a long range. If aware of enemies with great mobility, they will prepare a tanglefoot bag for use on the first round of combat.

During Combat Phalanx freelancers use mobility and powerful ranged attacks to harry enemies from a great distance and will try to keep distance between themselves and any prospective target. Against reliably easy-to-hit targets a freelancer will make liberal use of their Deadly Aim feat. A phalanx freelancer will also attempt to gain and maintain high ground so as to keep line of sight with opponents.

Morale A freelancer knows when an assignment has gone sour and surrenders when reduced to 5 hp or less. If surrender is not accepted, the freelancer will attempt to flee or—if cornered—fight to the death.

STATISTICS

Str 8, **Dex** 15, **Con** 15, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +4; **CMB** +3; **CMD** 16
Feats Deadly Aim, Point-Blank Shot, Weapon Focus (rifle)
Skills Acrobatics +9, Bluff +8, Perception +8, Stealth +6
Languages Common (Hymnas)
SQ curiosity, flashback (1/day), no breath
Combat Gear tanglefoot bags (4); **Other Gear** +1 armored longcoat, masterwork rifle (plus 30 bullets), greater aetheric capacitor (280 au, see **Appendix 1**)

Phalanx freelancers are often former Century War veterans that chose to leave the structure of the Hierarchy's military to pursue private interests. Some phalanx own and operate large mercenary companies, leveraging their war experience to manage efficient and well-maintained teams. Others work on their own, performing odd jobs for clients across the system. Many phalanx freelancers are derided for "stealing" employment from humanoid mercenaries, due to many prospective employers hiring phalanx on account of their resilience and ability to operate in hostile environments.

Freelancer Boons

When a PC forms a strong bond with a freelancer or successfully perform a service for them, the freelancer may award the PC with one of the below boons at the GM's discretion. NPC boons were originally presented in the *Pathfinder Roleplaying Game Gamemastery Guide*.

Favor: Serves as a point of contact with black marker arms dealers, allowing access to military-grade equipment.

Favor: Offers insight on what employers treat their freelancers well and shares stories about the ones that don't.

Favor: Serves as a bodyguard in a hostile environment.

Skill: Offers pointers on how to do quick firearm repair, granting a +2 bonus on Craft (firearms) checks.

Skill: Shows how to hide from snipers, granting a +2 bonus on Stealth checks when using cover to hide from an enemy that is at least 30 feet away.

Skill: Teaches how to get out from close range safely and still fire off a shot, granting a +1 bonus on Acrobatics checks.

Unique: Makes a custom modification on a PCs firearm, granting it a +2 to maximum ammo capacity.

Campaign Role

Freelancers are independent soldiers-for-hire who offer their services to the highest bidder. With their varied backgrounds, no two freelancers are ever alike, though war veteran phalanx freelancers are high in number and often high in reputation.

As an ally a freelancer might simply be a hired hand coming along for a job, or a more experienced mercenary willing to show the ropes to newcomers, or a grizzled veteran that refuses to go back into the fight but is willing to serve as a mentor. Some freelancers operate strictly as contacts, serving as a go-between for parties interested in purchasing military-grade hardware

As an enemy, freelancers are at their worst hired thugs, sent to deliver a violent message or steal a valuable object. They can also be from rival freelancer groups operating on cross-purpose with the PCs. They can also serve as enforcers for more powerful NPCs. An enemy freelancer may have fluid allegiances, being an enemy one day and swiftly changing to act as an ally depending on their next contract. Others can harbor grudges that last years, going out of their way to dismantle operations of their enemies and leave long-lasting reminders of their enmity.

PHALANX MERCENARY CAPTAIN CR 10

XP 9,600
Phalanx fighter (two-handed fighter[APG]) 11
LN Medium construct (aether, phalanx)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)
hp 109 (11d10+44)
Fort +10, **Ref** +4, **Will** +6
Defensive Abilities phalanx traits; **Immune** disease, exhaustion, fatigue, poison, and sleep effects

OFFENSE

Speed 40 ft. (30 ft. in armor)
Melee +1 *greataxe* +18/+13/+8 (1d12+9/19–20/x3) or dagger +15/+10/+5 (1d4+4/19–20)
Ranged +1 *revolver* +13/+8/+3 (1d8+1/x4) or dagger +12/+7/+2 (1d4+3/19–20)
Special Attacks backswing, overhand chop, piledriver, shattering strike, weapon trainings (axes +2, close +1)

TACTICS

During Combat Mercenary captains focus on taking down enemy spellcasters, using their surprising mobility to break through enemy lines and demolish magical support. They

are also adept at destroying enemies ranged weapons, forcing their opponents to fight them in melee combat where they excel.

Morale A mercenary captain fights to the death or until presented with a more lucrative offer.

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +15 (+20 sunder); **CMD** 28 (33 vs. sunder)

Feats Blind-fight, **Bloody Assault**[APG], Combat Reflexes, Dodge, **Hammer The Gap**[UC], Improved Critical (greataxe), Improved Sunder, Iron Will, Lunge, Power Attack, Quick Draw, Rapid Reload

Skills Acrobatics +2, Climb +5, Diplomacy +2, Intimidate +9, Perception +10

Languages Common (Hymnas)

Combat Gear *oil of make whole* (2); **Other Gear** *+1 trooper armor, +1 greataxe, +1 revolver*[UC], daggers (3), *belt of giant strength +2, boots of striding and springing, ring of protection +1*, greater aetheric capacitor (131 au, see **Appendix 1**)

Phalanx with decorated backgrounds in the Century War often stayed behind to serve the Hierarchy as elite soldiers policing the frontier. However, those phalanx who chose not to return to the Hierarchy often found themselves at the fore of a new kind of armed force. Phalanx veterans gravitated towards leadership positions, due to their lifetime of combat experience. These needless soldiers lead efficient troops of their kin and other resilient fighters into battle for the highest bidder.

CHAPTER 05:

PLANT SPECIES

Not all alien species have biology based on flesh, blood, and bone of mammals, reptiles, or other animals. Instead, sentient vegetal races arise in planets tapping into entirely different veins of life energy and evolution. Their technology may operate on botanical and biological principles rather than wiring, electricity, and mechanical engineering, though they are fully capable of wielding the technological items developed by other races.

Chlorvian: Friendly verdant humanoids living in symbiosis with alien seed pods and harmonic connection with the environment around them.

Erahthi: Pod-born botanical engineers tapping into the deep roots of an ancient world to create new life.

Plant Symbionts: Cultivated semi-sentient living equipment developed by the erahthi and formed into organic armaments and assistive devices.

Pod Parasites: Ordinary humanoids infested by parasitic plants such as the begedhi and turned into sinister servants of the green.

Many creatures of plant species enhance their power through synergy with the verdant bloodline[APG], including not only sorcerers but also other classes using Eldritch Heritage[UM] and similar feats. In addition, the following feats are commonly known among all plant species.

Command Plants

You channel energy to bring plants under your control.

Prerequisites: Channel energy class feature, Plant domain.

Benefit: As a standard action, you can use one of your daily uses of channel energy to command plants within 30 feet of you. Plants can attempt a Will save (DC = 10 + half your class level + your Charisma modifier) to negate the effect. This functions as the command plants spell with a caster level equal to your class level. Each affected plant can attempt a new saving throw each day to escape this effect. You can control any number of plants, so long as their total Hit Dice do not exceed your class level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an affected plant creature is controlled by or a companion of another creature, you must attempt an opposed Charisma check whenever your orders conflict.

Special: A member of a plant species in this chapter can qualify for this feat even if they lack the Plant domain.

Leaf Singer

Your songs recount the ways and mysteries of your people.

Prerequisites: Cha 13, bardic performance class feature, elf or half-elf.

Benefit: When you use bardic performance with audible components in a forest, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs.

Special: A member of a plant species in this chapter can qualify for this feat as if they were an elf.

Train Plants

After years of practice, cautious experiments, or sheer stubbornness, you have gained the ability to teach unintelligent plant creatures to follow simple commands.

Prerequisites: Handle Animal 5 ranks, Knowledge (nature) 5 ranks.

Benefit: A character with this feat treats creatures of the plant type with Intelligence scores of 3 or lower as animals for the purposes of the Handle Animal skill. Plant creatures without an Intelligence score are treated as animals with an Intelligence of 1 for these purposes. Ordinary plants lack Wisdom and Charisma scores—they aren't creatures and can't be trained.

Chlorvian

Chlorvians are a race of humanoid plants known for their diplomatic grace and easy charm. Most have vibrant personalities and impressive analytical abilities, particularly when assessing emotions and influencing those around them. As such, chlorvians often adjust their outward demeanor based on present circumstances to become more socially acceptable and comforting, just as a flower bends its stem to follow the sun's movements across the sky. Chlorvians make fast friends and loyal companions, always seeking ways to cultivate new social bonds and personal experiences.

Physical Description: Chlorvians live in constant harmony and symbiosis with a seedling plant called a chlorva. Though humanoid at birth, they quickly manifest plantlike qualities as the chlorva seed grows within them, soon covering their skin with tree-like bark, and their heads with leafy, hair-like tendrils. Aside from these outwardly plantlike characteristics, chlorvians appear strikingly similar to humans, save their eyes glisten like amber in shades of green, orange, and yellow, and their ears are more pointed. Chlorvian skin coloration may also display a wide array of shades as varied as a forest grove.

Society: Chlorvian society seeks harmony first and foremost; harmony within, harmony without, and harmony with nature. They keep their cities neat and organized, like well-cultivated gardens seamlessly connected to the natural world. As such, senselessly damaging nature holds the same significance to a chlorvian as the wanton destruction of property, and chlovians are known to punish outsiders who break this code. Chlorvian leaders strive to cultivate diplomacy with neighboring cultures to head off conflicts, and often send emissaries to foster peace, trade, and the preservation of local ecologies.

Relations: Just as flowers sprout across the world, so too do chlorvians thrive upon social interaction. Due to their efforts in cultivating workable relationships, they have few qualms with other races and tend to take newcomers at face value. They do, however, seek to better those around them, carefully nourishing aspects of their friends which they like and diligently working to prune those they don't. As a result, members of more perceptive races may see chlorvians as manipulative or self-serving. They tend to maintain strong relationships with elves, half-elves, and gnomes, while clashing more often with dwarves, half-orcs, and sometimes humans.

Alignment and Religion: With a strong preference for societal order and a need to cultivate others to suit their ends, most chlorvians tend towards lawful alignments, though some take a more neutral outlook on such activity. The majority of chlorvians are also good, and typically want what's best for others so all may thrive with equal vigor. Chlorvian religions generally revere community, healing, nature, and sunlight in some capacity, but may also explore more fey-like principles of magic and trickery. They celebrate the natural cycles of day-and-night, life- and death, and the renewal and rebirth of every season.

Male Names: Auvaygno, Claudeigo, Fersalvo, Jorvi, Kalcinden, Mathelo, Pernuo, Rigote.

Female Names: Batrize, Izaiza, Leticula, Lucida, Medressa, Nayara, Thesales, Yazaella

Chlorvian Racial Traits

+2 Constitution, +2 Charisma, –2 Strength: Chlorvians are vigorous and outgoing, but their symbiotic relationship leaves them physically weak.

Half-Plant: Chlorvians are humanoids with the chlorvian subtype.

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

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

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

Camouflage: Chlorvians gain a +4 racial bonus on Stealth checks while in forest, jungle, or swamp terrain.

Natural Armor: Chlorvians gain a +1 natural armor bonus to their Armor Class.

Sociable: When Chlorvians attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time, even if 24 hours have not passed.

Symbiotic (Ex): A chlorvian is permanently bonded to a symbiotic chlorva seed, counting as both humanoids and plants for any effect related to race. In addition, a chlorvian gains a +2 racial bonus on saving throws against all mind-affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

Verdant Heart: Chlorvian sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Chlorvian spellcasters with the Plant domain use their domain powers and spells at +1 caster level.

Languages: Chlorvians begin play speaking Common and Sylvan. Chlorvians with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Gnome, Halfling, Terran, Treant.

Chlorvian Favored Class Options

The following options are available to all chlorvians who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Druid: Increase bonus from resist nature's lure by 1/4.

Fighter: Add +1/6 to the fighter's natural armor bonus to AC.

Paladin: Add 1/4 daily uses of lay on hands.

Ranger: Increased favored enemy bonus vs. one type of humanoids by 1/5.

Sorcerer: Add one spell from the druid spell list that isn't on the sorcerer/wizard spell list to the list of spells the sorcerer knows. This spell must be at least 1 level below the highest spell level the sorcerer can cast and it must be a spell that specifically affects plants or wood. This includes conjuration spells that call, create, or summon other types of objects or creatures, but can be cast only to conjure plants or wood.

New Equipment

REJUVENATION VINE **400 GP**

Aura faint abjuration and conjuration; **CL** 3rd
Slot neck or wrist; **Weight** —

This leafy, green tendril extends only a single foot in length with a small, barbed thorn at either end. When wrapped around a wearer's wrist or neck, it provides increased healing properties over an extended period of time regardless of activity. Once the barb are sunk into the wearer's flesh, that creature's natural rates of healing for wounds and ability damage are doubled for up to 3 days before the vine withers and becomes useless. If the wearer is infected with wearing a *rejuvenation vine*, it also provides a +2 resistance bonus to the wearer's continuing saving throws to time period.

CONSTRUCTION REQUIREMENTS **COST** 200 GP

Craft Wondrous Item, *restoration, neutralize poison, resistance*

New Weapon

Deathbloom Stamen: This weapon is often harvested by chlorvians and used in ritualistic duels among their kind, but it has also found its way onto the black market and into the hands of various assassins. The deathbloom itself is a flower the size of a human head, resembling a cross between a rose and an orchid with deep purple petals edged and veined in crimson. The bloom sits atop a leafy stalk some seven feet in height, its end capped in a flask of nutrient fluid which feeds a deadly nectar into the flower's stamen. When harvested, these stamens harden into sharp piercing weapons, still containing a dose of the poisonous nectar within them. Those proficient in wielding deathbloom stamens may break off the sharpened end inside a victim, automatically releasing its venom. The nutrient fluid inside a stamen can remain active for up to a week, or twice as long if kept partially submersed in water. See table for details.

Deathbloom Nectar: The collected venom from the deathbloom can be purchased separately from its weaponized stamens. Independent of the nutrients provided by the flower, it only lasts for 3 days before slowly losing its potency, lowering the poison's DC by 1 for each day thereafter, and finally becoming fully inert after 1 week. See table for details.

Deathbloom nectar: Type—injury; *save* Fort DC 14; *frequency* 1/rd. for 6 rds.; *effect* 1d3 Con; *cure* 1 save.

Sample Chlorvian NPCs

SYLVAN GUARD CR 2

XP 600
Chlorvian druid 3
LN Medium humanoid (chlorvian)
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +1 natural, +2 shield)
hp 27 (3d8+10)
Fort +5, **Ref** +3, **Will** +5; +2 vs. mind-affecting, paralysis, poison, and sleep

OFFENSE

Speed 30 ft.
Melee sickle +0 (1d4–2)
Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—lightning arc
Druid Spells Prepared (CL 3rd; concentration +5)
2nd—*flaming sphere* (DC 14), *summon swarm*, *wind wall*[D]
1st—*cure light wounds* (2), *obscuring mist*[D], *speak with animals*
0th (at will)—*flare* (DC 12), *light*, *stabilize*, *virtue*
[D] Domain spell; **Domain** Air

TACTICS

During Combat The sylvan guard casts *spider climb* and climbs out of reach, using her lightning arc to attack. If hard pressed by ranged attacks, she uses *obscuring mist*.

STATISTICS

Str 6, **Dex** 14, **Con** 15, **Int** 10, **Wis** 15, **Cha** 14
Base Atk +2; **CMB** +0; **CMD** 12
Feats Augment Summoning, Spell Focus (conjuration)
Skills Diplomacy +5, Handle Animal +6, Heal +6, Knowledge (nature) +6, Perception +6, Spellcraft +6, Stealth +8 (+12 in forest terrain), Survival +10
Languages Common, Druidic, Sylvan
SQ nature bond (Air domain), nature sense, sociable, symbiotic, wild empathy +5, woodland stride, trackless step
Combat Gear *scrolls of cure light wounds* (3), *scroll of spider climb*, tanglefoot bags (2); **Other Gear** +1 *leather armor*, masterwork heavy wooden shield, sickle, holly and mistletoe, spell component pouch, 95 gp

CHLORVIAN JUSTICE CR 5

XP 1,600
Male chlorvian paladin 6
LG Medium humanoid (chlorvian)
Init +3; **Senses** low-light vision; Perception +4
Aura courage (10 ft.)

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 shield)
hp 55 (6d10+18)
Fort +9, **Ref** +8, **Will** +9; +2 vs. mind-affecting, paralysis, poison, sleep
Immune disease, fear

OFFENSE

Speed 20 ft.
Melee dagger +5/+0 (1d4-1/19–20)
Ranged +1 *revolver* +10/+5 (1d8+1/×4)
Special Attacks channel positive energy (DC 16, 3d6), smite evil 2/day (+3 attack and AC, +6 damage)
Paladin Spell-Like Abilities (CL 6th; concentration +8)
At will—*detect evil*
Paladin Spells Prepared (CL 3rd; concentration +5)
1st—*bless weapon*, *cure light wounds*

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Deathbloom stamen	250 gp	1d3	1d4	x2	-	7 lbs.	P	finesse, poison, see text
Deathbloom nectar	150 gp	-	-	-	-	-	-	see text

TACTICS

During Combat The paladin uses her revolver to smite evil before it can reach her. She uses cover and her mobility to maintain an advantage over her opponents.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 16
Base Atk +6; **CMB** +5; **CMD** 18
Feats Point-Blank Shot, Precise Shot, Rapid Shot
Skills Diplomacy +5, Knowledge (religion) +3, Perception +4, Sense Motive +5, Stealth +0 (+4 in forest terrain)
Languages Common, Orc, Sylvan
SQ aura, code of conduct, divine bond (*weapon* +1, 1/day), lay on hands (3d6, 6/day), mercies (fatigued, staggered)
Combat Gear +1 *evil outsider bane* metal cartridges (6), *wand of protection from evil* (8 charges), *potion of shield of faith*, alchemist's fire (2); **Other Gear** +1 *trooper armor*, masterwork buckler, +1 *revolver* with 30 metal cartridges, dagger, silver holy symbol, 9 gp

Few expect gunfighters to be paladins, since they do not fit the typical image. Other paladins sometimes look down on chlorvian justices for shunning close combat, but they care only about efficiency in protecting their flocks and fields.

CHLORVIAN WOODWITCH CR 7

XP 3,200
Female chlorvian sorcerer (verdant) 8
CE Medium humanoid (chlorvian)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)
hp 46 (8d6+16)
Fort +3, **Ref** +4, Will +10; +2 vs. mind-affecting, paralysis, poison, sleep

OFFENSE

Speed 30 ft.
Melee dagger +3 (1d4–2/19-20)
Ranged rifle +6 (1d10/x4)
Bloodline Spell-Like Abilities (CL 8th; concentration +13)
8/day—tanglevine (CMB +13)
Sorcerer Spells Known (CL 8th; concentration +13)
4th (4/day)—*phantasmal killer* (DC 21)
3rd (6/day)—*fly*, *loathsome veil*[UM] (DC 20), *speak with plants*
2nd (7/day)—*barkskin*, *hypnotic pattern* (DC 19), *minor image* (DC 19), *scorching ray*
1st (8/day)—*charm person* (DC 16), *color spray* (DC 18), *entangle* (DC 16), *magic missile*, *shield*, *vanish*[APG]
0th (at will)—*detect magic*, *flare* (DC 14), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)
Bloodline verdant

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18
Base Atk +4; **CMB** +1; **CMD** 14
Feats Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)
Skills Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11
Languages Common, Aklo, Elven, Sylvan
SQ bloodline arcana (gain natural armor bonus equal to spell-level for 1d4 rounds when casting personal spells), photosynthesis
Combat Gear *potion of cure moderate wounds*, *screaming bolts* (3), *wand of grease* (20 charges), *wand of mirror image* (21 charges); **Other Gear** rifle with 20 metal cartridges, dagger, *bracers of armor* +2, book of pressed fairy wings, 3 gp

A chlorvian woodwitch is a dangerous rogue who has abandoned the sociable traditions of her people and seeks to be confound and slay any who venture into territory they claim as theirs.

Erahthi

Born of the verdant and ancient forests covering the wood-aligned planet of Kir-Sharaat, the erahthi are at once both plantlike and elemental creatures. Erahthi are born from massive, translucent fruit grown from ancient miles-tall trees called Heartwoods and are engineered by life-bending alchemists and psychics before their birth to serve pre-determined castes of their society. Erahthi are masters of symbiotic technology, growing and animating plant material for nearly every purpose, from personal equipment to entire cities of living wood.

Physical Description: Erahthi are medium-sized bipedal humanoids. Their skin is tough and inflexible, often with a visible grain pattern or areas of rough bark. They lack a nose, external ears, or facial hair. Some erahthi exhibit patches of plant or fungal material or have tendrils of vine hanging from their skin (which can be fashioned to resemble traditional humanoid hair if desired). Erahthi eyes are a single solid color but have distinct irises and pupils. These eyes are highly light-sensitive and quick to adapt to changes in illumination.

Erahthi do not sleep in a manner familiar to most other humanoids, but do require rest to avoid fatigue, and eat like most humanoids. Erahthi "sleep" is a state of conscious stasis in which their minds are relaxed and their bodies inert, but they remain fully aware of their surroundings. An erahthi cannot take actions, even mental ones, while thus resting, but they are still capable of attempting Perception checks to notice changes in their environment while sleeping. While erahthi require oxygen, they absorb it through the surface of their skin rather than through lungs. This allows an erahthi to use any portion of their body to take in oxygen when deprived by their environment, such as keeping one hand above water to breathe while swimming.

In spite of their seemingly plant-like nature, erahthi still possess a full skeletal system, with bones formed of ossified amalgamations of plant fiber and calcium. Likewise, erahthi have internal organs similar to most humanoid species, though in unconventional alignment (such as their lungs).

Though some erahthi choose to present themselves as one or more genders relative to human conceptions of the notion, they—as a species—lack the distinction. Erahthi physiological morphology is strictly dictated by the castes responsible for their birth.

Society: Erahthi society is a rigid system of castes, with every member of the species grown for a specific role. An erahthi's physical body is grown in a massive, translucent fruit that grows on one of the miles-tall Heartwood trees of Kir-Sharaat. Nascent erahthi are tended by specialized castes of farmers who ensure each body develops as required. When an erahthi body is only a seedling, divinations predetermine what caste the erahthi will be best suited for; this defines the methods used to bring the body to full maturation. Once a body is mature, it is inhabited by a soul drawn from the aetheric currents by the Heartwood tree; this is considered the "birth" of an erahthi individual. Despite the body being fully formed at this birth, erahthi still require several years to mentally and physically mature and become accustomed to their form and the caste they were born into. A newborn erahthi is usually half of the height and weight of a fully-matured erahthi, and this transition to adulthood takes around 40 years to complete. Typical erahthi live for more than 200 years. The erahthi reproductive cycle means that they do not have gender in the same way as most other species and are incapable of reproduction outside of Kir-Sharaat. Some erahthi who explore beyond their home world often take on the customs of other species and may choose to present one or more genders based on personal preference.

Relations: Following the Century War, many erahthi hate and fear humans and their "tools" the infused and phalanx. Although this insular attitude can border on xenophobia in older erahthi, those born since the end of the Century War are beginning to leave these prejudices behind, though this generation will not come to maturity for decades. With the cessation of hostilities, some erahthi endeavor to find common ground with humanity and other races found beyond their world, seeking to begin anew and release the hatred of the last hundred years. The erahthi of the seeker caste also tend to have an open mind about alien species, judging individuals by their actions rather than their species. Due to the potential for difficulty posed in holding these ideals, most adventuring erahthi leave Kir-Sharaat, seeking to avoid causing friction with their people.

The okanta represent a quandary for the erahthi. While okanta are a relatively new species to the interplanetary stage, they allied themselves with humanity during the Century War, and okantan mercenaries terrorized erahthi forces during the final days of the Century War. However, the erahthi recognize the okanta as a free-spirited people who stand independent of the human Hierarchy. Some erahthi of the builder caste endeavor to make connections with okantan alchemists and engineers to develop new means of growing food and shelter on Kir-Sharaat. By and large, the okanta are seen as a curious people who could yet be powerful allies, even if the Century War were to reignite.

Of the less common species, the zahajin are perhaps the most significant to the erahthi people. These feylike residents of Kir-Sharaat are the antithesis of erahthi culture, depending on toxic aetherite to survive; the two species exhibit a mutual hatred towards one another that has lasted centuries, but has avoided hostilities through the maintenance of centuries-old pacts.

Faith: Erahthi society is governed by the Tritarchs (also called the "era-sharaat" when referring to them as a species), a mythic race of beings that created the erahthi in their own image. These three entities direct erahthi civilization, but not in concert; tradition dictates that two of the Tritarchs are asleep at any given time. Each Tritarch governs erahthi civilization for a single kil-athaat (the period between alignments of the six moons of Kir-Sharaat, corresponding to approximately 250 Akasaati years). In this way, the Tritarchs serve the erahthi as god-kings, ruling one at a time and representing different aspects of erahthi life. Indaarin is the keeper of knowledge, the philosopher; Erathlias represents progress and mastery over the natural world; and Athrakarus is both the explorer and the warrior, responsible for discovering the stars but also for the deaths of millions during the Century War. Erahthi cultural outlook tends to adjust depending on which Tritarch is awake.

The Tritarch are not just a governing body, however. The erahthi venerate these entities as the creators of their people and founders of civilization. Certainly, the Tritarch do possess deific qualities, and much of erahthi culture works in ways to both worship and respect each individual Tritarch (such as paying respect to Athrakarus to request victory in battle, or Indaarin to receive a flash of insight to a complex mathematical equation). Erahthi faith isn't about prayers or temples, however. It is about respect and reverence of the strong and capable, as is befitting of a meritocracy that advocates for the best and the brightest to lead.

During the end of the Century War, human ideas of faith infiltrated erahthi culture, typically among young erahthi who were forced to leave Kir-Sharaat to fight in the war whom never returned home. Ideas such as Scorism began to take root in young erahthi, and while worship and reverence of the Score is unheard of on Kir-Sharaat, a growing movement of young erahthi turn to this faith that praises the individual rather than the whole.

Adventurers: Most erahthi remain in their castes and never leave their homeworld, working in quiet contemplation for the betterment of their species. However, the Tritarch Athrakarus favors exploration, and during his current reign the seeker caste has flourished. Erahthi scholars search the primordial forests for clues to the Progenitors and their own history, while others leave their homeworld to visit those of their recent enemies. Individual erahthi may petition to join the seeker caste if so inclined, and these make up the bulk of erahthi seen by other species. Other erahthi found offworld are war veterans who refused to return home, often times for tragic reasons.

Names: Erahthi names are generally chosen during divinations before birth, and many believe that their name influences what soul is called to inhabit the body grown for them. Erahthi names often grow as time goes on, with the owner adding new names to honor friends or events in their personal history. Common first names for members of the knowledge-based castes are Seph, Quooth, Zenne, Leth, and Hyaam; those of the more physically-oriented castes are given names with harder initial consonants such as Keth, Girin, Nald, and Dourm. Erahthi take on a portion of the name of the Heartwood grove where they were born as a suffix to their birth name. So Seph born from the Heartwood of Akithval might be Seph-Val or Seph-Akith.

Erahthi Racial Traits

+2 Con, +2 to One Other Ability Score: Erahthi are very hardy and grown for specific roles.

Outsider: Erahthi are outsiders with the erahthi and native subtypes.

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

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

Darkvision: Erahthi can see in darkness up to 60 feet.

Languages: Erahthi begin play speaking Erahthi and Common (or Hymnas, in the *Aethera Campaign Setting*). Erahthi with high Intelligence scores can choose from the following languages: Aklo, Aquan, Auran, Sylvan, Terran, Treant, and Zahaj-el.

Dermal Breathing: Erahthi breathe through their skin and any exposed portion of their body can be used to breathe, such as keeping one hand above water to avoid drowning. However, this leaves erahthi susceptible to inhaled toxins; they suffer a –2 penalty on all saves to resist inhaled fumes, poisons, smoke, or other such effects.

Camouflage: An erahthi blends in among trees and underbrush, gaining a +4 racial bonus on Stealth checks while within forest terrain.

Tree Skin: Erahthi gain a +1 bonus to natural armor due to their tough skin.

Treespeech (Sp): Erahthi with a Charisma score of 11 or higher can use *speak with plants* once per day as a spell-like ability to communicate with trees and other plants.

Wood-Infused: For the purposes of effects targeting creatures by type (such as bane weapons or a ranger's favored enemy ability), erahthi count as both native outsiders and plants. Erahthi gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, and are immune to sleep effects.

Woodland Passage (Su): An erahthi can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at up to half their normal speed without taking damage or suffering other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect an erahthi. An erahthi that moves at more than half their speed suffers the normal effects of any undergrowth.

Erahthi Favored Class Options

The following options are available to all erahthi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add +1/6 to the barbarian's natural armor bonus to AC.

Druid: Add a +1/2 bonus on Knowledge (nature) checks relating to plants and plant creatures.

Monk: Add +1/2 point to the monk's ki pool.

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

Slayer: Gain a +1/3 bonus on Knowledge (nature) checks and on Survival checks when in forested terrain. If the slayer has a +1 bonus on Knowledge (nature) checks from this ability, the slayer is also considered trained in that skill.

Sample Erahthi NPC

ERAHTHI BREWMASTER **CR 1/2**

XP 200
Agender erahthi alchemist[APG] 1
LN Medium outsider (erahthi, native)
Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 natural)
hp 11 (1d8+3)
Fort +4, **Ref** +4, **Will** +2; +4 racial bonus vs. mind-affecting effects, paralysis, poison, and stun effects
Defensive Ability wood-infused; **Immune** sleep; **Weakness** –2 penalty on all saves to resist inhaled fumes, poisons, smoke, or other such effects

OFFENSE

Speed 30 ft.
Melee shortspear +0 (1d6)
Ranged bomb +3 (1d6+3 Fire)

Special Attacks bomb 6/day (1d6+3 fire, DC 13)
Alchemist Extracts Prepared (CL 1st; concentration +4)
1st—*cure light wounds*, *illusion of calm*[UC] (DC 14)
Spell-Like Abilities (CL 1st; concentration +1)
1/day—*speak with plants*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 17, **Wis** 14, **Cha** 11
Base Atk +0; **CMB** +0; **CMD** 12
Feats Brew Potion, Extra Bombs[APG], Throw Anything
Skills Craft (alchemy) +7 (+8 to create alchemical items), Diplomacy +1, Fly +4, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +6, Spellcraft +7; +4 racial bonus to Stealth in forest terrain.
Languages Aklo, Aquan, Common (Hymnas), Erahthi, Terran
SQ alchemy (alchemy crafting +1), dermal breathing, mutagen (+4/–2, +2 natural armor, 10 minutes), wood infused, woodland passage
Combat Gear *potion of cure light wounds*, *potion of shield of faith* +2, alchemist's fire (2); **Other Gear** formula book (prepared extracts plus *bomber's eye*[APG], *expeditious retreat*, and *true strike*), shortspear, omniweave armor, *aetheric capacitor* (6 au, see **Appendix 1**)

ERAHTHI WATERWEAVER CR 1/2

XP 200
Female erahthi **kineticist**[OA] (hydrokineticist) 1
CN Medium outsider (erahthi, native)
Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 natural)
hp 24 (2d8+8)
Fort +6, **Ref** +6, **Will** +2; +4 racial bonus vs. mind-affecting effects, paralysis, poison, and stun effects
Defensive Ability wood-infused; **Immune** sleep; **Weakness**: –2 penalty on all saves to resist inhaled fumes, poisons, smoke, or other such effects.

OFFENSE

Speed 30 ft.
Ranged water blast +4 (1d6+4)
Special Attacks kinetic blast
Kineticist Wild Talents Known
Infusions—pushing infusion
Blasts—water blast (1d6+4)
Utility—basic hydrokinesis
Spell-Like Abilities (CL 1st; concentration +3)
1/day—*speak with plants*

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 10, **Wis** 15, **Cha** 14
Base Atk +0; **CMB** –1; **CMD** 12
Feats Point-Blank Shot
Skills Acrobatics +6, Heal +6, Knowledge (nature) +4, Perception +6;
Racial Modifiers +4 Stealth in forest terrain.
Languages Common (Hymnas), Erahthi
SQ burn (1 point/round, max 6), dermal breathing, gather power, wood-infused, woodland passage
Other Gear omniweave armor, *aetheric capacitor* (45 au, see **Appendix 1**)

ERAHTHI PSYCHIC CR 4

XP 1,200
Female erahthi **psychic**[OA] 5
LN Medium outsider (native, erahthi)
Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)
hp 22 (5d6+5)
Fort +1, **Ref** +2, **Will** +6; +4 vs. mind-affecting effects, paralysis, poison, and stun effects
Immune sleep

OFFENSE

Speed 30 ft.; woodland passage
Melee masterwork dagger +1 (1d4-1)
Ranged hive pistol +3 (1d8/x4)
Spell-Like Abilities (CL 5th; concentration +6)
1/day—*speak with plants*
Psychic Spells Known (CL 5th; concentration +8)
2nd (5/day)—*euphoric cloud*[OA](DC 15), *hypercognition*[OA], *suggestion* (DC 15)
1st (7/day)—*charm person* (DC 14), *comprehend languages*, *mage armor*, *mind thrust I*[OA] (DC 14), *psychic reading*[OA]
0 level (at will)—*daze* (DC 13), *detect magic*, *detect psychic significance*[OA], *message*, *stabilize*, *telekinetic projectile*[OA]
Discipline lore

TACTICS

Before Combat An erahthi psychic casts *mage armor* and readies her hive pistol.
During Combat An erahthi psychic uses *charm person* and *suggestion* to convince foes to leave her alone as she pursues her own agenda, fleeing as soon as she is able to disengage. She uses lethal force only as a last resort in self-defense.
Morale An erahthi psychic will attempt to flee or surrender if reduced to 5 hp or less.

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 16, **Wis** 15, **Cha** 12
Base Atk +2; **CMB** +1; **CMD** 12
Feats Alertness, Empath[OA], Third Eye[OA]
Skills Climb +7, Diplomacy +9, Knowledge (arcane) +8, Knowledge (planes) +8, Linguistics +7, Perception +12, Sense Motive +12, Spellcraft +11, Stealth +1 (+5 in forest terrain); **Racial Modifiers** +4 Stealth in forest terrain
Languages Aklo, Common (Hymnas), Erahthi, Okanta, Sylvan, Treant
SQ illuminating answers, mnemonic cache, phrenic pool (5; mindtouch, mindshield), superior automatic writing, wood-infused
Combat Gear *potion of cure light wounds*,*potion of cure moderate wounds*; **Other Gear** masterwork dagger, hive pistol with 14 bullets, *lesser aetheric capacitor* (30 au, see **Appendix 1**)

Psychic ability is common among the erahthi, the wood-aligned elemental beings who inhabit the forest world of Kir-Sharaat. Those erahthi psychics who seek adventure beyond their homeworld are often referred to as "heartreaders", as their ability to divine emotion seems to give them the ability to read the truest desires of the heart. In reality, it is the heartreader's skill with enchantment that makes it seem so; victims believe they were following their own heart when they were in truth serving the erahthi's agenda instead.

Despite this power, most erahthi heartreaders do not manipulate those around them for personal gain. Many seek knowledge of new places and cultures, having little or no experience off their homeworld. Heartreaders merely find it expeditious to ensure conversations lead where the they want them to lead, rather than trusting to chance. Predictably, this approach is often met with hostility, despite the fact that the erahthi intended little deliberate harm.

ERAHTHI SLAYER CR 7

XP 3,200
Agender erahthi slayer[ACG] 8
LN Medium outsider (native, Erahthi)
Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 16, flat-footed 18(+5 armor, +2 deflection, +3Dex, +1 dodge, +1 natural)
hp 62 (8d10 +18)
Fort +8, **Ref** +9, **Will** +3; +4 vs. mind-affecting effects, paralysis, poison, and stun effects
Immune sleep

OFFENSE

Speed 30 ft., climb 20 ft.
Melee +1 *shortsword* +8/+3 (1d6+2/19–20), +1 *shortsword* +8/+3 (1d6+2/19–20)
Ranged *thundergun* +11/+6 touch (2d6 electricity/x4)
Special Attacks sneak attack (+2d6, range 40'), studied target (swift, 2, +2)

TACTICS

Before Combat An erahthi slayer uses Stealth to observe their foes carefully and then drinks their potion of *shield of faith* +2 beforeattacking from ambush.

During Combat An erahthi slayer prefers to begin combat from a distance, using their *thundergun* in either lethal or nonlethal capacity depending on the slayer's intent. Once their enemies close in (or the slayer has expended their ammunition) they will engage opponents in melee.

Morale Erahthi slayers retreat when outnumbered, unless defending their home, in which case they fight to the death.

BASE STATISTICS

When not affected by *shield of faith*, the erahthi slayer has the following statistics:

AC20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 natural)

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +9; **CMD**22

Feats Dodge, Improved Two-Weapon Fighting, Precise Shot, Two-Weapon Fighting

Skills Acrobatics +14, Climb +9, Knowledge (nature) +8 (+10 in forested terrain), Perception +12, Sense Motive +12, Stealth +14 (+18 in forest terrain), Survival +12 (+14 in forested terrain); **Racial Modifiers** +8 Climb, +4 Stealth in forest terrain

Languages Common (Hymnas), Erahthi

SQ slayer talents (combat trick, deadly range, poison use, terrain mastery (forest), stalker, track +4, wood-infused

Combat Gear *potion of shield of faith*, *potion of cure moderate wounds* (2; **Other Gear***greater aetheric capacitor* (650 au, see **Appendix 1**), *+1 shortsword* (2), *+2 studded leather armor*, *thundergun*

Erahthi slayers are found across the Aethera System. Those encountered on Kir-Sharaat are typically under the employ of the erahthi government, operating as spies and assassins ensuring the safety of their homeworld. When encountered off of Kir-Sharaat, erahthi slayers might be expatriate assassins for hire, mercenaries, or secret agents of the Tritarch carrying out long-term assignments.

An erahthi slayer is a versatile opponent, able to move between ranged and melee combat with ease. Most do not possess the force of presence to communicate with plants, as many of their kind can, and feel less of an innate connection to nature. This is, perhaps, why they are so quick to adapt to alien technologies like aethertech.

Plant Symbionts

Symbionts are custom-grown plant creatures tailored to serve specific purposes, like living tools. There are myriad forms of symbionts on Kir-Sharaat that serve mundane purposes, like mobility enhancing exoskeletons to assist erahthi who possess difficulty walking or lifting heavy objects, communication symbionts that can relay messages, even clothing that sizes itself to fit its wearer and protects against parasites and pests. This section focuses on combat-oriented symbionts designed during the Century War.

Though the erahthi created symbionts first, their widespread use is now found beyond the boundaries of Kir-Sharaat and organizations across the Aethera System traffic in the secrets of their creation. Creatures of all species can create plant symbionts, and some have even begun to experiment with creating symbionts of other creature types, like aberrations and elementals. Symbionts are created in special laboratories and each have a monetary cost associated with them like magic items.

Creating Plant Symbionts

Creating a plant symbiont is similar to creating a magic item. To create a plant symbiont, a character must possess the Cultivate Plant Symbiont feat. The intensive process requires a character to spend at least 8 hours a day per 1,000 gp (or au in the *Aethera Campaign Setting*) of the plant symbiont's cost attending to the feeding and cultivation of the growing creature. Spending additional time does not decrease the time it takes to create a plant symbiont. The cost of the plant symbiont represents the various materials used in its creation—the specialized tanks, mineral-enriched water, various temperature devices, and food. To grow, the plant symbiont needs at least 12 hours a day of constant light, either natural or specially created grow lamps (included in the base cost). If the character does not spend the 8 hours a day or provide the 12 hours of sunlight, the fledgling plant symbiont begins to wither and die. Each day these conditions are not met until the cost of the plant symbiont is reached, there is a 10% cumulative chance the plant symbiont dies. Plant symbionts are assumed to be created for a medium-sized host. Plant symbionts for larger hosts require an additional 50% of the plant symbiont's cost for each additional size category. At the end of the process, the player must succeed on a Symbiont Handling check equal to 10 + the plant symbiont's Hit Dice. On a failure, the plant symbiont is not successfully created and all the materials and costs associated with its creation are lost. The player cannot be assisted by another creature in this attempt.

Players are encouraged to create new plant symbionts other than the ones in this book. First, players should work with their GM to determine the exact powers and cost of a brand-new plant symbiont. The GM has the final say in what the powers and cost are. It is advised that players compare the plant symbiont to other similar magic items to derive the appropriate powers and cost. Additionally, plant symbionts differ slightly from magic item creation in that they must follow separate rules.

- Plant symbionts must use a slot on the body as per the magic item rules for slotted items. The plant symbiont's host abilities should match the slot on the body that makes the most sense (for example, a plant symbiont increasing a host's base speed would likely occupy the feet slot instead of the neck slot).
- Plant symbionts can only provide alchemical, armor, circumstance, dodge, enhancement, insight, natural armor, and resistance bonuses. They cannot provide sacred, profane, or any specific racial or magical bonus.
- Plant symbionts cannot have a finite number of uses or charges.
- Plant symbionts cannot be created in conjunction with magic item creation feats.
- A plant symbiont's total price cannot exceed 105,000 gp/au and a CR of 6. Symbionts above CR 6 are considered artifacts and beyond the capabilities of players to create.
- Plant symbionts are always creatures of the plant type with the plant symbiont subtype.

Determine Size

A plant symbiont's size corresponds with the type of slot it occupies. Because a plant symbiont is an organic creature, usually composed of roots and numerous vines which wrap around the host, it may, if the character desires, be one size category larger than the standard size listed below

Slot	Size
Belt	Tiny
Body	Small
Chest	Small
Eyes	Fine
Feet	Tiny
Hands	Diminutive
Head	Diminutive
Neck	Diminutive
Ring	Fine
Shoulders	Small
Wrists	Diminutive

(which assumes a medium sized host—adjust one size category up for each size category of the host creature). It still assumes the size listed on the table when it bonds to a host but assumes its larger size when it is not attached.

Determine Challenge Rating

Every plant symbiont has a challenge rating based on its total price (its cost x2). The challenge rating is to assist the player and GM in generating the plant symbiont's monster stat block and powers.

CR	Price (gp/au)
1	1,000–5,000
2	5,001–15,000
3	15,001–30,000
4	30,001–50,000
5	50,001–75,000
6	75,001–105,000

Table: Symbiont Statistics

CR	hp	AC	Atk High	Atk Low	Dmg High	Dmg Low	Ability DC Primary	Ability DC Secondary	Save Good	Save Poor
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5

Create Symbiont Stat Block

The last step is to create the plant symbiont's stat block. Monster creation is not an exact science, however, and the player and GM are encouraged to work together in developing it, using the rules for monster creation in the *Pathfinder Roleplaying Game Bestiary* and applying the plant symbiont subtype. The guidelines use an average of where its stats should fall.

Once you generate the plant symbiont's general stats (AC, hit points, attacks), develop one or two primary special abilities or attacks for it. These abilities should tie in thematically with the abilities it grants to its host. It is a good idea to compare the finished plant symbiont stat block to other monsters of a similar CR as well as one CR above and below to ensure the plant symbiont is appropriately balanced. GMs are encouraged to work with the player to adjust the plant symbiont's stat block if, during play, it's too weak or too strong.

As plant creatures, plant symbionts gain d8 Hit Dice, have a 3/4 Base Attack Bonus, and good Fortitude saves as well as the following traits:

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Breathes and eats but does not sleep.
- DR/slashing equal to their total hit dice. Because plant symbionts do not have an Intelligence score, they don't receive Feats or skill points.

As a plant creature, the plant symbiont uses the following table to determine its approximate number of Hit Dice. Remember, these aren't hard numbers but guidelines.

Table: Plant Symbiont Hit Dice

CR	HD
1	2
2	3
3	4
4	5
5	7
6	9

Additional Options

The engineering of plant symbionts allows a lot of room for experimentation. Particularly among non-erahthi, the creators of plant symbionts have become known for the unique elements in their designs. Some of these are trade secrets and jealously guarded, while other techniques benefit from wide distribution. It is up to the GM to decide which of the options listed below are immediately known to the players. While a character may have heard of a new way to create plant symbionts—knowing and actually being able to utilize the option can be entirely different.

The following options can be used to customize plant symbionts to the creator's taste. Any number of options can be chosen when creating a new plant symbiont. These options cannot be used on a plant symbiont that has already been created.

Cost: The additional cost is a percentage of the original base cost. For example, a player creating a plant symbiont normally costing 1,000 gp/au and adding the advanced and camouflage options will create a plant symbiont costing 1,650 au (500 au for the advanced option and 150 au for the camouflage option).

DC: Adding options increases the DC of the Symbiont Handling check used to create the plant symbiont. DCs from multiple options stack.

Table: Plant Symbiont Options

Option	Cost	DC
Ability Increase	20%	3
Advanced	50%	4
Camouflage	15%	2
Feat	30%	3
Regeneration Increase	30%	4

Ability Increase: The plant symbiont has one physical and mental stat (except Intelligence) increased by +2.

Advanced: The plant symbiont creature gains the advanced creature template. This allows a player character to advance a CR 6 plant symbiont to a CR 7.

Camouflage: When bonded, the plant symbiont changes its color and shape to match the host's clothing. The plant symbiont retains all its properties (including weight) when it is so disguised. It can be detected through magical means, such as *true seeing*, as well as a Perception check with the DC = 20 + the plant symbiont's Hit Dice.

Feat: The plant symbiont gains one of the following feats as a bonus feat: Improved Initiative, Toughness, or Weapon Focus. The option can be selected more than once but each time, it selects a different feat.

Regeneration Increase: The plant symbiont regenerates faster at a rate of three times its total Hit Dice.

Summary

Creating new plant symbionts, whether by a player character or GM, represents the growing diversity in this field of science. To summarize, these are the following steps to create new and different plant symbionts:

1. Develop the types of host abilities the plant symbiont has.
2. Determine the cost of the plant symbiont by comparing it to existing, similar magic items.
3. Decide the slot on the body the plant symbiont will occupy.
4. Select additional options for the plant symbiont or items used in its growth.
5. Pay the cost of the new plant symbiont and the time taken to grow it.
6. Determine the plant symbiont's CR.
7. Generate the plant symbiont's stat block and special abilities. Remember to compare it to existing monsters to aid in balancing it.

Plant Symbiont Statistics

The erahthi have created a large number of plant symbionts to assist with all facets of life, though their main function since the Century War has been for warfare. Sample plant symbionts are described below, and additional plant symbionts can be found in the ***Aethera Campaign Setting*** and ***Alien Bestiary Companion.***

Plant Symbiont Skills and Feats

Symbiont Handling (Handle Animal; Skill Unlock)

Though they are mindless creatures, you can teach plant symbionts (as described in the *Aethera Campaign Setting* and *Alien Bestiary Companion*) different commands through the empathic link formed by bonding with them. The type of commands symbionts can learn are relatively simple. This skill unlock is only available to characters with the Symbiont Handler feat.

Check: The DC to train a symbiont a trick depends on the complexity of the command.

Handle a Symbiont: This task involves commanding a plant symbiont to perform a command that it knows. The plant symbiont must be bonded to you for at least 1 round for you to be able to communicate the command. The plant symbiont performs the command to the best of its ability until you bond with it again.

Table: Symbiont Handling

Task	Symbiont Handling DC
Handle a plant symbiont	10
Teach a plant symbiont a command	15 or 20*
*See the specific trick or purpose below	

Teach a Symbiont a Command: You can teach a symbiont a specific command with 1 week of work and a successful Handle Animal check at the indicated DC. Symbionts can learn a number of commands equal to their Hit Dice. Possible commands (and their associated DCs) include, but are not necessarily limited to, the following.

- *Attack (DC 20):* The symbiont attacks the enemies you specify. You must mentally point to a particular creature or creatures that you wish the plant symbiont to attack before it detaches from you, and it will comply if able. Additionally, before it detaches from you, you can command it to fight for a specific number of rounds before withdrawing to bond with you again.
- *Defend (DC 20):* The symbiont defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the plant symbiont to defend another specific creature.
- *Guard (DC 20):* The symbiont stays in place and prevents others from approaching. Additionally, if you are reduced to 0 hit points or below, the symbiont can detach from you and protect your body for a number of rounds equal to its Hit Dice before bonding with you.
- *Heel (DC 15):* The symbiont follows you closely.
- *Root (DC 15):* The symbiont stays in place, waiting for you to return. It does not attack or otherwise interact with other creatures, though it defends itself if attacked.

Action: Varies. Symbiont handling is a move action. Teaching is a week-long process, comprising a combination of empathic feedback, words, and emotions to create biochemical stimuli within the plant symbiont. You must be bonded with the symbiont you are attempting to train for at least 8 hours each day of training. If you are interrupted or the task is not followed through to completion, your attempt to teach the plant symbiont automatically fails. If the check fails, your attempt to teach the plant symbiont fails and you need not complete the teaching. If the check succeeds, you must invest the remainder of the time to complete the teaching.

Try Again: Yes.

Augment Plant Symbiont

Your expertise in creating plant symbionts allows you to add augmentations to them.

Prerequisites: Int 13, Craft Plant Symbiont, Symbiont Handler, Knowledge (nature) 6 ranks

Benefit: When you successfully create a new plant symbiont, you may choose for it to grow one additional new augmentation.

Bite (Ex): The plant symbiont gains a bite attack appropriate to its size if it does not already have one. If the symbiont already has a bite attack, it gains the trip universal monster ability.

Claw (Ex): The plant symbiont gains a claw attack appropriate to its size if it does not already have one. If the symbiont already has one or more claw attacks, it instead doubles the threat range for all its claw attacks.

Slam (Ex): The plant symbiont gains a slam attack appropriate for its size if it does not already have one. If the symbiont already has a slam attack, it instead gains the push universal monster ability.

Tentacle (Ex): The plant symbiont gains a tentacle attack appropriate to its size if it does not already have one. If the symbiont already has a tentacle attack, it instead gains the grab universal monster special ability.

Create Advanced Plant Symbiont

You can create advanced plant symbionts without the normal cost involved.

Prerequisites: Int 15, Create Plant Symbiont, Knowledge (nature) 10 ranks

Benefit: When you create a plant symbiont, you may choose to apply the advanced simple template to it without paying the additional cost. You must still succeed on the ability check with the increased DC.

Normal: Creating an advanced plant symbiont increases the cost of the plant symbiont by 50%.

Create Plant Symbiont

You possess the knowledge to create plant symbionts.

Prerequisite: Int 11, Craft (alchemy) 5 ranks, Knowledge (nature) 5 ranks

Benefit: You can create a wide variety of plant symbionts. Creating a plant symbiont takes 1 day for each 1,000 gp/au in its price. Creating a plant symbiont requires raw materials costing half of its base price. You can also revive a plant symbiont that has been dead for a number of days equal to or less than its Constitution score. Doing so costs half the raw materials and half the time it would take to create that plant symbiont.

Improved Symbiont Resilience

You can coax additional protection out of your symbiont.

Prerequisites: Symbiont Resilience, Symbiont Handler.

Benefit: The damage reduction you gain from Symbiont Resilience now lasts for 1 minute per Hit Die of your bonded symbiont, and this damage reduction may be activated as an immediate action. If you are bonded with more than one plant symbiont, you must choose which plant symbiont you gain the damage reduction from. You must remain bonded with the plant symbiont while benefitting from its damage reduction.

Symbiont Bearer

You can bond with additional symbionts.

Prerequisites: Symbiont Handler, Handle Animal 3 ranks

Benefit: You may bond with one additional symbiont regardless of your Constitution bonus.

Normal: You can bond with a number of symbionts equal to your Constitution bonus (minimum 1).

Special: You can select this feat more than once. Each time you select this feat, its effects stack.

Symbiont Damage Redistribution

Your bond with plant symbionts allows you to redistribute the damage they take.

Prerequisites: Symbiont Bearer, Symbiont Handler, Handle Animal 4 ranks

Benefit: Your enhanced empathic bond with your plant symbionts allows you to transfer damage amongst your plant symbionts. Whenever a bonded plant symbiont takes damage, as a free action you may choose to have another bonded plant symbiont take half the damage dealt. Additionally, when resting for at least 8 hours, you may choose to have one bonded plant symbiont transfer the hit points it would receive from its symbiont healing ability (even if it is at maximum hit points) to another bonded plant symbiont. The recipient symbiont cannot exceed its maximum hit points. Both plant symbionts must be bonded with you during the full 8 hours to benefit from this effect.

Symbiont Handler

You can train a symbiont to perform special tasks.

Benefit: You gain access to the Symbiont Handling skill unlock of Handle Animal.

Normal: You cannot use the Handle Animal skill to train plant symbionts.

Symbiont Handling Expert

You are an expert in commanding plant symbionts.

Prerequisite: Symbiont Handler

Benefit: You gain a +2 bonus on all Handle Animal checks made to influence symbionts. If you have 10 or more ranks in Handle Animal, your bonus increases by +4. Additionally, when you attempt to teach a plant symbiont a command, for every 5 points by which you exceed the DC you reduce the time it takes to train the plant symbiont that command by 1 day.

Symbiont Healer

You are able to restore your symbiont's health at the cost of your own.

Prerequisites: Con 11

Benefit: When you get a full 8 hours of rest, you may transfer any number of hit points you would have recovered (even if you are not injured) to any symbiont bonded with you. If you are bonded with more than one symbiont, you may divide the hit points among them as you wish. A bonded symbiont gains these hit points at the end of the 8 hours of rest, in addition to any hit points it would normally gain from its symbiont healing ability. Excess hit points are lost. You must remain bonded to the receiving symbiont for the full 8 hours of rest.

Symbiotic Hit Points

You and your plant symbiont are harmoniously entwined, able to share your life force.

Prerequisites: Con 13, Symbiont Handler, Handle Animal 7 ranks

Benefit: You and any plant symbionts you are bonded to are able to transfer hit points between yourselves as a swift action. For every two hit points you transfer to any plant symbiont bonded to you, it gains one hit point. If you have multiple plant symbionts bonded to you, you can divide the transferred hit points amongst them. Additionally, you can transfer hit points from a single bonded plant symbiont to yourself, gaining one hit point for every two it transfers. Neither you nor the plant symbiont can exceed your or its maximum hit points.

Symbiont Resilience

Your symbiont can afford you additional protection.

Prerequisite: Symbiont Handler, Handle Animal 4 ranks

Benefit: You may gain the damage reduction from a symbiont you are currently bonded with for a number of rounds per day equal to twice the plant symbiont's Hit Dice. Activating this feat is a swift action and the effect can be ended with a free action. The rounds do not have to be used consecutively but are used in 1-round increments. If you are bonded with more than one plant symbiont, you must choose which plant symbiont you gain damage reduction from. You must remain bonded with the plant symbiont while benefiting from its damage reduction.

Symbiont, Airsuit

This creature has a vaguely serpentine form comprised primarily of leaves and fibrous thread-like vines.

AIRSUIT **CR 1**

XP 400
N Medium plant (plant symbiont)
Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)
hp 16 (2d8+5)
Fort +4, **Ref** +0, **Will** +1
DR 2/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft.
Melee bite +1 (1d4+1)

STATISTICS

Str 10, **Dex** 10, **Con** 13, **Int** —, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 11
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment Any (Kir-Sharaat)
Organization solitary
Treasure none

HOST ABILITIES

Natural Armor (Ex) When bonded, an airsuit symbiont grants its host a +1 natural armor bonus.

Life Sealed (Ex) While bonded to a host creature, an airsuit subsists on the host creature's exhaled breath and does not require air from outside sources. In return, an airsuit generates breathable air for the host creature by converting its own exhaled breath into fresh oxygen. An airsuit can perform this task even while underwater or in an airless environment. Additionally, an airsuit's host is immune to inhaled poisons and diseases. An airsuit can supply oxygen to a host in an airless environment for 24 hours, after which time the airsuit must recharge in a breathable atmosphere for 1 hour.

CONSTRUCTION

Slot chest; **Price** 2,500 gp
Construction Requirements Craft Plant Symbiont; **Cost** 1,250 gp

An airsuit symbiont wraps its serpentine body around its host's torso and unfolds one end of its body to wrap around its host's face and head. Transparent leaves cover the wearer's eyes allowing for a full field of vision. Detached, the lifesuit symbiont resembles a large constrictor snake with a tube-like head of thorny teeth.

The erahthi originally created the airsuit symbiont for use in underwater environments but adapted it as an early means of environmental protection for the first generation of aetherships pilots. The functionality of the airsuit eventually led to the development of the more powerful and robust lifesuit symbiont.

Symbiont, Assassin Ring

This creature resembles a barnacled centipede made of vegetable matter crawling on a writhing carpet of hair-like cilia.

ASSASSIN RING CR 2

XP 600
N Diminutive plant (plant symbiont)
Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)
hp 19 (3d8+6)
Fort +5, **Ref** +2, **Will** +2
DR 3/slashing; **Immune** plant traits

OFFENSE

Speed 20 ft.
Ranged 2 thorns +7 (1d2–3 plus poison)
Space 1 ft.; **Reach** 0 ft.
Special Attacks thorns

STATISTICS

Str 4, **Dex** 13, **Con** 14, **Int** —, **Wis** 12, **Cha** 9
Base Atk +2; **CMB** –1; **CMD** 6
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Thorns (Ex) The assassin ring symbiont fires a less potent poison up to 30 ft. It has one of the following poisons. The poison must be the same as the one it produces as its host ability.

Blindness–injury; *save* Fort 13, *frequency* 1/round for 6 rounds, *effect* blindness, *cure* 1 save

Nauseous–injury, *save* Fort DC 13, *frequency* 1/round for 6 rounds, *effect* nauseated, *cure* 1 save

Pain-wracked–injury, *save* Fort DC 13, *frequency* 1/round for 4 rounds, *effect* staggered, *cure* 1 save

Paralysis–injury, *save* Fort DC 13, *frequency* 1/round for 3 rounds, *effect* paralyzed, *cure* 1 save

HOST ABILITIES

Assassin Thorn (Ex) The assassin ring symbionts are bred to produce one of the below poison effects via a strong chemical located in the symbiont's thorns. The thorns can be fired at a single target up to 30 ft. away or used as part of a natural attack that involves the hands. The symbiont produces enough thorns to be used once per day. Once an assassin ring symbiont is created to produce a specific kind of poison, the choice cannot be changed.

Blindness–injury; *save* Fort DC 13, *frequency* 1/min. for 4 min., *effect* blindness, *cure* 1 save

Nauseous–injury, *save* Fort DC 13, *frequency* 1/min for 4 min., *effect* nauseated, *cure* 1 save

Pain-wracked–injury, *save* Fort DC 13, *frequency* 1/round for 6 rounds, *effect* staggered, *cure* 1 save

Paralysis–injury, *save* Fort DC 13, *frequency* 1/round for 4 rounds, *effect* paralyzed, *cure* 1 save

CONSTRUCTION

Slot ring; **Price** 6,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 3,000 gp

When bonded, an assassin ring symbiont attaches via its roots to the underside of the host's fingers. Dozens of vines sprout from a short stem to encase the finger, each with large, wickedly sharp thorns. Each of the thorns is filled with whatever poison the symbiont was designed to create.

Though able to wrap itself around a host's finger, when detached the assassin ring is nearly 1 foot long. An assassin ring symbiont has no melee attack and instead keeps its distance and fires its thorns. It avoids areas of extreme heat and cold, as the heat interferes with its ability to produce poison and the cold causes the symbiont to become sluggish.

The assassin ring symbiont is one of a few weaponized symbionts created prior to the Century War, though it was considered illegal to manufacture. However, its small compact size and effectiveness made it a valuable choice to discreetly immobilize enemies. An assassin ring symbiont became regulated for military use only during the war, carried both by spies and troops specializing in covert missions. The assassin ring still sees a lot of use among numerous militaries throughout the system. While still hard to obtain, its production thrives in the criminal markets.

Symbiont, Deepsight Goggles

This creature is a centipede-like plant that has two large barnacled nodules along its body.

DEEPSIGHT GOGGLES **CR 3**

XP 800
N Diminutive plant (plant symbiont)
Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)
hp 26 (4d8+8)
Fort +6, **Ref** +3, **Will** +1
DR 4/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft.
Melee 2 tentacles +9 (1–3/18–20 plus bleed)
Space 1 ft.; **Reach** 0 ft. (5 ft. with tentacles)
Special Attacks bleed (2d6)

STATISTICS

Str 4, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 3
Base Atk +3; **CMB** +1; **CMD** 8
Feats Weapon Finesse
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Bleed (Ex) A deepsight goggles symbiont utilizes its vines to attack with pin point precision, striking vital organs. Whenever this symbiont scores a critical hit it deals 2d6 points of bleed damage.

HOST ABILITIES

Precision Targeting (Ex) A deepsight goggles symbiont allows its host to make ranged attacks without penalty in the first 4 range increments. Additionally, the symbiont allows its host to pinpoint weak and vital spots in a creature, granting a +4 circumstance bonus to confirm critical hits with ranged weapons made with the weapon's first two range increments.

Sight (Ex) Deepsight goggles allow a blind creature to see normally and with the symbiont's low-light vision. This symbiont does not prevent a creature from becoming blind while worn but removes any penalties for blindness and temporarily restores sight while bonded.

CONSTRUCTION

Slot eyes; **Price** 15,100 gp
Construction Requirements Craft Plant Symbiont; **Cost** 7,550 gp

A deepsight goggles symbiont wraps around its host's head, threading thousands of fibrous cilia around and behind its host's eyes. These cilia attach directly to the optic nerve and allow the host to see through specialized lenses laden with optical fibers. When detached, the symbiont resembles a verdant centipede festooned with two large barnacle-like nodules.

The deepsight goggles symbiont was a war-time development designed to give erahthi snipers an advantage over Akasaati infantry. The sight-restoring ability of the goggles was an unintended side-effect of the bonding process.

Symbiont, Energy Protection

A veiny mass of plant matter and leaves the size of a large dog moves about on ropy vines. Stalks of bioluminescent fungus extend from one side of its body like protruding eyes.

ENERGY PROTECTION CR 3

XP 800
N Medium plant (plant symbiont)
Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 30 (4d8+12)
Fort +7, **Ref** +4, **Will** +2
Defensive Abilities energy resistance; DR 4/slashing; Immune plant traits

OFFENSE

Speed 30 ft.
Melee 2 slams +6 (1d6+3)
Special Attacks breath weapon, breath weapon (20-ft. line, 2d6 [energy type determined by energy resistance], Reflex DC 15 for half, usable every 1d4 rounds)

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** —, **Wis** 12, **Cha** 13
Base Atk +3; **CMB** +6; **CMD** 19
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Breath Weapon (Ex) The energy protection symbiont gains a breath weapon per the breath weapon universal monster ability (20-ft. line, Reflex DC 10 + 1/2 the energy protection symbiont's Hit Dice + the energy protection symbiont's Constitution modifier) dealing 2d6 points of energy of the type it protects against per its energy resistance host ability.

Energy Resistance (Ex) The energy protection symbiont gains a resistance of 10 against the type it protects against with its host ability.

HOST ABILITIES

Energy Resistance (Ex) The energy protection symbiont wraps the host in hundreds of small vines, granting the host energy resistance 10 against one of the following elements: acid, cold, electricity, or fire. The type of energy resistance is decided when the symbiont is created and cannot be changed.

Natural Armor (Ex) When bonded, the energy protection armor symbiont grants the host a +1 natural armor bonus.

CONSTRUCTION

Slot chest; **Price** 21,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 10,500 gp

The energy protection symbiont attaches its root system to the host's chest. From a bulb shaped stem, hundreds of vines wrap around the host's entire body, including membranous leaves that cover the host's eyes, mouth, and ears. Depending on the type of energy the symbiont provides protection against, it takes on a certain hue: deep green or black for acid, pale blue or white for cold, orange or red for fire, and yellow or deep blue for electricity.

The energy protection symbiont saw some commercial application prior to the Century War, as the erahthi would use it when working in dangerous environments. During the war, production of the energy protection symbiont increased, particularly fire-resistant symbionts. Only the most crack erahthi soldiers wore the symbionts, often finding themselves in the thick of the fighting. After the war, as the erahthi began exploring the Aethera System in greater numbers, the energy protection symbionts proved valuable in a host of new environments. Additionally, the other races of the Aethera System desired the symbionts as well, driving up demand for their creation in markets across the system.

Detached, the energy resistance symbiont stands as tall as a large dog and moves on four trunk-like roots. Its central body is the bulb-shaped stem, engorged with the energy produced within its root system. Though designed to protect and use one type of energy, the energy protection symbiont shows no aversion when confronted with opposite elements. It does, however, tend to gravitate towards environments hosting the type of energy for which it was designed.

Symbiont, Environmental Suit

This creature is a tall, bark-like humanoid covered with dozens of lashing vines baring tiny, hooked barbs. A vertical mouth at the front of its headless body is surrounded by a writhing ring of brightly-colored cilia.

ENVIRONMENTAL SUIT CR 2

XP 600
N Medium plant (plant symbiont)
Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 19 (3d8+6)
Fort +5, **Ref** +3, **Will** +1
DR 3/slashing; **Immune** plant traits; Resist cold 15, fire 15

OFFENSE

Speed 30 ft.
Melee 2 slams +4 (1d6+2 plus grab)
Special Attacks bloody squeeze, constrict (1d6+2)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 5
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Bloody Squeeze (Ex) Whenever an environmental armor symbiont deals maximum damage with its constrict ability, it also deals 1 point of bleed damage as hundreds of small vines flay the target. Additionally, it can forgo dealing constrict damage in a round and instead deal 2 points of bleed damage.

HOST ABILITIES

Environmental Protection (Ex) An environmental suit symbiont protects the host from extreme temperature conditions (as per endure elements) as well as changes in pressure. The symbiont also provides continuous oxygen as long as there is sunlight for photosynthesis; otherwise it only contains an oxygen supply up to 24 hours. It takes the symbiont 1 hour to recharge its oxygen supply through photosynthesis. The suit automatically repairs rips and tears as they occur unless the symbiont is reduced to 0 hit points or less.

Natural Armor (Ex) When bonded, an environmental suit symbiont grants the host a +1 natural armor bonus.

CONSTRUCTION

Slot chest; **Price** 7,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 3,500 gp

An environmental suit symbiont attaches its roots to the host's chest when bonded. Thousands of vines emanate from a long central stem encasing the host's body, while membranous leaves cover the eyes, allowing the host to see. These vines secrete a specialized fluid to temporarily bind themselves together, making the suit airtight. The vines are conditioned to resist both extreme heat and cold, as well as protect the wearer from pressure changes due to different gravities.

As the erahthi began exploring the other worlds in the Aethera System, they designed the environmental armor symbiont to protect them from the extreme terrestrial environments they might ncounter. Erahthi with strong constitutions often wear the environmental armor symbiont in conjunction with the suction boot symbiont or grappling claw symbiont, depending on the terrain they encounter. While not designed for deep space use, it's frequently worn when exploring interiors of asteroids or other space objects with some discernible gravity. The environmental armor symbiont sees less frequent use outside of the erahthi, as many other races create mundane equivalents. However, its easy portability and combat application make it useful among independent exploration and mining organizations, as well as mercenaries and various pirate groups, particularly those in deep space.

The environmental armor symbiont takes a rough, stocky humanoid form when unbonded, and stands approximately 7 feet tall. The vines from its central stem form two legs and arms, though it has no discernable "head." Its primary mode of combat is to engage and grapple its opponent while hundreds of small, hard vines and minute thorns constantly tear at held creatures, bleeding them dry. A common myth states the environmental armor symbiont grows stronger by soaking up the blood of its victims, though this is not true.

Symbiont, Flight Pack

Four diaphanous wings of leaf-like material extend from the butterfly-like body of this strange creature.

FLIGHT PACK CR 5

XP 1,600
N Medium plant
Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 59 (7d8+28)
Fort +9, Ref +4, Will +3
DR 5/slashing; **Immune** cold, plant traits

OFFENSE

Speed 30 ft., fly 20 ft. (average)
Melee 2 slam +8 (1d4+3), bite +8 (1d6+3)
Special Attacks sonic buffet (30-ft. cone, 3d8 bludgeoning and deafened for 1d4 rounds, Fortitude DC 17 for half, usable every 1d4 rounds)

STATISTICS

Str 16, **Dex** 15, **Con** 18, **Int** —, **Wis** 12, **Cha** 5
Base Atk +5; **CMB** +8; **CMD** 20
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Sonic Buffet (Ex) As a standard action while flying, the flight symbiont can flap its wings to release a concussive blast in a 30-ft. cone. All creatures caught in the cone must attempt a DC 17 Fortitude save. On a failure, the creatures take 3d8 points of bludgeoning damage and are deafened for 1d4 rounds. A successful save halves the damage and negates the deafened condition. The save DC is Constitution-based.

HOST ABILITIES

Cold Resistance (Ex) The flight symbiont absorbs the first 10 points of cold damage per attack that the host would normally take as per *resist energy*.

Flight (Ex) As a standard action the flight symbiont unfurls into a network of vines, framing thin, membranous leaves allowing the host to fly with a speed of 60 ft. (average maneuverability), gaining a +3 competence bonus to Fly checks made with this ability. The host can fly for up to a maximum of 5 consecutive minutes each time this ability is used, though these minutes do not need to be used at once and may be split up into 1-minute increments. If the symbiont and host are still airborne at the end of this time they both fall. Once a symbiont has flown for its maximum number of minutes or its host has dismissed the wings as a free action the symbiont may not grant flight again for a number of minutes equal to the total time it was most recently in flight.

CONSTRUCTION

Slot shoulders; **Price** 45,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 22,500 gp

A flight pack symbiont's thick roots pierce the host's upper back and shoulders, connected to a horizontal central stem. An extensive network of vines extend from the stem, forming a frame much like a bat's wing. The flight symbiont's thin, almost translucent, leaves stretch between the vines. Its vascular system is designed to use the host's blood to pump through the wings to create a hydraulic system of movement.

When detached from a host a flight pack symbiont resembles an enormous butterfly or moth made from bark, roots, and large leaves. It moves with considerably less grace when not attached to a host and able to benefit from the symbiotic connection.

The flight pack symbiont predates the Century War, designed for use among the upper boughs of Kir-Sharaat by erahthi builders. During the Century War, manufacture of the flight pack symbiont switched to exclusively military

use and to outfit a specialized unit of shock troops. These troops trained as a mobile unit to fly around battlefields to fight both sky and land-based units. Additionally, they sometimes acted as paratroopers, dropping down from erahthi ships to quickly land among enemy forces. Some erahthi aethership pilots also wear flight pack symbionts in the event of a crash or emergency ejection.

Symbiont, Grappling Claw

This writhing mass of thorns and vines bristles with barbs and lashing tendrils.

GRAPPLING CLAW **CR 1**

XP 400
N Tiny plant
Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 16 (3d8+3)
Fort +4, **Ref** +2, **Will** +1
DR 3/slashing; **Immune** plant traits

OFFENSE

Speed 20 ft., climb 20 ft.
Melee claw +6 (1d4+3 plus claw bore)
Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with claw)
Special Attacks claw bore

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 3
Base Atk +2; **CMB** +1 (+5 grapple when using claw bore); **CMD** 13
Skills Climb +10
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Claw Bore (Ex) On a successful claw attack, the grappling claw symbiont may immediately attempt to grapple its target. The grappling claw symbiont gains a +4 racial bonus when grappling and maintaining a grapple when using this ability. On each subsequent round that the grappling claw symbiont remains grabbled with a creature, its claw bores deeper into creature's flesh, seeking vital organs and dealing 1 point of Constitution and Strength damage.

HOST ABILITIES

Symbiont Whip (Ex) The grappling claw symbiont can project numerous, intertwined vines which act as a masterwork whip, and which the host can use as if possessing the Exotic Weapon (whip) feat. In addition, the host can attempt to grapple creatures with the whip up to 10 ft. away using the grappling claw's CMB and CMD scores or the host's, whichever are higher. On a successful attack, the host does not gain the grappled condition but cannot take any actions with the limb the grappling claw is attached to. Grappled creatures may attack the symbiont as if it were in their reach.

Symbiont Grappler (Ex) Dozens of vines unwind, springing from the symbiont's root to reach for handholds, granting the host a 30 ft. climb speed. Additionally, the grappling claw symbiont can wrap itself around a fixed object up to 15 ft. away as a grappling hook (*Pathfinder Roleplaying Game Core Rulebook*).

CONSTRUCTION

Slot wrist; **Price** 5,000gp
Construction Requirements Craft Plant Symbiont; **Cost** 2,500 gp

A grappling claw symbiont attaches to its host's wrist, encircling the hand in a series of strong, yet flexible vines. When commanded, the vines unravel with the ability to stretch up to 15 feet away. Very fine leaves all along the vines assist them in grappling and hooking around objects.

Unbonded, a grappling claw symbiont appears as a tiny mass of coiled vines. Despite its very small size, the flexible nature of its vines allows them to stretch in order to attack enemies. The ends of the vine are designed to harden as a result of its grappling capabilities, allowing the symbiont to slash at opponents. The grappling claw symbiont seeks to grapple prey and use its hardened vines to bore into the target, much like a drill.

The erahthi designed the grappling claw symbiont to aid in construction of Kir-Sharaat, allowing workers to move along the planet's massive trees quickly. With the advent of exploring the other worlds of the Aethera System, the grappling claw symbiont proved its usefulness in facilitating travel along alien terrain and even in deep space. Erahthi explorers are often trained in the grappling claw symbiont's proper use, allowing them to rappel quickly along multiple types of terrain.

During the Century War, the erahthi redesigned the grappling claw symbiont to be more weaponized. Specialized erahthi soldiers climbed and swung through enemy defensive positions and fortifications. The newly designed whip function allowed the erahthi to subdue or incapacitate targets quickly and quietly. The new weaponized version of the grappling claw symbiont remains the most popular and widely produced.

Symbiont, Lifesuit

A humanoid collection of bark, roots, and leaves lopes along with surprising grace.

LIFESUIT CR 4

XP 1,200
N Medium plant (plant symbiont)
Init +3; Senses low-light vision; Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 37 (5d8+15)
Fort +7, **Ref** +4, **Will** +2
DR 5/slashing; **Immune** cold, plant traits

OFFENSE

Speed 30 ft.
Melee slam +7 (1d4+4), bite +7 (1d6+4 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks steal oxygen (DC 15)

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** —, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +7; **CMD** 20
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Steal Oxygen (Ex) When a lifesuit symbiont successfully grapples a creature it forces clusters of small tubes into its enemy's mouth and nose. At the start of the lifesuit's next turn, if the symbiont maintains the grapple, it begins draining oxygen from the target's lungs. The grappled creature must succeed at a DC 15 Fortitude save or begin to suffocate. A suffocating creature cannot speak or successfully cast spells with verbal components. This effect ends if either the lifesuit or the grappled creature breaks the grapple. Each round the lifesuit successfully forces a creature to suffocate replenishes 1 round of the suit's oxygen supply.

HOST ABILITIES

Natural Armor (Ex) When bonded, a lifesuit symbiont grants its host a +2 natural armor bonus.

Environment Protection(Ex) A lifesuit protects the host from extreme cold as if by *endure elements* as well as pressure changes of space. The natural ichor and fluids of the lifesuit symbiont allow the symbiont to seal any punctures or tears instantly.

Life Sealed (Ex) While bonded to a host creature, a lifesuit subsists on the host creature's exhaled breath and does not require air from outside sources. In return, a lifesuit generates breathable air forthe host creature by converting exhaled breath into fresh oxygen. A lifesuit can perform this task even while underwater or in an airless environment. Additionally, a lifesuit's host is rendered immune to inhaled poisons and diseases. A lifesuit can supply oxygen to a host in an airless environment for 24 hours, after which time the lifesuit must recharge in a breathable atmosphere for 1 hour.

Space Flight (Ex) When in the vacuum of space, the lifesuit can release bursts of oxygen from its supply through porous nodes on its body. This effect grants its host a fly speed of 20 ft. with poor maneuverability for 1 minute in exchange for 1 hour of its current air supply.

Radiation Resistance (Ex) A lifesuit completely protects its host against low radiation and reduces the effects of medium radiation to low radiation, but it offers no protection against high or severe radiation.

CONSTRUCTION

Slot chest; **Price** 30,500 gp
Construction Requirements Craft Plant Symbiont; **Cost** 15,250 gp

The lifesuit symbiont uses its roots to attach to the host's chest. From a central stem which covers most of the host's body, thousands of vines branch out, completely encasing the host. Specialized membranous leaves cover the eyes, allowing the host to see. The vines secrete a fluid which temporarily binds them together, making the suit airtight. Thousands of tiny sacs pump oxygen through the suit as long as the symbiont is bonded.

Detached, the lifesuit symbiont takes on a humanoid appearance, standing 5 to 5 1/2 feet tall. It features a long petiole with two hinged jaws equipped with special fibers allowing it to suck oxygen from other living creatures and store it. In combat, it can form vague, arm-like appendages from its vines to attack opponents.

The erahthi created the lifesuit symbiont in the earliest years of the Century War, which allowed engineers to repair ships in the vastness of space while traveling among other worlds. Though not as common as the ubiquitous airsuit, the lifesuit symbiont still sees much use among erahthi exploring space.

Symbiont, Living Armor

A humanoid mass of leaves, vines, and roots stands with a hunched posture. Its hands end in wicked claws and its head is little more than an oversized thorny maw.

LIVING ARMOR **CR 3**

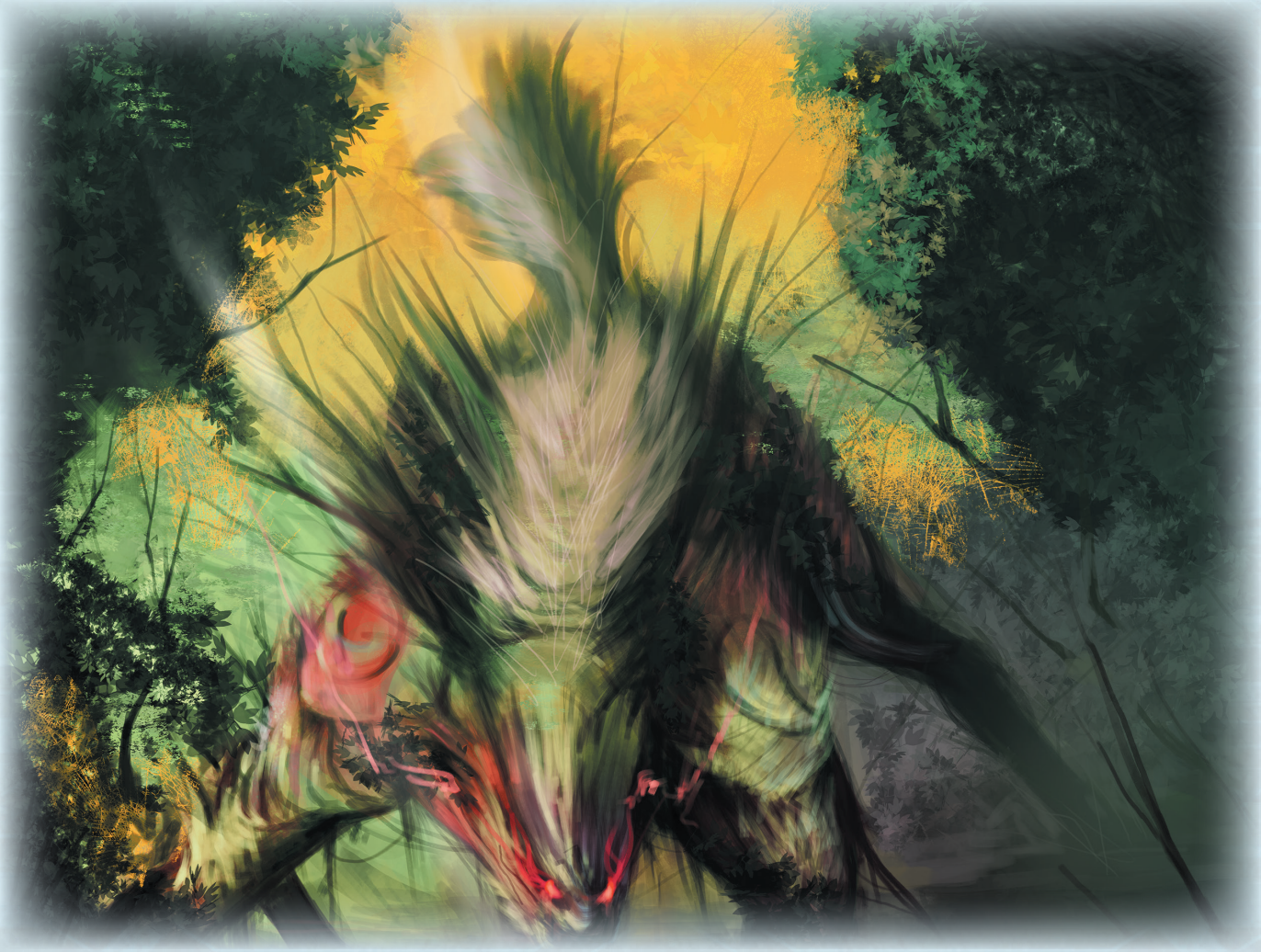
XP 800
N Medium plant (plant symbiont)
Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 32 (5d8+10)
Fort +6, **Ref** +2, **Will** +2
DR 5/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft.
Melee slam +6 (1d4+3 plus attach), bite +6 (1d6+3 plus grab)
Special Attacks liquefy



STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** —, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +6 (+14 grapple when bonded); **CMD** 17
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Liquefy (Ex) While grappling, an armor symbiont exudes a digestive acid it uses to break down living matter which it then absorbs as sustenance. Each round an armor symbiont maintains a grapple it deals 1d6 points of acid damage to the target of its grapple.

HOST ABILITIES

Damage Reduction (Ex) When bonded, an armor symbiont grants the host DR 2/slashing.
Natural Armor (Ex) When bonded, an armor symbiont grants the host a +2 natural armor bonus to AC.
Strength Enhancement (Su) When bonded, an armor symbiont grants the host a +2 enhancement bonus to Strength.

CONSTRUCTION

Slot body; **Price** 20,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 10,000 gp

A living armor symbiont appears as a mass of writhing, leafy vines. When it bonds with a host, via the roots embedding themselves into the host's chest, the vines wrap around the host, extending to the upper arms and legs. The vines are bred to be extra strong, increasing the host's natural strength as well as providing protection from damage.

Detached, a living armor symbiont takes on a disturbingly humanoid form, its vines entwined around its roots to form legs, two arms formed from dozens of vines, and a pair of giant leaves forming a snapping maw for the head. It lurches forward with a shambling gait, dozens of vines and roots working together. In combat, the armor symbiont closes in to melee to make use of its liquefy ability.

The cost of a living armor symbiont made it too impractical for common soldiers during the Century War, so it was often used by elite soldiers and high-ranking military officers who were worth the costly investment. This symbiont's effectiveness makes it a popular item not only with the erahthi military but also by private security forces and militaries on other planets. Hundreds of small laboratories throughout the Aethera System produce erahthi armor symbionts as well as numerous variants. In particular, it's common among bodyguards and members of the underworld on the Amrita Asteroid Belt.

Symbiont, Pod Cannon

This quadrupedal plant creature resembles a mossy, hollow log on four root-like legs.

POD CANNON **CR 2**

XP 600
N Medium plant (plant symbiont)
Init +3; **Senses** low-light vision; Perception +0

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 19 (3d8+6)
Fort +5, **Ref** +4, **Will** +1
DR 3/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft.
Melees lam +4 (1d4+2)
Ranged thorn blast +5 (1d6 plus special)
Special Attacks thorn blast

STATISTICS

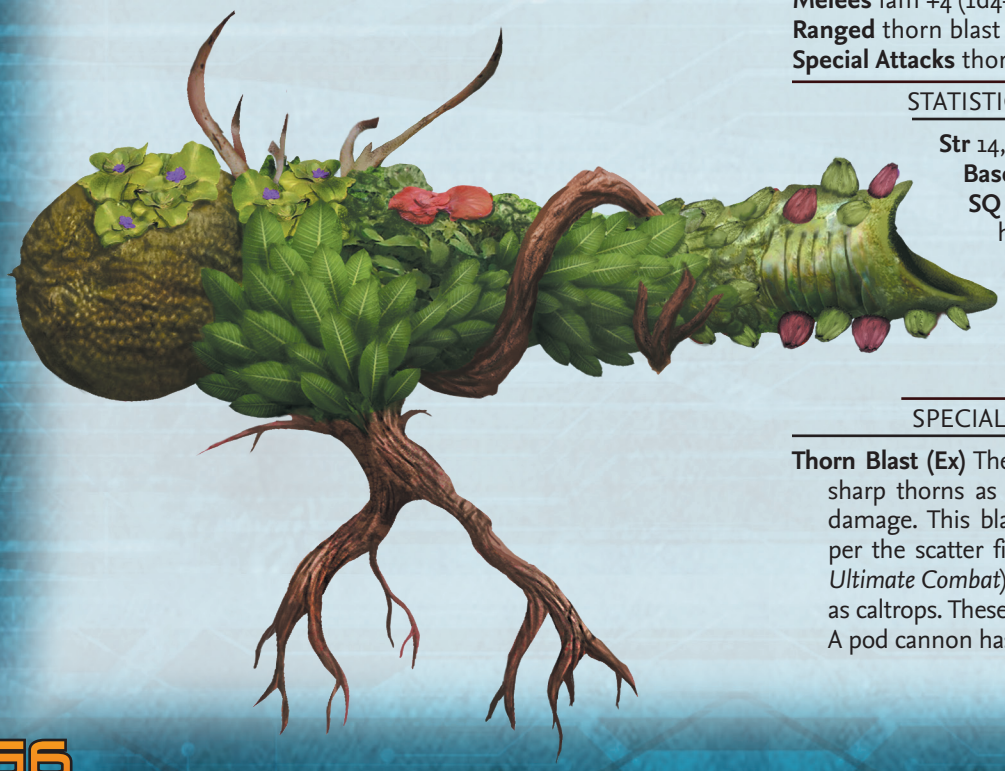
Str 14, **Dex** 17, **Con** 14, **Int** —, **Wis** 10, **Cha** 5
Base Atk +2; **CMB** +4 (+8 against trip); **CMD** 17
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Thorn Blast (Ex) The pod cannon symbiont can fire a blast of sharp thorns as a ranged touch attack that deals piercing damage. This blast targets all creatures in a 10-ft. cone as per the scatter firearm quality (*Pathfinder Roleplaying Game Ultimate Combat*) and fills the 10-ft. cone with thorns that act as caltrops. These thorns rapidly decay, lasting only 2 rounds. A pod cannon has enough thorns to use this ability 10/day.



HOST ABILITIES

Thorn Blast (Ex) The host may use the pod cannon's thorn blast ability using the symbiont's attack modifier or its own, whichever is higher.

Seed Pod (Ex) Three times per day the symbiont's host can fire a seed cluster from the pod cannon as a ranged touch attack with a range of 40 ft. On a successful hit the target takes 1d8 points of bludgeoning damage and gains the entangled condition for 1 minute. Entangled creatures must succeed at a DC 13 Reflex save or also be anchored in place if they are adjacent to a solid surface and cannot leave their space. Flying creatures (not using supernatural flight) that fail their save begin to fall immediately and become anchored to the first surface they touch. The save DC is Constitution-based.

CONSTRUCTION

Slot shoulders; **Price** 9,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 4,500 gp

The pod cannon symbiont attaches its roots to one of the host's shoulders, a long stem extending behind the host's back toward the other shoulder. The stem gradually expands into a large, roughly cylindrical shape which rests on the host's other shoulders, held down by numerous vines wrapping under the host's arm and upper arm. The pod cannon symbiont is one of the few symbionts bred to produce reproductive seeds, which form the basis of the sticky material of its pod weapon. However, the process that bestows the seed clusters with their resinous, alchemical nature also renders them sterile.

When not attached to a host, a pod cannon symbiont takes on a quadrupedal form measuring about 4 1/2 feet long and standing 5 feet high. The length of its body is comprised of the hollow cannon shaft, with a twitching ring of teeth around the muzzle.

The erahthi developed pod cannon symbionts at the height of the Century War, where they were used by soldiers against the enemy's frontline fighters. The erahthi used the pod cannons to impede enemy movement while other units fired from a distance or closed in for the kill. Since the war, pod cannon symbionts have seen use among big game hunters, allowing them to stagger their prey from a distance.

Symbiont, Poison Gauntlet

A seething mass of vegetation and clustered brambles drags itself along on dozens of root-like legs.

POISON GAUNTLET CR 1

XP 400
N Small plant (plant symbiont)
Init +1; Senses low-light vision; Perception +0

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 15 (2d8+6)
Fort +6, **Ref** +1, **Will** +0
DR 2/slashing; **Immune** plant traits

OFFENSE

Speed 20 ft.
Melee claw +4 (1d4+2 plus poison)
Special Attacks poison

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** —, **Wis** 10, **Cha** 5
Base Atk +1; **CMB** +2; **CMD** 13
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none

SPECIAL ABILITIES

Poison (Ex) Claw—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dexterity; cure 1 consecutive save.

HOST ABILITIES

Poison Resistance (Ex) The poison gauntlet symbiont grants the host a +4 bonus on Fortitude saves against poison.

Spiked Gauntlet (Ex) When the poison gauntlet symbiont bonds to a host, it encases the hand, acting effectively as a masterwork spiked gauntlet. On a successful attack, the poison gauntlet symbiont injects a poison as well as its regular damage. A poison gauntlet may deliver its poison through host attacks a number of times per day equal to 3 + its Constitution bonus.

Poison (Ex) Poison Gauntlet Symbiont—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1 Dexterity and staggered if target fails its Fortitude save by 5 or more; cure 1 save.

CONSTRUCTION

Slot hand; **Price** 3,460 gp
Construction Requirements Craft Plant Symbiont; **Cost** 1,730 gp

The poison gauntlet symbiont attaches to the host's wrist via hundreds of small needle-sharp roots. Hundreds of vines emanate from a central, thick stem to encase the host's hands. Large, wickedly pointed thorns sprout from the vines, each containing the natural poison the symbiont produces. These tend to break off easily, but the poison gauntlet symbiont regrows any lost thorns within 24 hours.

When not attached to a host, a poison gauntlet symbiont stands roughly 2 to 2 1/2 feet high, looking like a thorny bush with bark-like striations of muscle fiber visible beneath its foliage. The symbiont skitters around on its extensive root system.

The erahthi created poison gauntlet symbionts in the early days of the Century War. Though not a front-line weapon (but sometimes carried instead of regular melee weapon such as a knife), it saw frequent of use in small, lightning quick strikes where a group of lightly-equipped erahthi soldiers would rush a fortified position to incapacitate the enemy. Stealth operatives used the poison gauntlet symbiont to carry out abductions as the small size of the symbiont made it easy to conceal. This symbiont is still a favored weapon of kidnappers and scoundrels around the system.

Symbiont, Psychic Ward

This spidery plant has long, branch-like legs and is covered in an armored carapace that resembles dead coral.

PSYCHIC WARD CR 2

XP 600
N Tiny plant (plant symbiont)
Init +1; Senses low-light vision; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)
hp 19 (3d8+8)
Fort +5, Ref +2, Will +5
DR 3/slashing; **Immune** plant traits

OFFENSE

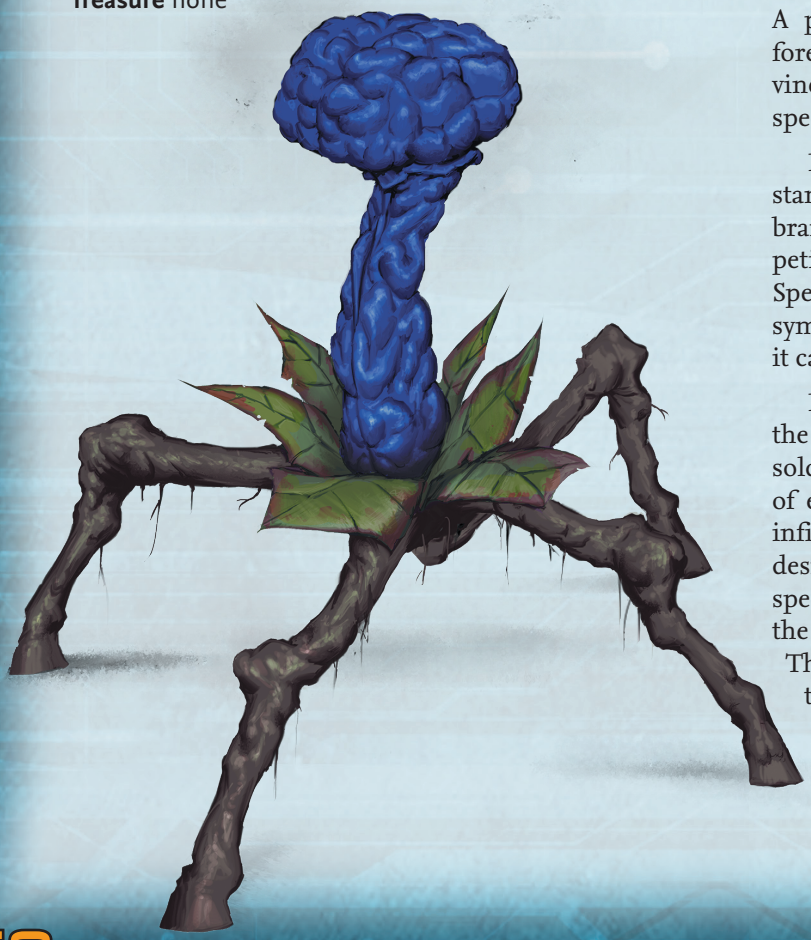
Speed 20 ft.
Melee bite +6 (1d3+3 plus psychic parasite)
Space 2-1/2 ft.; Reach 0 ft. (5 ft. with bite)
Special Attacks psychic parasite (DC 13, 1 Int damage), mental blast

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** —, **Wis** 18, **Cha** 5
Base Atk +2; **CMB** +1; **CMD** 13
SQ bond, host abilities, mind link, symbiont healing

ECOLOGY

Environment any (Kir-Sharaat)
Organization solitary
Treasure none



SPECIAL ABILITIES

Psychic Parasite (Ex) When a psychic ward symbiont hits a creature with its bite attack, the creature must succeed at a DC 13 Fortitude save or take 1 point of Intelligence damage in addition to the normal damage. A successful save negates the Intelligence damage. A creature cannot be reduced to 0 Intelligence with this attack. The save DC is Constitution-based.

Mental Blast (Ex) Each time a psychic ward symbiont damages a creature's Intelligence with its psychic parasite ability, it can store the point of Intelligence as mental energy. It can only store 4 points of mentalenergy at a time (subsequent points are lost). As a full-round action that does not provoke an attack of opportunity, the symbiont may expend up to 4 stored points of mental energy to deal 1d6 points of damage per point of mental energy expended to all creatures within a 10-ft. radius. A successful DC 13 Will save halves the damage. This is a mind-affecting effect.

HOST ABILITIES

Psychic Fortification (Ex) A psychic ward symbiontgrants a +4 resistance bonus on Will saves against illusion spells and mind-affecting effects. Additionally, the host gains Spell Resistance 15 against all psychic magic spells.

CONSTRUCTION

Slot head; **Price** 10,000 gp
Construction Requirements Craft Plant Symbiont; **Cost** 5,000 gp

A psychic ward symbiont attaches roots to its host's forehead when bonded. Thousands of small, hair-like vines burrow harmlessly into the host's skull, secreting a specialized fluid to assist and strengthen brain functions.

Detached from a host, the psychic ward symbiont stands about 1 1/2 feet tall and moves about on spidery, branch-like legs. The symbiont attacks by extending its petiole and clamping on prey with hinged, jaw-like leaves. Specialized filaments in the leaves allow a psychic ward symbiont to drain the mental energy from its prey, which it can then release in a damaging burst.

During the Century War, the erahthi quickly learned the dangers of magic used to assault the minds of their soldiers. Akasaati spellcasters devastated entire units of erahthi soldiers or used their enchantment magic to infiltrate erahthi defenses and positions. The erahthi designed the psychic ward symbiont to equip squads of specialized troops trained to hunt down spellcasters. After the war, the symbiont's popularity continued to spread. Those engaging in high-level negotiations throughout the Aethera System are aware of the threat mind-affecting magic poses, particularly when there's very little trust on either side. It's not uncommon, even among non-erahthi, to see a psychic ward symbiont worn by members of the negotiating parties.

Pod Parasites

Pod parasites are born from a deadly and insidious infestation of alien plant matter that suborns their natural consciousness and free will and enslaves them to the inscrutable hunger for propagation of their vegetal host. There are a number of plant monsters capable of enslaving creatures in this way, but the sample creatures described below are the product of the parasitic stage of growth of the begedhi plant, described in the ***Alien Bestiary Companion.*** This plant has an immature seedling stage with a limited ability to charm and control living creatures, as well as a massive mother-plant form with tremendous power to dominate entire cities. The agents by which it enslaves its targets is its mature parasite form, which it implants in living creatures to help spread its seedlings across the countryside and to root out and eliminate any opposition to its infestation. The statistics for the begedhi parasite are reprinted here for ease of reference.

Begedhi, Parasite

Thorny vines wriggle from this green, egg-shaped plant. Tumescent boils cover its surface and occasionally burst creating a nauseating scent.

BEGEDHI, PARASITE **CR 2**

XP 600
NE Small plant
Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 19 (3d8+6)
Fort +5, **Ref** +4, **Will** +1
Immune acid, plant traits

OFFENSE

Speed 10 ft.
Melee 2 vines +2 (1d6 plus grab)
Special Attacks control host, create seedlings, infest

STATISTICS

Str 10, **Dex** 16, **Con** 15, **Int** 7, **Wis** 10, **Cha** 15
Base Atk +2; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception)
Skills Bluff +11, Perception +8; **Racial Modifiers** +8 Bluff

ECOLOGY

Environment temperate
Organization solitary, planting (2-5), infestation (6-20)
Treasure none

SPECIAL ABILITIES

Control Host (Ex) A begedhi parasite which has fully taken over a host gains access to the host's abilities and memories. Its recollection is not perfect, however, so it must succeed at Bluff checks to fool those familiar with the host. Anyone intimately familiar with the host gain a +4 circumstance bonus on their opposed Sense Motive check. While a parasite controls a host, the CR for the composite creature increases to the host creature's CR+2.

Create Seedlings (Ex) If a begedhi parasite survives its host's death, it can harvest flesh from the host as a full-round action to produce 1d4 new begedhi seedlings. This process destroys the parasite, and the seedlings require a full week to mature.

Infest (Ex) A begedhi parasite can enter the body of a helpless creature (or a mother plant can implant one, see below). Once inside, a parasite requires one week to gain full control of the host. During this time, *remove disease* (DC 16, which includes a +2 racial modifier) will kill the parasite. After integrating with the host, a parasite gains regeneration 2. At this point, it must be brought to fewer than 0 hp, and then *remove disease* can be used to destroy it.

Vines (Ex) When a begedhi parasite attacks with its spiky vines while inside a host, it deals half damage to the host, regardless of whether it strikes its intended target.

Sample Pod Parasites

The following are examples of secretive cult leaders that might be taken over by pod parasites and use them to further expand the reach of the mother plant.

PARASITE MYSTIC **CR 7**

XP 3,200
Male human parasite-infested monk 2/sorcerer 4
LE Medium humanoid (human)
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 20, touch 15, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +1 natural, +2 Wis)
hp 54 (6 HD; 2d8+4d6+28)
Fort +10, **Ref** +7, **Will** +10; +2 vs. poison and sleep
Defensive Abilities evasion

OFFENSE

Speed 60 ft.
Melee masterwork sickle +6 (1d6) or unarmed strike +5 (1d6) or flurry of blows +4/+4 (1d6) or 2 vines +5 (1d6 plus grab)
Ranged masterwork shuriken +5 or +3/+3 (1d2 plus poison)
Special Attacks flurry of blows, stunning fist (3/day, DC 15)
Bloodline Spell-Like Abilities (CL 4th; concentration +7)
6/day—tanglevine (+7)

Sorcerer Spells Known (CL 4th; concentration +7)

2nd (4/day)—*create pit*[APG] (DC 15)

1st (7/day)—*entangle* (DC 14), *expeditious retreat, magic missile, ray of enfeeblement* (DC 14), *true strike*

0 (at will)—*acid splash, arcane mark, mage hand, ray of frost, resistance, touch of fatigue* (DC 13)

Bloodline Verdant

TACTICS

Before Combat A parasite mystic drinks his *potion of mage armor* and *potion of bear's endurance*. He also casts *expeditious retreat* on himself, granting a +1 natural armor bonus through his bloodline arcana, and prepares his first attack with true strike.

During Combat A parasite mystic first attempts to debilitate opponents with *create pit*, *entangle*, or a *ray of enfeeblement*. Thereafter, he empowers his unarmed strikes with his *wand of corrosive touch* or a *touch of fatigue* through his Sorcerous Strike feat, and uses tanglevines to disarm or trip his foes, blasting them with *magic missile* if they stay at range.

Morale The mystic fights to the death.

Base Statistics Without his spell effects, the parasite mystic's statistics are: **AC** 15, touch 15, flat-footed 10; **hp** 42; **Fort** +7; **Speed** 30 ft.; **Con** 12.

STATISTICS

Str 10, **Dex** 14, **Con** 16, **Int** 8, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +3 (+5 grapple); **CMD** 18 (20 vs. grapple)

Feats Dodge, Eschew Materials, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Sorcerous Strike[UM], Stunning Fist, Toughness, Weapon Finesse

Skills Diplomacy +5, Intimidate +8, Knowledge (nature) +6, Knowledge (religion) +4, Perception +6, Spellcraft +4, Stealth +8

Languages Common

SQ bloodline arcana (personal spells grant natural armor bonus equal to spell level for 1d4 rounds), photosynthesis

Combat Gear blue whinnis poison (5 doses), *potion of bear's endurance, potion of mage armor, wand of corrosive touch* (16 charges); **Other Gear** masterwork sickle, masterwork shuriken (5), *ring of spell knowledge I*[UE] (*magic missile*), +1 cloak of resistance, 48 gp

GRANDFATHER OF FLOWERS CR 11

XP 12,800

Male human parasite-infested druid 9

NE Medium humanoid (human)

Init +0; **Senses** low-light vision; Perception +10

DEFENSE

AC 26, touch 11, flat-footed 26 (+6 armor, +1 deflection, +4 natural, +5 shield)

hp 89 (9d8+45)

Fort +12, **Ref** +8, **Will** +14; +2 vs. fey and plant-targeted effects

DR 10/adamantine; **Immune** poison

OFFENSE

Speed 20 ft.

Melee +1 *club* +12/+7 (2d6+5) or 2 vines +10 (1d6+4 plus grab)

Special Attacks wild shape 3/day, wooden fists (+4, 8 rounds/day)

Druid Spells Prepared (CL 9th; concentration +14)

5th—*insect plague, stoneskin, wall of thorns*[D]

4th—*command plants*[D] (DC 19), *cure serious wounds, dispel magic, freedom of movement*

3rd—*burst of nettles*[UM] (DC 18), *call lightning* (DC 18), *contagion* (DC 18), *plant growth*[D], *resinous skin*[UC]

2nd—*barkskin*[D], *bear's endurance, bull's strength, feast of ashes*[APG] (DC 17), *resist energy, spider climb*

1st—*cure light wounds, entangle*[D] (2, DC 16), *faerie fire, longstrider, obscuring mist, shillelagh*

0 (at will)—*create water, guidance, know direction, stabilize*

[D] Domain spell; **Domain** Plant

TACTICS

Before Combat The grandfather of flowers casts *barkskin, bear's endurance, bull's strength, call lightning, freedom of movement, resinous skin, shillelagh*, and *stoneskin* prior to battle.

During Combat The grandfather of flowers first uses his *scroll of air walk* or casts *spider climb* to move out of reach of his attackers. He then uses *wall of thorns, entangle, plant growth*, and *command plants* to impede opponents, filling the areas of the *wall of thorns* and other enhanced plants with an *insect plague*. He may spontaneously summon an earth elemental or similar large creature with *summon nature's ally* to bull rush enemies into the *wall of thorns*. If enemies stay at range, he uses his *call lightning* bolts and his *wand of ice storm* to batter them. If melee threatens, he uses his bramble armor domain ability, wild shaping into a Large plant with his Powerful Shape feat and wielding his *shillelagh*.

Morale The grandfather of flowers fights to the death to protect the mother plant of his parasites.

Base Statistics Without his spell effects, the grandfather of flowers loses his damage reduction and his statistics become: **AC** 22, touch 11, flat-footed 22; **hp** 71; **Fort** +10; **Melee** masterwork club +9/+4 (1d6+2) or 2 vines +8 (1d6+2 plus grab); **Str** 14; **Con** 12; **CMB** +8; **CMD** 19.

STATISTICS

Str 18, **Dex** 11, **Con** 16, **Int** 9, **Wis** 20, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 21

Feats Lightning Reflexes, Natural Spell, **Powerful Shape**[UM], Shield Focus, Toughness, Weapon Focus (club)

Skills Bluff +10, Knowledge (local) +5, Knowledge (nature) +10, Knowledge (religion) +5, Perception +10, Spellcraft +8, Survival +12

Languages Common, Druidic

SQ bramble armor (1d6+4, 9 rounds/day), exceptional resources, nature bond (Plant domain), nature sense, trackless step, wild empathy +11, woodland stride

Combat Gear *potions of cure moderate wounds* (2), *scroll of air walk, scroll of animal messenger, scroll of goodberry, scroll of remove disease, wand of ice storm* (24 charges remaining); **Other Gear** *+2 hide armor, +2 heavy wooden shield*, masterwork club, *belt of incredible dexterity +2, cloak of resistance +3, headband of inspired wisdom +2, ring of protection +1, treeform cloak*[UE], 748 gp

CHAPTER 06:

PSYCHIC SPECIES

Many alien species are characterized less by their physical characteristics than their mental ones, operating in a realm of pure thought that trumps the humble dross of the material world. Rare creatures have transcended physicality entirely and become beings beyond mortal understanding, but other races are just awakening to their latent psychic potential or still in the process of striving to achieve a cosmic awareness and connection that will make carry them beyond merely attunement to the universe to become akin to gods themselves.

Astomoi: A strange race of solid shadow, breathing in the psychic static of the universe.

Elali: A benevolent race of ancient psychic intermediaries between the elder beings of creation and the younger mortal species they have seeded across the universe.

Erebus: A long-splintered fragment of humanity, erebuses have joined into a vast psychic collective known as the Overmind.

Infused: Artificially created super-soldiers infused with psychically bonding aetherite energies that awakened their mental faculties but left them no longer truly human.

Oulbaene: Tentacled and wholly inhuman, oulbaene nevertheless are gifted psychic emissaries, able to transcend interspecies prejudice or incite revulsion physically or psychically.

Penthe: A long-split offshoot of humanity that has dwelt so long in the shadow of the dreamlands that they live partially in the Dimension of Dreams.

Tretharri: A four-armed alien species with a grand meditative tradition that is only now awakening to the psychic potential latent in their minds.

Ultar: A sinister counterpart to the elali, natural psychics who still can hear the whispered heresies of darkling patrons seeking to corrupt all life to their tyrannical dominion.

Rules for Psychic Species

The following rules are uniquely well suited for psychic species and creatures and characters developing their powers of the mind.

Psionics

Some creatures in this section use the psionics rules published by Dreamscarred Press in *Psionics Unleashed* and later expanded in *Ultimate Psionics*, and even those that do not are ideal candidates for playing with those rules within a *Pathfinder* campaign. Most rules relevant to psionics also can be accessed online at **d20pfsrd.com/psionics-unleashed/**, including all rules referenced in this adventure. If you would rather use purely magical rules, many psionic powers can be duplicated with spells of the same or similar name in *Pathfinder Roleplaying Game Occult Adventures*, though in that book such spells often have multiple versions spread out across several levels, such as *psychic crush I* through *psychic crush V*, rather than a single *psychic crush* psionic power that can be scaled up in power by spending power points.

It is possible to run magic and psionics as entirely different systems, similar in the effects they can produce but unable to directly interact with each other. For the purpose of most campaigns, however, it is far simpler and more balanced to rule that magic and psionics are considered essentially similar in function, and effects like *detect magic*, *dispel magic*, and *antimagic field* have an identical effect on magical and psionic effects, as do powers like *detect psionics*, *negate psionics*, and *null psionics field*. Likewise, spell resistance and power resistance, saving throw bonuses that apply specifically against magic or psionics, and similar rules function interchangeably with both types of effects where appropriate. As an exception, you may wish to treat **Knowledge (psionics)** as a separate skill from Knowledge (arcana) to represent specialized knowledge of psionic items, creatures, and phenomena.

Psi-Like Abilities

Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance. A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-like ability is a standard action unless noted otherwise and doing so while threatened provokes attacks of opportunity. It is possible to make a concentration check to use a psilike ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can be. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Charisma modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. Changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

Astomoi

Astomoi appear to be made of pure darkness. They require no food—indeed, they have no mouths—and they have no eyes with which to survey their environment. Instead, they rely on their powerful minds to sense the world around them and subsist on nutrients absorbed from the air. This can turn against them, however, as powerful smells and inhaled poisons can render an astomoi helpless. Predisposed to asceticism, astomoi rarely wear more than rags, if they wear anything at all.

Astomoi Racial Traits

+2 Intelligence, +2 Wisdom, -2 Constitution: Astomoi ever pursue enlightenment through self-denial and are psychically attuned to their surroundings, but their delicate bodies are more susceptible to the physical dangers of the world.

Type: Astomoi are humanoids with the astomoi subtype.

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

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

Mouthless: Astomoi don't need to eat or drink to survive. Instead, they absorb the essence of food and drink; this consumes the nutrients of the meal as though it had been eaten, rendering the food useless to others. Astomoi consume potions and other ingested materials in the same fashion. Since they never actually ingest anything, they can't normally be exposed to ingested poisons.

Scent: Astomoi have the scent special ability.

Sensitive Breath: Astomoi take a –2 penalty on saving throws against disease and inhaled poisons.

Telepathic Senses: Astomoi can't speak or see, but can mentally sense the area within 60 feet, as per darkvision, and can speak telepathically. An astomoi can't see anything beyond 60 feet. An astomoi must provide thought components for spells that normally require verbal components. It can use language-dependent abilities with its telepathy, but not abilities that depend on audible components.

Languages: Astomoi begin play knowing Common, but as they have no mouths, they cannot speak. They have telepathy with a range of 100 feet. Astomoi with high Intelligence scores can choose any of the following languages: Abyssal, Aklo, Celestial, Elven, Gnome, Infernal, and Sylvan. See the Linguistics skill page for more information about these languages.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Dissolve into Shadow: Once per day, an astomoi can fade into the shadows. This functions like *invisibility* with a duration of 1 round per level (maximum 5 rounds). This ability cannot be used in bright light. This is a supernatural ability. This racial trait replaces scent.

Shadow Magic: Astomoi add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Astomoi with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*dancing darkness*, *message*, and *shadow weapon*[UM]. The caster level for these effects is equal to the astomoi's level. This racial trait replaces scent.

Shadow Resistance: Astomoi get a +2 racial bonus on saving throws against spells of the shadow subschool. This racial trait replaces scent.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Medium: Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the medium can cast.

Psychic: Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the psychic can cast.

Sorcerer: Add +1/2 point of damage to any illusion spells of the shadow subschool cast by the sorcerer.

Summoner: Add +1 skill rank to the summoner's eidolon.

Witch: Add +5 feet to the witch's familiar's darkvision (to a maximum of +30 feet). If the familiar does not have darkvision, the familiar gains darkvision 5 feet. If the witch ever replaces her familiar, the new familiar gains this bonus to its darkvision distance.

New Astomoi Rules

Dancing Darkness

School evocation [darkness, shadow]; Level antipaladin 1, bard 1, magus 1, shaman 1, psychic 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect Up to four spheres, all within a 10-ft.-radius area

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You create either up to four spheres of darkness that each reduce the illumination level by one step within a 20-foot-radius, or one dimly lit, vaguely humanoid shape. Each sphere must stay within a 10-foot-radius area of one another but can otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like.

The darkness can move up to 100 feet per round. The effect winks out if the distance between you and it exceeds the spell's range.

Dancing darkness can be made permanent with a *permanency* spell.

Sample Astomoi NPC

SHADOW PSYCHIC **CR 1/2**

XP 200

Astomoi psychic[OA] 1

N Medium humanoid (astomoi)

Init +1; **Senses** darkvision 60 ft., scent, telepathic senses; Perception +7

DEFENSE

AC 14, touch 14, flat-footed 13 (+1 Dex, +3 Wis)

hp 7 (1d6+1)

Fort +0, **Ref** +1, **Will** +5; –2 vs. disease and inhaled poison

Immune ingested poisons

Weaknesses sensitive breath

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Ranged hive pistol +1 (1d8/x4)

Special Attacks phrenic amplification[OA] (conjured mind), phrenic pool[OA] (3 points), physical push (+3, 3/day)

Psychic Spells Known (CL 1st; concentration +4)

1st (4/day)—*expeditious retreat*, *mind thrust I*[OA] (DC 14), *summon monster I*

0 (at will)—*daze* (DC 13), *flare* (DC 13), *grave words*, *telekinetic projectile*[OA]

Psychic Discipline self-perfection

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 17, **Wis** 16, **Cha** 10

Base Atk +0; **CMB** –1; **CMD** 13

Feats Combat Casting

Skills Diplomacy +4, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

Languages Celestial, Common, Sylvan (can't speak any language); telepathy 100 ft.

SQ mouthless

Gear *scroll of vanish*[APG]; **Other Gear** dagger, hive pistol with 14 metal cartridges

Elali

A powerful psychic species—and the elder statesmen of the Bellanic Accord—elali have long cultivated a reputation as benevolent shepherds of the multiverse. Ages ago, they evolved on a lush, mountainous world with vicious predators, forced to rely on cunning and intellect to survive. As a result, they also prefer to remain in the shadows of interplanetary affairs, often shaping events on other worlds through proxies and intermediaries until native species are ready to accept their presence. The true agenda of the elali is sustain the master plans and prophecies of the ascended Patrons, moving the multiverse towards a similar enlightenment and joint commonality.

Capable of channeling their psychic talents in impressive displays of mental dominance and deception, the elali loathe to use their powers on the unwilling. This self-imposed ban on the unethical abuse of their abilities—as well as their dwindling population and slow reproductive cycle—is all that keeps them from becoming a conquering force in the universe; a well-known fact by other species, especially their enemies among the Ultari Hegemony. Only marginally shorter in stature than an average-sized human, elali commonly stand 5-1/2 feet tall and weigh around 120 pounds.

Originating on the mountainous, arboreal world of Ternastra, the elali developed in the shadows of massive, translucent, fungal-like trees which filtered much of the light from the world's twin, blue-white suns. They developed nascent psychic abilities as a defense against the world's fiercest predators, hiding in small, migrating communes among such forests. Only after millennia eking out a living while being hunted, did the first elali ascend into the mountains and skies of their planet. Settling on the tops of the gargantuan fungal blooms and highest peaks, the elali created their first true settlements, made from the picked carcasses of the colossal beasts, below. From this moment, the elali race learned what it meant to truly look down upon other creatures, safe from reprisal and able to develop their culture at a pace of their own choosing.

One of the few species to directly interact with the immortal Patrons, the elali once again adapted to the greater multiverse after accepting an interplanetary gate connected to the Weave. Mastering psychic trickery, they took the form of other humanoid species, often passing among them as idealized versions of the local culture to better influence civilizations in positive ways. Unfortunately, psychic communication with these initial species often led to misunderstandings, fear, or—in extreme cases—terrible accidents, with the elali unintentionally overriding the synapses of lesser species and rendering them in a state of permanent catatonia. Since then, the elali have grown more accustomed to neural differences within other species, though psychic intrusion still results in moments of deep shock. For this reason, elali prefer telepathy for communication, reserving the direct sharing of minds only for others of their kind.

Relations: The peaceful elali abhor war even when it proves absolutely necessary. Capable of extending psychic energy into the very weapons they wield, only a handful embrace martial traditions because of their aversion to violence. Instead, most use deception to avoid combat or turn enemies against one another. This prevents them from inflicting lasting harm on others, as they believe the mind is always far more important than the flesh. Because of this, elali particularly guard against psychic enemies, especially those among the Ultari Hegemony.

Elali almost always live among the societies of other worlds, appearing as a member of the native species while manipulating events until a situation warrants their direct hand. From this position, they work to influence important leaders and improve the lives and advancement of their adopted species. When discovered or confronted about their presence, the elali use more invasive psychic powers to carefully alter memories and disappear, cultivating new identities and new relationships to continue their work. Because of this activity, members of the Hegemony often paint the elali as master manipulators, meddling in the affairs of lesser species for nefarious reasons, and the elali are then forced to repair and defend their reputation once revealed.

Small groups of more adventurous elali occasionally explore the Weave on scouting missions to discover or intervene among the neutral worlds of the multiverse coveted by rival forces. Able to remain hidden for years at a time, these agents foment resistance to brutal dictators and Hegemony incursions, especially any outbreaks of the vile assimilation strains manufactured by the jagladine (see Appendix X). Such atrocities always evoke a more militaristic approach by the elali, as they know full well the dangers an assimilation strain can pose to unprepared species yet to discover the dangers of the greater multiverse. On worlds not yet under the direct threat of the Ultari Hegemony, visiting elali covertly act to uplift a local species in hopes of discouraging interstellar conflict and guide peaceful outcomes toward interplanetary diplomacy and unification.

Outside their sojourns across the cosmos, groups of elali also hold council among the greatest strongholds of the Bellianic Accord, often debating the greater actions of the coalition's multiracial alliance while discussing the master plan of their enigmatic Patrons. Even so, the elali rarely show themselves beyond mandatory appearances among the leaders of the Accord, preferring to spend their individual time contemplating Patron philosophy and pursuing the shared revelations of the vast neural network provided by their kind.

Elali Racial Traits

+8 Intelligence, +6 Wisdom, +6 Charisma, +6 Dexterity, +4 Constitution, -2 Strength: Elali have towering intellects, indomitable wills, and potent psyches, and while not physically imposing they are hardy and incredibly graceful.

Humanoid: Elali are humanoids with the aether and human subtypes.

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

Speed: Elali have a base speed of 30 feet.

Psychic Enhancement (Su) Any weapon wielded by an elali receives a fraction of its psychic might. As a swift action, an elali can grant a weapon in hand a +1 enhancement bonus, increasing by 1 for every 5 Hit Dice the elali has to a maximum of +5 at 20th level. This bonus persists for 1 round.

Mental Paralysis (Su) Elali can assail the minds of lesser creatures with waves of psychic energy to temporarily restrict conscious control of their bodies. As a standard action, an elali may use this ability to target a single creature within 30 feet as a mind-affecting effect. As long as the creature has an Intelligence of 3 or greater, but still less than that of the elali itself, it must succeed on a Will save (DC 10 + 1/2 the elali's Hit Dice + her Charisma modifier) or become paralyzed for 1d4+1 rounds. Each round, on its turn, an affected creature may attempt a new saving throw to end the effect, but this requires a

full-round action which does not provoke attacks of opportunity. Once targeted by this ability (whether successful or not), a creature is immune to further mental paralysis from that elali for the next 24 hours. An elali may only maintain one instance of mental paralysis at a time. The save DC is Charisma-based.

Spell Resistance: Elali possess spell resistance equal to 10 + their Hit Dice, including both racial Hit Dice and class levels.

Spell-like Abilities: When an elali gains 4 or more class levels (in any combination), it gains two spell-like abilities usable once per day: *dominate person* and *nondetection*.

When an elali gains 9 or more class levels (in any combination), it gains two additional spell-like abilities, each usable once per day: *mass suggestion* and *teleport*.

Its caster level for these spell-like abilities is equal to its total Hit Dice, and the save DC against them is Charisma-based.

Sample Elali NPCs

ELALI — CR 4

XP 1,200
NG Medium humanoid (elali)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 armor, +3 Dex, +4 natural)
hp 37 (5d8+15)
Fort +3, **Ref** +4, **Will** +7; +2 versus mind-affecting effects
Immune paralysis; **Resist** electricity 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.
Melee +2 *dagger* +8 (1d4+1/19–20)
Special Attacks mental paralysis (DC 15)
Spell-Like Abilities (CL 4th; concentration +7)
At will—*levitate* (self only)
3/day—*disguise self* (humanoid only), *suggestion* (DC 15), *vocal alteration*[UM]
1/day—*shield*, *modify memory* (DC 17), *vanish*[APG]
Statistics
Str 9, **Dex** 16, **Con** 15, **Int** 18, **Wis** 17, **Cha** 16
Base Atk +3; **CMB** +2; **CMD** 15
Feats Improved Initiative, Toughness, Weapon Finesse
Skills Diplomacy +7, Heal +9, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Sense Motive +10, Spellcraft +8, Stealth +5, Use Magic Device +10; **Racial Modifiers** +4 Sense Motive, +4 Use Magic Device
Languages Celestial, Common, Elali, Ultari; telepathy 100 ft.
SQ psychic enhancement +2

ECOLOGY

Environment any land
Organization solitary, pair, or cluster (3–12)
Treasure NPC gear (omniweave armor, dagger, other gear)

ELALI LICH — CR 13

XP 19,200
Female elali lich abjurer 11/archmage 1
LE Medium undead (augmented humanoid, elali, mythic)
Init +10[M]; **Senses** darkvision 60 ft., *see invisibility*; Perception +33
Aura fear (60 ft., DC 22, 16 rounds)

DEFENSE

AC 27, touch 18, flat-footed 22 (+4 armor, +3 deflection, +5 Dex, +5 natural)
hp 154 (16 HD; 5d8+11d6+94)
Fort +8, **Ref** +9, **Will** +17; +2 vs. mind–affecting effects
Defensive Abilities energy absorption (33 hp per day); channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, paralysis, undead traits; **Resist** acid 10, fire 10, protective ward (10 ft., +3 deflection, 8 rounds, 11/day); **SR** 26

OFFENSE

Speed 30 ft.
Melee touch +13 (1d8+8 plus paralyzing touch)
Special Attacks mental paralysis (DC 22), mythic power (5/day, surge +1d6), paralyzing touch (DC 22)
Spell-Like Abilities (CL 5th; concentration +9)
At will—*levitate* (self only)
3/day—*disguise self* (humanoid only), *suggestion* (DC 16), *vocal alteration*
1/day—*dominate person* (DC 18), *mass suggestion* (DC 19), *modify memory* (DC 18), *nondetection*, *shield*, *teleport*, *vanish*
Abjurer Spells Prepared (CL 11th; concentration +19)
6th—*chain lightning* (DC 24), *globe of invulnerability*, *repulsion* (DC 24)
5th—*dismissal* (DC 23), *overland flight*, *cone of cold* (DC 23), *feeblemind* (DC 23)
4th—*black tentacles*, *confusion* (DC 22), *dimension door*, *dimensional anchor*, *enervation*, *resilient sphere* (DC 22)
3rd—*blink*, *dispel magic* (2), *displacement*, *fireball* (2, DC 21), *gentle repose*
2nd—*command undead* (DC 20), extended *mage armor*, extended *shield*, *resist energy*, *scorching ray* (2), *spider climb*
1st—*alarm*, *detect undead*, *feather fall*, *magic missile* (2), *ray of enfeeblement* (2, DC 19), *unseen servant*
0 (at will)—*detect magic*, *mage hand*, *message*, *prestidigitation*

TACTICS

Before Combat An elali lich casts extended *mage armor* and *overland flight* every day. She has previously set a *contingency* spell on herself (see permanent spells below). She also uses *gentle repose* daily to preserve her appearance.

STATISTICS

Str 10, **Dex** 20, **Con** —, **Int** 26, **Wis** 22, **Cha** 18
Base Atk +8; **CMB** +8; **CMD** 34
Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Initiative[MF], Opposition Research (2), Scribe Scroll, Toughness, Weapon Finesse

Skills Diplomacy +20, Fly +20, Intimidate +23, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +33, Sense Motive +37, Spellcraft +27, Stealth +13, Use Magic Device +22; **Racial Modifiers** +8 Perception, +12 Sense Motive, +8 Stealth, +4 Use Magic Device

Languages Aquan, Auran, Celestial, Elali, Ignan, Sylvan, Terran, Ultari; telepathy 100 ft.

SQ arcane bond (*ring of protection* +3), contingency, perfect preparation, permanent spells, psychic enhancement (+3)

Combat Gear 1,000 gp of diamond dust, eye ointment worth 500 gp (for *true seeing* spells); **Gear** *hand of glory*, *ring of counterspells* (*dispel magic*), *ring of mind shielding*, *ring of protection* +3, *unfettered shirt*[UE], ivory statuette worth 1,500 gp (*contingency* spell focus), intricate platinum circlet (worth 5,000 gp)

SPECIAL ABILITIES

Arcane Surge (Su) An elali lich can expend one use of mythic power as a swift action to cast any one arcane spell without expending a prepared spell. This spell must be one the lich has prepared. If the spell requires a saving throw, any non-mythic creatures affected by the spell rolls twice and takes the lower result. If the spell requires a caster level check for the spell to overcome a creature's spell resistance, the lich rolls the caster level check twice (adding her mythic tier to each) and take the higher result. The lich can't add a metamagic feat to a spell cast using this ability.

Perfect Preparation (Ex) An elali lich no longer requires a spellbook to prepare spells. She must still spend the normal amount of time preparing spells.

Permanent Spells Through the use of *permanency*, an elali lich is constantly under the effects of the following spells: *comprehend languages*, *see invisibility*, and *resistance*. She is also under the effect of a *contingency* that triggers a *fireball* centered on her if she's brought to 0 hit points or below.

Phylactery Dependency Even benevolent beings can be tempted and corrupted into evil by the lure of immortality or the tang of desperation in the face of cataclysm, especially one they have foreseen and are powerless to prevent. Yet even so, their inherent nature rebels against the transformation to lichdom, leaving their magical power is more intrinsically tied to their phylactery than other liches. If any other creature has an elali lich's phylactery in his or her possession, that creature gains a +4 bonus on saving throws against her spells and spell-like abilities and on caster level checks to overcome her spell resistance. If the lich's phylactery is destroyed she takes a permanent –4 penalty to her spell resistance and to the saving throw DCs of all her spells and spell-like abilities.

Erebus

Erebuses have human origins but have evolved into their own species, primarily due to the human inhabitants on a remote planet who experimented with instant mental communication between members of their species. The lead scientist, Erebus Thainozen, had already opened up his mind's potential to give him incredible psychic gifts, and he used those to augment the technological aspects of his peoples' advancement. The procedure was successful, and Erebus became the core of an Overmind connecting everyone on the planet. With all minds working as a harmonious collective, the erebuses expanded beyond their planet. As time passed, the Overmind lost all of its progenitor's personality, and it currently acts as a hub for its scattered people. The intense gestalt on the erebus home world has allowed them to repel even magically or technologically superior invaders, since the erebuses can instantaneously coordinate a response. Away from their home, though, they lose the strong connection among themselves but retain an empathic connection which eases communication among their species.

Even an erebus born apart from the gestalt mind still feels a connection to it and finds a way to contact the Overmind before reaching adulthood. Adventuring erebuses are the norm, since their collected knowledge and experiences add to the whole and provide the Overmind a better understanding of the current state of the universe. Most erebuses leave their home planet upon reaching maturity and only return near the end of their natural lifespans, passing their memories on to the gestalt before dying.

Erebuses tend toward true neutral alignments, but their individual experiences shift their viewpoints. Erebuses are split equally between good and evil, but the connection to a gestalt makes them more prone to shift to lawful alignments as opposed to chaotic. Extreme alignments are exceedingly rare among erebuses. Their focus on the mind and its capabilities leads many erebuses to choose psychic as their primary class or to pursue psionic disciplines. Some erebuses choose classes, such as cavalier where they can share teamwork feats with their allies, in order to simulate the connection they have with erebuses.

Average erebuses stand at 5 and a half feet tall. Their dense flesh causes them to weigh more than humanoids of their size, and they weigh in excess of 300 pounds. Erebuses enjoy long lives, nearly matching an elf's lifespan.

Erebus Racial Traits

+2 Intelligence, +2 Charisma: Erebuses are quick witted and strong willed. They have no inherent physical weaknesses.

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

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

Low-Light Vision: Erebuses can see twice as far as humans in dim light.

Force of Will: Erebuses add +1 to the saving throw DCs for spells and spell-like abilities of the enchantment school. In addition, erebuses with a Charisma score of 15 or higher may use *hypnotism* once per day as a spell-like ability (caster level equal to the erebus's character level).

Limited Mental Connection: Erebuses have a +8 racial bonus on Bluff checks to pass secret messages to other erebuses and cannot deliver a wrong message to an erebus regardless of the check.

Mental Fortitude: Erebuses spend some time in a gestalt mind, enforcing their mental endurance. They receive a +2 racial bonus on Will saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) schools. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round) The scond save is made at the same DC as the first. If an erebus has a similar ability from another source (such as from a rogue's slippery mind), it can only use one of these abilities per round but can try one on the second round if the first rerolls ability fails.

Skilled: Erebuses gain an additional skill rank at first level and one additional skill rank whenever they gain a level.

Languages: Erebuses begin play knowing Common and Erebus. Erebuses with high Intelligence scores can choose any of the following languages: Abyssal, Aklo, Celestial, Draconic, Elven, and Infernal. See the Linguistics skill page for more information about these languages.

New Erebus Rules

Of One Mind (Teamwork)

You and your allies keep each other apprised of danger.

Prerequisite: One other teamwork feat.

Benefit: You and all allies possessing this feat within 60 feet are equally aware of threats. None of you are considered flanked or flat-footed unless all of you are.

Sample Erebus NPC

PSYCHIC EMISSARY **CR 1/2**

XP 200
Erebus psychic[OA] 1
N Medium humanoid (erebus)
Init +1; **Senses** low-light vision; Perception +4

DEFENSE

AC 12, touch 11 [14 vs. rays], flat-footed 11 (+1 armor [+3 vs. rays], +1 Dex)
hp 8 (1d6+2)
Fort +2; **Ref** +2; **Will** +3
Defensive Abilities emotional push (+3, 1/day), mental fortitude

OFFENSE

Speed 30 ft.
Melee dagger –1 (1d4–1/19–20)
Ranged light revolver +1 (1d6/x4)
Special Attacks influential mind, phrenic amplification[OA] (mindtouch, overpowering mind), phrenic pool[OA] (3 points)
Spell-Like Abilities (CL 1st; concentration +4)
1/day—*hypnotism* (DC 15)
Psychic Spells Known (CL 1st; concentration +4)
1st (4/day)—*charm person* (DC 15), *command* (DC 15), *detect thoughts* (DC 14)
0 (at will)—*arcane mark*, *mage hand*, *message*, *telekinetic projectile*[OA]
Psychic Discipline Rapport[OA]

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 17, **Wis** 10, **Cha** 16
Base Atk +0; **CMB** –1; **CMD** 20
Feats Extra Amplification
Skills Bluff +7 (+15 to pass secret message to another erebus), Diplomacy +7, Knowledge (local) +7, Perception +4, Sense Motive +4, Spellcraft +7
Languages Celestial, Common, Draconic, Elven, Erebus
SQ emotional bond
Gear *potion of cure light wounds*; **Other Gear** white scatterlight suit, dagger, light revolver with 12 metal cartridges

Infused

As the Aethera system's Century War ground generations of humanity into dust, the Hierarchy sought to end the war swiftly by breeding a generation of super-soldiers infused with latent aetheric powers. The human researchers gathered volunteers from civilians, veterans, and even prisoners suffering from terminal aetherite poisoning, and began a series of strange and torturous experiments. Some of the test subjects were willing volunteers donating themselves body and mind to the Hierarchy, while others were less fortunate.

The failure rate of these experiments was exceedingly high, producing just as many catatonic husks or twisted horrors as aetherite-infused super-soldiers. The first generation of soldiers who survived these torturous transformations became what are now called the infused, named for the aetherite infusion that grants them their powers. As an unintended side effect of their creation, the infused gained a mutual psychic bond, providing them with insights into one another and even allowing them to share thoughts, dreams, and emotions after bonding. The price for this power was high, however, with infertility and a shortened lifespan as the most notable side effects. Approximately thirty percent of all infused also suffered partial or total memory loss of their lives prior to infusion.

The majority of infused were sent into the theater of war as part of elite commando units not long after recovering from their augmentation. The experiments that produced the infused continued for years, but after the creation of the second generation known as Paragons, the program was ultimately discontinued, though illegal operations continuing the original experiments continued in clandestine labs for years to come. Between the Paragons and the creation and deployment of the phalanx, many infused began to wonder if their suffering had been necessary in the first place.

Although many of the infused died during the Century War, some abandoned their posts to find freedom and their own destinies on the fringes of the system. Others went mad and disappeared. Those infused who returned to the welcoming arms of the Hierarchy after the war found themselves ushered into menial roles out of the public's eye, the Hierarchy's attempt to forget its own sins by hiding them away until time itself removes them from the equation. Few found their blood families welcoming, and many turned their back on a society that had turned its back on them.

Physical Description: In general, the infused resemble the humans that they originally were, although the infusion process has left its obvious marks. The veins and eyes of an infused glow blue with varying levels of brightness, reflecting the aetheric energy coursing through their bodies. The intensity of this illumination tends to vary with an individual's emotional state, surging when adrenaline and emotion run high and dimming when calm or sedate.

Society: The infused are outsiders in human society, either living in the shadows or working in roles out of

the public eye: toiling in slum-level factories, working in aetherite mines, or operating as mercenaries. Rarely, exemplary infused retain public-facing positions, though they must work twice as hard and face twice as much scrutiny as an ordinary human to achieve these goals.

All infused fall under the Hierarchy's laws regarding the registration of magically-active citizens on Akasaat and were, at their creation, registered. Infused born of clandestine experiments in the latter years of the Century War were required to register with the Hierarchy, though many simply disappeared between the cracks. Those who remain within Akasaati society find themselves carefully watched by the Hierarchy, which secretly fears the thought of an infused uprising.

Some infused chose to become fugitives from the Hierarchy, simply trying to build a new life in peace. Others have found their homes on the fringes of the system: many have settled in the Amrita asteroid colonies or live as nomads hiring on as muscle to whatever ship is ready to fly, choosing a life among the stars. Infused soldiers who survived the war often stuck together with their original unit, connected more strongly to one another through their psychic bonds than to anyone else. A number of infused have found themselves seeking service under the Paragons of Orbis Aurea, who have welcomed their smaller cousins with open arms. The Paragon Ascendancy of Orbis Aurea actively promotes infused within its ranks with preference over other species, and the Paragons themselves make no attempt at hiding this fact. Additionally, some of the most advanced research into infused lifespan extension is carried out by the Paragons on Orbis Aurea. While the infused are treated better on Orbis Aurea, the harsh reality of life on that frozen world is not how most infused wish to spend their short years.

As scattered a people as the infused are, there is one truth that connects them all. The infused are dying: as individuals, and as a people. The lifespan of an infused rarely exceeds 35 years; the youngest infused created at the end of the official project's life cycle in 3993 are already quickly approaching this time of twilight. The brief time remaining for the infused drives them to make their mark on history and never be forgotten, to seek vengeance against the Hierarchy for what was done to them, or to discover a way to prolong their lives or create more of their own kind. From heroic martyrs to those who would experiment on innocent humans to discover the secrets of their own creation, the infused that survived the Century War tend toward extremes.

Relations: The way that the infused view other races is colored by the predispositions and prejudice of humanity, although their experiences during the war and the way they were cast aside by the Hierarchy have allowed the infused to deviate from the patriotic line they were born into. While many of the infused desire nothing more than to be accepted by their families and what they once saw as their people, they also feel a deep sense of betrayal. Some limit these feelings to the Hierarchy itself, while other infused expand that bitterness toward all humans. Individuals range from firebrands seeking revenge against all humankind to martyrs desperately hoping to make humanity see the heroic souls within them. Each infused's relationship with their blood families, if any still live, adds an additional twist to their personal conflict.

As the vast majority of the infused are veterans of the Century War, it's difficult for many of them to see the erahthi as anything other than enemies. Still, some infused have come to wonder if the Hierarchy's war against Kir-Sharaat was not a just one, and the erahthi perhaps not the terrible enemy they had been led to believe. In the years since the war's conclusion, this undercurrent of doubt has only grown.

The phalanx are a source of contention for the infused. Like many humans, the infused see phalanx as usurpers—not of jobs or other tangible things, but rather of prestige. It was the phalanx who were ultimately the chief weapon that turned the Century War in humanity's favor, replacing the infused and leaving them unwanted. While this animosity is far from universal, many infused have strained relations with the phalanx in post-war interactions, though ironically the bond of aetherite shared between these two species means that other than the infused, it is the phalanx with whom the infused can share the most powerful psychic bonds.

The okanta, on the other hand, are a different matter entirely. Most infused who chose to live on Orbis Aurea or fought in the latter years of the Century War did so alongside okanta. These tremendously powerful beings treat the infused not as monsters but people deeply in tune with the rhythm of the universe, bounded as they are to aetherite—a substance the okanta view as sacred.

Faith: Infused typically follow similar philosophical and religious trends as humans do, though in fewer numbers. Most infused lack memory of their formative years in which most religious adherence is founded. However, as a short-lived people in search of a purpose, infused have begun to adopt Scorism in greater numbers than ever. Some infused even seek to find answers in the Score that could solve the terminal future of their species. These aetheric prophets tend to congregate in areas where aetherite is plentiful, such as on Orbis Aurea, and some of these fringe groups have even gone as far as reopening experimentation from Project Paragon,

attempting to create a new generation of infused with longer lifespans and capable of creating progeny. These individuals believe that the infused are not merely ex-humans, but a wholly new species entirely, and one that has yet to come into its own.

Outside of Scorism, some infused become ensnared by the promises of power whispered by malign entities such as living idols (see the ***Alien Bestiary Companion***) and are quick to fall into such cults with reckless abandon. While the number of infused thus entangled in these cults is thankfully as small as the number of cults, it is nevertheless a worrying trend.

Adventurers: Unwanted by their creators and without a war to fight, adventuring is a calling that many infused adopt. As the majority of infused were once soldiers, they tend to take levels in martially inclined classes such as fighters, rangers, and cavaliers, although the aetheric infusion process left many with an aptitude for sorcery and psychic ability. Infused can be found on nearly every world, though in small numbers. Due to their immunity to aetherite poisoning, infused are often called upon to explore locations suffused with aetheric radiation, once again finding themselves paired up with the phalanx, who share this immunity.

Names: The infused, as a race of modified humans, are generally named as humans are, though a trend amongst many infused is to abandon their original surnames as a way of turning their backs on a society that has abandoned them and adopt whatever identity suits them best.

Infused Racial Traits

+2 Dexterity, +2 Charisma, –2 Constitution: Infused have enhanced reflexes and strong personalities, but fragile health from the torturous experiments that created them.

Humanoid: Infused are humanoids with the aether and human subtypes.

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

Speed: Infused have a base speed of 30 feet.

Aetheric Manipulation (Sp): Infused with a Charisma score of 11 or higher gain the following spell-like abilities:

- At will—*mage hand, open/close*
- 1/day—*shield*

Telekinetic Guidance (Su): When in zero gravity (or affected by *levitate*), infused gain a fly speed equal to half their land speed.

Arcane Strike: Infused gain Arcane Strike as a bonus feat at 1st level, even if they do not meet the prerequisites.

Aetherite Immunity (Ex): Infused are immune to the effects of aetherite radiation.

Psychic Bond (Su): Infused can create a psychic bond with another creature that has the aether subtype. Creating this bond requires both creatures remain in physical contact for 1 minute. An unwilling target of a psychic bond may negate the effect with a successful

Will save (DC 10 + 1/2 the infused's Hit Dice + the infused's Charisma modifier.) After a successful bond, both creatures gain a +4 racial bonus on Sense Motive checks against one another and a +4 racial bonus on Bluff checks to pass secret messages between them. Once per day, an infused can share thoughts with one or more creatures they are psychically bonded with as though they are all under the effect of *mindlink*[OA]. An infused can be bonded to a maximum number of creatures equal to 3 + their Charisma modifier.

Languages: Infused begin play speaking Common (Hymnas). Infused with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Infused Favored Class Options

The following options are available to all infused who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Brawler: Add 1/2 uses per day for the brawler's martial flexibility ability.

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

Cavalier: Add 1/4 to the bonus that the cavalier gains from their order's challenge bonus.

Kineticist: Add 1/3 points of damage to aether elemental blasts that deal damage.

Psychic: Gain 1/6 of a new phrenic amplification.

Sorcerer: Add one spell known from the sorcerer/wizard spell list of a level that you can cast. This spell must have the force descriptor.

New Rules

The following feat and spell are commonly known among the infused.

Inner Light

Your aetheric soul burns brightly.

Prerequisites: Cha 13, infused

Benefit: You may flare your inner reserves of aetheric power to create light. A number of times per day equal to your Charisma bonus you may shed a pale blue glow as *light* with a caster level equal to your Hit Dice. At 10th level this effect is treated as *daylight*.

Searing Sight

School transmutation [fire]; **Level** cleric/oracle 1, druid 1, magus 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Duration concentration, up to 1 minute/level or until discharged

Saving Throw Reflex half (see text); **Spell Resistance** yes

This spell functions as *darkvision* except it also grants the subject of the spell a burning stare. At any point while the target of the spell is maintaining concentration, they may target a creature that they can see within 60 feet as a swift action. The targeted creature takes 1d4 points of fire damage per caster level and catches on fire. A successful Reflex save halves this damage and prevents the target from catching on fire. Once this effect is used the spell immediately ends.

Sample Infused NPCs

INFUSED SPELL SAGE **CR 1/2**

XP 200

Male infused wizard (spell sage[ACG]) 1

LN Medium humanoid (aether, human)

Init +2; **Senses** Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 6 (1d6)

Fort –1, **Ref** +2, **Will** +7

Immune aetherite radiation

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Wizard Spells Prepared (CL 1st; concentration +4)

1st—*color spray* (DC 14), *mage armor*

0 (at will)—*acid splash*, *detect magic*, *light*, *read magic*

Spell-Like Abilities (CL 1st; concentration +2)

At will—*open/close*, *mage hand*

1/day—*shield*

STATISTICS

Str 8, **Dex** 14, **Con** 8, **Int** 16, **Wis** 16, **Cha** 12

Base Atk +0; **CMB** –1; **CMD** 11

Feats Arcane Strike[B], Iron Will, Scribe Scroll

Skills Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (planes) +8, Perception +5, Spellcraft +8

Languages Aklo, Common (Hymnas), Erahthi, Giant

SQ focused spells, psychic bond (DC 11; 4 bonds), telekinetic guidance (15 ft.), spell study

Combat Gear *potion of cure light wounds*, *scroll of burning hands* (2), *scroll of expeditious retreat*, *scroll of scorching ray*; **Other Gear**spellbook (all 0-level spells and prepared spells plus *magic missile*, *sleep*, and *vanish*), *standard aetheric capacitor* (3 au)

SPECIAL ABILITIES

Focused Spells (1/day) (Su) Once per day the spell sage's understanding of spells allows him to increase his caster level by 4 for a single spell he casts.

Spell Study (Su) A spell sage's understanding of the spells of bards, druids, and oracles is so great that he can use his own magic in an inefficient, roundabout way to duplicate those classes' spells. Once per day, a spell sage can spontaneously cast any spell on the bard, cleric/oracle, or druid spell list as if it were a wizard spell he knew and had prepared. Casting the spell requires Aleta to spend 1 full round per spell level of the desired spell (if the spell is on multiple spell lists indicated above, using the lowest level from among those lists) and requires expending two prepared spells of that spell level or higher; if the spell's casting time is normally 1 full round or longer, this is added to the casting time. For example, if a spell sage wants to use spell study to cast *cure light wounds* (bard spell level 1st), he must spend 2 full rounds casting and expend two prepared wizard spells of 1st level or higher.

INFUSED TITAN CR 1/2

XP 200
Female infused brawler (titan) 1
LN Medium humanoid (aether, human)
Init +2; **Senses** Perception +4

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 12 (1d10+2)
Fort +3, **Ref** +4, **Will** +0
Immune aetherite radiation

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee unarmed strike +5 (1d6+3) or brawler's flurry +3/+3 (1d6+3),
Ranged combat shotgun +4 touch (1d6) or combat shotgun semi-automatic fire +2/+2 touch (1d6)
Spell-Like Abilities (CL 1st; concentration +3)
At will—*mage hand*, *open/close*
1/day—*shield*

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 11, **Cha** 14
Base Atk +1; **CMB** +4; **CMD** 16
Feats Arcane Strike[B], Improved Unarmed Strike[B], Power Attack
Skills Acrobatics +6, Diplomacy +2, Intimidate +3, Perception +4, Sense Motive +4
Languages Common (Hymnas)
SQ brawler's cunning, martial training, psychic bond (DC 13; 5 bonds), telekinetic guidance (15 ft.),
Combat Gear *potion of cure light wounds*; **Other Gear** combat shotgun (24 bullets), trooper armor, *aetheric capacitor* (12 au)

SPECIAL ABILITIES

Deeds: An infused titan can spend grit points to accomplish the following deeds and gains 1 point of grit back every time she scores a critical hit with a firearm or lands a killing blow with a firearm. The titan archetype is described in **Chapter 1: Legacy Races**.

Unstoppable (Ex): When an infused titan succeeds at a Fortitude saving throw against an effect that deals damage on a successful save, she can spend 1 grit point as an immediate action to instead take no damage for that effect.

Hail of Bullets (Ex): When an infused titan makes a brawler's flurry she can exchange one melee attack for a ranged attack with a firearm. Such ranged attacks suffer the normal attack penalty of brawler's flurry. She can exchange a maximum of 3 melee attacks for firearm attacks per day.

INFUSED PROTECTORATE INVESTIGATOR CR 7

XP 3,200
Male infused investigator[ACG] 8
LN Medium humanoid (aether, human)
Init +4; **Senses** Perception +12

DEFENSE

AC 22, touch 14, incorporeal touch 18, flat-footed 18 (+4 armor, +4 Dex, +4 shield)
hp 36 (8d8)
Fort +3, **Ref** +10, **Will** +6
Defensive Abilities poison resistance +6; **Immune** aetherite

OFFENSE

Speed 30 ft.
Melee +1 *sword cane* +10/4 (1d6–1)
Ranged masterwork hive pistol +11 (1d8/x4)
Special Attacks studied strike +3d6
Spell-Like Abilities (CL 8th; concentration +9)
At will—*mage hand*, *open/close*
1/day—*shield*
Alchemist Extracts Prepared (CL 8th; concentration +10)
3rd—*bloodhound*[APG], *gaseous form*, *thorn body*
2nd—*cure moderate wounds*, *cat's grace*, *detect thoughts* (DC 14), *invisibility*, *vomit swarm*[APG]
1st—*cure light wounds* (2), *disguise self*, *keen senses*[APG], *true strike*

TACTICS

Before Combat Before combat the investigator buffs himself with his *shield* spell-like ability and drinks a *cat's grace* extract.
During Combat The investigator fights intelligently, utilizing the terrain to attempt to maneuver opponents into a situation where he can fight at range or at least can't be attacked by more than one opponent. If it seems impossible to escape melee, he tries to use his *thorn body* extract to discourage attackers. He utilizes his *invisibility* extract to heal and reposition himself to a more favorable position if necessary, using *vomit swarm* to harry spellcasters.
Morale If reduced to less than half HP and not expecting to have a chance to heal, the investigator uses his *gaseous form* or *invisibility* extract to aid his escape.
Base Statistics The investigator's statistics are **Init** +2, **AC** 20, touch 12, flat-footed 16; **Ref** +8; **Melee** +1 *sword cane* +8/2 (1d6–1), **Dex** 14, **CMD** 18, **Skills** Acrobatics +10, Disable Device +10, Fly +7, Stealth +11.

STATISTICS

Str 8, **Dex** 18, **Con** 11, **Int** 14, **Wis** 12, **Cha** 12
Base Atk +6; **CMB** +5; **CMD** 19
Feats Arcane Strike, Extra Investigator Talent[ACG], Quick Draw, Rapid Reload (hive pistol), Weapon Finesse
Skills Acrobatics +11, Bluff +8, Climb +1, Craft (alchemy) +12, Disable Device +11, Disguise +7, Fly +7, Intimidate +8, Knowledge (arcana) +7, Knowledge (history) +8, Knowledge (local) +8, Perception +11, Sense Motive +11, Spellcraft +9, Stealth +13
Languages Auran, Common (Hymnas), Erahthi, Okantan
SQ alchemy (alchemy crafting +4, identify potions), inspiration (inspiration pool 7, diplomacy, heal, knowledge, linguistics, perception, profession, sense motive or spellcraft), investigator talents (amazing inspiration, expanded inspiration, inspired alertness, quick study), keen recollection, poison lore, psychic bond (4 maximum; DC14), swift alchemy, telekinetic guidance

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *armored coat*, *greater aetheric capacitor* (350 au), *handlight*, masterwork hive pistol (21 bullets), masterwork manacles

Detectives of the Protectorate investigate crimes within Akasaati arcologies. An infused detective of the Protectorate forms mindlinks with other infused living in different social strata, usually criminal contacts they leverage for leads in return for turning a blind eye to their activities.

INFUSED WASTELAND MAGUS CR 11

XP 12,800

Female infused magus (staff magus[UM]) 12

N Medium humanoid (aether, human)

Init +4; **Senses** Perception +7

DEFENSE

AC 25, touch, 13 flat-footed 22 (+8 armor, +3 Dex, +4 shield)

hp 66 (12d8+12)

Fort +9, **Ref** +8, **Will** +7

Defensive Abilities quarterstaff defense; **DR** 10/adamantine (up to 120 damage); **Immune** aetherite radiation

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *ghost touch quarterstaff* +15/+10 (1d6+7)

Special Attacks improved spell combat, spellstrike

Spell-Like Abilities (CL 12th; concentration +13; +17 casting defensively)

At will—*mage hand*, *open/close*

1/day—*shield*

Spells Prepared (CL 12th; concentration +16; +20 casting defensively)

4th—*dimension door*, *invisibility (greater)*, *reduce person (mass)* (DC 18), *stoneskin*

3rd—*dispel magic* (2), *fireball* (DC 17), *force punch* (DC 17), *vampiric touch*

2nd—*bull's strength*, *cat's grace*, *glitterdust* (DC 16), *mirror image*, *shatter* (DC 16), *web* (DC 16)

1st—*corrosive touch*[UM], *feather fall*, *hydraulic push*[APG], *magic missile*, *ray of enfeeblement* (2) (DC 15)

0—*daze* (DC 14), *detect magic*, *light*, *mage hand*, *read magic*

TACTICS

Before Combat The magus casts *bull's strength*, *cat's grace*, and *stoneskin* and activates his *shield* spell-like ability.

During Combat In the first round of combat, the wasteland magi will cast *invisibility (greater)* to get an advantage on her foes and keeps mobile throughout the battle when possible in order to confuse her opponents as to her exact location, using *dimension door* if necessary and moving enemies strategically with *hydraulic push* and *force punch*. If presented with a large number of melee attackers, she will attempt to use *reduce person (mass)* to weaken their damage potential. Obviously spell-enhanced combatants will be targeted with *dispel magic* and engaged in melee with spellstrike attacks if possible.

Morale If reduced below 20 hp, the wasteland magus will attempt to retreat, using *dimension door*, if still available, and *web* to discourage pursuit.

Base Statistics When not enhanced through his spells, the magus's statistics are reduced to **Init** +2, **AC** 19, **DR** none, **Ref** +6, **Melee** +1 *ghost touch quarterstaff* +12/+7 (1d6+4) , **Str** 16, **Dex** 14, **CMB** +12, **CMD** 24, **Skills** Acrobatics +7, Fly +6

STATISTICS

Str 20, **Dex** 18, **Con** 13, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 28

Feats: Arcane Strike, Combat Casting, Greater Spell Penetration, Power Attack, Riving Strike[ACG], Spell Penetration, Quarterstaff Master[UM], Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Acrobatics +13, Diplomacy +7, Intimidate +10, Knowledge (arcana) +19, Knowledge (nature) +19, Knowledge (planes) +19, Survival +11

Languages Common (Hymnas), Erahthi, Ignan, Okantan, Terran

SQ arcane pool (10), knowledge pool, medium armor, psychic bonding (3 maximum), improved spell recall, staff weapon.

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +2 *ultraweave armor*, *greater aetheric capacitor* (560 au), *headband of vast intelligence* +2, spellbook (contains all 0-level spells and all prepared spells as well as the following: 4th—*arcana theft*[UM], 3rd—*hold person*; 2nd—*blood transcription*[UM]; 1st—*comprehend languages*, *disguise self*, *mount*, *protection from evil*, *unseen servant*)

Wasteland magi are pariahs of Hierarchy society, dwelling on the fringes and living among the dangerous Wasteland communities on Akasaat. Most Wasteland magi are loners, keeping to themselves and concealing their spellcasting ability whenever possible.

Oulbaene

Oulbaene are mercenary creatures which sell their services to more powerful races to improve their lot in life. They only take opportunities with a high degree of success, plotting their chances like a master gambler or commodities merchant. Some even obsessively plan ahead of time to ensure such outcomes. Oulbaene enjoy a natural ability to resist mental manipulation and can travel in almost any environment, which makes them popular as couriers and spies on multiple worlds. While not naturally adept at manipulation themselves, their size and coloration give them an advantage in matters of stealth, which many overlook because of their bizarre appearance. In combat, an oulbaene's tentacles provide them an extra edge, allowing them to move unimpeded over terrain that would give most opponents pause. Their ability to climb also allows them to use three-dimensional combat, often coming at attackers from unexpected angles.

Oulbaene eke out a living as social climbers, meticulously studying local fashion and culture before entering into new relationships. They take great offense, however, when anyone remarks on their 'alien' appearance, even seeking revenge on such individuals if they can get away with it. Oulbaene occasionally work together and take advantage of their telepathic communication without alerting others to their plans or presence. As they gain favors from powerful creatures, they also subtly work to undermine their ostensible partners to ensure their own schemes succeed ahead of all others.

Oulbaene stand 3 feet tall and weigh 80 pounds.

Sample Oulbaene NPCs

OULBAENE PODDER — CR 2

XP 600
N Small monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 22 (3d10+6)
Fort +3, **Ref** +6, **Will** +3
Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft., swim 30 ft.
Melee 2 arms +7 (1d3–1), 2 tentacles +2 touch (1d6 acid plus revolting touch)
Special Attacks revolting touch

STATISTICS

Str 8, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +5; **CMD** 14 (18 vs. disarm, can't be tripped)
Feats Agile Maneuvers, Nimble Moves[B], Weapon Finesse
Skills Acrobatics +9 (+5 when jumping), Climb +13, Knowledge (any one) +3, Perception +10, Stealth +12, Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Perception
Languages Common, Oulbaene; limited telepathy (30 ft.)
SQ amphibious, multi-limbed

SPECIAL ABILITIES

Limited Telepathy (Su) An oulbaene can mentally communicate with any other telepathic creature within 30 feet. This ability is otherwise identical to the telepathy ability.
Multi-Limbed (Ex) An oulbaene has six lower and four upper tentacular appendages. Its lower limbs cannot be used to attack but provide it with Nimble Moves as a bonus feat. Two of its upper limbs serve as its primary arms, the other two upper limbs are tentacles that can be used to deliver a specialized secondary touch attack. These tentacles cannot be used to wield weapons but can manipulate or hold items (including a buckler, but no larger shields); unlike its arms, the tentacles do not allow it to use extra arm slots. Suckers on its limbs enable an oulbaene to climb sheer surfaces and provide a +4 bonus to its CMD vs. disarm attempts.
Revolting Touch (Ex) A creature touched by the slimy tentacle of an oulbaene is sickened for 1d3 rounds (DC 13 Fortitude negates). A creature that succeeds on its initial saving throw is immune to that oulbaene's revolting touch for 24 hours. A creature already sickened must save again each time it is struck by an oulbaene's revolting touch, with each failed save extending the duration of being sickened by 1 round and also causing the creature to become nauseated until the end of its next turn. The save DC is Constitution-based.

OULBAENE MINDSPEAKER — CR 6

XP 2,400
Male oulbaene bard 5
LN Small monstrous humanoid
Init +5; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 17 [22 vs. rays], flat-footed 12 (+1 armor [+5 vs. rays], +5 Dex, +1 dodge, +1 size)
hp 67 (8 HD; 3d10+5d8+29)
Fort +5, **Ref** +12, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.
Melee 2 masterwork sickles +13/+8 (1d4), 2 tentacles +10 touch (1d6 acid plus revolting touch)
Ranged 2 light revolvers +12/+7 (1d4/x4)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), revolting touch (DC 14)

Bard Spells Known (CL 5th; concentration +9)

2nd—*alter self, distressing tone*[UM] (DC 16), *invisibility*

1st—*cure light wounds, expeditious retreat, grease* (DC 15), *invisibility alarm*[ACG]

0 (at will)—*dancing lights, detect magic, mage hand, open/close, prestidigitation, read magic*

TACTICS

During Combat An oulbaene mindspeaker calls for aid from his guards before casting distressing tone to sicken as many opponents as possible. Thereafter, he relies on his Multiattack feat and revolting touch to nauseate anyone sickened by his spell or wields his *wand of oneiric horror* to impede anyone trying to close on him.

STATISTICS

Str 11, **Dex** 20, **Con** 16, **Int** 10, **Wis** 10, **Cha** 18

Base Atk +6; **CMB** +10; **CMD** 21 (25 vs. disarm)

Feats Agile Maneuvers, Dodge, Multiattack, Nimble Moves[B], Weapon Finesse

Skills Acrobatics +15, Bluff +12, Climb +14, Diplomacy +12, Intimidate +8, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +8, Knowledge (nobility) +6, Perception +8, Perform (oratory) +12, Sense Motive +6, Spellcraft +5, Stealth +15, Swim +15; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Aquan, Common, Oulbaene; telepathy 30 ft.

SQ amphibious, bardic knowledge +2, lore master 1/day, multilimbed, versatile performance (oratory)

Combat Gear *potion of cure moderate wounds, wand of oneiric horror*[OM] (32); **Other Gear** masterwork green scatterlight suit, masterwork sickles (2), 2 light revolvers with 12 metal cartridges each, 6 gp

Penthe

The penthe are a humanoid species that can trace its ancestry to humanity at some pre-historical point. Biological testing has proven the penthe are indeed humans, despite their outward physical differences. Penthe in their native form are stocky humanoids with wide, flat facial features and exceptionally long arms with seven delicate, elongated fingers on each hand. Their skin is a vibrant explosion of complex lambent pattern, like tree frogs hued in neon. Additional features of angle and expression created from self-generated pale energy enhance their visage, much like a holographic display, and range from subtle enhancements to full-blown projected masks. The visual expressions of individual Penthe are unique and shift through the Penthe's lifetime, a statement of their self-identity, purpose and position within their culture.

When penthe cross over to the Material Plane, however, much of this vibrant majesty is left behind. They retain a similar body shape but their skin dulls to a leathery gray. They lack all the dream-like beauty of their natural forms, and are commonly dressed in drab, utilitarian survival clothing to withstand the wind-blasted badlands that dominate their planet. Penthe in the Material Plane commonly mark their exposed skin with pigmented clays, a pale imitation of their true forms that help them feel more comfortable in the material plane.

Penthe have the ability to create waking avatars for short periods of time instead of physically going meatside, a process akin to dreaming in reverse. They enter a comatose stasis while resting or sleeping in the Dimension of Dreams and form a corporeal body identical to their physical form in the Material Plane. Most penthe encountered by outsiders at one of their outposts are waking avatars serving as guards, diplomats and other functionaries. Those penthe who act as longer-term guides on expeditions across Calcarata's surface or who leave the planet to explore the universe always do so in their actual physical bodies.

Penthe speak their own distinct language that shares common roots with Common (Hymnas in the *Aethera Campaign Setting*). The alphabet and language structure of the two are similar but have deviated far enough from each other over the centuries to require translation. Many penthe, especially those whose purpose places them in contact with other species, gain fluency in Common (Hymnas) as well.

Penthe society is structured around individual purpose, with communal family units known as consortiums being composed of penthe of a single purpose or function, in many ways like a guild. Juvenile penthe learn the basics of their parent's consortium but are tested for a wide range of aptitudes and interests in order to encourage growth towards their purpose. When penthe come of age, they undergo a ceremonial trial which reaffirms their purpose and places them in a new consortium. It is rare but not unheard of for a penthe to redefine its purpose later in life. Doing so is an undertaking not declared frivolously, as penthe who do so suffer a great loss of status and must leave their communal family behind to rebuild their reputation within a new consortium.

The majority of consortiums are centered in just a few penthe cities, but some have purposes that are spiritual or more esoteric in nature. These nomadic penthe travel the wilds, living a more primal lifestyle than their urban cousins. Their expertise in survival and knowledge of Calcarata's wildlife makes them frequently called upon as guides to visitors, and it is early contact with penthe from these consortiums that led to the outside universe's initial assumptions that they are a relatively primitive species.

Outsiders frequently find the penthe's technology a confusing jumble. Their clothing, equipment and vehicles within the Dimension of Dream are clearly influenced by the technology of races which have contacted them, including humans both within the Hierarchy and without, the erahthi, and the okanta. At the same time, their society has developed

over thousands of years and has envisioned technology of imagination that exists solely in the dreamscape. When penthe are meatside, they tend to rely on imported equipment and technology from other races as suits their needs.

Penthe Racial Traits

Despite the physical differences of their waking avatars and bodies, the penthe are a near-human race adapted to the unique geography and cosmology of planets with a psychic resonance for the Dimension of Dreams. Penthe have humans' standard racial traits with the following exceptions.

Type: Penthe are humanoids with the human and penthe subtypes.

Dream Denizen: The penthe are native to the Dimension of Dreams, physically present within that demiplane. They neither dream nor generate dreamscapes of their own but enter a dreamless rest functionally similar to sleeping and are considered to always be dreaming for the purposes of effects like the dream spell while in the Dimension of Dreams. Penthe can physically enter dreamscapes in the Dimension of Dreams and dwell within those dreams without disorientation or other debilitating effect. Penthe can also attempt impossible feats while in a dreamscape.

Penthe in the Dimension of Dreams can enter a stasis-like state while resting to create waking avatars in the Material Plane. These waking avatars appear with none of the penthe's regular equipment and are immune to sleep effects, but otherwise act as if the penthe was physically present. Spells and abilities used by the penthe's waking avatar are depleted as normal. Should the waking avatar die, the penthe awakens from stasis in the Dimension of Dreams and is fatigued. A waking avatar requires as much food and water as a Medium-sized creature but provides no actual nourishment for the penthe in stasis, and a penthe that spends too much time in its waking avatar will suffer from starvation and thirst regardless of how well it maintains its waking avatar's needs.

Penthe can also physically enter the Material Plane, crossing at a fray or using the dream travel spell or other means of physically entering the Dimension of Dreams in reverse. A penthe physically present in the Material Plane gains sustenance from physical nourishment. This racial trait replaces the bonus feat trait.

Languages: Penthe begin play speaking Penthe instead of Common (or Hymnas, in the *Aethera Campaign Setting*). Penthe with high Intelligence scores or the Linguistics skill can learn Common (Hymnas) just as they could any other language. This modifies starting languages.

Alternate Penthe Racial Traits

Penthe can select any of the following alternate racial traits.

Dreamcaster: Some penthe developed their magical talents exclusively in the unpredictable Dimension of Dreams. They gain a +4 racial bonus on caster level checks to prevent a spell or spell-like ability from going awry because of wild magic. This racial trait replaces skilled.

Dreamspeaker: Many penthe have the ability to tap into the power of sleep, dreams and prescient reverie. Penthe with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, penthe with Charisma scores of 15 or higher may use *dream* once per day as a spell-like ability (caster level is equal to the penthe's character level). This racial trait replaces skilled.

Guarded Consciousness: Penthe who frequent the material plane develop resistances in their waking and sleeping mind. They gain a +2 racial bonus on saving throws against mind-affecting effects. This racial trait replaces skilled.

Wondrous Arsenal (Sp): Penthe warriors are known for their prowess with dream-crafted weapons, and some even have the ability to briefly manifest such weapons in the material plane. They gain a +1 bonus on attack rolls with any weapon conjured by impossible feat, conjured by this trait or crafted within the Dimension of Dreams. Once per day as a swift action while on the Material Plane, penthe with this racial trait can conjure a melee weapon with which they are proficient into their open hand(s). This weapon lasts as long as the penthe holds it, up to 1 round per character level. The weapon deals damage as normal for its type, and if its wielder is at least 5th level the weapon is treated as magic for the purposes of overcoming damage reduction. This racial trait replaces skilled.

New Rules

The following feats are of particular use in a campaign featuring the penthe or worlds like Calcarata where the veil between reality and the dream-world is thinned.

Frays

Frays are places of diminished boundary between the Material Plane and Dimension of Dreams that make it easier for creatures to cross between. A creature that falls asleep on the Material Plane in one of these psychic frays finds its consciousness automatically transported to the Dimension of Dreams, creating a lucid body in the shared dreamscape between worlds. Creatures who wish to resist this effect can attempt a DC 15 Will save, choosing either to not dream or to dream themselves into their own personal dreamscape if successful. If a creature resists this effect but fails its Will save, it suffers a -2 penalty on its Charisma check to not arrive in the Dimension of Dreams at a disadvantage.

Penthe find it an easy task to physically cross between the Dimension of Dreams and the Material Plane when within a fray, requiring only 1 minute of concentration to do so.

Endless Arsenal (Combat)

You imagine weapons more frequently than other trained penthe warriors.

Prerequisite: Fantastic Bullets, wondrous arsenal racial trait, fighter level 4th

Benefit: You can use your wondrous arsenal racial trait to conjure weapons an extra number of times per day equal to one-half your character level.

Normal: You can use wondrous arsenal to conjure a weapon once per day.

Fantastic Bullets (Combat)

Your ability to imagine weaponry is not limited to melee weapons.

Prerequisite: Wondrous arsenal racial trait, base attack bonus +1

Benefit: You can use your wondrous arsenal racial trait to conjure ranged weapons. Reloading a weapon takes the same action as normal, but you conjure regular ammunition for the weapon as needed to reload. Your conjured weapons are no longer dismissed if you are not holding them.

Lucid Crafter

You can imbue a sense of reality to objects you create in the Dimension of Dreams.

Prerequisite: Lucid Dreamer[OA]

Benefit: Objects you create through use of the Craft skill or Item Creation feats in the Dimension of Dreams are physical objects which can be carried between planes by physically present creatures. Objects created by impossible feats are not affected by this feat.

Penthe Thoughtwalker

You are experienced in traveling to and through dreamscapes outside the bounds of Calcarata.

Prerequisites: Dreamspeaker racial trait, character level 11th

Benefit: You can cast *dream travel*[OA] once per day as a spell-like ability. This *dream travel* has a range of personal and a target of you, with a caster level equal to your character level.

Sample Penthe NPC

PENTHE DREAMWALKER **CR 1**

XP 400
Male penthe psychic 2
N Medium humanoid (human, penthe)
Init +2; **Senses** Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 15 (2d6+6[2d6 (6+3.5) +4 Con +0 Toughness +2 FC=15.5])
Fort +2[Class +0, Con +2], **Ref** +2[Class +0, Dex +2], **Will** +2; +2 vs. mind-affecting[Class +3, Wis -1, Iron Will +2]
Defensive Abilities emotional push (1/day)

OFFENSE

Speed 30 ft.
Melee quarterstaff[+0 size, +1 BAB,+0 Str, +0 weapon] +1 (1d6)
Special Attacks emotional bond (1 ally), phrenic amplification (will of the dead), phrenic pool (2 points)
Psychic Spells Known (CL 2nd; concentration +4)
1st (5)—*charm person*[D] (DC 14), *color spray* (DC 14), *expeditious retreat*
0—*detect magic*, *flare* (DC 13), *light*, *message*, *stabilize*
Psychic Spell-Like Ability (CL 2nd; concentration +4)
1/day—*detect thoughts* (DC 15)

TACTICS

Before Combat The psychic sets up an emotional bond with one ally. The psychic discusses what he will do with allies before taking action.
During Combat The psychic helps allies as best he can, attacking with his weapons, casting spells, or using mental placidity as needed.

STATISTICS

Str 10[10 array], **Dex** 12[12 array, +2 race], **Con** 14[14 array], **Int** 17[15 array], **Wis** 8[8 array], **Cha** 13[13 array]
Base Atk +1; **CMB** +2[+0 size, +1 BAB, +1 Str]; **CMD** 14[10 +1 BAB, +1 Str, +2 Dex, +0 size]
Feats Improved Initiative, **Lucid Dreamer**[OA]
Skills total ranks 10: psychic HD (2x5, including human bonus=)10 Intimidate +7[2 rank, +2 Cha, +3 trained], Knowledge (arcana, geography) +7[2 ranks (4 total), +2 Int, +3 trained], Perception +4[2 ranks, -1 Wis, +3 trained], Spellcraft +7[2 ranks, +2 Wis, +3 trained]
Languages Common (Hymnas), Dwarven, Penthe
SQ guarded consciousness, psychic discipline (rapport)
Gear potions of *cure light wounds* (3)[150]; **Gear** masterwork omniweave armor, quarterstaff, dagger, spell component pouch, pouch with 57 gp worth of mixed coins and gems[150 (combat gear)+175(armor)+0(quarterstaff)+2(dagger)+5+1+57= 390; as level 2/CR 1 NPC halved = 780 / 2 = 390 + automatic bonus progression, which grants nothing at CR 1]

Tretharri

Stoic philosophers, seekers of self-perfection, and devout worshippers, the tretharri are a humanoid race seeking balance both internal and external. Members of the race are known for their calm, understanding demeanor, but those who raise a tretharri's ire soon discover their incredible strength and rage first-hand. The cultural mores of tretharri inclines many towards professions such as monk, psion, or wizard, owing to their focus on the acquisition of knowledge, practice, and self-perfection.

A sense of community is also important for the tretharri, as they believe it's the best way to share knowledge and mutual support. Most adventuring tretharri seek to create small communities among their companions, driven by desires for exploration and shared life experiences as a means of gauging their progress towards self-perfection.

Physical Description: A tretharri's four arms present their most striking feature, the use of which can create a mesmerizing grace to onlookers. Tall and sleek, they possess very little body fat and ample muscle mass. Their ears and noses are mostly flush with their heads, and they possess angular facial features, including slanted eye sockets and nearly triangular noses. Their skin coloration almost always is a ruddy brown or red, though rare specimens have skin of blue or green. Tretharri clothing tends towards simpler clothes which allow a full range of movement.

Society: Tretharri generally travel in small groups which meet several times a year with surrounding communities at events called syyrqs to discuss matters concerning mutual protection, breakthroughs in meditation and healing, newfound knowledge and lore, and so on. In this fashion, enlightenment results as a network of connections between all settlements in a given region, even as the tretharri wander further afield. The most prominent areas in any tretharri settlement are its martial training grounds and library, the latter often doubling as a temple to Nimsharu, as well. Tretharri also thrive in the cities of other races, often taking teaching roles in multicultural societies, championing the virtues of self-reliance over technological advancements.

Relations: Tretharri get along well with most races but maintain particularly good terms with those who share their sense of community and inner enlightenment. They appreciate the philosophy and art of elves, while simultaneously appreciating the strength and decisiveness of half-orcs. Friction occasionally arises between tretharri and more frivolous or materialistic races, such as gnomes or zvarr. They remain well aware, however, of the advantages granted them—both physically and spiritually—compared to other races, and most tretharri strive to offer patient assistance to others, with only a few using such advantages to strong-arm others for their own needs.

Alignment and Religion: Tretharri often maintain a neutral outlook until they can establish an assured alliance with another culture, but individuals exhibit every possible alignment. Their patron deity is Nimsharu, but they often worship any deity focused on the preservation of knowledge, serving such divine entities as active practitioners, historians, and evangelists. More so than other races, tretharri prove willing to work with members of diametrically opposed alignments when a community is at risk. And, no matter their ethos, tretharri work hard to instill a desire for self-improvement in others, with their individual alignment dictating the specific tenets and beliefs they teach.

Male Names: Gabin, Trett, Amltral, Neroft, Althano, Wythul

Female Names: Ixtryn, Hipal, Ohierr, Pelal, Olaera

Tretharri Racial Traits

+2 Strength, +2 Wisdom, –2 Charisma: Tretharri are strong and wise, but their innate stoicism makes them emotionally distant.

Type: Tretharri are humanoids with the tretharri subtype.

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

Speed: Tretharri have a base speed of 30 feet.

Athletic: Tretharri receive a +2 racial bonus on Climb and Swim checks.

Latent Psychic: A tretharri treats their Intelligence score as 2 points higher for the purpose of spell DCs, bonus spells, and power points for any psionic or psychic spellcasting class.

Multi-Armed: Tretharri have four arms. One hand is considered its primary hand; all others are considered off hands. It may use any of its hands for other purposes that require free hands.

Languages: Tretharri begin play speaking Common and Tretharri. Tretharri with high Intelligence scores can choose from the following: Aklo, Bellianic, Celestial, Draconic, Dwarven, Elven, Giant, Halfling, Orc.

Alternate Tretharri Traits

Tretharri can select any of the following alternate racial traits.

Balancing Hands: Once per day as an immediate action a tretharri can reroll a skill check or saving throw when failure would cause her to fall prone or fall while climbing. If she would be knocked prone by an overrun or trip combat maneuver, she can instead force her attacker to reroll the combat maneuver check. She must have at least two hands free to use this ability. This replaces latent psychic.

Closed Mind: The tretharri gains a +1 racial bonus on saves against mind-affecting effects; this bonus is increased to +4 against *detect thoughts*, *mind probe*[OA], and similar mind-reading effects. This replaces latent psychic.

Quadragrapple: The tretharri gains a +2 bonus on combat maneuver checks to grapple as long as it is carrying nothing in its four hands. This bonus also applies to its CMD for creatures attempting to break its grapple. This replaces latent psychic.

Meditative Focus: Once per day, a tretharri can meditate for one hour in order to gain one of the following feats as a bonus feat for the next 24 hours (or until this ability is used again): **Expanded Phrenic Pool**[OA],

Extra Amplification[OA], Extra Ki, Extra Stunning Fist, Iron Will, Psychic Adept[OA], Psychic Sensitivity[OA], Wild Talent[PU], Xenoglossy[OA]. The tretharri must meet all prerequisites for the bonus feat she gains from this ability. This racial trait replaces athletic.

Pole Fighter: The tretharri gains proficiency with one exotic polearm or two martial polearms. In addition, she gains the benefits of the Two-Weapon Fighting feat when wielding a quarterstaff as a double weapon. This replaces latent psychic.

Psionic Scholar: The tretharri gains Autonomous[PU] as a bonus feat and can take ranks in the Autohypnosis[PU] skill. This replaces athletic.

Shielded Flanks: The tretharri can wield a second shield even when already wielding a shield. This does not add the full shield bonus of the second shield to his AC. Instead, it increases his shield bonus to AC by +1 (+2 against creatures flanking the tretharri). This also increases the armor check penalty from his shield by 1. This replaces latent psychic.

Xenolinguist: The tretharri gains a +2 racial bonus on Linguistics checks, and if she has Intelligence 11 or greater she can use either *comprehend languages* or *share language*[UC] once per day as a spell-like ability, using her Hit Dice as her caster level. This replaces athletic.

Tretharri Favored Class Options

The following options are available to all tretharri who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

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

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

Inquisitor: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Medium: Gain a +1/2 bonus on saving throws against possession and a +1/2 bonus on saving throws to end haunt channeler, location channel, and spacious soul.

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

Paladin: Add a +1 bonus on concentration checks when casting paladin spells.

Psychic: When casting psychic abjuration spells, add 1/2 level to the effective caster level of the spell, but only to determine the spell's duration.

Spiritualist: Add a +1/4 bonus on weapon damage rolls with the slam attacks from ectoplasmic bonded manifestation.

New Rules

The following items are commonly crafted and used among the tretharri.

PROJECTION PERIAPT — PRICE 9,000 GP

Aura moderate illusion; **CL** 7th
Slot neck; **Weight** —

This polished obsidian sphere typically hangs from a fine chain or leather cord. When activated, it seeks out a sentient creature with which the wearer is already familiar and creates an illusory image of the wearer near it, allowing two-way communication. The creature must be within 1 mile of the wearer, or else the attempt fails. The wearer may speak through the illusion, as well as see and hear its surroundings, however the wearer's actual body becomes deaf and blind to anything near it while using the periapt. The device can be used once per day, and the illusory image maintained for up to 1 minute. If the intended creature also wears a *projection periapt*, the range of communication increases to 10 miles, and the connection may last up to 10 minutes.

CONSTRUCTION REQUIREMENTS — COST 4,500 GP

Craft Wondrous Item, *locate creature*, *project image*

WHISPER STONE — PRICE 800 GP

Aura faint divination; **CL** 3rd
Slot —; **Weight** —

This palm-sized gray stone is carved with the ancient Bellianic symbol for peace, but often contain additional hidden messages, bits of prayer, knowledge, and simple advice. The stored message can be accessed with 10 minutes of meditation while a creature traces its fingers along the symbol, causing the message to be whispered into their subconscious. Each stone holds only a single message and each message is as unique as the elder that created it. The messages typically provide some sort of simple but eloquent insight that reveals something of interest about a single subject. The message is never more than a few short sentences (up to 25 words). If the user knows the subject associated with stone, she can listen to it to gain a +4 insight bonus to any Knowledge check made concerning that same subject.

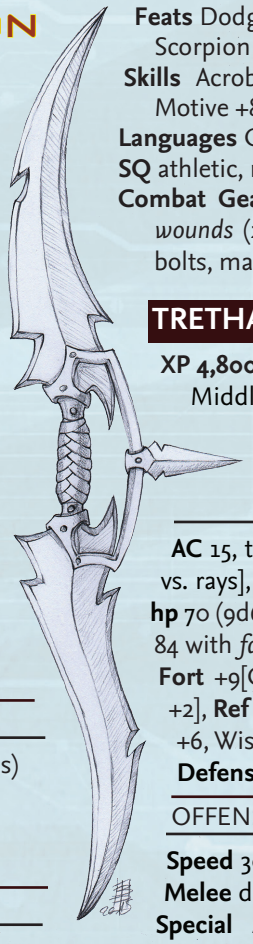
CONSTRUCTION REQUIREMENTS — COST 400 GP

Craft Wondrous Item, *whispering lore*[ARG]

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Tretharri trinity blade	25 gp	1d3/1d3	1d4/1d4	19-20/x2	—	3 lbs	S or P	double

New Exotic Weapon

Trinity Blade: This tretharri weapon resembles a punching dagger with a pair of curved blades projecting from the end of each of its horizontal handles. A proficient user can wield a trinity blade one-handed as a double weapon while carrying a buckler in the off-hand. The four-armed tretharri often wield such weapons to deadly effect. Tretharri treat this as a martial weapon. See table below.



Sample Tretharri NPCs

TRETHARRI GRAPPLER CR 1

XP 400
Tretharri monk 2
LE Medium humanoid (tretharri)
Init +1; **Senses** Perception +8

DEFENSE

AC 15, touch 15, flat-footed 13 (+1 Dex, +1 dodge, +3 Wis)
hp 17 (2d8+5)
Fort +5, **Ref** +4, **Will** +6
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d6+4) or masterwork nunchaku +6 (1d6+4) or masterwork nunchaku flurry of blows +4/+4 (1d6+4)
Ranged light crossbow +2 (1d8/19–20)
Special Attacks flurry of blows, stunning fist (2/day, DC 13)

TACTICS

Before Combat The monk drinks his *potion of bull's strength* if facing more than two opponents.
During Combat The monk uses flurry of blows if fighting multiple opponents and outnumbered but prefers grappling if the odds are even. If reduced to 5 hit points or fewer, he withdraws to drink one of his potions of cure light wounds before returning to the fray.
Base Statistics Without *bull's strength*, the monk's statistics are: **Melee** unarmed strike +3 (1d6+2) or masterwork nunchaku +4 (1d6+2) or flurry of blows (nunchaku) +2/+2 (1d6+2); **Str** 15; **CMB** +3 (+7 grapple); **CMD** 18 (+22 vs. grapple).

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 17, **Cha** 8
Base Atk +1; **CMB** +5 (+9 grapple); **CMD** 20 (24 vs. grapple)
Feats Dodge, Improved Grapple, Improved Unarmed Strike, Scorpion Style, Stunning Fist
Skills Acrobatics +5, Intimidate +5, Perception +8, Sense Motive +8, Stealth +5
Languages Common, Tretharri
SQ athletic, multi-armed, quadragrapple
Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), acid (2); **Other Gear** light crossbow with 20 bolts, masterwork nunchaku, 23 gp

TRETHARRI MINDPRIEST CR 9

XP 4,800
Middle-aged female tretharri psychic[OA] 9
LN Medium humanoid (tretharri)
Init +5; **Senses** *see invisibility*; Perception +14

DEFENSE

AC 15, touch 12 [20 vs. rays], flat-footed 14 (+3 armor [+8 vs. rays], +1 deflection, +1 Dex); +4 dodge vs. giants
hp 70 (9d6+36[9d6 (6+28) +27 Con +9 Toughness +9 FC=79]; 84 with *false life*)
Fort +9[Class +3, Con +3, resistance +2, Great Fortitude +2], **Ref** +8[Class +3, Dex +3, resistance +2], **Will** +10[Class +6, Wis +2, resistance +2]
Defensive Abilities resilience of the faithful

OFFENSE

Speed 30 ft.
Melee dagger +4 (1d4/19-20)
Special Attacks divine energy (cure spells), phrenic amplification (intense focus, overpowering mind, relentless casting), phrenic pool (8 points)
Psychic Spells Known (CL 9th; concentration +13)
4th (5)—*fear* (DC 19), *guardian of faith*[ACG,D], *lesser age resistance*[UM]
3rd (7)—*dispel magic*, *haste*, *magic vestment*[D], *mind thrust III*[OA] (DC 18)
2nd (7)—*false life*, *mental block*[OA] (DC 17), *see invisibility*, *spiritual weapon*[D]
1st (8)—*bless*[D], *expeditious retreat*, *floating disk*, *shield*, *telempathic projection*[OA] (DC 16), *vanish*[APG]
0—*dancing lights*, *detect magic*, *detect poison*, *ghost sound* (DC 15), *lullaby* (DC 15), *message*, *read magic*, *stabilize*
Psychic Spell-Like Abilities (CL 9th; concentration +13)
2/day—*calm emotions* (DC 14)
1/day—*detect thoughts* (DC 16), *telepathic bond*

TACTICS

Before Combat The psychic casts *false life*, *lesser age resistance*, and *magic vestment*. She casts *see invisibility* on herself and any requested spells when combat is imminent. The psychic discusses what she will do with allies before taking action.

During Combat The psychic helps allies as best she can, casting spells as needed. She tries to avoid melee combat.

STATISTICS

Str 10[8 array], **Dex** 12[14 array, +2 physical prowess], **Con** 14[13 array, +2 race, +1 at 8 HD], **Int** 18[15 array, +1 at 4 HD, +2 mental prowess, +1 from middle age], **Wis** 16[12 array, +2 race, +1 from middle age], **Cha** 9[10 array, -2 race, +1 from middle age]

Base Atk +4; **CMB** +4[+0 size, +4 BAB, -1 Str]; **CMD** 16 [10 +4 BAB, -1 Str, +3 Dex, +0 size]

Feats Eschew Materials, Expanded Phrenic Pool[OA, B], Great Fortitude, Improved Initiative, Logical Spell[OA], Toughness

Skills total ranks 54: psychic HD (9x6)54 Knowledge (arcana, dungeoneering, religion) +16[9 ranks (27 total), +4 Int, +3 trained], Diplomacy +11[9 ranks, -1 Cha, +3 trained], Perception +14 [9 ranks, +2 Wis, +3 trained, +5 competence from eyes], Spellcraft +16[9 ranks, +4 Int, +3 trained]

Languages Common, Aklo, Celestial, Dwarven, Giant, Tretharri

SQ deity (LN god of art, language, trade, and travel), latent psychic, meditative focus (Expanded Phrenic Pool[OA]), multi-armed, psychic discipline (faith)

Gear potions of *cure moderate wounds* (2), *lesser metamagic rod* (Intuitive Spell[OA])[900]; **Gear** dagger, *eyes of the eagle*, *+2 cloak of resistance*, *masterwork red scatterlight suit*[TG], *+1 ring of protection*, silver holy symbol, pouch with 187 gp worth of mixed coins and gems[900 (combat gear)+1,100 (armor)+310 (battleaxe)+2 (dagger)+2,500 (eyes)+25 (holy symbol)+1+187= 4,818; as level 9/CR 8 NPC halved = 10,050 / 2 = 5,025 automatic bonus progression].

Ultar

The Ultari trace their lineage directly to the Ancients, claiming their race was the first of the new races to manifest from the void. As a result, they believe themselves the purest form of existence, their will to be divine, and their ethics flawless; for they believe it was by their interpretation of reality that gave birth to the consciousness of all other lesser beings and thereby consider all other beings and their interpretations of reality inherently flawed and imperfect. As the truest and purest of the "evil" Ancients' offspring—and they claim themselves as the dominate species and natural born leaders over the "evil Hegemony". They hold this claim with their innate and potent psionic abilities, using them in the most invasive and cruel manner to rend minds and twisting allegiances. As to their claim of supremacy, none of the other evil races have yet challenged their position in the evil alien hierarchy.

All ultari advance by taking class levels, though most take advantage of their natural psionic talents and pursue levels in psionic classes.

Ultar are muscular and hairless humanoids with smooth grayish, blue-black skin. Their bone structure is well defined with streamlined, skull-like facial features. Their glassy black eyes are almost weary in their knowingness, but their gaze remains cruel, calculated, and superior. Their noses are nearly non-existent while their round membranous ears lie flat against their skulls, only slightly covered with a fleshy flap. Their bodies are muscular, well proportioned, and distinctly human. They stand between 6.5 to 8 feet tall.

Ultari Racial Traits

All ultari possess the following racial traits.

Naturally Psionic (Su) Ultar are naturally psionic and gain 3 additional power points. In addition, an ultar with class levels gains 1 additional power point for every four class levels in his primary class.

Telepathic Drain (Su) Once per day as a full-round action, an ultar can telepathically drain psychic energy from a humanoid, outsider, or monstrous humanoid within 30 feet, dealing 1d4 points of temporary Wisdom damage to the target each round the ultar concentrates. The target can attempt a Will save (DC 10 + ½ the ultar's HD + the ultar's Wisdom modifier) to negate this effect when the ultar first uses it, and each round thereafter that the ultar continues concentrating. Any Wisdom damage taken disappears from the target after 24 hours. The ultar gains a number of temporary psionic power points equal to the Wisdom damage dealt to the target. These power points cannot be used to manifest psionic powers and cannot be stored in any way or used in the creation of psionic items but can be used to enhance his psi-like abilities (treating his manifester level as 4 higher for the purpose of how much he can enhance a power with these stolen power points) or any psionic powers he possesses. These temporary power points dissipate after 24 hours if not used.

Ultari Weapon Affinity (Ex) Ultar treat any weapon with the word "ultari" in its name as a martial weapon.

New Rules

The following items are commonly crafted among the ultari.

ORIUM

Hp/inch 30; **Hardness** 12

Orium is so costly that weapons made from it are always of masterwork quality. Orium is a space metal slightly harder than steel with a high melting point and the ability to hold a blade without sharpening, about twice as long iron. Despite its base qualities, what makes orium so prized its natural ability to absorb and store psionic energies. For every 3 pounds of orium the weapon contains, it can store 1 psionic point. Items without metal parts cannot be made from orium, however metal weapons without at

least 3 pounds of orium do not gain the benefit of its psionic point storing ability. Using the stored power points functions the same as using power points stored in a cognizance crystal[UP]

COST WEAPON +1,000 GP

ULTARI BROADSWORD

Price 2,335 gp; **Type** one-handed melee; **Proficiency** exotic; **Dmg (M)** 1d10; **Dmg (S)** 1d8; **Critical** 19-20/x2; **Weight** 7 lbs.; **Type** S and P

The ultari fight with great masterwork broadswords forged from orium, a dull greenish-black metal known for its strength and ability to store psionic energy. The sword can store a number of psionic power points equal 1 + an additional number of points equals double the weapon's enhancement bonus (if any). These stored power points can be used identically to those stored in a cognizance crystal[UP].

An ultari broadsword has a single sharpened edge that runs along an inward-curving blade tipped with a wide, crescent barb. When the wielder confirms a critical hit against a creature of its size or smaller, the target must succeed on a Reflex save (DC 10 + the wielder's base attack bonus + the weapon's enhancement bonus) or become flat-footed until the end of the wielder's turn.

Ultari treat these swords as martial weapons. An ultari broadsword can be wielded one-handed or two-handed.

ULTARI PLASMA JAVELIN

Price 1,500 gp; **Type** one-handed ranged; **Proficiency** exotic; **Dmg** 3d6 electricity and 3d6 fire; **Critical** x3; **Range** 20 ft.; **Capacity** 1; **Usage** 1 (disposable); **Special** touch

This slender shaft about 5 feet in length is crafted from a lightweight graphite-like compound and tipped with a pointed head of opaque crystal. Within this tip is a hyper-reactive gas that is highly combustible in sunlight. When an *ultari plasma javelin* strikes a solid object, requiring a successful ranged touch attack, the tip shatters and the shaft instantly sublimates into a fiery burst of white-hot plasma. The plasma is so hot it can burn straight through shields, heavy armor, or even barricades. Whenever it strikes a target it ignores hardness and deals its damage before burning out and becoming useless, ignoring hardness of less than 20 and dealing double damage to objects with a hardness of 10 or less. The energy damage dealt by an *ultari plasma javelin* is not halved against objects.

CONSTRUCTION

Craft DC 21; **Cost** 750 gp Craft Technological Arms and Armor, military lab

Sample Ultari NPCs

ULTARI SOLDIER CR 4

XP 1,200
NE Medium outsider (evil, extraplanar)
Init +5; **Senses** darkvision 60 ft., scent; Perception +8
Aura fear aura (10 ft., DC 14)

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 39 (6d10+6); fast healing 3
Fort +5, **Ref** +3, **Will** +6
Immune mind-affecting effects

OFFENSE

Speed 30 ft.
Melee ultari broadsword +8/+3 (1d10+2/19–20)
Ranged ultari plasma javelin +7 (3d6 electricity and 3d6 fire/x3)
Psi-like Abilities (ML 6th; concentration +7)
At will—*detect good*, *telepathic lash*
3/day—*defensive precognition*, *mind thrust*
1/day—*brain lock*, *force screen*
PP 3
Special Attacks telepathic drain (DC 14)

STATISTICS

Str 14, **Dex** 12, **Con** 11, **Int** 15, **Wis** 12, **Cha** 13
Base Atk +6; **CMB** +8; **CMD** 19
Feats Improved Initiative, Toughness, Sickening Power [Metasionic]
Skills Bluff +8, Diplomacy +9, Intimidate +9, Knowledge (arcana) +8, Knowledge (planes) +8, Linguistics +3, Perception +8, Sense Motive +8, Spellcraft +10, Stealth +7, Survival +7, Use Magic Device +8
Languages Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari
SQ psychic drain, naturally psionic (+3 pp), ultari weapon affinity

ECOLOGY

Environment any
Organization solitary, pair, or council (3-10)
Treasure NPC gear (masterwork omniweave armor, ultari broadsword, ultari plasma javelin)

ULTARI PATRICIAN CR 6

XP 2,400
Ultari expert 4
NE Medium outsider (evil, extraplanar)
Init +5; **Senses** darkvision 60 ft., scent; Perception +12
Aura fear aura (10 ft., DC 14)

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 81 (6d10+4d8+30); fast healing 3
Fort +8, **Ref** +4, **Will** +12
Immune mind-affecting effects

OFFENSE

Speed 30 ft.
Melee dagger +9/+4 (1d4/19–20)
Psi-like Abilities (ML 6th; concentration +8)
At will—*detect good*, *telepathic lash*
3/day—*defensive precognition*, *mind thrust*
1/day—*brain lock*, *force screen*
PP 4
Special Attacks telepathic drain (DC 16)

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** 16, **Wis** 12, **Cha** 13
Base Atk +9; **CMB** +11; **CMD** 22
Feats Improved Initiative, Iron Will, Sickening Power [Metasionic], Skill Focus (Use Magic Device), Toughness
Skills Bluff +12, Diplomacy +13, Intimidate +13, Knowledge (arcana) +10, Knowledge (nobility) +10, Knowledge (planes) +10, Linguistics +4, Perception +12, Profession (any one) +12, Sense Motive +10, Spellcraft +9, Stealth +11, Survival +7, Use Magic Device +20
Languages Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari
SQ psychic drain, naturally psionic (+3 pp), ultari weapon affinity

ECOLOGY

Environment any
Organization solitary, pair, or council (3-10)
Treasure NPC gear (masterwork omniweave armor, dagger, *dorje of detect hostile intent*[PU] (ML 3, 10 charges), *power stone of fold space*[PU] (ML 7), *power stone of touchsight*[PU] (ML 5), *wand of magic missile* (CL 5, 10 charges))

ULTARI DEATHBLADE CR 16

XP 76,800
Ultar **soulknife** 14
LE Medium outsider (evil, extraplanar, mythic)
Init +8; Senses darkvision 60 ft., scent; Perception +12
Aura fear aura (10 ft., DC 13)

DEFENSE

AC 28, touch 17, flat-footed 24 (+11 armor, +3 deflection, +3 Dex, +1 dodge)
hp 224 (20 HD; 6d10+14d10+114); fast healing 3
Fort +16, **Ref** +15, **Will** +16
Immune mind-affecting effects

OFFENSE

Speed 20 ft.
Melee +1 **dislocator mindblade** +26/+21/+16/+11 (2d6+7/17–20 plus psychic strike)
Special Attacks **psychic strike** (3d6)
Psi-Like Abilities (ML 12th; concentration +12)
At will—*detect good*, *telepathic lash*
3/day—*defensive precognition*, *mind thrust*
1/day—*brain lock*, *force screen*
Power Points 8

STATISTICS

Str 18, **Dex** 18, **Con** 18, **Int** 15, **Wis** 14, **Cha** 11
Base Atk +20; **CMB** +24; **CMD** 42
Feats Bleeding Critical, Critical Focus, Dodge, Great Fortitude, Improved Critical (mindblade), Improved Initiative, Iron Will[B], Lightning Reflexes, Quick Draw[B], Toughness, Weapon Focus (mindblade), Sickening Power [Metasionic], **Psionic Talent**[B]

Skills Acrobatics +20 (+16 when jumping), Autohypnosis +19, Bluff +11, Climb +14, Diplomacy +8, Intimidate +13, Knowledge (arcana) +8, Knowledge (engineering) +13, Knowledge (planes) +8, Linguistics +3, Perception +12, Sense Motive +9, Spellcraft +10, Stealth +22, Survival +8, Swim +14, Use Magic Device +7

Languages Ashtuul, Belligren, Common

SQ blade skills (**alter blade**, **powerful strikes**, **resounding thunder**, **thunder blade**, **two-handed throw**, **weapon special**), brain eater, naturally psionic, shape mind blade, throw mind blade, ultari weapon affinity

Gear *+5 ultraweave armor, belt of mighty constitution +4, ring of protection +3*

ULTARI TECHLORD CR 21

XP 409,600

Ultar **alchemist**[APG] 4/**magus**[UM] 8/**technomancer**[TG] 10

LE Medium outsider (evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., scent; **Perception** +19

Aura fear aura (10 ft., DC 15)

DEFENSE

AC 36, touch 17, flat-footed 32 (+11 armor, +3 deflection, +3 Dex, +1 dodge, +4 natural, +4 shield)

hp 161 (28 HD; 6d10+4d8+8d8+10d6+36); fast healing 3

Fort +18, Ref +16, Will +21; +2 vs. poison,

Defensive Abilities applied learning; **Immune** mind-affecting effects

OFFENSE

Speed 20 ft.

Melee *+5 ultari broadsword* +27/+22/+17/+12 (1d10+6/19–20)

Ranged *+2 laser pistol* +25/+20/+15/+10 (1d8/3)

Special Attacks brain eater (1/day), bomb 11/day (2d6+7 fire, DC 19), improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

Psi-Like Abilities (ML 6th; concentration +8)

at will)—*detect good*, *telepathic lash*[APG]

3/day—*defensive precognition*[APG], *mind thrust*[OA]

1/day—*brain lock*[UP], *force screen*[UP]

Alchemist Extracts Prepared (CL 4th)

2nd—*alchemical allocation*[APG], *defensive shock*[UM]

1st—*body capacitance**, *bomber's eye*[APG], *comprehend*, *shock shield*[UC], *true strike*

Magus Spells Prepared (CL 17th; concentration +24)

6th—*chain lightning* (DC 23), disintegrate, *flesh to stone** (DC 23)

5th—*cone of cold* (DC 22), *interposing hand*, *telekinesis* (DC 22), *teleport*, *wall of force*

4th—*detonate*[APG] (DC 21), *dimension door*, *greater invisibility*, *rebuke technology*[TG, B] * (DC 21), *river of wind*[APG] (DC 21)

3rd—*discharge*[TG, B] *, *dispel magic*, *displacement*, *force punch*[UM] (DC 20), *haste*, *ray of exhaustion* (DC 20), *recharge*[TG, B] * (DC 20), *slow* (DC 20), *windwall**

2nd—*ablative barrier*[UC], *blur*, *defensive shock*[UM], *euphoric cloud**, *fog cloud*, *time shudder*[ACG] * (DC 19), *twisted space*[UC] (DC 19)

1st—*call weapon*[ISM], *glue seal** (DC 18), *grease* (DC 18), *jury-rig*[UC], *thunderstomp*[ACG] * (DC 18), *true strike*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *flare* (DC 17), *spark*[APG], *read magic*

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 24, **Wis** 14, **Cha** 15

Base Atk +20; **CMB** +21; **CMD** 38

Feats Brew Potion, Combat Expertise, Dodge, Heavy Armor Proficiency, Improved Initiative, Iron Will, Lightning Reflexes, Penetrating Strike, Skill Focus (Knowledge [engineering]), Skill Focus (Craft [mechanical]), Throw Anything, Toughness, Weapon Focus (ultari broadsword), **Sickening Power** [Metapsionic][UP], **Technologist**[TG], **Craft Technological Item**[TG], **Scavenger's Luck**[TG]

Skills Bluff +17, Craft (alchemy) +30, Craft (mechanical) +41 (+51 when dealing with technology), Diplomacy +25, Disable Device +25 (+35 when dealing with technology), Intimidate +25, Knowledge (arcana) +35, Knowledge (engineering) +44 (+54 when dealing with technology), Knowledge (planes) +32, Linguistics +12 (+22 when dealing with technology), Perception +25, Sense Motive +27, Spellcraft +38, Stealth +7, Survival +11, Use Magic Device +30; Class Modifiers +10 Craft (mechanical) when dealing with technology, +10 Disable Device when dealing with technology, +10 Knowledge (engineering) when dealing with technology, +10 Linguistics when dealing with technology

Languages Aklo, Auran, Ashtuul, Belligren, Celestial, Common, Draconic, Ignan, Infernal, Terran, Undercommon, computer

SQ alchemy (alchemy crafting +4, identify potions), arcane battery, arcane pool (11 points, +2), brain eater, discoveries (shock bomb, smoke bomb), efficient construction (50%), field improvisation, knowledge pool, medium armor proficiency, mutagen (+4/–2, +2 natural, 40 minutes), naturally psionic (5 PP), magus arcana (concentrate, pool strike +3d6), poison use, recondition, recycle technology, spell recall, study technology (+5/7 rounds), swift alchemy, technical expertise, ultari weapon affinity, unified energy (20 charges/day)

Gear *+2 laser pistol* with 30 charges; *amulet of natural armor +4, +5 ultraweave armor, ring of protection +3, +5 ultari broadsword*

CHAPTER 07:

REPTILIAN SPECIES

Scaled and serpentine alien species are a classic trope of science fiction, often as conquering enemy races but also as savage and primitive races whose skill in battle makes them dangerous even against more technologically adept enemies. Reptilian species described in this chapter include the following.

Karn-Tor: Hulking savage soldiers prowling the swamps and hills.

Lizardfolk: An ancient race caught between torpid traditionalism and a cold, calculating futurism.

Nagaji: Cunning serpentine humanoids brought to life in ancient times as a servant race for mystic nagas.

Syaandi: Desert-dwelling clan hunters incapable of intelligible speech but deadly in pursuit of prey.

Zvarr: Swift and sneaky scaled gliders on vestigial wings, with a keen eye for plunder.

Rules for Reptilian Species

The following new rules are especially suited to reptilian characters.

Scalykind Blessing

Warpriests with this blessing gain the following abilities.

Scaly Touch (minor): At 1st level, you can touch an ally as a standard action to grant it reptilian scales. For 1 minute, the ally gains a +1 enhancement bonus to its natural armor. At 5th level and every 5 levels thereafter, this bonus increases by 1 (to a maximum of +5 at 20th level).

Serpent Fang (major): At 10th level, as a standard action you can manifest venomous fangs for 1 minute. These fangs grant a bite attack that deals 1d4 points of damage (for a Medium warpriest, 1d3 if Small). A successful bite also afflicts the opponent with a debilitating venom. The poison's save DC is equal to 10 + 1/2 your warpriest level + your Constitution modifier.

Serpent Venom (Ex) Bite—injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

Scalykind Domain

The granted powers bestowed by this domain include the following.

Venomous Stare (Sp): You are a true lord of reptiles, able to induce pain, panic, and confusion with a mere glance, and your mesmerizing eyes can even drive weak creatures into unconsciousness. As a standard action, you can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must make a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). Those who fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess and are fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Serpent Companion (Ex): At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level –2. You may choose either a viper or a constrictor snake as your companion.

Domain Spells: 1st—*magic fang*, 2nd—*animal trance*, 3rd—*magic fang (greater)*, 4th—*poison*, 5th—*animal growth**, 6th—*eyebite*, 7th—*creeping doom* (takes the form of Diminutive-sized snakes), 8th—*animal shapes**, 9th—*shapechange*.

* Includes only viper and constrictor snakes.

Scale Spikes

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a small thorn)

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

Target one living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and that also has a natural armor bonus of at least +1

Duration 1 minute/level

Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

When the target is affected by this spell, its scales grow jagged spikes. These spikes act like *+1 armor spikes*. The subject is automatically considered proficient with these scale spikes.

Scale Spikes, Greater

School transmutation; **Level** alchemist 4, bloodrager 4, druid 3, ranger 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a bit of thistle)

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

Target one living creature/level that is a reptile, has the dragon type, or has the reptilian subtype, and also has a natural armor bonus of at least +1

Duration 1 hour/level

Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *scale spikes*, except that the spikes growing out of the scales have an enhancement bonus on attack and damage rolls equal to +1 for every 4 caster levels (maximum +5). This bonus does not allow the spikes to bypass damage reduction aside from magic.

SCALE POLISH — PRICE 1,400 GP

Aura moderate evocation; **CL** 7th;
Slot none; **Weight** 1/2 lb.

This small clay urn contains a scintillating paste which works like *imbue with spell ability*, except the spell effect is not limited to cleric spells. Any caster may cast spells into the jar. The creature that applies the paste to its scales (a standard action) gains the ability to cast the imbued spells (assuming it has enough Hit Dice and the requisite ability scores). Only a reptilian creature (such as a dragon or a humanoid with the reptilian subtype) can use the polish to cast spells.

CONSTRUCTION REQUIREMENTS — **COST** 700 GP

Craft Wondrous Item, *imbue with spell ability* or *mnemonic enhancer*

Karn-Tor

A saurian humanoid covered in mottled, scaly flesh steps from the surroundings. Draped in worn, bloodstained hides it points its weapons as a trail of saliva begins leaking through rows of hungry, eager fangs.

The karn-tor are a primitive race of saurian humanoids that inhabit the jungles and swamps of Anshar's warmer moons. They live in small tribes of hunter-scavengers typically under the command of a powerful warlord chieftain.

While they live simply, they aren't unintelligent and prove incredibly resourceful in terms of survival and making do with whatever resources they seize during their raids. While they have no way of manufacturing technological items, they have figured out how to use those they can steal from more civilized races when they encounter them. Of course, they are most interested in military weapons such as guns and bombs but steal whatever tech they can during raids. Beyond plundering, they rarely interact with outsiders, including members of their own species.

Karn-tor are slender and typically bright green in color as juveniles, but as they get older and more muscular they often take on a variety of hues, though blue and green scales are the most common.

Sample Karn-Tor

JUVENILE KARN-TOR CR 3

XP 800
NE Medium monstrous humanoid (reptilian)
Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 armor, +3 Dex, +4 natural)
hp 37 (5d10+10)
Fort +2, **Ref** +7, **Will** +5
Defensive Abilities ferocity[B1]

OFFENSE

Speed 40 ft.
Melee bite +7 (1d8+2), 2 talons +7 (1d6+2/19–20) or bite +7 (1d8+2), masterwork spear +7 (1d8+3/x3)
Ranged masterwork spear +8 (1d8+3/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood rage[B1], leaping charge

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +7; **CMD** 20
Feats Quick Draw, Toughness, Weapon Focus (spear)
Skills Acrobatics +11 (+23 when jumping), Climb +6, Intimidate +6, Perception +6, Ride +7, Stealth +11 (+15 in swamps), Survival +6, Swim +6; **Racial Modifiers** +8 Acrobatics when jumping, +4 Stealth in swamps
Languages Common, Karn-Tor

ECOLOGY

Environment any
Organization solitary, pair, or training party (2–12 juvenile karn-tors and 1-3 karn-tor warriors)
Treasure NPC gear (masterwork studded leather, 3 masterwork spears)

KARN-TOR SOLDIER CR 6

XP 2,400
NE Large monstrous humanoid (reptilian)
Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 21, touch 11, flat-footed 19 (+3 armor, +2 Dex, +7 natural, –1 size)
hp 75 (10d10+20)
Fort +6, **Ref** +9, **Will** +8
Defensive Abilities ferocity[B1]

OFFENSE

Speed 40 ft.
Melee bite +13 (1d8+4), 2 talons +13 (1d6+4/19–20) or bite +13 (1d8+4), masterwork spear +15/+10 (2d6+6/x3)
Ranged masterwork spear +13/+8 (2d6+4/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood rage[B1], leaping charge

STATISTICS

Str 18, **Dex** 15, **Con** 13, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +10; **CMB** +15; **CMD** 27
Feats Endurance, Great Fortitude, Quick Draw, Toughness, Weapon Focus (spear)
Skills Acrobatics +11 (+23 when jumping), Climb +12, Intimidate +6, Perception +10, Ride +8, Stealth +7 (+11 in swamps), Survival +9, Swim +12; **Racial Modifiers** +8 Acrobatics when jumping, +4 Stealth in swamps
Languages Common, Karn-Tor

ECOLOGY

Environment any
Organization solitary, pair, war party (3–12), or tribe (13–80)
Treasure NPC gear (masterwork studded leather, 3 masterwork spears)

SPECIAL ABILITIES

Leaping Charge (Ex) A karn-tor can jump while charging, allowing it to ignore difficult terrain when it charges. When a karn-tor makes a charge in this way, it deals double damage with its talons or melee weapon. In addition, a karn-tor can jump through the space of allies without interfering with its charge (or even through the space of an enemy, as long as it succeeds on an Acrobatics check to move through its space) and can take its charge attack at any point during its jump, including at the start, in mid-air, or at the end of the jump. Any movement taken while the karn-tor jumps does not provoke attacks of opportunity for leaving a threatened square.

KARN-TOR ARCHER CR 10

XP 9,600
Karn-tor ranger 4
NE Large monstrous humanoid (reptilian)
Init +4; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 24, touch 13, flat-footed 20 (+4 Dex, +11 natural, –1 size)
hp 151 (14 HD; 10d10+4d10+74)
Fort +13, **Ref** +15, **Will** +10
Defensive Abilities ferocity

OFFENSE

Speed 40 ft.
Melee bite +18 (1d8+5), 2 talons +18 (1d6+5/19–20), or bite +18 (1d8+5), masterwork greatsword +19/+14/+9 (2d8+7/19–20)
Ranged +1 *composite longbow* +19/+14/+9 (2d6+6/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood rage, combat style (archery), favored enemy (humans +2), leaping charge
Ranger Spells Prepared (CL 1st; concentration +3)
1st—gravity bow[APG]

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 9, **Wis** 14, **Cha** 8
Base Atk +14; **CMB** +20; **CMD** 34
Feats Endurance, Great Fortitude, Improved Natural Armor, Point-Blank Shot, Quick Draw, Stealthy, Toughness, Weapon Focus (longbow)
Skills Acrobatics +15 (+19 when jumping), Climb +13, Escape Artist +6, Intimidate +6, Perception +13, Ride +10, Stealth +17 (+21 in swamps), Survival +11, Swim +14; **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth in swamps
Languages Common, Karn Tor
SQ favored terrain (swamp +2), hunter's bond (companions), track +2, wild empathy +3
Gear masterwork greatsword, +1 *composite longbow* (+5 Str) with 40 arrows, +2 *amulet of natural armor*

KARN-TOR WARCHIEF CR 12

XP 19,200
Karn-tor barbarian 6
NE Large monstrous humanoid (reptilian)
Init +3; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 21, touch 10, flat-footed 18 (+3 Dex, +11 natural, –2 rage, –1 size)

hp 201 (16 HD; 10d10+6d12+102)
Fort +15, **Ref** +12, **Will** +13
Defensive Abilities improved uncanny dodge, trap sense +2; ferocity

OFFENSE

Speed 50 ft.
Melee bite +23 (1d8+8), 2 talons +23 (1d6+8/19–20) or bite +23 (1d8+8), +2 *chainsaw*[TG] +26/+21/+16/+11 (3d8+14/15-20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rage (17 rounds/day), rage powers (animal fury, powerful blow +2, raging leaper +6), leaping charge, blood rage

TACTICS

Base Statistics When not raging, a karn-tor warchief's statistics are **AC** 23, touch 12, flat-footed 20; **hp** 169; **Fort** +13, **Will** +11; bite +21 (1d8+6), 2 talons +21 (1d6+6/19–20), or +2 *chainsaw* +24/+19/+14/+9 (3d8+11/15-20); **Str** 22, **Con** 17; **CMB** +23, **CMD** 36; **Skills** Climb +14, Swim +15.

STATISTICS

Str 26, **Dex** 17, **Con** 21, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +16; **CMB** +25; **CMD** 36
Feats Cleave, Great Fortitude, Improved Critical (chainsaw), Improved Natural Armor, Power Attack, Stealthy, Toughness, Weapon Focus (chainsaw)
Skills Acrobatics +20 (+28 when jumping), Climb +16, Escape Artist +5, Intimidate +10, Knowledge (nature) +8, Perception +13, Ride +6, Stealth +18 (+22 in swamps), Survival +11, Swim +17; **Racial Modifiers** +8 Acrobatics when jumping, +4 Stealth in swamps
Languages Common, Karn-Tor
SQ fast movement
Gear +2 *amulet of natural armor*, Large +2 *chainsaw*

Lizardfolk

Lizardfolk are proud and powerful reptilian predators that make their communal homes in scattered villages deep within swamps and marshes. Uninterested in colonization of the dry lands and content with the simple weapons and rituals that have served them well for millennia, lizardfolk are viewed by many other races as backwater savages, but within their isolated communities lizardfolk are actually a vibrant people filled with tradition and an oral history stretching back to before humans walked upright.

Physical Description: Most lizardfolk stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles covered in scales of gray, green, or brown. Some breeds have short dorsal spikes or brightly colored frills, and all swim well by moving with flicks of their powerful 4-foot-long tails.

Society: While completely at home in the water, they breathe air and return to their clustered mound-dwellings to breed and sleep. As their reptilian blood makes them sluggish in the cold, most lizardfolk hunt and work during the day and retreat to their homes at night to curl up with other tribesmen in the shared warmth of large peat fires.

Relations: Though generally neutral, lizardfolks' standoffish demeanor, staunch rejection of civilization's "gifts," and legendary ferocity in battle cause them to be viewed negatively by most humanoids. These traits stem from good reasons, however, as their own slow rate of reproduction is no match for warm-blooded humanoids, and those tribes who don't defend their wetland territories to the last breath quickly find themselves overwhelmed by the mammalian hordes. As for their tendency to consume the bodies of dead friends and enemies alike, the practical lizardfolk are quick to point out that life is hard in the swamp, and nothing should go to waste.

Alignment and Religion: Lizardfolk tend towards neutral alignments, living in harmony with nature and in xenophobic isolation. Their religion is primarily local, tribal, and shamanistic, with nature-based faiths predominating.

Male Names: Hisstar, Hurronn, Ragga, Reptul, S'sthai, Tik

Female Names: Ixinna, Kroyur, Turrish, Sakkarr, Uzgar, Zzith

Lizardfolk Racial Traits

+2 Strength, +2 Constitution, -2 Intelligence: Lizardfolk are muscular and hardy, but eschew higher learning.

Reptilian: Lizardfolk are humanoids with the reptilian subtype.

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

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

Armored Scales: Lizardfolk gain a +1 natural armor bonus to their Armor Class.

Acrobatic: Lizardfolk use their tail to balance and help propel them when jumping, gaining a +4 racial bonus on Acrobatics checks.

Bite: Lizardfolk gain a natural bite attack dealing 1d3 points of damage (or damage as a creature two size categories smaller, if the lizardfolk is not Medium). The bite is a primary attack, or a secondary attack if the lizardfolk is wielding manufactured weapons.

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

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Swimmer: Lizardfolk have a natural swim speed of 15 feet. This also grants them a +8 racial bonus on Swim checks.

Xenophobic: Lizardfolk begin play speaking Draconic only. Lizardfolk with high Intelligence scores can choose from the following: Aklo, Aquan, Common, Goblin, Halfling, Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Chameleon (Ex): The lizardfolk's skin is soft and supple and changes coloration to match its background. This grants the lizardfolk a +4 racial bonus on Stealth checks. This is doubled to +8 when the lizardfolk is not moving. If the lizardfolk is prone, she gains an additional +2 circumstance bonus on Stealth cheks. This racial trait replaces armored scales.

Rock Lizard: The lizardfolk's claws and tail are adapted for climbing in rocky terrain. She can move without impediment in light rubble and dense rubble (see Environment in the *Pathfinder Roleplaying Game Core Rulebook*) and gains a climb speed of 15 feet, including a +8 racial bonus on Climb checks. This racial trait replaces hold breath and swimmer.

Lizardfolk Favored Class Options

The following options are available to all zvarr who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Antipaladin: Add +1 foot to the size of the antipaladin's aura of cowardice. This option has no effect unless the antipaladin has selected it 5 times (or another increment of 5).

Barbarian: Add 1/3 to the barbarian's damage with her bite and claws while raging.

Bloodrager: Add 1/3 to the bloodrager's natural armor bonus to AC when in a bloodrage.

Druid: Add 1/2 to the druid's caster level for spells that target reptilian animals, dinosaurs, and humanoids with the reptilian subtype. This bonus also applies on wild empathy checks with reptilian animals, dinosaurs, and magical beasts.

Fighter: Add +1/4 racial bonus on attack rolls made with the lizardfolk's bite and claws.

Hunter: Increase the natural armor bonus of the hunter's animal companion by +1/4. If the hunter replaces her animal companion, the new companion gains this natural armor increase.

Shaman: Add one spell with the water descriptor or the polymorph subschool from the sorcerer/wizard spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Shifter: When wearing light or no armor, increase your bonus to AC from defensive instinct by +1/4, to a maximum of your Wisdom bonus.

Summoner: Add 1/2 to the summoner's caster level when summoning reptilian animals or dinosaurs (or other reptilian creatures, at the GM's option).

Additional Lizardfolk Rules

Aquatic Adaptation

You've developed a strange but useful quirk for your race—you can breathe underwater.

Prerequisite(s): Hold breath.

Benefit(s): You can breathe water as well as air.

Dangerous Tail (Combat)

You have trained your tail into a powerful weapon and wield it with deadly skill.

Prerequisite(s): Base attack bonus +5, lizardfolk.

Benefit(s): You gain a tail swipe attack. If used as part of a full-attack action, the attack is made at your full base attack bonus – 5. If the tail swipe hits, it deals 1d4 points of damage (assuming you are Medium) + 1/2 your Strength modifier. If you confirm a critical hit against a target with your tail swipe, as a free action you can attempt a trip combat maneuver against that target.

Sample Lizardfolk

LIZARDFOLK SCALED SOLDIER CR 4

XP 1,200
Male lizardfolk fighter 4
CN Medium humanoid (reptilian)
Init +2; **Senses** Perception +4

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +1 natural)
hp 47 (6 HD; 2d8+4d10+16)
Fort +9, **Ref** +3, **Will** +1 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft., swim 15 ft.
Melee *+1 axe musket* +11 (1d8+9/x3), bite +7 (1d4+2), tail swipe +7 (1d4+2) or 2 claws +9 (1d4+4), bite +9 (1d4+4), tail swipe +7 (1d4+2)
Ranged *+1 axe musket* +9 (1d8+3/x4)

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 11, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +9; **CMD** 21
Feats Dangerous Tail[MC], Multiattack, Point-Blank Shot, Power Attack, Weapon Focus (axe musket), Weapon Focus (axe musket)
Skills Acrobatics +7, Intimidate +4, Perception +4, Swim +14; **Racial Modifiers** +4 Acrobatics
Languages Common, Draconic
SQ armor training 1, hold breath
Other Gear masterwork trooper armor, *+1 axe musket* with 20 bullets, powder horn, 20 gp

SAURIAN SWARM CR 5

XP 1,600
N Troop[B6] of medium humanoids (reptilian, troop)
Init +0; **Senses** Perception +5

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 natural, +2 shield)
hp 52 (7d8+21)
Fort +8, **Ref** +2, **Will** +2
Defensive Abilities troop traits

OFFENSE

Speed 30 ft., swim 15 ft.
Melee troop (2d6+1)

Ranged 3 javelins +5 (1d6+1)
Special Attacks blood rage[B1], savage feast

STATISTICS

Str 13, **Dex** 10, **Con** 16, **Int** 9, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +6; **CMD** 16
Feats Multiattack
Skills Acrobatics +2, Perception +5, Swim +10; **Racial Modifiers** +4 Acrobatics
Languages Draconic
SQ hold breath

SPECIAL ABILITIES

Savage Feast (Ex) A saurian swarm is swift to fall upon defeated foes even in the midst of battle, gorging themselves on the flesh of helpless foes. A stunned, prone, or helpless creature damaged by its troop attack takes an additional 1d6 points of damage and must succeed on a DC 16 Fortitude save or take 1d2 points of Strength, Dexterity, or Constitution damage (determine randomly each round) from having its flesh torn and ripped by the claws and teeth of the swarm.

SAURIAN SUMMONER CR 11

XP 12,800
Female lizardfolk summoner[APG] (master summoner[UM]) 11
LE Medium humanoid
Init +1; **Senses** Perception +2

DEFENSE

AC 15, touch 12 (20 vs. beams and rays), flat-footed 14 (+2 armor [+8 vs. beams and rays], +1 deflection, +1 Dex, +1 natural)
hp 84 (13d8+26)
Fort +9, **Ref** +8, **Will** +10

OFFENSE

Speed 30 ft.
Melee 2 claws +9 (1d6), bite +9 (1d6)
Ranged hive pistol +11/+6 (1d8/x4)
Spell-Like Abilities (CL 11th; concentration +15)
9/day—*summon monster VI*
Summoner Spells Known (CL 11th; concentration +15)
4th (3)—*acid pit*[APG], *mass bull's strength*, *wall of stone*
3rd (5)—*dispel magic*, *fire shield*, *heroism*, *stoneskin*
2nd (5)—*bear's endurance*, *create pit*[APG] (DC 16), *glitterdust* (DC 16), *haste*, *slow* (DC 16)
1st (6)—*endure elements*, *enlarge person*, *grease* (DC 15), *identify*, *lesser rejuvenate eidolon*[APG], *unfetter*[APG]
0—*acid splash* (DC 14), *detect magic*, *mending*, *message*, *open/close*, *resistance*

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 18
Base Atk +9; **CMB** +9; **CMD** 20
Feats Augment Summoning[B], Eschew Materials, Evolved Summon Monster[ACG], Expanded Summon Monster[MSH], Skill Focus (Use Magic Device), Spell Focus (conjuration), Superior Summons[UM]
Skills Acrobatics +8, Craft (alchemy) +5, Knowledge (arcana) +8, Knowledge (planes) +8, Linguistics +8, Ride +6, Spellcraft +5, Swim +12, Use Magic Device +23; **Racial Modifiers** +4 Acrobatics
Languages Aquan, Common, Draconic, Ignan, Infernal, Terran
SQ aspect, lesser eidolon, life link, maker's call, summoning mastery, transposition
Combat Gear *potions of cure light wounds* (2); **Other Gear** hive pistol with 14 metal cartridges, *+1 blue scatterlight suit*[TG], *ring of protection +1*, *+2 cloak of resistance*, *+2 headband of alluring charisma*, *wand of cure serious wounds* (CL 5, 10 charges), *wand of mirror image* (CL 3, 10 charges), *scroll of invisibility purge* (CL 5), spell component pouch, 15 gp

Nagaji

The nagaji are a race of ophidian humanoids with scaled skin that mimics the dramatic appearance of true nagas. Like serpents, they have forked tongues and lidless eyes, giving them an unblinking gaze that most other races find unnerving. Their physical forms are otherwise humanlike, raising wary speculation about their origins. It is widely believed that true nagas created them as a servitor race, through crossbreeding, magic, or both, and indeed nagaji revere nagas as living gods. Nagaji often inspire awe and fear among other humanoids, as much for their mysterious ancestry as for their talent for both swords and sorcery.

Bred in the ancient past by nagas seeking a servitor race that combined the loyalty of a slave with the versatility of the human form, the nagaji have long since developed into a vibrant and proud race.

Physical Description: Most nagaji have scaly reptilian flesh—these scales are typically green, gray, or brown in hue, with colorful ridges of red, blue, or orange on their skulls or backs. Their ears and noses are flat, almost to the point of being nonexistent, while their eyes are those of serpents, ranging widely in color but tending toward golds, reds, yellows, and other warm hues. There are some nagaji who look much more human, with fine scales and even able to grow hair, usually braided to appear more human.

Society: Nagaji society places honor, devotion, and dedication above all else. Less charitable observers from outside such societies might call the nagaji "born slaves," but the nagaji do not think of themselves as slaves to their naga overlords and point to the fact that they are free to make their own life decisions. Furthermore, when a naga oversteps its bounds as ruler of its people, the nagaji are no strangers to resistance or outright rebellion.

Relations: For their part, nagaji regard many humanoid races as violent expansionists not to be trusted as political neighbors or allies. They tend to mistrust those without a strong national or cultural heritage.

Alignment and Religion: Most nagaji are lawful neutral, but nagaji of any alignment are possible. While many non-nagaji believe they worship their naga lords as gods, this is not true—yet religion does play a secondary role in nagaji society to civic obedience.

Adventurers: Nagaji are often drawn to lives of adventure out of a desire to prove themselves to their naga masters, or to prove their own worth outside of this racial obligation. Strong of body and personality, nagaji excel as sorcerers, fighters, and for the right personality, serve exceptionally well as paladins.

Female Names: Hskori, Korovati, Reomava, Resavati, Sellaweti, Yesmava, Zehameti

Male Names: Hskoro, Iltame, Nagagorjo, Rasamoro, Seme, Sulmavate, Yesmoro

Nagaji Racial Traits

+2 Strength, +2 Charisma, and –2 Intelligence: Nagaji are strong and have forceful personalities but tend to ignore logic and mock scholastic pursuits.

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

Type: Nagaji are humanoids with the reptilian subtype.

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

Low-Light Vision: Nagaji have low-light vision allowing them to see twice as far as humans in conditions of dim light.

Armored Scales: Nagaji have a +1 natural armor bonus from their scaly flesh.

Resistant (Ex): Nagaji receive a +2 racial saving throw bonus against mind-affecting effects and poison.

Serpent's Sense (Ex): Nagaji receive a +2 racial bonus on Handle Animal checks against reptiles, and a +2 racial bonus on Perception checks.

Languages: Nagaji begin play speaking Common and Draconic. Nagaji with high Intelligence scores can choose from the following: any human tongue, Abyssal, Aklo, Celestial, Draconic, Giant, Infernal, and Sylvan. See the Linguistics skill page for more information about these languages.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Hypnotic Gaze (Sp): The nagaji's gaze is so intense it stops others in their tracks. Once per day, it can attempt to hypnotize a single target, as per the spell *hypnotism* (caster level equal to the nagaji's Hit Dice). The DC of this effect is equal to 11 + the nagaji's Charisma modifier. The effects of the hypnotic gaze only last a single round. This racial trait replaces serpent's sense.

Secret Serpent: Some nagaji have little outward sign of their reptilian heritage, infiltrating and living among humans and adopted into their families. They gain the 1 additional skill point per level, and in addition gain a +4 bonus on Bluff and Disguise checks to impersonate a human. This racial trait replaces armored scales.

Serpent Affinity: Nagaji spellcasters with this racial trait and the Scalykind domain use their domain powers and spells at +1 caster level. This also applies to bloodline powers and bloodline bonus spells of the Serpentine[APG] bloodline. This increase is a racial bonus. This racial trait replaces resistant.

Sibilant Spellcaster: Nagaji channel their reptilian calm into mystical terror, increasing the save DC of spells they cast with the fear or pain descriptor by 1. This racial trait replaces serpent's sense.

Nagaji Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

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

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

Mesmerist: Add 1/5 to the Hit-Die limit and the total number of Hit Die affected with each enchantment or illusion spell the mesmerist casts. This bonus stacks with the mesmerist's mental potency class feature and is applicable under the same conditions as that ability.

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

Oracle: Add 1/6 to the oracle's level for the purpose of determining the effects of one revelation.

Ranger: Add 1 bonus hit point or skill rank to the ranger's constrictor snake or viper snake animal companion.

Slayer: Gain 1/6 of a new slayer talent.

Sorcerer: Add 1/2 to the sorcerer's caster level when determining the duration of transmutation spells she casts that target the sorcerer or spells she casts with the poison descriptor.

Summoner: Add +1 hit point to the summoner's eidolon.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, although he can use these additional blessings only for Charm, Magic, Nobility, Rune, or Scalykind blessings.

Additional Nagaji Rules

Spit Venom (Combat)

You have mastered the nagaji warrior technique of spitting venom into your opponent's eyes.

Prerequisites: Nagaji.

Benefit: As a full-round action, you can spit poison up to 10 feet as a ranged touch attack. If you hit, the target must make a successful Fortitude save or be blinded for 1d6 rounds. The DC of this save is equal to 10 + 1/2 your total Hit Dice + your Constitution modifier. You can use this ability once per day plus one additional time per day for every three Hit Dice you have.

Zerk

Type drug (injury); **Addiction** minor, **Fortitude** DC 18, **Price** 50 gp

Effects 1 hour; +1 alchemical bonus to initiative. If addicted, the user also gains a +1d4 alchemical bonus to Strength for as long as he is addicted

Damage 1d2 Con damage

Sample Nagaji

ZERK-ADDLED MONK **CR 4**

XP 1,200
Male nagaji[ARG] monk 5
LE Medium humanoid (reptilian)
Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 17, flat-footed 15 (+1 deflection, +2 Dex, +1 dodge, +1 monk, +2 Wis, +1 natural)
hp 41 (5d8+15)
Fort +6, **Ref** +6, **Will** +6; +2 vs. enchantments
Defensive Abilities evasion, resistant (+2 to saves vs. mind-affecting effects and poison); Immune disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d8+6) or masterwork shortspear +8 (1d6+6) or unarmed strike flurry of blows +7/+7 (1d8+4)

Ranged sling +5 (1d4+4)

Special Attacks flurry of blows, hypnotic gaze (DC 12 Will negates, fascinated 1 round), spit venom (2/day, DC 14 Fortitude negates, blinded 1d6 rounds), stunning fist (5/day, DC 14)

TACTICS

During Combat If they have time, the monk drinks his *potions of cat's grace* and *bull's strength*. Otherwise, he turns his hypnotic gaze on the most heavily armored opponents to temporarily take them out of the fight, then targets spellcasters with Stunning Fist, Spit Venom, or a flurry of blows, dealing nonlethal damage if possible.

Morale The zerk addiction drives the monk to fight to the death, but if reduced below 10 hp, he seeks to retreat and use his *potion of cure moderate wounds*.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 6, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +9; **CMD** 24

Feats Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spit Venom[ARG], Spring Attack, Stunning Fist

Skills Acrobatics +8 (+17 when jumping), Perception +9, Stealth +8; **Racial Modifiers** +9 Acrobatics when jumping

Languages Common, Draconic

SQ fast movement, maneuver training, ki pool (4 points, magic), slow fall 20 ft., high jump, zerk addiction

Combat Gear *potion of bull's strength, potion of cat's grace, potions of cure light wounds* (3), *potion of cure moderate wounds*; **Other Gear** sling with 20 bullets, *ring of protection* +1, 400 gp

SPECIAL ABILITIES

Zerk Addiction (Ex) The monk is addicted to the drug zerk and gains a +4 alchemical bonus to Strength from it. He also has been smoking zerk recently and as a result have a +1 initiative bonus.

SERPENTINE SNIPER CR 11

XP 12,800

Nagaji slayer[ACG] 12

CE Medium humanoid (reptilian)

Init +1; **Senses** low-light vision; Perception +17

DEFENSE

AC 21, touch 16 (23 vs. beams and rays), flat-footed 16 (+2 armor [+7 vs. beams and rays], +1 deflection, +5 Dex, +1 natural, +2 shield)

hp 102 (12d10+36)

Fort +10, **Ref** +13, **Will** +7; +2 vs. mind-affecting and poison

OFFENSE

Speed 30 ft.

Melee masterwork kukri +13/+8/+3 (1d4/18-20)

Ranged +1 *zero rifle* +19/+14/+9 (2d6+1 cold)

Special Attacks slayer talents (assassinate [DC 16], deadly range, evasion, ranger combat style [archery x2], rogue talent [superior sniper]), sneak attack +4d6, studied target (+3, move or swift action, 3 targets)

STATISTICS

Str 10, **Dex** 21, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +12; **CMD** 27

Feats Deadly Aim, Expert Sniper[DTT], Improved Precise Shot[B], Improved Vital Strike, Master Sniper[DTT, B], Rapid Shot[B], Skill Focus (Stealth), Vital Strike, Weapon Focus (zero rifle)

Skills Acrobatics +15, Climb +10, Handle Animal +6 (+8 with reptiles), Knowledge (nature) +10, Perception +17, Stealth +21, Survival +15, Swim +12

Languages Common, Draconic

SQ stalker, swift tracker, track +6

Combat Gear +1 *zero rifle* with extra charge pack, masterwork kukri; *potion of cure moderate wounds, potion of haste*; **Other Gear** +2 *belt of incredible dexterity*, +1 *red scatterlight suit*, +1 *buckler, ring of protection* +1, +1 *cloak of resistance*, 90 gp

Syaandi

Syaandi are a hardy, nomadic race of lizard-like humanoids that tend to prefer warm, arid climates, though they are sufficiently adaptable to be make their homes in many different lands.

Physical Description: Syaandi stand nearly 7 feet tall and weigh 250 pounds. Their grayish skin (sometimes tending toward blue or violet shades, especially in their young) is rough like sandpaper, made up of countless tiny scales, with larger scales on their faces, forearms, and lower limbs. Their faces are blunt and shaped similarly to humans, and while their teeth are sharper and more jagged than a human's they are not designed for combat. Their fingers are likewise thick and strong, tipped with rugged nails rather than claws. Their eyes are often a piercing violet or pale blue.

Society: Thriving in arid environments, syaandi expand their influence to become the apex predators of the territories they claim, which often range over dozens of square miles. Syaandi split their territories among small family units, each staying close to one another for mutual support. During festivals, they gather in greater numbers to engage in mock combat and athletic competitions. Syaandi often use these events to create further family units by marrying off eligible children, all in an effort to keep the entire race viable.

Consummate hunters, syaandi feed and clothe themselves with their kills. They prove fearless in combat and shrug off even the most mortal wounds to keep fighting to the bitter end, even giving up their self-control to enter a focused rage. Though syaandi often craft their own weapons, they also assault travelers and caravans to scavenge additional equipment, reasoning that any group incapable of repelling them would only suffer the horrors of the desert anyway, so they do such victims a favor by dispatching them more mercifully.

Syaandi childbearing benefits from their hermaphroditic physiology, and gestation requires only one month so as not to overburden the parent or family unit. Children learn to handle a sling and spear as soon as they can walk, and syaandi parents abandon any offspring incapable of hunting alongside them. Within their culture, even aging syaandi elders may sacrifice themselves in battle to weaken their enemies rather than slow down the rest of their kind in fleeing a great beast.

Relations: Outsiders who encounter syaandi have difficulty winning their trust, least of all because communicating with them is nigh impossible without magic or telepathy. Syaandi have no tongues and have worked out a complex language comprised of clicks, screeches, and guttural grunts that prove hard to translate. They can easily grasp concepts from other languages if they take the time to learn them, but in most cases, they demand that interlopers prove themselves to gain acceptance. Such trials include severing a sand glutton's tentacle and returning with it or tearing off a chag bull's horn without the use of weapons. Some syaandi even attempt the same trial in competition with them to show their own bravery. Depending on how well outsiders perform at these tasks, the syaandi family may entertain a newcomer's requests, accept them into their family, or simply drive them out. Regardless, syaandi make good guides through the wastelands and command premiums goods in return for such assistance. Most people who require help from the syaandi do not balk at their demands.

Alignment and Religion: Syaandi tend towards chaotic alignments, avoiding attachments and large societies in favour of small, independent family groups. They are primarily nomadic, settling wherever the trade or hunting is good and staying long enough to deplete the local resources before moving on. Many syaandi follow a form of shamanic ancestor worship, though some also follow the path of Chtok the Bloody, a power of strength, violence, and mayhem.

Male and Female Names: Syaandi do have a concept of gender, but their names do not differentiate based on it. Names typically are formed from a complex series of sounds that indicate the relationship between the speaker and the person they are addressing, often with a coda indicating their current mood relating to that person. Names can thus change from conversation to conversation.

Syaandi Racial Traits

+2 Strength, +2 Constitution, –2 Wisdom: Syaandi are fierce and tough in close combat, but often overconfident and even foolhardy.

Reptilian: Syaandi are humanoids with the reptilian subtype.

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

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

Low-light Vision: Syaandi can see twice as far in low light.

Cornered Fury (Ex) Whenever a syaandi is reduced to less than half its hit points and has no conscious ally within 30 feet, it gains a +2 morale bonus on melee attack rolls and a +2 competence bonus to its Armor Class.

Fearless (Ex) Syaandi gain a +2 racial bonus on all saving throws against fear effects.

Hardy (Ex) Syaandi gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Scavenger Scent: Syaandi have a keen sense for carrion and death, gaining a limited version of the scent[B1] special quality that applies only to corpses, creatures taking bleed damage, and creatures with fewer than 50% of their hit points remaining.

Unintelligible: Syaandi lack the vocal apparatus to mimic intelligible speech to most races. They can learn to read, write, and understand other tongues, and can communicate with others through magic such as *tongues* or *share language*[APG] or by telepathy. Lacking such means, they cannot use language-dependent effects to affect creatures not fluent in Syaandu. Syaandi gain a +2 racial bonus on Bluff and Sense Motive checks made to communicate nonverbally (treat as passing along a secret message). This does not impair their ability to cast spells with verbal components or to use spell-completion items, but it does prevent the use of spell-trigger items with command words unless they were crafted by a syaandi (though they can activate such items with the Use Magic Device skill).

Languages: Syaandi begin play speaking only Syaandu. Syaandi with high Intelligence scores can choose from the following: Common, Draconic, Elven, Gnoll, Gnome, Sylvan, Terran.

Syaandi Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Heat Endurance: Some syaandi are particularly well adapted to blazing-hot deserts, gaining a +2 bonus on saving throws vs. fire effects and fire resistance 5, and they can survive in a hot climate as if using *endure elements*. This racial trait replaces hardy.

Keen Scent: Some syaandi scouts are carefully trained to sniff out danger and prey, gaining the scent[B1] special quality. This racial trait replaces low-light vision and scavenger scent.

Sand Stalker: Syaandi are deadly desert hunter, gaining a +2 bonus on Stealth checks and reducing the distance at which they can be detected by scent to 10 feet (20 feet if upwind, 5 feet if downwind). When covered in at least an inch of sand or similar loose grit (which the syaandi can do as a standard action), this Stealth bonus is increased to +4 and they can be detected by scent only within 5 feet. If a syaandi takes 1 minute to bury itself in sand, this bonus is increased to +10 and they cannot be detected by scent at all. A syaandi can hold its breath for a number of rounds equal to 4 times its Constitution score before it begins to suffocate. This racial trait replaces cornered fury and fearless.

Sandcrawler: Some syaandi are adept at moving through sandy deserts. They do not treat soft sand as difficult terrain and do not take penalties on Acrobatics and Stealth checks made on sandy surfaces. This racial trait replaces scavenger scent.

Syaandi Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/6 to the alchemical bonuses granted by the alchemist's mutagen.

Cavalier: Add 1/4 of a bonus teamwork feat.

Fighter: Add 1/3 of a bonus Exotic Weapon Proficiency feat.

Gunslinger: Add +1 foot to the range increment of one type of firearm. In combat this has no effect unless the gunslinger has selected this reward 5 times (or another increment of 5).

Magus: Add +1 on concentration checks for spells cast while using spell combat.

Warpriest: Add 1 to your effective level to determine the damage dealt by your sacred weapon.

Additional Syaandi Rules

Chag Plate: This armor is crafted from the discarded chitin of monstrous chag beetles (as described in the ***Alien Bestiary***), formed into breastplates and protective plates for shins, shoulders, and forearms.

TEARS OF PARADISE — MINOR ARTIFACT

Repositories of life energy, the *tears of paradise* were crafted as a biomagical network of artifacts that controlled the complex interactions of a planet's biosphere, modulating its weather patterns in harmony with the growth of plants and micro-organisms to aid fertility and create a paradise. Within the area of a *tear of paradise,* a constant *control weather* effect moderates extremes of temperature, wind, and precipitation. Any magical effect that would produce extremes of weather or wind fails unless the caster succeeds on a DC 30 caster level check, and even then its range, area, and duration are halved and any caster level check made to dispel such effects gains a +10 bonus. Effects that specifically harm or ward out plant life, such as *blight, diminish plants,* or *antiplant shell,* or that create harmful plant-based effects such as *entangle* or *wall of thorns* are affected in the same way. The duration if *plant growth* and *goodberry* spells is doubled within the area.

A lone *tear of paradise* affects a 50-mile radius, but they can be linked together to create vast networks, with the power of each *tear* enhancing that of the others. A network with at least 2 *tears* increases the radius of each to 100 miles. A network of at least 10 *tears of paradise* increases the radius of each to 200 miles, and at least 20 *tears* to 500 miles, and at least 50 tears to a 1000-mile radius for each.

Corrupted Tears: A *tear of paradise* can be damaged or overloaded by disruptions to the natural weave of magic, causing it to become fragile, breaking apart into finger-length shards that syaandi keep as sacred relics. A corrupted tear creates a magical backlash that disrupts the local climate and ecology in erratic ways. Weather patterns are disrupted, often leading to rapid desertification, though in patches of great fecundity may also appear and disappear erratically within the area, with a moss or even fungus often taking the place of more diverse flora.

A corrupted ***tear of paradise*** leaks a form of mystic radiation in a 60-foot radius, causing living creatures entering or beginning their turn within this radius to become sickened with severe headaches (DC 18 Fortitude negates) for as long as they remain in the area and for 2d6 hours thereafter. In addition, exposure to this radiation causes lesions and sores to appear on the flesh of living creatures, dealing 1d4 points of Dexterity damage (DC 18 Fortitude negates); these lesions take 1 hour to manifest after a failed save. Creatures remaining in the area must make an additional save for each hour they spend there to avoid additional Dexterity damage. A character whose Dexterity damage equals or exceeds their Dexterity score dies.

Syaandi did not create the *tears of paradise* but discovered an unexplained harmonic resonance to the energies contained therein, allowing them to tap into the latent life-network they create. However, this resonance also affects them more strongly in the presence of a corrupted tear, causing syaandi killed by its radiation to undergo a strange metamorphosis, becoming savage undead creatures known as **tear-warped wretches** (see below).

Armor	Cost	Bonus	Dex	Penalty	Spell Failure	(30 ft.)	(20 ft.)	Weight
Medium Armor								
Chag plate	75 gp	+5	+3	-2	25%	20 ft.	15 ft.	20 lbs.

A corrupted *tear of paradise* has hardness 8 and 60 hp. Destroying it releases an intense wave of desiccating heat in a 60-foot-radius burst, dealing 10d6 points of fire damage (DC 23 Fortitude partial). All creatures in the area immediately become fatigued, and those failing their save become nauseated for 24 hours as well. In addition, this final burst of energy is treated as an intense flash of the tear's radiation (as described above), requiring separate DC 23 Fortitude saves to avoid become sickened for 2d6 hours and to avoid taking 1d4 points of Dexterity damage.

TEAR SHARD — PRICE 2,000 GP

Aura moderate conjuration; **CL** 9th
Slot none; **Weight** 1/2 lb.

These finger-sized shards of orange crystal are warm to the touch of living flesh and glow with faint light like a candle at sunrise and sunset. Syaandi also have the ability to attune a *tear shard* to a *tear of paradise,* creating a spiritual link between themselves and the tear. If the syaandi is slain within the radius of the *tear of paradise's* effect, its spirit are drawn through the *tear shard* to the presence of the tear, where its body is reformed and granted the effect of a *breath of life* spell. If this is sufficient to restore the syaandi to life, it recovers immediately and does not gain a negative level.

Syaandi prize these crystals greatly, always seeking to replace an inert shards with a new one after its power has been expended. There are rumors of more powerful *tear shards* that can grant a full *resurrection* effect, as well as those that carry the syaandi's body and all it carries to the presence of the tear.

A *tear shard* functions only once.

CONSTRUCTION REQUIREMENTS — **COST** 1,000 GP

Craft Wondrous Item, *breath of life*

Sample Syaandi

SYAANDI GRUNT — CR 1/2

XP 200
Syaandi fighter 1
CN Medium humanoid (reptilian)
Init +2; **Senses** low-light vision, scent; Perception –1

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 natural)
hp 13 (1d10+3)
Fort +4, **Ref** +2, **Will** –1; +2 vs. fear effects, +2 to saves vs. poison, spells, and spell–like abilities
Defensive Abilities fearless, ferocity, hardy

OFFENSE

Speed 30 ft.
Melee masterwork longspear +6 (1d8+4/x3)
Ranged sling +3 (1d4+3)

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 8, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 16
Feats Power Attack, Weapon Focus (longspear)
Skills Survival +7; **Racial Modifiers** Survival +4
Languages Syaandu
SQ cornered fury, unintelligible
Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, masterwork longspear, sling with 18 bullets

SYAANDI WARRIOR — CR 2

XP 600
Male syaandi fighter 3
CN Medium humanoid (reptilian)
Init +6; **Senses** low-light vision, scent; Perception –1

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)
hp 30 each (3d10+9)
Fort +5, **Ref** +3, **Will** +0 (+1 vs. fear); +2 vs. fear effects, +2 on saves vs. poison, spells, and spell–like abilities
Defensive Abilities bravery +1; fearless, ferocity, hardy

OFFENSE

Speed 30 ft.
Melee masterwork longspear +8 (1d8+4/x3)
Ranged masterwork double-barreled shotgun +6 (1d8)

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 8, **Cha** 12
Base Atk +3; **CMB** +6; **CMD** 18
Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longspear)
Skills Climb +6, Intimidate +5, Ride +5, Survival +5
Languages Syaandu
SQ armor training 1, cornered fury, unintelligible
Combat Gear *potion of cure light wounds*; **Other Gear** masterwork chag plate, masterwork longspear, masterwork double-barreled shotgun with 10 metal cartridges, 2 **dragon's breath cartridges**[UC], 2 **flash cartridges**[UC], tear shard

SYAANDI BLOOD GLUTTON — CR 5

XP 1,600
Male syaandi **warpriest**[ACG] of Chtok 6
CN Medium humanoid (reptilian)
Init +5; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +1 Dex, +1 dodge, +1 natural)
hp 49 (6d8+18)
Fort +6, **Ref** +3, **Will** +7; +2 vs. fear, +2 vs. poison, spells, and spell-like abilities
Defensive Abilities cornered fury, fearless, hardy

OFFENSE

Speed 30 ft.
Melee +1 *keen bardiche* +9 (1d8+5/17-20)
Ranged double-barreled pistol +5 (1d8/x4)
Special Attacks blessings 6/day, channel negative energy 2/day (DC 14, 3d6), ferocity, fervor 4/day (2d6), sacred weapon (+1, 1d8, 6 rounds/day)
Warpriest Spells Prepared (CL 6th; concentration +8)
2nd—*disfiguring touch*[UM] (DC 14), *hold person* (DC 14), *instrument of agony*[UC] (DC 14), *weapon of awe*[APG]
1st—*bane* (DC 13), *cause fear* (DC 13), *doom* (DC 12), *protection from law*, *ray of sickening*[UM] (DC 13)
0 (at will)—*create water*, *detect magic*, *purify food and drink* (DC 11), *read magic*, *spark*[APG] (DC 12)

TACTICS

During Combat A syaandi blood glutton keeps his distance between himself and his warriors, channeling negative energy to damage his opponents. Thereafter, he makes Power Attacks using Furious Focus with his longspear, activating his sacred weapon ability to enhance it with the *keen* weapon property as a swift action and with *weapon of awe* if he has the chance.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 8, **Wis** 14, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 18 (18 vs. sunder)
Feats Cleave, Dodge, **Furious Focus**[APG], Improved Initiative, Power Attack, Weapon Focus (longspear)
Skills Heal +5, Intimidate +7, Survival +6
Languages Syaandu
SQ blessings (strength: strength surge, war: war mind), cornered fury, unintelligible
Combat Gear *potion of cure moderate wounds*, *potion of remove fear*, *scroll of silence* (DC 13, CL 3); **Other Gear** +1 *chag plate*, +1 *longspear*, double-barreled pistol with 10 metal cartridges, tear shard, 45 gp

Tear-Warped Wretches

This hideously malformed, hairless, pustule-covered corpse moves and snarls more like an undead beast than a person.

TEAR-WARPED WRETCH CR 4

XP 1,200
Variant festrog[B3] barbarian 3
NE Medium undead
Init +1; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 18, touch 10, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +3 natural, –2 rage)
hp 47 (5 HD; 2d8+3d12+13)
Fort +5, **Ref** +2, **Will** +7
Defensive Abilities uncanny dodge, trap sense +1; **Immune** undead traits

OFFENSE

Speed 30 ft.; *spider climb*
Melee bite +9 (1d6+5 plus feed), 2 claws +10 (1d4+5)
Special Attacks diseased pustules, feed, rage (8 rounds/day), rage powers (knockback)

STATISTICS

Str 21, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 15
Base Atk +4; **CMB** +9; **CMD** 19
Feats Dodge, Mobility, Weapon Focus (claws)
Skills Acrobatics +5, Climb +11, Perception +9, Stealth +7, Survival +6
Languages Syaandu
SQ fast movement
Other Gear masterwork hide armor

ECOLOGY

Environment any land*
Organization solitary, pair, gang (3-5), or pack (6-11)
Treasure standard

SPECIAL ABILITIES

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.
Necrotic Boils: Disease—contact; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Rage (Ex) Tear-warped wretches can rage as a barbarian for 8 rounds per day. When not raging, a wretch's statistics are: AC 20, touch 12, flat-footed 18; hp 37; Fort +3, Will +5; Melee bite +9 (1d6+5 plus feed), 2 claws +10 (1d4+5); Str 17, Cha 11; CMB +7, CMD 19; Skills Climb +9.

Spider Climb (Ex) These variant festrogs benefit from a revolting adhesive created by the pus-like fluids released by their diseased pustules. The substance lets them climb walls and ceilings as if under a spider climb effect. This replaces a normal festrog's charging trip and four-footed run abilities.

Zvarr

Zvarr are a race of winged, saurian humanoids with an eclectic range of ethnic distinctions displaying traits and similarities with salamanders, dinosaurs, and even dragons. Renowned for their cunning, greed, and subterfuge, zvarr enjoy longer than average lifespans and incubation periods, but much to their chagrin, their vestigial wings do not grant them the ability of true flight, leading them to more of an opportunistic society rather than a truly dominant one.

Physical Description: As bipedal, reptilian humanoids, zvarr display a mixture of dinosaur and dragon-like facial structures, usually with longer jawbones and snouts. Their scales maintain a more limber, flexible quality similar to salamanders and true lizards, with their legs ending in small talons, each too small to deal significant damage, but which allow them to excel at climbing. A zvarr's skin almost always runs a shade of mottled gray or various shades of blue, from cerulean to dark navy, featuring different-colored striations along each limb. They often use these color variations—a carryover effect of their eggs—to tell one another apart.

Society: The egg-clutch of a zvarr, and the order in which it hatches, heavily influences its ranking in society. Similar to a clan structure, egg-clutches foment competition between siblings and one another. These fierce rivalries can last even through adulthood—a purposeful construct designed to drive the innovation and elevation of the entire species. Differences get temporarily put aside, however, when external forces threaten multiple clutches at the same time. And, given the long incubation period of their species, any act which interferes with the eggs of another clutch amounts to a declaration of war. As zvarr age, their intra-family conflicts slowly diminish and the success of the entire clutch takes priority over individual acheivement, allowing them to act more like a merchant guild with united goals.

Relations: The zvarr rarely earn the trust of other species, having a reputation—rightly or wrongly—for stealing anything they covet. Their frequent attempts to trick others into trusting them, only further damages their reputation. And, while they do sometimes live as outsiders in the cities of other races, it almost always means shady activity has drawn them there. Adventurous zvarr often need to reassure others of their sincerity and goodwill, and even so, most still never entirely let their guard down around the zvarr, especially when more than one is present.

Alignment and Religion: Zvarr tend towards neutral and evil alignments, but even chaotic evil zvarr are more inclined towards greed than murder. Good-aligned zvarr also exist, but they typically shirk the laws of the land, tending towards chaotic good and living a life exiled from their clutch, self-imposed or otherwise. Their patron deity is Macalatu the Sly, who they believe perfectly stole the divinity of another god. They worship other deities, as well, but prefer those who favor stealth, community, and cleverness.

Male Names: Dirkub, Razz, Karg, Ordak, Rikt, Gint

Female Names: Agmre, Orba, Dokt, Fexka, Ikru, Rin

Zvarr Racial Traits

+2 Dexterity, +2 Intelligence, –2 Wisdom: Zvarr are nimble and clever, but often lack common sense.

Reptilian: Zvarr are humanoids with the reptilian subtype.

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

Normal Speed: Zvarr have a base speed of 30 feet and a climb speed of 30 feet.

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

Agile: Zvarr receive a +1 racial bonus on Acrobatics and Fly checks.

Armored Scales: Zvarr gain a +1 natural armor bonus to their Armor Class.

Bite: Zvarr gain a natural bite attack dealing 1d3 points of damage. The bite is a primary attack, or a secondary attack if the zvarr is wielding manufactured weapons.

Greed: Zvarr gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Vestigial Wings: Zvarr can use their wings to glide by making a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, a zvarr may make an additional DC 15 Fly check to glide, moving 5 feet in any horizontal direction for every 1 foot he falls, at a speed of 60 feet per round. A zvarr cannot gain height with these wings alone; merely coasting in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, a zvarr can take advantage of the updraft to increase the distance it can glide.

Languages: Zvarr begin play speaking Common and Draconic. Zvarr with high Intelligence scores can choose from the following: Auran, Dwarven, Elven, Gnome, Orc, Undercommon.

Zvarr Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Expert Scavenger: You have an even keener eye than normal for treasure, gaining an additional +2 bonus on Appraise checks made to identify the most valuable item in a hoard. In addition, once per day when you fail an Appraise check by 5 or more, you can treat the check as if you had failed by less than 5. This racial trait replaces agile.

Groundling: Your vestigial wings are just tiny stubs, useless for flight. However, your jaws are larger and more deadly than normal, dealing 1d4 points of damage. In addition, if you confirm a critical hit with your bite you deal 1 point of bleed damage. This racial trait replaces vestigial wings.

Stretched Wings: Your vestigial wings are broader and stronger than usual, granting you a +5 bonus on Fly checks when gliding or breaking your fall. In addition, you can use your wings to gain a fly speed of 20 feet (poor maneuverability) for a number of rounds per day equal to your level plus your Constitution modifier. You can continue flying beyond this limit but must succeed on a DC 10 Constitution check to avoid taking 1d6 points of nonlethal damage and becoming fatigued. The DC of this check increases by 1 each round. Because of your weak wing musculature, gaining altitude is difficult, requiring a successful DC 20 Fly check to gain 5 feet of altitude during any round of flight, plus 5 feet for every 5 points by which you beat the DC.

This racial trait replaces armored scales and greed.

Zvarr Favored Class Options

The following options are available to all zvarr who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/2 to the alchemist's bomb damage.

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

Gunslinger: Add a +1/4 bonus on attack rolls when making a utility shot or dead shot.

Investigator: Add 1/3 daily use of inspiration; once this results in a +1 bonus the zvarr can use inspiration on Appraise checks without expending a use of inspiration.

Occultist: Add +1/2 on Use Magic Device checks and on Spellcraft checks to identify items using object reading.

Ranger: Add +1/2 on Stealth checks when in favored terrain.

Rogue: The rogue gains 1/6 of a new rogue talent.

Additional Zvarr Rules

Winged Heritor

Your wings reflect the soaring saurian of your ancient ancestors.

Prerequisites: Str 13, Skill Focus (Fly), zvarr, stretched wings racial trait.

Benefit: Your racial fly speed increases to 40 feet (average maneuverability), and you no longer need to make Fly checks to fly upward.

Wingslash

Your wing talons are deadly weapons.

Prerequisites: Winged Heritor, Str 13, Skill Focus (Fly), zvarr, stretched wings racial trait, base attack bonus +6.

Benefit: You gain two wing attacks. These are secondary natural weapons that deal 1d3 points of slashing damage.

New Weapon

Zvarr razorang: Also called an *ekutar*, this is a metal version of a standard boomerang with a sharpened blade along its inner edge, the ekutar first appeared among the zvarr who created it as a thrown weapon for use while gliding. Unlike a standard boomerang, the ekutar can be thrown in a manner so it returns to its wielder while on the move if it misses its target, returning at the end of the round. If the ekutar successfully strikes an opponent, it doesn't return, either remaining embedded in the victim, or falling in the same square where it hit. An ekutar wielder typically wears a heavy gauntlet with which to catch the returning weapon. Anyone without such protection, or a natural armor bonus of +1 or better, takes the weapon's full damage when catching it. See table for details.

Sample Zvarr

In addition to the sample zvarr listed below, **Girrun Snik** in **Chapter 9: Iconic Heroes** (page 258) present a zvarr rogue hero at multiple levels.

ZVARR SCOUT CR 1

XP 400
Zvarr ranger 2
CG Medium humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)
hp 13 (2d10+2)
Fort +4, **Ref** +6, **Will** +0

OFFENSE

Speed 30 ft., climb 30 ft.
Melee shortsword +3 (1d6+2/19–20), kukri +2 (1d4+1/18–20), bite -3 (1d3+1)
Ranged composite longbow +5 (1d8+2/x3)
Special Attacks favored enemy (humans +2)

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** 16
Feats Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +6, Climb +14, Fly +5, Knowledge (geography) +4, Knowledge (nature) +4, Perception +5, Stealth +9, Survival +5
Languages Common, Draconic
SQ track +1, wild empathy +2
Gear masterwork armored longcoat, shortsword, kukri, composite longbow [+2 Str] with 20 arrows

ZVARR GUNSEL CR 5

XP 1,600
Zvarr alchemist (gun chemist[PotW]) 6
N Medium humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 13 (19 vs. beams and rays), flat-footed 12 (+1 armor [+6 vs. beams and rays], +3 Dex, +1 shield)
hp 36 (6d8++6)
Fort +6, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft., fly 20 ft. (poor)
Melee bite +4 (1d4)
Ranged +1 *pepperbox rifle* +8 (1d10+4/x4) or masterwork dragon pistol +8 (1d6/x4)
Special Attacks alchemical ordnance (10/day, DC 17, 3d6+7 and catch fire, 10-ft. radius), gun training 1 (pepperbox rifle), cartridge savant +2
Alchemist Extracts Prepared (CL 6th)
2nd—*cat's grace, cure moderate wounds, invisibility, see invisibility*
1st—*ant haul*[APG], *expeditious retreat, jump, reduce person* (DC 14), *shield*

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 18, **Wis** 10, **Cha** 8
Base Atk +4; **CMB** +4; **CMD** 17

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Razorang, Zvarr	15 gp	1d4	1d6	19-20/x3	30 ft.	3 lbs.	S	See text

Feats Deadly Aim, Extra Discovery (frost bomb), Extra Discovery (tanglefoot bomb), Gunsmithing, Rapid Reload[B] (pepperbox rifle)
Skills Acrobatics +10, Appraise +10, Climb +10, Craft (alchemy) +13 (+19 to craft alchemical items), Disable Device +8, Fly +6 (+11 to glide or slow fall), Perception +9, Sleight of Hand +10, Spellcraft +13, Stealth +9, Use Magic Device +8; **Racial Modifiers** +1 Acrobatics, +2 Appraise, +1 Fly
Languages Auran, Common, Draconic, Dwarven
SQ alchemy (alchemy crafting +6, identify potions), mutagen (+4/–2, +2 natural, 60 minutes), discoveries (**chemical stability**, **exploding bullet**[PotW], explosive bomb, frost bomb, **tanglefoot bomb**[UM]), poison use, stretched wings (7 rounds), swift alchemy
Combat Gear +1 *pepperbox rifle* with 20 alchemical cartridges, masterwork dragon pistol with 10 alchemical cartridges (2 standard, 2 dragon's breath, 2 entangling shot, 4 flares), 2 doses of hemochem; **Other Gear** *red scatterlight suit*, masterwork buckler, 20 gp

ZVARR SPELLSNIPER CR 7

XP 3,200
Zvarr **magus**[UM] (**myrmidarch**[UM]) 8
LN Medium humanoid (reptilian)
Init +3; **Senses** Perception +8

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 shield)
hp 55 (8d8+16)
Fort +8, **Ref** +6, **Will** +6

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +6/+1 (1d3)
Ranged masterwork laser pistol +12/+7 (1d8+3 fire)
Special Attacks improved spell combat, ranged spell combat (–2 attack, +2 concentration), ranged spellstrike, weapon training +1 (advanced firearms)

Magus Spells Prepared (CL 8th; concentration +12)
3rd—*dispel magic, vampiric touch*
2nd—*cat's grace, blur, invisibility, scorching ray*
1st—*burning hands* (DC 13), *magic missile, ray of enfeeblement* (DC 13), *shield*
0th (at will)—*arcane mark, detect magic, light, ray of frost, read magic*

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 18, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +8; **CMD** 19
Feats Combat Casting, Deadly Aim, Extra Arcana, Weapon Focus (laser pistol), Weapon Specialization (laser pistol)
Skills Climb +12, Fly +7, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (planes) +7, Perception +8, Spellcraft +9
Languages Auran, Common, Draconic, Elven, Gnome, Orc
SQ arcane pool (8 points, +2), armor training 1, diminished spellcasting, fighter training, knowledge pool, magus arcana (empowered magic, **pool ray**[RTT], spell shield), medium armor proficiency
Combat Gear masterwork laser pistol with extra charge pack, *potions of cure light wounds* (2), *wand of levitate* (CL 3, 10 charges), *scroll of fly* (CL 5); **Other Gear** masterwork breastplate, buckler, *cloak of resistance* +1, spell component pouch, spellbook (contains all 0-level spells and all prepared spells as well as the following: 3rd—*fly, hold person*; 2nd—*levitate, spider climb*; 1st—*comprehend languages, disguise self, mount, protection from good, unseen servant*), 81 gp

CHAPTER 08:

VILLAINOUS SPECIES

Most of this book is devoted to player-friendly content, including playable races, gear, race rules, feats, spells, and more, even including some species that are generally wholly evil like gnolls, ultar, and bil'djooli. The latter species was included in the aquatic species chapter for obvious reasons, but the other races may, at the GM's option, present opportunities for roleplaying against type. The creatures in this chapter, however, are alien races so vile, so monstrous, and so inhumanly powerful that they are just not suitable as player characters. Instead, this chapter presents an awesome array of enemies for GMs to throw at their PCs, from basic grunt soldiers to high-CR commanders and rulers covering a wide variety of villainous archetypes. The species included here are as follows:

Hetzuud: A race of sinister shape-shifting oozes that are devious and stealthy in the extreme, and also able to conjoin themselves into deadly amalgams greater than the sum of their parts.

Jagladine: The ghastly geneticists and super-scientists of the Ultari Hegemony, no research subject is too repellent or reprehensible for their cold steel scalpels and colder intellect.

Klaven: Genetically warped super-soldiers created by the jagladine from the captive races of their masters' conquests, klaven are adaptable to many environments and deadly warriors who ask no questions on their march to the death.

Onaryx: One-time overlords of swaths of space, these sonic-screaming bat-winged warriors grow larger and more powerful as they age, yet their race has been in a long decline, surpassed by younger species rising up in service to evil.

Taur: Another species in transition, these bestial bull-soldiers have had to rebuild their maze-ship society since the fall of their demon-god and his cultists. A rigid caste system still guides their blood-soaked hooves in the pathways of conquest.

Hetzuud

A nefarious race of sentient predatory oozes, hetzuud gained notoriety within the Ultari Hegemony as spies and infiltrators capable of altering their shape and density to interact with almost any environment. They excel at mimicking other creatures and objects by modifying their texture and coloration. Multiple hetzuud can also merge into deadlier, greater-sized oozes with dangerous combat abilities, controlling multiple pseudopods with deadly effect.

Currently, hetzuud hold low-ranking status as servitors of the Ultari Hegemony, but they aspire to much more. As a result, when the Hegemony discovered their homeworld, the hetzuud welcomed the invaders rather than resist them. Eager to leave their bleak planet and become part of a greater civilization, they've temporarily aligned themselves with a more dominant power structure, patiently awaiting the day of their own ascendance. Since then, the hetzuud have proven especially capable as warriors, spies, and saboteurs. Their ooze-like characteristics let them squeeze into enemy holdings, and their ability to perfectly duplicate other creatures makes them excellent infiltrators.

An adult hetzuud weighs around 200 pounds and can squeeze itself into 4 cubic feet, or a 1-foot-radius sphere.

Ecology

The hetzuud evolved on a primordial world called Aveldt from a simple protoplasm with chameleonic properties. Preyed upon by other primitive organisms as a source of nutrition, these mindless progenitors banded together and gradually gained communal sentience. They then honed their ability to mimic other creatures, slowly multiplying and inexorably dominating their competition. While hetzuud exhibit startling sapience for ooze creatures, they remain slow to assimilate new types of information and have difficulty developing innovative ideas without initial prototypes to copy. This puts them in a parasitic relationship with the Hegemony as they attempt to enhance their understanding of other technologies.

Hetzuud have no gender, and while they understand how other species reproduce, they consider any notion of sexual identity and gender roles irrelevant unless purposefully mimicking other creatures. Among themselves, hetzuud regard such limitations as a weakness and liability to exploit.

Hetzuud have their own tactile language, touching each other to silently and quickly communicate as if speaking aloud. Hetzuud also speak the Common language of their birth world, and often learn Aklo, Jagladine, Onaryx, Ultari, and Undercommon, as well as the local language of any species they intend to mimic.

Habitat & Society

Hetzuud maintain a culture of collective development and expansion rather than individual rights. This stems from the natural instinct to merge together for mutual protection. They prove inherently amoral, regarding other species as rivals to dominate. Hetzuud place great emphasis on contributing to their overall society, and hetzuud who champion individualism serve little purpose, leading their peers to inevitably shun, exile, or destroy them.

Procreation of a new hetzuud brood can occur between two or more individuals. They must remain merged during the incubation process, which takes eight hours. Afterward, a newborn hetzuud separates from its parents and takes 2 years to mature. To produce viable offspring, hetzuud must ensure considerable genetic diversity between participating parents and they can sense by touch if another member of their species would make a suitable mate. Producing more than one offspring per merge is considered taboo.

Hetzuuds have little parental instinct or loyalty beyond their natural impulse

to preserve their race. They place their young in caves or enclosed areas safe from other predators, and then leave them to grow and mature unattended, feeding on whatever sustenance they can acquire. Elder hetzuud reclaim their young after they learn to mimic other creatures and objects, training them as workers, retainers, or soldiers. After a period of indentured servitude to pay for such training, young hetzuud eventually seek their own fortune, but always in close alliance with the collective society.

The governing leadership of hetzuud enclaves inevitably consists of long-lived elders grown to Huge size. They store and process information collected from other species and civilizations in an attempt to use such knowledge for the betterment of hetzuud society. When a momentous decision concerns the entire race, these elders merge together in an extremely rare act. The last such convocation occurred when the hetzuud decided to join the Ultari Hegemony.

Sample Hetzuud NPCs

HETZUUD CR 3

XP 800
NE Medium ooze (shapechanger)
Init +1; **Senses** blindsight 60 ft., Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 26 (4d8+8)
Fort +5, **Ref** +2, **Will** +3
Immune ooze traits

OFFENSE

Speed 20 ft., climb 10 ft.
Melee 2 slams +7 (1d6+3)
Special Attacks merge

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 11, **Wis** 14, **Cha** 13
Base Atk +3; **CMB** +6; **CMD** 17 (can't be tripped)
Feats Great Fortitude, Weapon Focus (slam)
Skills Bluff +9 (+13 when using change shape ability), Climb +12, Disguise +10 (+20 when using change shape ability), Perception +4, Stealth +7; **Racial Modifiers** +4 Bluff, +4 Disguise, +4 Stealth
Languages Common, Hetzuud (tactile), Ultari
SQ change shape (alter self), compression, internal storage, mimic object, perfect copy

ECOLOGY

Environment any
Organization solitary, pair, or colony (3–12)
Treasure standard

SPECIAL ABILITIES

Internal Storage (Ex) A hetzuud can secrete and carry equipment inside itself but can only store items smaller than the hetzuud's current form (assumed or natural) with a total weight less than or equal to the hetzuud's light load. If a hetzuud spends a full-round action when using its change shape ability, it can don armor or clothing stored inside it, or ready up to two weapons or other items. A hetzuud can retrieve any item stored inside itself as a swift action without provoking an attack of opportunity.

Merge (Ex) In its natural form, an adjacent hetzuud can merge with another willing hetzuud as a full-round action without provoking an attack of opportunity. Up to four hetzuud can merge in this fashion, thereby creating a hetzuud amalgam. Hetzuud within an amalgam remain in constant communication with one another and can coordinate their actions to greater effect while joined, immediately gaining Improved Initiative as a bonus feat (and increasing their current initiative result by +4 if already engaged in battle). All hetzuud within an amalgam can continue making their own independent actions, manifesting pseudopods to make slam attacks and wielding any manufactured weapons, magic items, or other gear as normal. If a merged hetzuud leaves a square adjacent to the amalgam, it must spend another full-round action to do so and loses all benefits of the amalgam. A successful sunder combat maneuver dealing at least 1 hit point of damage per Hit Die of an amalgam's constituent members can forcibly separate a single hetzuud from an amalgam (determined randomly). An amalgam provides the following additional effects to all its members:

- *Collaborative Resistance:* When making saving throws against individually targeted effects, a hetzuud amalgam uses the highest saving throw modifier of any hetzuud in the amalgam.
- *Conjoined Combat:* Two or more hetzuud within an amalgam may initiate their attacks against the same foe, and they are considered to be flanking that foe as if they were in two opposite squares. In addition, as a standard action any hetzuud in an amalgam may contribute an aid another action to grant a cumulative +2 bonus on another member's next attack roll regardless of their positioning within the amalgam.
- *Distributed Wounds:* Hetzuud within an amalgam split all hit point damage equally by sharing it among themselves.
- *Pliable Transposition:* As a move action, any hetzuud within an amalgam may swap places with another member of the amalgam to occupy a different square within the amalgam.
- *Size Increase:* Each individually conjoined hetzuud gains a +2 size bonus to Strength, a –2 size penalty to Dexterity, and a –1 penalty on attack rolls and AC. The hetzuud also receive a natural reach of 10 feet and increase their slam attack damage to 1d8.

Mimic Object (Ex) As a standard action, a hetzuud can assume the shape of any inanimate object of the same size category, such as an armchair, bulky chest, door, or statue. The hetzuud cannot substantially alter its size, unless merged with more its kind (see above). A hetzuud gains a +10 racial bonus on Disguise checks when imitating an object in this manner.

Perfect Copy (Su) When a hetzuud uses change shape, it can assume the appearance of specific individuals. In addition, Bluff and Disguise are always class skills for a hetzuud.

HETZUUD AGENT CR 7

XP 3,200
Hetzuud rogue 5
NE Medium ooze
Init +7; **Senses** blindsight 60 ft.; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)
hp 81 each (9 HD; 4d8+5d8+41)
Fort +8, **Ref** +8, **Will** +7
Defensive Abilities evasion, uncanny dodge, trap sense +1; **Immune** ooze traits

OFFENSE

Speed 20 ft., climb 10 ft.
Melee 2 slams +12 (1d6+5)
Special Attacks merge, rogue talent (bleeding attack +3), sneak attack +3d6

TACTICS

Before Combat Hetzuud agents usually work in a squad commanded by a hetzuud void sorcerer, who has cast *mage armor* on each of the agents, but this spell's aura is concealed by their magical wrappings. The agents have left their climber's kits and thieves' tools out of sight up in the far corner of the alcove and used their *wrappings of veiled guise* to conceal their potions' auras with *magic aura*.
Morale The agents fight to the death

STATISTICS

Str 20, **Dex** 16, **Con** 18, **Int** 11, **Wis** 16, **Cha** 11
Base Atk +6; **CMB** +11; **CMD** 24 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slams)
Skills Bluff +16 (+20 when using change shape ability), Climb +19, Disable Device +19, Disguise +16 (+26 when using change shape ability), Perception +15, Stealth +19; **Racial Modifiers** +4 Bluff, +4 Disguise, +4 Stealth
Languages Common, Hetzuud (tactile), Ultari
SQ change shape (*alter self*), compression, internal storage, mimic object, perfect copy, rogue talents (bleeding attack +3, fast stealth), trapfinding +2
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** *wrapping of veiled guise*, masterwork climber's kit, masterwork thieves' tools

HETZUUD KILLER CR 9

XP 6,400
Hetzuud slayer[ACG] 4/assassin 3
NE Medium ooze
Init +2; **Senses** blindsight 60 ft.; Perception +15

DEFENSE

AC 23, touch 14, flat-footed 20 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +5 natural)
hp 112 (11 HD; 4d8+4d10+3d8+59)
Fort +14, **Ref** +11, **Will** +8
Immune ooze traits

OFFENSE

Speed 20 ft., climb 10 ft.
Melee 2 slams +16 (1d8+6)
Special Attacks death attack (DC 15), merge, sneak attack +3d6, studied target +1

TACTICS

Before Combat A hetzuud killer works as chief lieutenant and executioner to a hetzuud void sorcerer, who has cast *mage armor* on the killer before battle.

During Combat A hetzuud killer studies a nearby target using both slayer's studied target and assassin's death attack before striking. The killer coordinates with other hetzuuds when merged into an amalgam to flank and maximize sneak attacks.

Morale A hetzuud killer fights to the death unless ordered to retreat.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 14, **Wis** 12, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 28 (can't be tripped)

Feats Dodge, Great Fortitude, Improved Natural Armor, Improved Natural Attack (slams), Iron Will, Power Attack, Toughness, Weapon Focus (slams)

Skills Bluff +19 (+23 when using change shape ability), Climb +20, Disguise +19 (+29 when using change shape ability), Linguistics +12, Perception +15, Sense Motive +15, Stealth +20; **Racial Modifiers** +4 Bluff, +4 Disguise, +4 Stealth

Languages Aklo, Common, Elali, Jagladine, Kylornian, Tactile Hetzuud, Ultari, Undercommon

SQ change shape (*alter self*), compression, internal storage, mimic object, perfect copy, poison use, slayer talents (ranger combat style [Improved Natural Attack], rogue talent [combat trick]), track +2, uncanny dodge

Combat Gear *potion of cure moderate wounds*; **Other Gear** *amulet of mighty fists +1*, *cloak of resistance +2*, *ring of protection +1*

HETZUUD VOID SORCERER CR 9

XP 6,400

Hetzuud sorcerer (**wildblooded**[UC] [**void-touched**]) 7

NE Medium ooze

Init +3; **Senses** blindsight 60 ft., low-light vision; Perception +4

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge, +4 natural)

hp 101 (11 HD; 4d8+7d6+59)

Fort +9, **Ref** +8, **Will** +8

Immune ooze traits; **Resist** cold 5, fire 5

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 slams +9 (1d6+2)

Special Attacks merge

Bloodline Spell-Like Abilities (CL 7th; concentration +13)
6/day—blackmotes (1d4+3 cold)
Sorcerer Spells Known (CL 7th; concentration +13)
3rd (5/day)—*blink*, *fireball* (DC 16), *haste*
2nd (7/day)—*flaming sphere* (DC 15), *glitterdust* (DC 15), *invisibility*, *levitate*
1st (7/day)—*burning hands* (DC 14), *disguise self*, *mage armor*, *shield*, *shocking grasp*, *unseen servant*
0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *ray of frost*, *read magic*
Bloodline Void-Touched (Starsoul[APG])

TACTICS

Before Combat A hetzuud void sorcerer casts *mage armor* every day.
During Combat A void sorcerer remains aloof from battle, casting spells to aid allies first before lobbing down offensive evocations into the fray. Only when out of higher-level spells does a void sorcerer consider joining a hetzuud amalgam.

STATISTICS

Str 14, **Dex** 17, **Con** 18, **Int** 13, **Wis** 14, **Cha** 16
Base Atk +6; **CMB** +8; **CMD** 22 (can't be tripped)
Feats Combat Casting, Dodge, Eschew Materials, Great Fortitude, Lightning Reflexes, Toughness, Weapon Focus (slams)
Skills Bluff +24 (+28 when using change shape ability), Climb +11, Disguise +24 (+34 when using change shape ability), Perception +4, Stealth +18; Racial Modifiers +4 Bluff, +4 Disguise, +4 Stealth
Languages Common, Hetzuud (tactile), Ultari
SQ bloodline arcana (failed save vs. evocation silences for 1 rnd.), change shape (*alter self*), compression, internal storage, mimic object, perfect copy
Combat Gear *potion of cure moderate wounds*; **Other Gear** *circlet of persuasion*, *sustaining spoon*

HETZUUD SLAYER CR 10

XP 9,600
Hetzuud slayer 8
NE Medium ooze
Init +3; **Senses** blindsight 60 ft., low-light vision, Perception +14

DEFENSE

AC 25, touch 14, flat-footed 21 (+5 armor, +3 Dex, +1 haste, +4 natural, +2 shield)
hp 86 (8d10+4d8+24)
Fort +10, **Ref** +12, **Will** +5 (+2 vs. mind-reading spells and effects)
Immune ooze traits

OFFENSE

Speed 40 ft., swim 90 ft.
Melee +1 *rapier* +19/+19/+14/+9 (1d6+7/18-20 plus poison) or slam +19/+19 (1d4+9)
Ranged masterwork dagger +17 (1d4+6, 19-20)
Special Attacks merge, poison use, sneak attack +2d6, slowing strike (DC 17), studied target +2

TACTICS

Before Combat Hetzuud have apply deathblade poison to their rapiers and use their change shape ability to pose as innocent bystanders or officials such as guards. They attempt to drink their *potions of haste* surreptitiously before combat.
During Combat Hetzuud slayers attack in pairs, each pair choosing the same two targets for their studied target ability. Knowing their escape plan, they specifically target arcane casters to limit the likelihood their enemy can use dimensional travel to get ahead of them.
Morale The hetzuud think themselves superior combatants, and ultimately believe they will be killed if they don't cripple their targets and get return word to their masters. If the combat turns against them, they flee in pairs to cover the retreat of those already in flight.
Base Statistics Without their potions of haste, these assassins have **AC** 25, touch 14, flat-footed 21; Ref +11; **Speed** 10 ft., swim 60 ft.; **Melee** +1 *rapier* +18/+13/+8 (1d6+7, 18-20 plus poison) or slam +18 (1d4+9); **Ranged** masterwork daggers +16 (1d4+6, 19-20); **CMD** 31

STATISTICS

Str 22, **Dex** 18, **Con** 12, **Int** 13, **Wis** 14, **Cha** 16
Base Atk +11; **CMB** +17; **CMD** 32 (can't be tripped)
Feats Ability Focus (slowing strike), Combat Expertise, Great Fortitude, Skill Focus (Acrobatics), Toughness, Weapon Focus (slam)
Skills Acrobatics +27, Bluff +22 (+26 when using change shape ability), Climb +12, Disguise +22 (+32 when using change shape ability), Intimidate +12, Knowledge (geography) +8, Perception +14, Stealth +20, Survival +12 (+15 when following tracks), Swim +13; **Racial Modifiers** +4 Bluff, +4 Disguise, +4 Stealth
Languages Common, Hetzuud (tactile), Ultari
SQ change shape (alter self), compression, fast stealth, foil scrutiny, internal storage, mimic object, perfect copy, stalker, track +4
Combat Gear deathblade poison (applied to rapier), *potion of cure serious wounds*, *potion of haste*; **Other Gear** +2 *omniweave armor*, +1 *buckler*, +1 *rapier*, masterwork daggers (3)

Jagladine

Of all the member species within the Ultari Hegemony—save the ultari themselves—the jagladine represent the clearest threat to the multiverse. Bereft of the guiding morality found in other species, they see themselves on the cusp of becoming 'living gods'—a self-ascribed title vacated by the more ancient Patons and Principalities which preceded them. Expert biologists in the extreme, the jagladine maintain a research enclaves on dozens of unclaimed worlds, hard at work on developing a means to dominate other species and assimilate them into their growing base of power. From these scientific outposts, the jagladine routinely tamper with the natural evolution of native creatures and pathogens, caring not for the repercussions their research has on the greater multiverse.

Embodying a curious mix of reptilian and insectoid traits, jagladine have a toughened hide for added protection, and display an unnerving knack for crawling about on even the most difficult of surfaces. To compensate for their woefully average physique, they also enjoy a natural immunity to disease and poison, even cultivating an internal means of storing such toxins for future use through their enhanced biology. Typically taller than a human, a jagladine stands 6 feet tall and weighs around 150 pounds.

Ecology

From their racial roots on a now forgotten desert world, the primitive jagladine relocated enmasse to the lush planet of Ursah Kulluh after accidently opening a gate left behind by the Patrons. They've thrived in their new home ever since, jealously guarding its unique ecosystem to take advantage of its primordial swamps which evoke mysterious evolutions in those who dwell there. Indeed, the jagladine species has collectively benefited by the transformations of this unique resource, transforming themselves to harden their bodies against disease and toxins while also extending their natural lifespans. They've also harvested the biomass of these proto-swamps to construct more automated 'progression vats' used to transform other species and grow all manner of bio-organic technologies and weapons—many in use by the Ultari Hegemony.

Highly adaptive to many environments, the jagladine have explored and colonized additional worlds, always seeking to control the gateways which link the planets together. Their ability to dissect newfound fauna and flora has served them well, helping them contend with high-risk threats and fend off would-be rivals vying for territory. Only first-contact with the equally amoral, psychic ultari curbed their march across the multiverse. For a time, these two factions warred against one another, but eventually they realized they could accomplish more by conserving resources and working together. The subsequent acceptance of the jagladine into the Ultari Hegemony opened even greater opportunities for their species, granting them access to new technologies and resources. Keenly attuned to the nature of living organisms, jagladine also have a social knack for buying time so they can turn larger events to their advantage. Such skills have already catapulted the jagladine into the coveted position of most favored partner within the Hegemony, much to the chagrin of longer-serving allies.

An asexual species, the jagladine have little regard for gender or age. Concepts like male and female mean nothing to them, and they coldly regard all other lifeforms—save a respected few like the ultari—as fodder for experimentation. Guided by a history of harsh

climates and brutal regimes, jagladine believe only the strong survive, thus, they show no mercy to anyone. The only jagladine emotion easily identifiable by outsiders resembles that of pride, most typically associated with scientific accomplishments which would horrify other species as barbaric and callous in execution. Such things matter little to the jagladine, as they lack the emotional capability to appreciate such inherent weakness.

Habitat & Society

As a greater species in the Hegemony, the jagladine enjoy a degree of autonomy reserved only for those who have gained the ultari's trust. This stature partly exists because of the jagladine's incredible skill at advancing the Hegemony's cause through genetic enhancement and bio-engineering—especially in weaponized applications. The jagladine have also made excellent scapegoats for the Hegemony's less scrupulous actions, as the ultari frequently deflect criticism of their expansion by blaming atrocities on their jagladine allies. With the end justifying the means, most planetary confrontations between the Hegemony and Bellanic Accord have conveniently relied upon 'rogue jagladine scientists' to pave the way for ultari incursions.

Jagladine immunity to disease and their ability to absorb various bio-toxins has only increased their fascination with bio-organic experimentation. As a result, the Ultari Hegemony often utilizes modern jagladine as living weapons, sending them to coveted worlds to spread assimilation strains used to transform native populations into occupying klaven footsoldiers. What was once a purely natural defense mechanism has become one of the truest testaments to the power of the jagladine race and the Ultari Hegemony they quietly serve. Assimilation strains and their effects are described in greater detail in the Alien Codex.

Most jagladine operate in two, distinct groups: the basic citizenry living in harmony with the rest of the Hegemony, and the scientist caste which works alongside the coalition's military. Both groups primarily abide by the Hegemony's laws more out of self-preservation than any moral imperative to peaceably treat with their fellow citizens. Jagladine scientists have even perfected assimilation strains to pacify and control those who defy ultari rule, constantly growing and expanding the Hegemony's reach through new pathogens and experimental bio-technology while they continue to decipher and operate the gates leading to new worlds.

Within their own culture, jagladine typically cooperate with one another by creating a strict hierarchy based on prior accomplishments and military assets granted them by the ultari. Jagladine are almost always loathe to fight among one another unless they sense a flawless victory without repurcussions is within their reach. Instead, jagladine scientists and overseers far more commonly abandon or betray any who fail to live up to the expectations of the greater group, believing the strong will either survive and re-establish themselves as respected peers, or eliminate themselves through natural selection. The ultari remain a distinct exception to this rule, with the jagladine continuing to show deference to the mind-masters for mutual gain. Most of this adoration is forced, however, as the jagladine know the Hegemony's protection and wordless sanction of their actions helps deflect the attention of other powers who would doubtless unify to stop them otherwise. By swearing loyalty to the ultari and the Hegemony, the jagladine have secured their place in the multiverse. Only the goal of continual advancement and achievement drives them onward, each success another step towards their own apotheosis as the new gods of a new era.

Sample Jagladine NPCs

JAGLADINE **CR 1**

XP 400
NE Medium monstrous humanoid
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 16 (2d10+5); fast healing 2
Fort +1, **Ref** +4, **Will** +4
Immune disease, poison

OFFENSE

Speed 30 ft., climb 20 ft.
Melee masterwork scimitar +4 (1d6+1/18–20) or masterwork kukri +4 (1d4+1/18–20)
Ranged hand crossbow +3 (1d4/19–20)

STATISTICS

Str 12, **Dex** 12, **Con** 13, **Int** 16, **Wis** 13, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 14
Feats Toughness
Skills Acrobatics +3, Bluff +6, Climb +13, Heal +6, Intimidate +8, Knowledge (nature) +8, Perception +10, Stealth +6; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4 Perception
Languages Aklo, Common, Ultari, Jagladine
SQ intuitive naturalist, multi-armed, reflexive biology

ECOLOGY

Environment any land
Organization solitary, pair, or research enclave (3–8 plus 20 klaven)
Treasure NPC gear (masterwork scimitar, masterwork kukri, hand crossbow w/ 10 bolts)

SPECIAL ABILITIES

Intuitive Naturalist (Ex) Knowledge (nature) and Heal are always class skills for jagladine.

Multi-Armed (Ex) A jagladine has four arms. One hand is considered its primary hand, but all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Reflexive Biology (Ex) As a full-round action, a jagladine may absorb a single disease or poison effect without suffering any ill conditions. It may then excrete a liquified version of the disease or poison with swift action, and a successful Fortitude save against the DC of the absorbed disease or poison. If successful, this excretion remains potent for the next 24 hours, and the jagladine can apply this excretion to a held weapon as part of this swift action. The liquified version of the disease or poison must be applied via ingestion or injury. A jagladine can only store one disease or poison at a time. Further disease and poison effects are ignored per their racial immunity.

JAGLADINE SCIENTIST CR 4

XP 1,200
Jagladine alchemist[APG] 4
NE Medium monstrous humanoid
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 13 (+1 deflection, +3 Dex, +2 natural)
hp 57 (6 HD; 2d10+4d8+28); fast healing 2
Fort +7, **Ref** +10, **Will** +6
Immune disease, poison

OFFENSE

Speed 30 ft., climb 20 ft.
Melee +1 *dagger* +9 (1d4+1/19–20)
Ranged dagger +8 (1d4/19–20)
Special Attacks bomb 9/day (2d6+5 fire, DC 17)
Alchemist Extracts Prepared (CL 4th)
2nd—*invisibility*, *touch injection*[UC]
1st—*adhesive spittle*[ACG] (DC 16), *cure light wounds*, *reduce person*, *targeted bomb admixture*[UC], *true strike*

TACTICS

Before Combat If he has warning of attackers, a jagladine scientist drinks his *potion of barkskin* as well as a dose of purple worm poison to use with his reflexive biology ability or a targeted injection.

During Combat A jagladine scientist primarily relies on frost and stink bombs in battle, using his precise bomb discovery to stagger and nauseate opponents to maximize his klaven's coordinated attacks. He imbibes his *targeted bomb admixture* early in combat to assault particularly dangerous enemies, and he uses his innate Climb speed to crawl upon the chamber walls and ceiling to stay out of direct melee, using *adhesive spittle* to provide further battleground control or slow pursuit, if he tries to flee.

Morale If reduced to 15 hp or less, and the PCs still appear hardy, a jagladine scientist retreats, invoking a burst of fire from his *blazing robe*, and drinking an extract of *invisibility* to facilitate the attempt.

STATISTICS

Str 10, **Dex** 16, **Con** 16, **Int** 20, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +5; **CMD** 19

Feats Brew Potion, Improved Initiative, Throw Anything, Toughness, Weapon Finesse, Extra Discovery

Skills Bluff +9, Climb +13, Craft (alchemy) +14, Knowledge (arcana) +14, Knowledge (local) +8, Knowledge (nature) +14, Knowledge (religion) +8, Perception +11, Spellcraft +14, Stealth +12, Use Magic Device +9

Languages Aklo, Common, Jagladine, Queborrin, Ultari

SQ alchemy (alchemy crafting +4, identify potions), mutagen (+4/–2, +2 natural, 40 minutes), discoveries (frost bomb, precise bombs [5 squares], stink bomb), cunning, intuitive naturalist, multi-armed, poison use, reflexive biology, swift alchemy

Combat Gear acid (2), alchemist's fire (2), *potion of barkskin*, *potion of cure moderate wounds*, purple worm poison (3), thunderstones (3); **Other Gear** *blazing robe*[UE], +1 *dagger*, *rejuvenation vine* (see **Chapter 5: Plant Species**), *ring of protection* +1, dagger

JAGLADINE COMMANDER CR 10

XP 9,600
Male jagladine **skald**[ACG] 10
NE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 armor, +2 Dex, +1 haste, +3 morale, +2 natural)
hp 92 (2d10+10d8+36); fast healing 2
Fort +10, **Ref** +11, **Will** +13
Defensive Abilities improved uncanny dodge, well-versed; **DR** 1/— and 2/bludgeoning; **Immune** disease, poison

OFFENSE

Speed 30 ft., climb 20 ft.
Melee masterwork handaxe +16/+16/+16/+16/+16/+8 (1d6+6)
Ranged masterwork handaxe +14/+9 (1d6+3)
Special Attacks rage powers (auspicious mark[UC], sprint[UC], swift foot), raging song (25 rounds/day, dirge of doom [DC 19], inspired rage, song of marching, song of strength)
Skald Spells Known (CL 10th, concentration +14)
4th (0 remaining)—*dance of a hundred cuts*[UM], *freedom of movement*
3rd (3 remaining)—*cure serious wounds*, *haste*, *mass invigorate*[APG], *slow* (DC 18)
2nd (5/day)—*blindness/deafness* (DC 16), *cure moderate wounds*, *darkness*, *hold person* (DC 16), *sound burst* (DC 16)
1st (3 remaining)—*alarm*, *expeditious retreat*, *timely inspiration*[APG], *touch of gracelessness*[APG] (DC 16), *vanish*[APG]
0 (at will)—*dancing lights*, *detect magic*, *know direction*, *message*, *read magic*, *sift*[APG]

TACTICS

Before Combat The jagladine commander uses spell kenning each day to cast *water breathing* at his own caster level, using his scrolls to cover gaps in time whenever he must spend more than a day submerged. He also casts *alarm* to warn him of intruders into his encampment or base of operations. If the PCs are detected before combat begins, he begins his raging song before casting *freedom of movement* and *dance of a hundred cuts* before moving toward a threat. He casts *haste* if his allies are nearby before combat begins. These spells are included in this statistics block.
During Combat The jagladine commander wades into melee, making full attacks with his hand axes. He uses Combat Expertise to increase his AC and prolong the support he gives his allies.
Morale The jagladine are the least likely members of the Hegemony to fight to the death. The commander orders his minions to cover his retreat once he is reduced to 20 hp. He then casts *expeditious retreat* and flees to the nearest Hegemony-controlled location.

Statistics Without raging song and his spells, the jagladine commander's statistics are **AC** 19; **hp** 92; **Fort** +10, **Will** +13, **Melee** 4 masterwork handaxes +12/+12/+12/+12/+7 (1d6+3); **Str** 16, **Con** 14; **CMB** +12, **CMD** 24; **Skills** Acrobatics +17, Climb +15, Swim +10.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +9; **CMB** +12; **CMD** 24
Feats Combat Expertise, Multi-Weapon Fighting, Power Attack, Scribe Scroll[B], Spell Focus (transmutation), Toughness, Weapon Focus (hand axe)
Skills Acrobatics +20, Bluff +12, Climb +15, Diplomacy +17, Heal +10, Intimidate +18, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +16, Perform (oratory) +17, Profession (soldier) +10, Sense Motive +17, Spellcraft +13, Stealth +15, Swim +10, Use Magic Device +17; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4 Perception
Languages Aklo, Common, Ultari, Jagladine
SQ intuitive naturalist, loremaster, multi-armed, reflexive biology, versatile performance (Perform [oratory])
Combat Gear *potions of cure serious wounds* (3), *scrolls of water breathing* (8); **Other Gear** +2 *omniweave armor*, masterwork hand axes (6), *cloak of resistance* +2

JAGLADINE BIOMORPH CR 15

XP 51,200
Male jagladine alchemist[APG] (**beastmorph**[UC]) 14
NE Medium monstrous humanoid
Init +14; **Senses** darkvision 60 ft., low-light vision; Perception +27

DEFENSE

AC 26, touch 17, flat-footed 20 (+3 armor, +5 Dex, +1 dodge, +1 insight, +6 natural)
hp 162 (2d10+14d8+88); fast healing 2
Fort +14, **Ref** +20, **Will** +11
DR 10/adamantine and slashing; **Immune** disease, poison; **Resist** electricity 30

OFFENSE

Speed 30 ft., climb 20 ft., swim 90 ft.
Melee bite +19 (1d4+3) and 5 claws +19 (1d6+3)
Ranged bombs +20/+20/+15/+10 (7d6+5, DC 24)
Space 5 ft.; **Reach** 10 ft.
Special Attacks grand beastmorph mutagen (blindsense 30 ft., ferocity, jet 600 ft., swim 90 ft.)
Alchemist Extracts Prepared (CL 14th, concentration +19)
5th—*delayed consumption*[APG], *sending*, *spell resistance*
4th—*freedom of movement*, *fluid form*[APG], *greater false life*[UM], *stoneskin*, *viper bomb admixture*[UC]
3rd—*arcane sight*, *cure serious wounds*, *haste*, *hypercognition*[OA], *water breathing*
2nd—*barkskin*, *blood armor*[ACG], *blur*, *bull's strength*, *cure moderate wounds* (2), *resist energy*
1st—*anticipate peril*[UM], *bomber's eye*[APG], *cure light wounds* (2), *expeditious retreat*, *shield*, *touch of the sea*[APG]

TACTICS

Before Combat If he suspects intruders, a jagladine biomorph immediately consumes his mutagen, as well as several extracts: *anticipate peril*, *arcane sight*, *bomber's eye*, *fluid form*, *freedom of movement*, *haste*, and *stoneskin*. He moves away from the door to assault intruders with bombs. His unique connection to his clone allows him to empathically sense his clone's location, so he avoids dealing splash damage to his clone even when his clone is invisible. While he waits for combat to begin, he activates the *barkskin* extract in his system via *delayed consumption*.

During Combat A jagladine biomorph makes full attack actions with his bombs until a significant melee threat emerges, then attacks with natural weapons.

Morale A jagladine biomorph would prefer to survive to continue his work, but fears the specter of prosecution. If he can escape arrest by negotiating, he surrenders once reduced to 25 hp or less. If he feels the PCs will kill him or make him stand trial on an unfriendly planet, he fights to the death, trusting another clone elsewhere to take up his work.

Statistics A jagladine biomorph's mutagen and magical enhancements increase his chances of escape and survival on the run. His statistics without extracts or mutagens are as follows: **Init** +6; **AC** 18, touch 13, flat-footed 15; **hp** 106; **Ref** +14; **Will** +10; **Melee** masterwork dagger +18/+13/+8 (1d4+3/19-20); **Ranged** bombs +18/+13/+8 (7d6+6, DC 25); **Dex** 14; **Con** 12; **Int** 22; **Wis** 16; **CMB** +15; **CMD** 30; **Skills** Acrobatics +25, Appraise +15, Disable Device +13, Fly +15, Heal +7, Knowledge (arcana) +15, Knowledge (nature) +25, Perception +28, Sense Motive +17, Sleight of Hand +15, Spellcraft +18, Stealth +15, Survival +12.

STATISTICS

Str 16, **Dex** 20, **Con** 16, **Int** 20, **Wis** 14, **Cha** 11

Base Atk +12; **CMB** +13; **CMD** 25

Feats Ability Focus (bomb), Alertness, Brew Potion[B], Improved Initiative, Multiweapon Fighting, Point-Blank Shot, Rapid Shot, Toughness, Throw Anything[B], Weapon Finesse

Skills Acrobatics +22, Appraise +14, Bluff +15, Climb +15, Disable Device +16, Fly +18, Heal +21, Intimidate +20, Knowledge (arcana) +14, Knowledge (nature) +22, Perception +27, Sense Motive +16, Sleight of Hand +18, Spellcraft +17, Stealth +18, Survival +11, Use Magic Device +15; Racial Modifiers +4 Bluff, +4 Intimidate, +4 Perception

Languages Aklo, Aquan, Bil'djooli, Celestial, Common, Ultari, Jagladine

SQ discoveries (acid bomb, alchemical simulacrum [Vrailjin], fast bombs, feral mutagen, greater alchemical simulacrum, greater mutagen, precise bomb), intuitive naturalist, multi-armed, reflexive biology

Combat Gear *potion of cure serious wounds* (3); **Other Gear** *cloak of resistance +2*, *headband of vast intelligence +4* (Heal, Knowledge [nature]), *dusty rose prism ioun stone*, masterwork dagger, masterwork omniweave armor

JAGLADINE BIOMORPHIC CLONE CR 14

XP 38,400

Male jagladine alchemist[APG] (**vivisectionist**[UM]) 13

NE Medium monstrous humanoid

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 30, touch 19, flat-footed 21 (+9 Dex, +9 natural)

hp 189 (2d10+13d8+120); fast healing 2

Fort +17, **Ref** +24, **Will** +15

Immune disease, poison, **Resist** electricity 30

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 4 +1 *kukris* +24 (1d4+3/15–20 plus poison)

Special Attacks bleeding attack, poison use, sneak attack +7d6

Alchemist Extracts Prepared (CL 13th, concentration +18)

5th—combined *heroism* and *thorn body*[APG], *spell resistance*

4th—combined *bear's endurance* and *resist energy* (electricity), combined *barkskin* and *false life*, *detonate*[APG], *greater invisibility*

3rd—*arcane sight*, *cure serious wounds* (2), *hypercognition*[OA], *tongues*, *water breathing*

2nd—*acute senses*[UM], *cure moderate wounds* (3), *detect thoughts*, *fire breath*[APG], *see invisibility*

1st—*anticipate peril*[UM], *cure light wounds* (2), *deathwatch*, *keen senses*[APG], *long arm*[ACG], *shield*

TACTICS

Before Combat A biomorphic clone consumes his mutagens before combat, and consume the following extracts if possible: *barkskin*, *bear's endurance*, *false life*, *greater invisibility*, *heroism*, *resist energy*, and *thorn body*. He then draws his weapons and takes up a position between enemies and his creator. If he feels he has sufficient time (one minute), he applies a concentrated dose of poison to his kukris.

During Combat A biomorphic clone uses Combat Expertise and positions himself to take attacks of opportunity against anyone who moves past him toward his master. He uses full attack actions to maximize his sneak attack damage while invisible.

Morale A biomorphic clone is conditioned for obedience and willing to give his life for his master, particularly if it seems only one of them can get away.

Statistics A biomorphic clone enjoys combat but prefers to maximize his efficiency with extracts. His statistics without extracts or mutagens are as follows: **Init** +10; **AC** 18, touch 16, flat-footed 12; **hp** 114; **Fort** +11, **Ref** +19, **Will** +13; **Melee** 4 +1 *kukris* +19 (1d4+3/15-20); **Dex** 22; **Con** 12; **CMB** +13; **CMD** 29; **Skills** Acrobatics +24, Perception +21

STATISTICS

Str 14, **Dex** 28, **Con** 20, **Int** 22, **Wis** 15, **Cha** 11

Base Atk +11; **CMB** +13; **CMD** 32

Feats Brew Potion[B], Combat Expertise, Improved Critical (kukri), Improved Initiative, Iron Will, Multiweapon Fighting, Throw Anything[B], Toughness, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +29, Appraise +19, Bluff +17, Climb +23, Heal +15, Intimidate +19, Knowledge (arcana) +21, Knowledge (nature) +26, Perception +23, Sleight of Hand +27, Spellcraft +19, Stealth +26, Swim +15; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4 Perception

Languages Aklo, Celestial, Common, Draconic, Jagladine, Ultari

SQ discoveries (bleeding attack, combine extracts, concentrate poison, crippling strike, greater mutagen, sticky poison), intuitive naturalist, multi-armed, mutagen, reflexive biology, swift alchemy, swift poisoning

Combat Gear giant jellyfish[B2] poison (8 doses); **Other Gear** *belt of incredible dexterity +4*, *headband of vast intelligence +2* (Swim), *+1 kukris* (4), *cloak of resistance +2*

JAGLADINE GENETIC SURGEON CR 14

XP 38,400

Jagladine alchemist (vivisectionist) 15

NE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

AC 27, touch 16, flat-footed 24 (+5 armor, +3 deflection, +3 Dex, +6 natural)

hp 203 (2d10+15d8+125); fast healing 2

Fort +14, **Ref** +15, **Will** +10

Immune disease, poison

OFFENSE

Speed 30 ft., climb 20 ft.

Melee +2 *short sword* +17/+12/+7 (1d6+3/19–20 plus poison), +3 *kukri* +12/+7/+2 (1d4+4/18–20 plus poison), +1 *short sword* +12/+7/+2 (1d6+2/19–20 plus poison)

Ranged +1 *needler* +19 (1d4+1 plus poison)

Special Attacks sneak attack (8d6), poison (deathblade— Fort DC 20; onset —; frequency 1/rd. for 6 rds.; effect 1d3 Con; cure 2 saves

Alchemist Extracts Prepared (CL 15th)

5th—*communal stoneskin*[UC], *dust form*[UC], *magic jar* (DC 20), *regenerate*

4th—*dragon's breath*[APG], *greater false life*[UM], *scorching ash form*[ARG], *touch of slime*[UM] (DC 19), *vitriolic mist*[UM]

3rd—*awaken* (DC 18), *baleful polymorph* (DC 18), *burst of speed*[UC], *fly*, *nauseating trail*[ACG] (DC 18), *thorn body*[APG]

2nd—*ablative barrier*[UC], *adhesive blood*[ACG], *anthropomorphic animal*[UM] (DC 17), *elemental touch*[APG] (DC 17), *invisibility*, *vomit swarm*[APG]

1st—*adhesive spittle*[ACG], *blurred movement*[ACG], *body capacitance**, *deathwatch*, *longshot*[UC], *phantom blood*[ACG] (DC 16), *true strike*

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 20, **Wis** 15, **Cha** 11

Base Atk +13; **CMB** +14; **CMD** 30

Feats Brew Potion[B], Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Toughness, Multiweapon Fighting, Quick Draw, Throw Anything[B], Toughness, Weapon Focus (short sword), Weapon Focus (hand crossbow)

Skills Acrobatics +5, Bluff +9, Climb +22, Craft (alchemy) +24, Disable Device +18, Fly +18, Heal +17, Intimidate +17, Knowledge (arcana) +16, Knowledge (nature) +18, Knowledge (religion) +7, Perception +17, Sleight of Hand +10, Spellcraft +22, Stealth +16, Survival +13, Use Magic Device +13; Racial Modifiers +4 Bluff, +4 Intimidate, +4 Perception

Languages Aklo, Common, Jagladine, Ultari

SQ alchemy (alchemy crafting +15, identify potions), intuitive naturalist, multi-armed, reflexive biology, , **cruel anatomist**, **discoveries** (concentrate poison, infuse mutagen, infusion, preserve organs, sticky poison [5 strikes], bleeding attack, crippling strike), **mutagen** (+4/–2, +2 natural, 15 hours), **persistent mutagen**, **poison use**, **swift alchemy**, **swift poisoning**, **torturer's eye**, **torturous transformation**

Combat Gear 3 doses of **shadow essence** poison; **Other Gear** +2 *omniweave armor*, +2 *short sword*, +3 *kukri*, *masterwork shortsword*, +1 *needler* with 5 nanite canisters, *amulet of natural armor +3*, *ring of protection +3*

SPECIAL ABILITIES

Torturous Transformation (Sp) A genetic surgeon adds *anthropomorphic animal*[UM] to his formula book as a 2nd-level extract. When he uses this extract, he injects it into an animal as part of a 2-hour surgical procedure. By using multiple doses of this extract as part of the surgery, he multiplies the duration by the number of extracts used.

JAGLADINE PSI-SURGEON CR 18

XP 153,600

Female jagladine **alchemist**[APG] (**vivisectionist**[UM]) 15/**vitalist**[PSI] 5
NE Medium monstrous humanoid
Init +7; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

AC 27, touch 16, flat-footed 24 (+5 armor, +3 deflection, +3 Dex, +6 natural)
hp 225 (22 HD; 2d10+5d6+15d8+130); fast healing 2
Fort +15, **Ref** +16, **Will** +17
Immune disease, poison

OFFENSE

Speed 30 ft., climb 20 ft.
Melee +1 *mindfeeder*[PSI] *monowhip*[TG] +19/+14/+9 (2d6+1/18–20/x3 plus poison) or +3 *kukri* +14/+9/+4 (1d4+4/18–20 plus poison) or +1 *short sword* +13/+8/+3 (1d6+1/19–20 plus poison)
Ranged +1 *needler* +20 (1d4+1 plus poison)
Special Attacks sneak attack (8d6), steal health (touch, 8 hp), 6/day— transfer wounds (2d6), vitalist's touch
Alchemist Extracts Prepared (CL 15th)
5th—*communal stoneskin*[UC], *dust form*[UC], *magic jar* (DC 20), *regenerate*
4th—*dragon's breath*[APG], *greater false life*[UM], *scorching ash form*[ARG], *touch of slime*[UM] (DC 19), *vitriolic mist*[UM]
3rd—*awaken* (DC 18), *baleful polymorph* (DC 18), *burst of speed*[UC], *fly*, *nauseating trail*[ACG] (DC 18), *thorn body*[APG]
2nd—*ablative barrier*[UC], *adhesive blood*[ACG], *anthropomorphic animal*[UM] (DC 17), *elemental touch*[APG] (DC 17), *invisibility*, *vomit swarm*[APG]
1st—*adhesive spittle*[ACG], *blurred movement*[ACG], *body capacitance**, *deathwatch*, *longshot*[UC], *phantom blood*[ACG] (DC 16), *true strike*
Psi-Powers Known (ML 5th; concentration +10)
PP/Day 27
3rd—**hostile empathic transfer** (DC 15)
2nd—**animal affinity**
1st—**missive**, **natural healing**
0—**collapse**, **disruptive touch**, **sicken body**
Soulthief Knacks (ML 5th)
fatigue (+18 ranged touch, fatigue 5 rounds, DC 13 Fort negates)
siphon (+18 ranged touch 1d3 damage, and the soulthief, or one member of his collective (soulthief's choice), gains 1 temporary hit point for 1 minute)

TACTICS

Before Combat If she has the opportunity, a jagladine psi-surgeon consumes her mutagen and then applies poison to her weapons, using as many preparatory extracts as time allows.
Morale A jagladine psi-surgeon is primarily interested in research and may attempt to bargain for its life with secrets or the release of prisoners or hostages, but if pressed by foes she fights to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 20, **Wis** 17, **Cha** 11
Base Atk +15; **CMB** +16; **CMD** 32
Feats **Aligned Attack** (evil)[PSI], **Body Fuel**[PSI], Brew Potion, Combat Reflexes, Exotic Weapon Proficiency (monowhip), Great Fortitude, Improved Initiative, Improved Natural Armor, Iron Will, Multiweapon Fighting, Quick Draw, Throw Anything, Toughness, Weapon Finesse +2
Skills Acrobatics +5, Autohypnosis +23, Bluff +9, Climb +22, Craft (alchemy) +24, Disable Device +18, Fly +18, Heal +26, Intimidate +17, Knowledge (arcana) +16, Knowledge (nature) +24, Knowledge (religion) +10, Perception +18, Sleight of Hand +16, Spellcraft +22, Stealth +16, Survival +14, Use Magic Device +13; Racial Modifiers +4 Bluff, +4 Intimidate, +4 Perception
Languages Aklo, Common, Jagladine, Ultari
SQ **bleeding attack**, **collective** (**collective healing**, **health sense-identify**, **request aid** 6/day 3 hp, **spirit of many**, **telepathy**), **crippling strike**, **cruel anatomist**, intuitive naturalist, **knacks**, **medic powers**, multi-armed, **preserve organs**, **persistent mutagen**, physical enhancement (+2), **poison use**, reflexive biology, **swift alchemy**, **sticky poison** [5 strikes], **swift poisoning**, **telepathy**, **torturer's eye**, **torturous transformation**, **vitalist method** (soulthief)
Combat Gear 6 doses of **deathblade**[CRB] poison; **Other Gear** +2 *omniweave armor*, +1 *mindfeeder monowhip*, +3 *kukri*, +1 *short sword*, +1 *needler* with 5 nanite canisters, *amulet of natural armor +3*, *ring of protection +3*

Klaven

Klaven are an artificially created species, incrementally modified to serve the jagladine—and by extension, the Ultari Hegemony—as foot soldiers and shock troops. Their jagdaline masters perfected this process to transform natives of conquered worlds into an occupying force. The conversion protocol begins with a creature's infection, typically by a virus referred to as an assimilation strain, which introduces nanites to remap a victim's brain patterns and overall psychology, predisposing them towards evil. The second stage requires a fitted mindslave harness, which conditions victims towards complete obedience, reception of telepathic commands, and eventual networking with others of its kind. Those who survive these experiences become candidates for full conversion into klaven, a process which involves submersion into vats of organic mutagens to amplify the victim's strength, alter the visual spectrum of its eyes, and grow natural claws. Klaven typically have greenish skin and milky-white eyes, with smooth hairless skin calcified into a hard, armored exoskeleton overlaying their former physiology.

The final result draws horror-worthy comparisons to an undead monstrosity, but all klaven are still living soldiers. Those familiar with klaven biology realize their appearance often signals an assimilation plague has already run its course, but klaven lack all memory of their former lives, devoid of compassion and slaying others without hesitation. Only officers possess the ability to speak, with all others communicating purely through an exchange of nanites. Their jagdaline masters also have the technological means to tap into their neural network, monitoring the condition of their soldiers while remotely issuing commands. It is believed the Hegemony's weaponeers also occasionally download their soldiers' memories, analyzing their experiences for further insights into those they encounter.

The Klaven Template

"Klaven" is an acquired template that can be added to any living or recently deceased animal or humanoid creature (hereafter referred to as the base creature) infected with a jagdaline assimilation strain and fitted with a mindslave harness. An intact dead creature that meets these prerequisites may be revived as a klaven within 48 hours of their death. If similar actions are performed on a living creature, they may be converted into a klaven within 8 hours. Upon transformation, klaven are healed of any prior ability or physical damage, including that caused by a jagdaline assimilation virus. A klaven uses all of the base creature's statistics except as noted here.

CR: Same as the base creature +1.

Alignment: Lawful evil. In rare cases, some creatures react poorly to the effects of an assimilation strain and instead become neutral evil or chaotic evil.

Type: The creature gains the augmented subtype. It retains any other subtypes, as well, except for alignment subtypes and subtypes that indicate kind. Do not recalculate class HD, BAB, saves, or skill points.

Senses: A klaven gains darkvision 60 feet.

Armor Class: Natural armor improves by +4.

Hit Dice: A klaven retains its original racial HD.

Defensive Abilities: Klaven are immune to fear effects. They also gain the following ability.

Plagueborn (Ex): A klaven gains a +2 bonus on saving throws against disease, ingested poisons, and becoming nauseated and sickened.

Weaknesses: Klaven are created to accept orders without question, but with certain constraints to prevent them from becoming a liability to their creators.

Malign Influence (Su): Klaven receive a –2 penalty to resist charm and mind-controlling compulsion effects from evil creatures. This penalty increases to –6 if the creature has the jagdaline subtype.

Attacks: The klaven conversion process alters the base creature's physiology to provide them with a reserve natural weapon under any conditions. As an immediate action a formerly humanoid klaven may extend or withdraw sharp, extremely dense bone spurs from the back of its hands or forearms, granting the klaven two powerful claw attacks, provided the base creature has no other claw attacks. These claws deal damage based on the klaven's size, treating the creature as if it were one size category larger.

Animal klaven increase the damage of their existing natural weapons as though they increased in size by one category.

Languages: Due to their transformation process, newly-created klaven cannot speak. However, upon attaining their initial class level, they re-master the ability, often vaulting such klaven into leadership positions among their own kind.

Special Qualities: A klaven gains the following special qualities.

Converted Host (Ex): Klaven transformations leave nothing for restoration of a base creature to its original self. As a result, klaven cannot be killed and returned to life with raise dead or similar effects. Spells such as true resurrection, wish, and miracle work normally.

Energy Modulation (Su): As an immediate action, a klaven manufactured from a living creature may treat positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This lasts until the start of the klaven's next turn. The ability may be used once per day, and an additional time per day when they gain 8 HD and 12 HD.

Nanite Exchange (Su): Klaven nanites swarm around them on a microscopic level, providing a continuous awareness of the location and condition of other klaven within 60 feet, as the status spell. The range of this ability increases to 100 feet for klaven with at least 8 HD, and one mile for klaven with 12 HD or more. Klaven may also communicate with one another by passing memories and sensory information through their nanites but must come into physical contact to do so. This exchange of memories requires a full-round action and only consists of perceptions and firsthand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.

Ability Scores: Str +4, Con +2, Int –2 (minimum 3). Animal klaven always possess an Int of 3, even if this modifier would result in a higher or lower Int.

Skills: A klaven gains a +4 racial bonus on Intimidate skill checks, and Stealth checks in forest and jungle terrains.

Feats: Klaven receive Endurance and Iron Will as bonus feats.

Klaven Gear

The spur rifle is a common klaven weapon, and in a typical sci-fi campaign, firearms and similar weapons are commonplace and spur rifles are treated as simple weapons. If your campaign is closer to traditional fantasy and firearms are unusual, you can replace one of a klaven's other feats such as Power Attack feat with Exotic Weapon Proficiency (spur rifle).

New Weapon

Spur Rifle: Designed by the jagladine for use by their klaven footsoldiers, this ranged weapon fires thorny projectiles of a hard, resin-like substance, and may hold up to six spurs at a time in a self-contained case attached to the stock. As long as the rifle holds ammunition, its wielder can ready a new projectile with a free action, but loading a new case requires a full-round action which provokes attacks of opportunity.

The jagladine grow the various components for spur rifles from organic biomass cultivated in the swamps of their homeworld, making them immune to spells such as *heat metal* and *warp wood*, but they still count as objects for the purposes of other spells and effects.

Spur rifles function underwater, though their range increment is reduced is reduced to 20 feet.

Poison: The spur fired by a spur rifle are porous and easily poisoned, often bearing jagladine toxins used to incapacitate other species for capture, interrogation, and experimentation. The most common venom used in spur rifles is a neurotoxin extracted from klaven warbeasts or synthesized by jagladine to duplicate its effects.

Neurotoxin: Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 points of nonlethal damage; *cure* 1 save. The save DC is Constitution-based.

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Spur rifle	100 gp	1d4	1d6	19-20/x2	80 ft.	6 lbs.	P	poison, see text

KLAVEN SPACESUIT

Price 30,000 gp; **Type** heavy; **Weight** 35 lbs.; **AC** +7; **Max Dex** +0; **Penalty** -8; **Spell Failure** 50%; **Speed** (30 ft.) 20 ft.; **Speed** (20 ft.) 15 ft.; **Capacity** 25; **Usage** 1 charge per hour

This airtight suit of synthetic polymers interwoven with superconducting filaments includes a transparent, dome-like helmet that completely covers the wearer's head. As long as it is powered, a klaven spacesuit grants its wearer complete protection from radiation and exposure to vacuum, as well as all inhaled toxins and diseases. It protects its wearer from extremes of heat and cold, granting cold resistance 5 and fire resistance 5. It also shunts aside sudden surges of such energy, allowing the wearer to apply one-half of its armor bonus to AC (including its enhancement bonus, if magical) to its touch AC against touch and ranged touch attacks that deal cold or fire damage.

The suit's self-repairing polymer resin fabric automatically seals secondary punctures or tears created by physical attacks to the wearer and damage dealt specifically against the suit. As a free action once per round, the wearer can also trigger an active self-repair mode, expending one charge fro the suit's power supply to repair 4d6 points of damage. A spacesuit repairs damage to itself at the rate of 4d6 points of damage per charge consumed. It has hardness 6 and 60 hit points.

A klaven spacesuit is fitted with numerous small booster jets that grant the wearer a fly speed of 20 ft. (poor) in areas of zero gravity while the spacesuit is charged. The boosters impart no benefit in areas of high, low, or normal gravity.

The wearer can load up to two potions into the suit for later consumption through tubing even in zero-gravity situations. Consuming a potion in this way is still a standard action that provokes attacks of opportunity; however, it does not require an action to retrieve the potion before consuming it.

Klaven spacesuits allow klaven to use their nanite exchange to communicate with other klaven even in a vacuum, and in fact the range of such communication is 10 times normal in a vacuum. Creatures without the klaven template attempting to wear a klaven spacesuit are considered non-proficient in its use, even if they are proficient with heavy armor.

CONSTRUCTION

Craft DC 30; **Cost** 15,000 gp; Craft Technological Arms and Armor, military lab

KLAVEN'S BANE 150 GP

Aura faint enchantment [mind-affecting]; **CL** 3rd
Slot —; **Weight** 2 lbs.

This magical vapor was devised by enemies of the Hegemony to take advantage of the suppressed mental resistance klaven have for those they are designed to obey. Wisps of golden smoke swirl within a tiny bulbous flask of *klaven's bane* sealed with a crystalline stopper. When opened or shattered the smoke fills a single 5-foot square for 1 round before dissipating. During that time, any creature with the klaven template that has fewer than 4 HD entering or beginning its turn within the smoke is dazed for 1 round (DC 16 Will negates). A klaven dazed by this effect also forgets whatever happened while it is dazed and for 1 round prior to being dazed and takes a -4 penalty on Perception and Sense Motive checks for 1d4 rounds afterwards.

CONSTRUCTION REQUIREMENTS **COST** 75 GP

Craft Wondrous Item, *mass daze*[UM], *memory lapse*[APG]

Sample Klaven NPCs

KLAVEN FOOT SOLDIER CR 1/2

XP 200
Male klaven warrior 1
LE Medium humanoid (augmented humanoid, human)
Init +0; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 12 (1d10+7)
Fort +5, **Ref** +0, **Will** +1; +2 vs. disease, ingested poison, and becoming nauseated or sickened
Defensive Abilities plagueborn; **Immune** fear
Weaknesses malign influence

OFFENSE

Speed 30 ft.
Melee battleaxe +4 (1d8+4/x3) or 2 claws +4 (1d6+3)
Ranged spur rifle +1 (1d6/19–20 plus poison)

STATISTICS

Str 17, **Dex** 11, **Con** 16, **Int** 8, **Wis** 9, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 14
Feats Endurance[B], Iron Will[B], Power Attack, Toughness
Skills Climb +7, Intimidate +7; **Racial Modifiers** +4 Intimidate
Languages Common, Ultari
SQ converted host, energy modulation (1/day), nanite exchange
Gear battleaxe, spur rifle with 5 spurs

KLAVEN SHOCKTROOPER CR 2

XP 600
Male klaven fighter 2
LE Medium humanoid (augmented humanoid, human)
Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 10, flat-footed 18 (+4 armor, +4 natural)
hp 23 (2d10+8)
Fort +7, **Ref** +2, **Will** +3; +2 vs. disease, ingested poison, and becoming nauseated or sickened
Defensive Abilities plagueborn; **Immune** fear
Weaknesses malign influence

OFFENSE

Speed 30 ft.
Melee masterwork battleaxe +7 (1d8+6/x3), claw +1 (1d6+2) or 2 claws +6 (1d6+4)
Ranged spur rifle +2 (1d6/19–20 plus poison)

TACTICS

During Combat Klaven shocktroopers position themselves in combat so they can Cleave as many opponents as possible.
Morale Klaven shocktroopers follow the commands of their leaders to work in coordination, but if their commander is killed they launch a fearless attack and fight to the death.

STATISTICS

Str 19, **Dex** 10, **Con** 18, **Int** 6, **Wis** 13, **Cha** 12
Base Atk +2; **CMB** +6; **CMD** 16
Feats Cleave, Endurance[B], Furious Focus[APG], Iron Will[B], Lightning Reflexes, Power Attack
Skills Climb +7, Intimidate +10, Perception +2, Survival +5, Swim +7; **Racial Modifiers** +4 Intimidate
Languages Common, Ultari
SQ converted host, energy modulation (1/day), nanite exchange
Gear masterwork light trooper armor, masterwork battleaxe, spur rifle with 5 spurs

KLAVEN WARBEAST (WOLF) CR 2

XP 600
LE Medium animal (augmented)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 15 (2d8+6)
Fort +6, **Ref** +5, **Will** +3; +2 vs. disease, ingested poison, and becoming nauseated or sickened
Defensive Abilities plagueborn; **Immune** fear
Weaknesses malign influence

OFFENSE

Speed 50 ft.
Melee bite +2 (1d8+3 plus poison and trip)
Special Attacks poison

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. trip)
Feats Endurance[B], Iron Will[B], Skill Focus (Perception)
Skills Intimidate +2, Perception +8, Stealth +6 (+10 in forests and jungles), Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Intimidate, +4 Stealth in forests and jungles, +4 Survival when tracking by scent
Languages Common (can't speak), Ultari (can't speak)
Special Qualities converted host, energy modulation (1/day), nanite exchange

SPECIAL ABILITIES

Poison (Ex) Klaven warbeasts are engineered by their jagladine masters to produce a nanite-based neurotoxin which interferes with the higher brain functions and central nervous system of living targets. The nanites attack a victim's mind, racking them with terrible agony. While potent, this effect is never compounded by additional applications of the poison until the first nanites have run their course.

Neurotoxin: Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 points of nonlethal damage; *cure* 1 save. The save DC is Constitution-based.

KLAVEN INFILTRATOR CR 3

XP 800

Female klaven ranger (infiltrator[APG]) 3

LE Medium humanoid (augmented humanoid, human)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 33 (3d10+12)

Fort +6, **Ref** +5, **Will** +4; +2 vs. disease, ingested poison, and becoming nauseated or sickened

Defensive Abilities plagueborn; **Immune** fear

Weaknesses malign influence

OFFENSE

Speed 30 ft.

Melee masterwork net +8 (special) and claw +2 (1d6+2) or 2 claws +7 (1d6+4) or masterwork shortspear +8 (1d6+4)

Ranged masterwork net +6 (special) or masterwork shortspear +6 (1d6+4)

Special Attacks combat style (two-weapon), favored enemy (humans +2)

TACTICS

During Combat The klaven use their nets or coordinated grapple attacks to impede and subdue opponents, pummeling pinned or entangled victims in an effort to subdue and carry them off. They only lash out with their claws and shortspears if the battle turns against them or a potent adversary gravely wounds them.

Morale The klaven fight until half their number are slain. The others then withdraw, seeking to disappear by relying on their adaptation ability to blend with the crowd.

STATISTICS

Str 18, **Dex** 14, **Con** 17, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 19

Feats Endurance[B], Exotic Weapon Proficiency (net), Iron Will[B], Net Adept[UC], Net and Trident[UC], Two-Weapon Fighting

Skills Climb +10, Disguise +6, Intimidate +10, Perception +5, Stealth +7, Survival +7 (+8 to follow tracks); **Racial Modifiers** +4 Intimidate

Languages Common, Ultari

SQ adaptation (humanoid [human], Skill Focus [Disguise]), converted host, energy modulation, nanite exchange, track +1, wild empathy +3

Combat Gear *potion of cure light wounds* (2); **Other Gear** armored jacket, masterwork net, masterwork shortspear, programmed holopad with images of their targets, 63 gp

KLAVEN COMMANDER CR 4

XP 1,200

Male klaven **inquisitor**[APG] of Thraxes 4

LE Medium humanoid (augmented humanoid, human)

Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 22, touch 14, flat-footed 19 (+4 armor, +1 deflection, +3 Dex, +4 natural)

hp 33 (4d8+12)

Fort +6, **Ref** +5, **Will** +9; +2 vs. disease, ingested poison, and becoming nauseated or sickened

Defensive Abilities plagueborn; **Immune** fear

Weaknesses malign influence

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +8 (1d8+4/19–20), claw +1 (1d6+1) or 2 claws +6 (1d6+3)

Ranged masterwork spur rifle +7 (1d6/19–20 plus poison)

Inquisitor Spell-Like Abilities (CL 4th; concentration +6)

5/day—battle rage (+2 damage)

At will—*detect alignment*

Inquisitor Spells Known (CL 4th; concentration +5)

2nd (2/day)—*hold person* (DC 14), *instrument of agony*[UC] (DC 14)

1st (4/day)—*command* (DC 13), *doom* (DC 13), *protection from good*, *stunning barrier*[ACG] (DC 13)

0 (at will)—*acid splash*, *bleed* (DC 12), *brand*[APG] (DC 12), *daze* (DC 12), *detect magic*, *resistance*

Domain War

TACTICS

Before Combat Before entering combat, a klaven commander casts *instrument of agony* on his longsword and *stunning barrier* on himself. He also grants a battle rage to his warbeast.

During Combat A klaven commandery pronounces a resiliency judgment as a swift action when he first confronts the PCs. He then attempts to demoralize their strongest-looking champion with an Intimidate check, relying on his *instrument of agony* to magnify the effect before engaging them in melee, preferably while flanking with his warbeast to benefit from his Precise Strike feat. If faced with an especially capable spellcaster or ranged attacker, he casts *hold person* or *command* to stymie them.

Morale A klaven commander fights to the death.

Base Statistics Without his *stunning barrier*, a klaven commander's statistics become: **AC** 19, touch 13, flat-footed 16; **Fort** +6, **Ref** +5, **Will** +8.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 19

Feats Endurance[B], Iron Will[B], Power Attack, Toughness, Weapon Focus (longsword), **Precise Strike**[APG]

Skills Climb +6, Intimidate +14 (+16 with instrument of agony), Knowledge (religion) +7, Linguistics +2, Perception +9, Sense Motive +10, Spellcraft +7, Stealth +9 (+13 in forests and jungles), Survival +7 (+9 to identify or follow tracks); **Racial Modifiers** +4 Intimidate, +4 Stealth in forests and jungles

Languages Common, Jagladine, Ultari

SQ converted host, cunning initiative, energy modulation (1/day), judgment 2/day, monster lore +2, nanite exchange, solo tactics, stern gaze, track +2

Other Gear masterwork light trooper armor, +1 *longsword*, masterwork spur rifle with 15 spurs, *belt of giant strength* +2, steel holy symbol (of a black flame on a winged helmet)

KLAVEN MARINES CR 4

XP 1,200

Klaven **troop**[B6]

LE Medium humanoid (aquatic, augmented humanoid, locathah, troop)

Init +5; **Senses** darkvision 60-ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 38 (7d8+7)

Fort +8, **Ref** +5, **Will** +5

Defensive Abilities plagueborn, troop traits; **Immune** fear

Weakness malign influence

OFFENSE

Speed 10 ft., swim 60 ft.

Melee troop (3d8+2)

Ranged 3 spur rifles +6 (1d6/19-20 plus poison)

Space 20 ft.; **Reach** 5 ft.

Special Attacks chaos of combat

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 11, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +7; **CMD** —

Feats Endurance[B], Great Fortitude, Improved Initiative, Improved Natural Attack (troop), Iron Will[B], Lightning Reflexes

Skills Intimidate +9, Knowledge (local) +2, Knowledge (nature) +2, Perception +6, Stealth +6 (+10 in forests and jungles), Survival +6, Swim +15; **Racial Modifiers** +4 Intimidate, +4 Stealth (in forests and jungles)

Languages Aquan, Jagladine (can't speak)

SQ amphibious, converted host, energy modulation, nanite exchange

SPECIAL ABILITIES

Chaos of Combat (Ex) Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Klaven marines are created by transmogrifying aquatic races such as locathah or merfolk. You can create similar land-based klaven troops by simply adjusting the speed of the troop and removing the Swim skill.

KLAVEN MARINE CAPTAIN CR 6

XP 2,400
Klaven fighter 5
LE Medium humanoid (aquatic, augmented humanoid, locathah)
Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +2 Dex, +1 dodge, +6 natural)
hp 60 (7d8+28)
Fort +10, **Ref** +3, **Will** +6
Defensive Abilities energy modulation, plagueborn; **Immune** disease, fear
Weaknesses malign influence

OFFENSE

Speed 20 ft., swim 60 ft.
Melee +1 *longspear* +12 (1d8+8/×3) or 2 claws +9 (1d6+4)
Ranged masterwork spur rifle +8 (1d6/19-20 plus poison) or javelin +7 (1d6+4)
Special Attacks weapon training +1 (spears)

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 16, **Cha** 9
Base Atk +5; **CMB** +11; **CMD** 25
Feats Combat Reflexes[B], Dodge[B], Endurance[B], Furious Focus[APG], Iron Will[B], Outflank[APG], Power Attack[B], Weapon Focus (longspear)
Skills Intimidate +10, Perception +7, Stealth +6 (+10 in forests and jungles), Survival +7, Swim +16; **Racial Modifiers** +4 Intimidate, +4 Stealth in forests and jungles
Languages Jagladine
SQ amphibious, armor training, converted host, nanite exchange
Gear glassteel helmet, masterwork light trooper armor, masterwork spur rifle with 12 spurs, javelins (2), +1 *longspear*

KLAVEN PIRANHA TROOP CR 8

XP 4,800
Klaven troop[B6]
LE Small humanoid (aquatic, augmented humanoid, troop)
Init +8; **Senses** darkvision 60-ft., low-light vision; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +6 natural, +1 size)
hp 102 each (12d8+48)
Fort +14, **Ref** +14, **Will** +8
Defensive Abilities plagueborn, troop traits; **Immune** fear
Weakness malign influence

OFFENSE

Speed 10 ft., swim 60 ft.
Melee troop (5d8+3 plus poison)
Space 20 ft.; **Reach** 5 ft.
Special Attacks chaos of combat, razor teeth

STATISTICS

Str 16, **Dex** 19, **Con** 18, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +9; **CMB** +12; **CMD** —
Feats Ability Focus (poison), Endurance[B], Great Fortitude, Improved Initiative, Improved Natural Attack (troop), Iron Will[B], Lightning Reflexes, Skill Focus (Survival)
Skills Intimidate +9, Knowledge (local) +4, Knowledge (nature) +4, Perception +11, Stealth +13 (+7 in forests and jungles), Survival +14, Swim +16; **Racial Modifiers** +4 Intimidate, +4 Stealth (in forests and jungles)

Languages Aquan, Jagladine (can't speak)
SQ amphibious, converted host, energy modulation, nanite exchange

SPECIAL ABILITIES

Poison (Ex) *Piranha breed poison*—Type: injury (troop); *save* Fortitude DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves.
Razor Teeth (Ex) Piranha breed klaven troops are an alchemical hybrid of locathahs, klaven, and a vicious piscine predator known for its sharp teeth and ravenous nature. Its troop attack deals half damage to creatures within 5 feet of the swarm. In addition, creatures within the piranha troop's space take 1d6 points of bleed damage each round. In addition, the swarming, gnawing mass of klaven is considered difficult terrain, imposing a -5 penalty on Acrobatics and Swim checks in the area. The blood churned into the water also obscures vision, resulting in a 20% miss chance on attacks made within or through the troop; this miss chance does not apply to the troop.

KLAVEN MINDHUNTER CR 10

XP 9,600
Itac klaven ranger (skirmisher[APG]) 10
LE Medium humanoid (augmented, human)
Init +6; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 25, touch 13, flat-footed 22 (+5 armor, +2 Dex, +1 dodge, +6 natural, +1 shield)
hp 99 each (10d10+40)
Fort +11, **Ref** +9, **Will** +6; +2 vs disease, ingested poisons, and becoming nauseated and sickened
Defensive Abilities evasion;
Weaknesses malign influence

OFFENSE

Speed 30 ft.
Melee stun baton[TG] +12/+7 (1d6+5 nonlethal plus 1d8 electricity), *psychokinetic*[PSI] *shortspear* +14 (1d6+1d4+7) or 2 claws +15 (1d4+5)
Ranged *psychokinetic shortspear* +15 (1d6+1d4+7)
Special Attacks combat style (two-weapon), favored enemy (aberrations +2, humans +6, native outsiders +2), hunter's tricks 6/day (hateful attack, rattling strike, upending attack)

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 8, **Wis** 12, **Cha** 8
Base Atk +10; **CMB** +15; **CMD** 28
Feats Dodge, Double Slice, Endurance, Improved Initiative, Improved Natural Armor, Iron Will[B], Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (shortspear)
Skills Climb +13, Craft (alchemy) +5, Handle Animal +9, Heal +10, Intimidate +3, Knowledge (nature) +8, Perception +12, Ride +10, Stealth +11 (+15 in forest and jungle terrain), Survival +10, Swim +12; **Racial Modifiers** +4 Intimidate, +4 Stealth in forest and jungle terrain
Languages Common, Ultari
SQ converted host, energy modulation 2/day, favored terrain (desert +2, mountain +4), hunter's bond (companions), nanite exchange (100ft.), swift tracker, track +5, tusked skin, wild empathy +9, woodland stride
Gear +1 *light trooper armor*, *psychokinetic shortspear*, stun baton

KRAKEN BREED KLAVEN CR 11

XP 12,800
Klaven bil'djooli fighter 4
LE Medium aberration (aquatic)
Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 25, touch 15, flat-footed 20 (+2 armor, +5 Dex, +8 natural)
hp 142 each (4d10+8d8+84)
Fort +13, **Ref** +10, **Will** +14
Defensive Abilities plagueborn; **Immune** fear; **Resist** cold 10
Weakness malign influence, vulnerability to toxins

OFFENSE

Speed 20 ft., swim 50 ft., jet 90 ft.
Melee 4 slams +19 (1d6+10)
Special Attacks contamination (DC 20)

TACTICS

Before Combat Kraken breed klaven remain at rest until something threatens their creators or the areas they have been tasked to protect. They perceive any intruders as a threat to both.
During Combat Kraken breed klaven focus exclusively on eliminating threats with grapples and their slam attacks. They attempt to destroy stronger combatants and load weaker fighters into the transmogrifier.
Morale Klaven live only to follow orders and fight until dead.

STATISTICS

Str 24, **Dex** 20, **Con** 22, **Int** 13, **Wis** 20, **Cha** 12
Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 32 (36 vs. grapple, can't be tripped)
Feats Endurance[B], Greater Grapple, Improved Grapple, Improved Initiative[B], Iron Will[B], Lightning Reflexes, Outflank[APG], Power Attack[B], Toughness, Weapon Focus (slam), Weapon Specialization (slam)[B]
Skills Acrobatics +19, Climb +14, Disable Device +9, Intimidate +8, Knowledge (local) +8, Perception +13, Survival +12, Swim +22, Use Magic Device +9; **Racial Modifiers** +4 Intimidate, +4 Stealth in forests and jungles
Languages Bil'djooli, Ultari (can't speak)
SQ converted host, energy modulation, interstellar, nanite exchange
Gear *bracers of armor +2*, *amulet of mighty fists +1*

SPECIAL ABILITIES

Contamination (Ex) As bil'djooli.
Interstellar (Ex) As bil'djooli.
Vulnerability to Toxins (Ex) As bil'djooli.

Kraken breed klaven are advanced experimental creatures hybridized using genetic material from true krakens infused through the klaven process into the body of a bil'djooli (see **Chapter 2: Aquatic Species**) warrior. These klaven have the same contamination, interstellar, and vulnerability to toxins traits as base bil'djooli.

KLAVEN DRAGOON CR 14

XP 38,400
Klaven ogrekin human fighter (dragoon[UC]) 13
LE Medium humanoid (human)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 30, touch 11, flat-footed 29 (+8 armor, +1 Dex, +7 natural, +4 shield)
hp 167 (13d10+91)
Fort +15, **Ref** +6, **Will** +9 (+3 vs. fear); +2 vs. disease, ingested poisons, and becoming nauseated and sickened
Defensive Abilities bravery +3; **Immune** inhaled effects, radiation, vacuum; **Resist** cold 5, fire 5

OFFENSE

Speed 15 ft., fly 20 ft. (poor)
Melee +1 *heartseeker lance* +28/+23/+18 (2d6+24/19–20/x3) or 2 claws +23 (1d6+10)
Ranged javelin +18 (1d6+16)
Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)
Special Attacks banner, piercing lance, spear training (+3 attack rolls, +6 damage), spinning lance

TACTICS

Before Combat Klaven dragoons use *potion of heroism* on themselves and administer a potion to their dragon mounts as well.
During Combat Klaven dragoons make charge attacks whenever possible, using Furious Focus and Power Attack. If they observe spellcasters, they close into melee to interfere with spellcasting with Disruptive and Spellbreaker. If confronted with invisible opponents, they use their dragons' blindsense to locate their prey and their heartseeker lances to attack the same targets without a miss chance.
Morale Klaven dragoons retreat if they or their dragons are reduced below 20 hit points. If unable to flee, they fight to the death.

STATISTICS

Str 31, **Dex** 12, **Con** 22, **Int** 6, **Wis** 14, **Cha** 6
Base Atk +13; **CMB** +23; **CMD** 34
Feats Disruptive, Endurance, Furious Focus[APG], Improved Critical (lance), Iron Will, Missile Shield[APG], Mounted Combat, Power Attack, Ray Shield[APG], Ride-By Attack, Shield Focus, Skill Focus (Ride)[B], Spellbreaker, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)
Skills Fly –10, Linguistics –1, Perception +14, Ride +16
Languages Common, Draconic
SQ armor training 1
Combat Gear *potions of cure serious wounds* (2), *potions of heroism* (2), 2 masterwork javelins; **Other Gear** *+1 klaven spacesuit*, *+1 heavy steel shield*, *+1 heartseeker*[UE] *lance*, *belt of mighty constitution +2*, *+1 cloak of resistance*

SPECIAL ABILITIES

Oversized Limb (Ex) Klaven dragoons have massively overdeveloped arms, gaining a +2 bonus to Strength and allowing them to wield weapons one size larger with no penalty.
Stunted Legs (Ex) Klaven dragoons have stunted and weak legs, reducing their speed by 10 feet.

Onaryx

One of the oldest of the Elder Evil species, the bat-like onaryx are born predators possessed of both power and prowess that few can match upon battlefield. Theirs is a militant race whose people swell the Hegemony forces both as rank-and-file soldiers as well as commanding officers and even generals. Onaryx were among the earliest of the evil races to ally themselves with Hegemony against the Bellianic Accord. Fortunately, their constant warfare (even among their peers) has caused both the waxing and waning of their empires over the past millennia, thus preventing them ever posing a unified threat. Arrogantly, many onaryx think of themselves as superior to other races of the Hegemony, including the Ultar, whom they currently serve beneath. Secretly, a handful of the most powerful onaryx elders actively hatch independent plans for overtaking the Hegemony and bending its power to their own designs.

Onaryx have become an extremely diverse race, and a good many mutate as they age. Few understand why the mutations occur, and a variety of explanations such as sickness and forced genetic alterations have been credited as the cause of the shift. For the most part, they are hideously formed creatures, with strangely jointed bodies that appear almost crumpled beneath thick knots of sinew and muscle. When standing upright, an onaryx can twist its wings alongside its arms so that they fold backwards, making them nearly undetectable. Their legs too are sized similar to those of a human; however, the knees turn slightly outward and its feet are flat, wide and clawed, extending a from its raised ankle. Their mottled flesh has a slightly greasy sheen and few hairs. Coloration ranges from drab grayish-green, to ocher and dark brown, with dark stains and blotches that make them difficult to spot in the dark. Nails and teeth are a sickly ocher color rimed with umber. Depending on age, they stand between 6 to 18 feet.

Onayrx prefer the darkness of both night and space and use their uncanny abilities to navigate in complete darkness. They also wield advanced technological weaponry and equipment developed over thousands of years. They speak their own language, as well as Ultari, the official language of the Hegemony.

Age Categories

As an onaryx ages, it undergoes a slow metamorphosis. As a result, many of an onaryx's abilities, attacks, and other statistics change as an onaryx grows older. These increases are divided into 5 age categories—as a onaryx ages, its base statistics change as noted on Table: Onaryx Age Categories.

Age Category: The age category's name.

Age in Years: The onaryx's actual age.

CR: This column modifies the onaryx's base CR.

Size: This shows how many size categories by which to increase the onaryx's base size, depending on its age (from Medium to Large and from Large to Huge). An onaryx does not gain the standard increases to ability scores when it achieves a larger size—instead, an onaryx gains ability score increases according to its age category, as indicated on the Onaryx Ability Scores table.

Hit Dice: This shows how many additional Hit Dice an onaryx gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the onaryx's base attack bonus and base save bonuses. An onaryx has skill ranks equal to 6 + its Intelligence modifier per Hit Die. An onaryx's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Onaryx Ability Scores table).

Natural Armor: This shows by what amount the onaryx's base natural armor bonus increases with each age category.

Combat: The Onaryx Attacks and Speeds table lists the attacks an onaryx can employ and the damage it deals. It also lists the distance of an onaryx's sonic cry. Additional sonic cries described below are gained as the onaryx's reaches a specific age categories.

Fly Speed: An onaryx's fly speed increases as indicated, according to its size.

Claws: These primary attacks deal the indicated damage plus the onaryx's Strength bonus.

Sonic Cry (Ex) An onaryx is capable of using its unique vocal structures to produce potent sonic effects. The sonic cry produces a ray-like wave of sonic energy that varies in form and intensity depending on the onaryx's age category. Using a sonic cry is a standard action. An onaryx can use its sonic cry once every 1d4 rounds. A sonic cry always starts at an intersection adjacent to the onaryx and extends in a direction of the onaryx's choice. The save DC against a sonic cry is 10 + 1/2 onaryx's HD + onaryx's Constitution modifier, though the type of save required depends on the type of cry it uses, as noted in the descriptions of each cry below.

A mature onaryx knows only a single sonic cry; however, it gains additional cries as it increases in age. Once a cry is selected, it cannot be changed. When gaining a new cry, the onaryx is free to choose from any group of cries, provided it meets the minimum age requirements for that sonic cry. Alternately, an onaryx with class levels can learn any of the cries below in place of a feat that it would normally gain, provided it meets the minimum age level for learning the sonic cry. It cannot exchange feats that must be chosen from a specific list, such as a wizard's item creation or metamagic bonus feats or a fighter's bonus combat feats.

Mature Cries

The following cries can be selected by a mature or older onaryx.

Nauseating (Ex): the onaryx's sonic cry disturbs the equilibrium of living creatures it strikes causing the target to become nauseated for 1 round (Fortitude negates).

Shattering (Ex): The high-pitched frequencies of this sonic cry affect a single solid object, or all fragile objects or objects made of crystal, glass, or similar material in a 10-foot-radius burst, as a *shatter* spell (Fortitude negates), using the onaryx's HD as its caster level.

Terrifying (Ex): The onaryx's sonic cry strikes terror into its victim, causing it to become frightened for a number of rounds equal to the onaryx's HD; a successful Will save reduces this effect to shaken for 1 round.

Sonic Thrust (Ex): The sonic cry creates a dense pulse of sound that knocks the target prone (Reflex negates) and deals 1d6 points of nonlethal sonic damage, +1 point per HD of the onaryx.

Ravager Cries

The following cries can be selected by a ravenger or older onaryx.

Disorienting (Ex): Targets struck by this subsonic cry become dizzy and disoriented for 1 round, losing all sense of direction (Fortitude negates). They treat all creatures as if they had concealment, and whenever they attempt to move there is a 50% chance each time they leave a square that they move in a random direction rather than their intended direction. If they remain stationary for the entire round, there is a 50% chance they fall prone at the end of their turn.

Echolocate (Ex): Using this ability, the onaryx sends forth sonic frequencies that bounce of its surroundings, allowing it to perceive creatures and within the area of its cry as if it had blindsight until the end of its turn, and as if it had blindsense for an additional 1d4 rounds thereafter. This sensory effect persists within the area of the cry and does not follow creatures that leave that area.

Maddening (Ex): The onaryx's sonic cry completely disrupts creatures' thought patterns, causing them to become confused (as *confusion*) for a number of rounds equal to one-half the onaryx's HD (Will negates).

Sickening (Ex): The onaryx's sonic cry causes targets to become sickened for a number of rounds equal to its HD (Fortitude negates).

Dread Cries

The following cries can be selected by a dread or older onaryx.

Deafening (Ex): This wave of sonic energy deafens targets within the area for 1 hour (Will negates).

Stunning (Ex): This cry allows the onaryx to bludgeon an opponent's nervous system. If the targeted creature fails a Fortitude save, it becomes stunned for the next 1d4 rounds.

Sonic Bludgeon (Ex): Creatures struck by this sonic cry are brutally bludgeoned, being pushed backwards 10 feet and knocked prone (Reflex negates) and taking 4d6 points of nonlethal sonic damage, +1 point per HD of the onaryx.

Titan Cries

The following cries can be selected by a titan or older onaryx.

Concussive (Ex): The onaryx screeches out a concussive hypersonic blast that causes creatures' conscious minds to shut down, dazing them for 1d4 rounds (Will negates) and dealing 5d6 points of nonlethal sonic damage, +1 point per HD of the onaryx.

Crippling (Ex): This wave of destructive sonic energy disrupts tissue, deadens reflexes, and shatters bone, dealing 1d4 points of Strength or Dexterity damage (as chosen by the onaryx) to all creatures in the area (Fortitude negates).

Stupefying (Ex): This wave of transonic signals disrupts targets' rational capacity for thought, causing them to take a -4 penalty to their Intelligence, Wisdom, or Charisma score (as chosen by the onaryx) for one hour (Will negates). This penalty does not stack with multiple failed saves, but a creature failing its save while already taking a penalty to one of these ability scores instead takes the same penalty to a different mental ability score chosen randomly.

Elder Cries

The following cries can be selected only by an elder onaryx.

Discorporate (Ex): This sonic cry must be focused on a single creature or an object of up to a 10-foot cube within range of the onaryx's cry. This hypersonic shriek causes the matter and substance of the target to unravel and collapse, as a disintegrate spell (Fortitude partial), using the onaryx's HD as its caster level.

Mindshatter (Ex): This sonic cry must be focused on a single creature, as its eldritch tones dissolve thought and memory. The target takes 1d4 points of Intelligence damage and gains 1 temporary negative level; a successful Will save halves this Intelligence damage and negates the negative level. The negative level disappears after 1 hour, but negative levels stack and if the target gains a number of negative levels equal to its HD, it dies. In addition, a creature failing its saving throw against this cry forgets everything that happened within the previous hour. This does not negate charm or compulsion spell effects, but it does cause the target to forget specific instructions it was given within that time. If reminded of a geas, suggestion, or similar order it was given previously, it resumes following that order (though the order cannot be changed).

Paralysis (Ex): This sonic cry must be focused on a single creature, sending a powerful vibration that overrides its central nervous system. The target takes 1d4 points of Constitution damage and is paralyzed for 1d4+1 rounds; a successful Fortitude save halves this Constitution damage and negates paralysis.

Onaryx Racial Traits

All onaryx, regardless of age, share the following special abilities.

Battle-tech trained (Ex) Onaryx are trained from birth in the use of high tech weaponry and armor, and as a result are automatically proficient with martial weapons as well as modern firearms, tech-based martial weapons, and explosives (including arc guns, atom rifles, EMP guns, gravity guns, Id guns, laser guns, null blades, monowhips, paralytic needlers, plasma guns, plasma javelins, sonic guns, stun guns, vortex guns, x-lasers, and zero guns; see **Technological Weapons** in the official *Pathfinder Roleplaying Game* **guide to technology** for further details on such weapons).

Fast Healing (Su) An onaryx has fast healing equal to ½ its racial hit dice.

Flyby Rake (Ex) Onaryx are skilled at swooping down on opponents and using their claws to rake them to shreds as they fly past. Whenever they are at least 30 feet from a target, they can attempt an opposed Fly skill check against their intended target's Reflex save. If the creature succeeds, the opponent loses its ability to take any attacks of opportunity against the onaryx during the flyby. Furthermore, any critical threats dealt to the target are automatically confirmed.

Onaryx Senses (Ex) Onaryx have darkvision 60 ft. and blindsense 90 ft. They see four times as well as a human in dim light and twice as well in normal light.

Wing Jumper: Deft at using their wings to propel themselves, onaryx gain a +4 racial bonus on Acrobatics checks to jump and take no armor check penalty on Acrobatics checks made to jump, whether from wearing armor or carrying a medium or heavy load.

Sample Onaryx NPCs

ONARYX

CE outsider (extraplanar, evil)

BASE STATISTICS

CR 3; **Size** Medium; **Hit Dice** 4d10
Speed 40 ft.

Table: Onaryx Age Categories						
Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Sonic Cry
Mature	15	Base	Base	Base	Base	Base +1
Ravager	16–50	Base + 1	Base	Base +3	Base	Base +2
Dread	26–75	Base + 3	Base + 1	Base + 5	Base + 2	Base +4
Titan	76–125	Base + 5	Base + 1	Base + 8	Base + 5	Base +6
Elder	126–250	Base + 7	Base + 2	Base + 11	Base + 8	Base +8

Table: Onaryx Ability Scores						
Age Category	Str	Dex	Con	Int	Wis	Cha
Mature	Base	Base	Base	Base	Base	Base
Ravager	Base +2	Base	Base	Base	Base	Base
Dread	Base +4	Base	Base + 2	Base	Base	Base +2
Titan	Base +8	Base –2	Base + 4	Base	Base +2	Base +2
Elder	Base +12	Base –2	Base + 6	Base +2	Base +2	Base +4

Natural Armor +1; **Sonic Cry** line, 60 ft., DC 12 nauseated
Str 17, **Dex** 12, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13

ECOLOGY

Environment any
Organization solitary
Treasure normal

MATURE ONARYX CR 3

XP 800
NE Medium outsider (evil, extraplanar)
Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 17 (+6 armor, +1 Dex, +1 natural)
hp 30 (4d10+8); fast healing 2
Fort +6, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., fly 90 ft. (good)
Melee 2 claws +7 (1d4+3)
Ranged autograpnel[TG] +5 (1d8+6/x3)
Special Attacks sonic cry (DC 15, 60-ft. line; nauseating, shattering), flyby rake

STATISTICS

Str 17, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +4; **CMB** +7; **CMD** 18 (22 vs. trip)
Feats Improved Initiative, Power Attack
Skills Acrobatics +3 (+7 when jumping), Bluff +7, Climb +5, Fly +7, Intimidate +7, Perception +7, Stealth +3, Survival +7; **Racial Modifiers** +4 Acrobatics when jumping
Languages Onaryx, Ultari
Gear autograpnel, trooper armor
SQ battle-tech trained

Table: Onaryx Attacks and Speeds			
Size	Fly Speed (maneuverability)	2 Claws	Sonic Cry
Medium	90 ft. (good)	1d6	60 feet
Large	120 ft. (good)	1d8	90 feet
Huge	150 ft. (average)	2d6	120 feet

DREAD ONARYX CR 6

XP 2,400
NE Large outsider (evil, extraplanar)
Init +7; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 9, flat-footed 19 (+7 armor, +3 natural, –1 size)
hp 76 (9d10+27); fast healing 4
Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft., fly 120 ft. (good)
Melee 2 claws +13 (1d8+5)
Ranged ultari plasma javelin +9 touch (3d6 electricity and 3d6 fire/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks flyby rake, sonic cry (DC 17, 90-ft. line; deafening, disorientating, nauseating, shattering, terrifying)

STATISTICS

Str 21, **Dex** 16, **Con** 17, **Int** 10, **Wis** 12, **Cha** 15
Base Atk +9; **CMB** +15; **CMD** 28 (32 vs. trip)
Feats Improved Initiative, Iron Will, Point-Blank Shot, Power Attack, Quick Draw

Skills Acrobatics +3 (+7 when jumping), Bluff +11, Climb +5, Fly +8, Intimidate +13, Perception +12, Stealth +2, Survival +12; **Racial Modifiers** +4 Acrobatics when jumping
Languages Onaryx, Ultari
Gear masterwork heavy trooper armor, ultari plasma javelin
SQ battle-tech trained

Onaryx are a key part of the Ultari Hegemony and often make use of ultari plasma javelins in battle; these weapons are described in **Chapter 6: Psychic Species** under the Ultar creature entry.

ELDER ONARYX CR 11

XP 12,800
NE Huge outsider (evil, extraplanar)
Init +6; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +20

DEFENSE

AC 27, touch 8, flat-footed 27 (+11 armor, +8 natural, –2 size)
hp 157 (15d10+75); fast healing 10
Fort +14, **Ref** +9, **Will** +9

OFFENSE

Speed 40 ft., fly 150 ft. (average)
Melee 2 claws +23 (2d6+9)
Ranged photon blaster +13 touch (blindness 1d4 rounds, Reflex DC 18 negates), ultari plasma javelin +13 touch (3d6 electricity and 3d6 fire/x3)
Space 15 ft.; **Reach** 15 ft.
Special Attacks flyby rake, sonic cry (DC 22, 120-ft. line; concussive, echolocate, maddening, mind-erasing, nauseating, sonic thrust, terrifying)

STATISTICS

Str 29, **Dex** 10, **Con** 21, **Int** 12, **Wis** 14, **Cha** 17
Base Atk +15; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Deadly Aim, Diehard, Improved Initiative, Iron Will, Point-Blank Shot, Power Attack, Quick Draw, Weapon Focus (claw)
Skills Acrobatics +8 (+11 when jumping), Bluff +18, Climb +17, Fly +9, Intimidate +21, Perception +20, Stealth +4, Survival +18; **Racial Modifiers** +4 Acrobatics when jumping
Languages Onaryx, Ultari
Gear *+1 shocktrooper armor*, photon blaster, ultari plasma javelin
SQ battle-tech trained

ONARYX RAGER CR 13

XP 19,200
Mature male onaryx barbarian 10
CE Medium outsider (evil, extraplanar)
Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +13

DEFENSE

AC 24, touch 13, flat-footed 22 (+9 armor, +3 deflection, +2 Dex, +2 natural, –2 rage)
hp 200 (14 HD; 4d10+10d12+108) fast healing 2
Fort +18, **Ref** +9, **Will** +10
Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 2/—

OFFENSE

Speed 35 ft., fly 90 ft. (good)
Melee +1 linked striking[PSI] *battleaxe* +24/+19/+14 (1d8+10/3)
Special Attacks rage (27 rounds/day), rage powers (knockback, powerful blow +3, strength surge +10, terrifying howl [DC 23], unexpected strike), sonic cry (1/1d4 rounds, Will DC 24), nauseating, flyby rake

TACTICS

Base Statistics When not raging, an onaryx rager's statistics are AC 26, touch 15, flat-footed 24; hp 172; Fort +16, Will +8; *+1 linked striking battleaxe* +22/+17/+11 (1d8+8/3); Str 22, Con 20; CMB +20, CMD 35; Skills Climb +8.

STATISTICS

Str 26, **Dex** 14, **Con** 24, **Int** 10, **Wis** 14, **Cha** 11
Base Atk +14; **CMB** +22; **CMD** 35 (39 vs. trip)

Feats Cleave, Great Cleave, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (battleaxe)
Skills Acrobatics +4, Bluff +6, Climb +10, Fly +13, Intimidate +11, Knowledge (nature) +7, Knowledge (planes) +7, Perception +13, Sense Motive +10, Stealth +13, Survival +11
Languages Onaryx, Ultari
SQ fast movement
Gear *+3 trooper armor, ring of protection +3, +1 linked striking battleaxe*

ONARYX SHOCKWARDEN CR 14

XP 38,400
Dread onaryx fighter 8
NE Large outsider (evil, extraplanar)
Init +8; Senses blindsense 30 ft., darkvision 60 ft.; **Perception** +15

DEFENSE

AC 28, touch 12, flat-footed 25 (+13 armor, +3 Dex, +3 natural, –1 size)
hp 186 (17 HD; 9d10+8d10+93); fast healing 4
Fort +17, **Ref** +12, **Will** +9 (+2 vs. fear)
Defensive Abilities bravery +2

OFFENSE

Speed 40 ft., fly 120 ft. (good)
Melee null blade[TG] +25/+20/+15/+10 (1d10+12/19–20) or 2 claws +22(1d8+9)
Ranged photon blaster[TG] +20 ranged touch (blindness 1d4 rounds, Reflex DC 18 negates)
Space 10 ft.; **Reach** 10 ft.
Special Attacks echolocate, maddening, sonic thrust, weapon training (firearms +1), sonic cry, nauseating, flyby rake

STATISTICS

Str 23, **Dex** 18, **Con** 21, **Int** 10, **Wis** 14, **Cha** 13
Base Atk +17; **CMB** +24; **CMD** 38 (42 vs. trip)
Feats Greater Weapon Focus (null blade), Greater Weapon Focus (plasma javelin), Improved Initiative, Improved Iron Will, Improved Natural Attack (claws), Improved Vital Strike, Iron Will, Point-Blank Shot, Power Attack, Quick Draw, Vital Strike, Weapon Focus (null blade), Weapon Focus (plasma javelin), Weapon Specialization (null blade)
Skills Acrobatics +8 (+12 when jumping), Bluff +10, Climb +8, Fly +22, Intimidate +12, Perception +15, Stealth +12, Survival +13; Racial Modifiers +4 Acrobatics when jumping
Languages Onaryx, Ultari
SQ armor training 2
Gear *+3 shocktrooper armor*, null blade, photon blaster

ONARYX VICEROY CR 17

XP 102,400
Elder onaryx psychic warrior[PSI] 9
NE Huge outsider (evil, extraplanar)
Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +24

DEFENSE

AC 32, touch 11, flat-footed 31 (+13 armor, +2 deflection, +1 Dex, +8 natural, –2 size)
hp 260 (24 HD; 15d10+9d10+129); fast healing 7
Fort +20, **Ref** +17, **Will** +15

OFFENSE

Speed 30 ft., fly 150 ft. (average)
Melee claw +31 (2d6+12/19–20) and +1 *monowhip*[TG] +31/+26/+21/+16 (2d6+12/18–20/x3)
Special Attacks power points (29 round/day)
Ranged vortex gun[TG] +24/+19/+14/+9 (10d6+8/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks flyby rake, martial power (1/rd.), sonic cry, (DC 27; 120 ft.; concussive, crippling, discorporate, echolocate, maddening, mind-erasing, nauseating, paralysis, sonic bludgeon, sonic thrust, stunning)
Interceptor Path Powers (ML 9; concentration +11)
burst, empty mind, expansion
Psychic Warrior Powers Known (ML 9; concentration +11)
3rd—biofeedback, inertial armor, prescience offensive
2nd—deflect, dissolving weapon, sonic blast
1st—dimension slide, graft armor, physical acceleration

STATISTICS

Str 27, **Dex** 14, **Con** 21, **Int** 14, **Wis** 20, **Cha** 19
Base Atk +24; **CMB** +34 (+36 dirty trick); **CMD** 48 (50 vs. dirty trick, 52 vs. trip)
Feats Aligned Attack[B], Combat Expertise, Deadly Aim, Deep impact, Diehard, Endurance, Extra Sonic Cry, Improved Critical (claw), Improved Dirty Trick[APG], Improved Initiative, Iron Will, Point-Blank Shot, Power Attack, Psionic Meditation[PU], Psionic Weapon[PU], Quick Draw, Weapon Focus (claw)
Skills Acrobatics +15, Autohypnosis +15, Bluff +19, Climb +16, Fly +20, Intimidate +22, Perception +24, Spellcraft +21, Stealth +16, Survival +21, Use Magic Device +13
Languages Onaryx, Ultari
SQ psionic proficiency, warrior's path (1st interceptor's path; 2nd weaponmaster's path)
Gear *+3 shocktrooper armor, +1 monowhip, ring of protection +2*, vortex gun

SPECIAL ABILITIES

Trance: While maintaining psionic focus, the commander gains a +2 competence bonus to attack and damage rolls made against any opponent that threatens any of his allies. This bonus increases by 1 every four psychic warrior levels thereafter.
Maneuver: The commander can expend psionic focus as an immediate action when an enemy he threatens attacks one of his allies to make a single melee attack or bull rush attempt against that enemy. His attack or bull rush attempt is resolved before the enemy's attack. If he makes a successful melee attack, his target takes a -2 penalty on the attack and damage rolls of the attack that triggered this maneuver.

Taur

From beyond the outer reaches of the Aethera System came the taur. As a species whose entire society is dedicated to death and destruction, the taur's goals are atavistic, but their history is shrouded behind their former worship of a vile god. The demon god Baphomet once led the taur race to their conquest over countless star systems far beyond Aethera. Priests once led the taur fleets of maze ships through the void, communing with Baphomet to earn the necessary guidance to ply the darkness between the stars. The taur maze ships were powered by channeling this divine energy, using the direct will of Baphomet to move their impossibly large ships through space. When the priests led the taur into the Aethera System, they lost their connection with Baphomet, stranding their ships within. In exchange for this failure, the taur warlords enacted a swift but bloody coup. They killed and ate their priests and—in their minds—devoured their god as well, and in doing so gained his strength, standing atop the metaphorical corpse of their deity.

This period of weakness and instability is what allowed the combined forces of the erahthi and human armies to combat the taur on an even footing. This would have ended in the destruction of the entire taur invasion fleet, had it not been for the well-timed arrival of a new ally—the kytons. The kytons came to the taur with specially designed technology to allow taur vessels to breach the boundary between the Shadow and the Material, traversing within the Shadow to cross vast distances. The taur warlords, still reeling from their first defeat in millennia, greedily took the apple of science that the kytons and welcoming their new allies.

In the years that passed since the taur defeat over Kir-Sharaat, the alliance between kyton and taur has birthed unimaginable horrors. The engines of the taur maze ships were refitted, now powered by negative energy and capable of shifting between the Material and the Shadow, and of traveling at tremendous speeds while in the Shadow, allowing the taur to strike at great distances without the aid of the Gate Hub Complex. Prisoners of the kytons are brought to maze ships in the Shadow, tortured into new and terrifyingly imaginative forms. Cages of these living weapons fill the bowels of maze ships. The taur alliance is an uneasy one, however, and the differences of ethos between kyton and taur tests this balance of power regularly. What the kytons truly want from the taur is unknown, but the screams of their offerings carry through the labyrinths.

Following the death of their high priests, their generals—the warlords—lead the taur fleets, each asserting their dominance through personal force and martial cunning. Each warlord is supported by a handful of autarchs—highly-skilled leaders in their own right—who in turn oversee the chiefs that supervise the numerous proven of the taur race. At the lowest rung of this social hierarchy are the innumerable unproven—taur seeking recognition from higher-ranked members of their race.

Supplementing the forces of the taur are the numerous enslaved demons who now serve the former followers of Baphomet. Prior to the death of the priestly caste, the demons were considered equals among the proven ranks of taur, for they represented other followers and children of their patron deity. Now, the demons are cut-off from the powers that created them. To survive the taur's internal religious purge, many demons pledged themselves to the cause, offering their services to the varied warlords of the taur fleets. Instead they were shackled and forced to bend a knee to the new taur paradigm. Friction between the kyton allies of the taur and demons keeps maze ships at a constant boiling point, with these entities keeping distance from one-another as much as possible. Worse are the growing number of demons that realize their divine spark in the Aethera System and the intoxicating power of becoming a living idol. Taur who discover such

cults forming within their ranks are quick to slaughter the offending demon before it can become a living idol, but many nascent idols are now imprisoned in the depths of maze ships, unable to truly be slain.

The taur themselves are towering humanoids, reminiscent of a minotaur, but possessing far greater intellect. As minotaurs are unknown in the Aethera System, this similarity is lost on its inhabitants and the taur themselves are silent on the matter. The taur are both savvy engineers and superstitious cannibals, killing the powerful and consuming their hearts—or in some cases their entire bodies—in the belief that it grants them greater strength. The weak and pathetic are not eaten, but rather enslaved and forced to toil within the claustrophobic tunnels of maze ships and larger world ships. Intelligent slaves are turned into engineers, adding their creativity to taur engines of destruction.

Taur Ships

The taur command an exotic fleet of ships wholly alien to the people of the Aethera System. None are certain exactly how taur vessels functioned prior to their arrival and the death of their priests. Now, their vessels are powered by horrifying hybrids of aethertech fueled by the destructive force of netherite, the negative-energy infused crystals found only on Orbis Aurea. Kytons harvested these crystals at great cost, offering the secrets of nethertech to the taur in exchange for the kytons new position as advisors and observers.

Taur ships use the same rules for aetherships and aethership combat described in the ***Aethera Campaign Setting***, even though they are powered by vastly different technologies. As such their ships are considered constructs, save for the largest of their vessels, the dreaded world ships made from stolen moons. These vessels simply function as entire worlds that can freely move about the Aethera System which no known weaponry has the capability to truly harm due to their immense size.

Taur ships do not utilize windows, as all current vessels in the Aethera System do. The helms of taur ships are massive ritual circles that resemble cathedrals and all members of a taur ship's crew participates in a profane binding ritual that links them together and gives a supernatural awareness of the exterior environments of the ship, as if they could see beyond it at every angle. Taur ship passengers do not gain such a benefit, and as such most taur weaponry is externally installed on the surface of their larger vessels.

Since the taur are a large race, their ships are equally massive. The taur do not normally produce vessels of size Large or smaller and many would have the capital subtype by merit of their massive dimensions. Taur vessels do not possess DR/adamantine or fast healing, as human and erahthi vessels do, but rather possess either DR/good or hardness, depending on their size.

Below are some of the known vessels taur utilize, and quick ways to represent these vessels using the standard aethership hulls found in Chapter 5 of the ***Aethera Campaign Setting.***

Deliverer: A deliverer functions as a troop transport hull, except that it possesses no weapons. Deliverers are solely used for ramming maneuvers or insertion of ground forces onto hostile worlds or ships. These vessels are designed to explode—stranding their crews—after successful deployment.

Forge Ship: Forge ships are variant maze ships whose external trenches are flooded with seas of molten metal that radiate tremendous heat out beyond the vessel. The innards of these ships are massive foundries pumping out taur weaponry and repairing damaged taur vessels.

Harbinger: Harbingers are the taur equivalent of fighter ships and resemble black, arachnid-like masses of volcanic rock, comprised of supernaturally hardened pumice and obsidian. These vessels use the same stats as an aethertech fighter but are one size category larger and possess 3 fore slots and no aft slots.

Inquisitor: The inquisitor is a class of heavy warship formed from an asteroid. These ships protrude with massive obsidian spikes and resemble flanged and spiked mace heads. Inquisitors use the same statistics as a destroyer.

Maze Ship: Maze ships are terrifying vessels nearly a mile across that are tiny moons engraved with deep trenches exposed to the vacuum of space, laden with lethal traps. The exterior of maze ships are fatal dungeons for any non-taur venturing into them, and the bowels of these vessels are labyrinths of maddening tunnels filled with demons and kytons. A maze ship uses the same statistics as a carrier and typically houses a compliment of deliverers.

World Ship: A world ship is so massive as to be unassailable. Thousands of weapon installations bristle across its surface and its interior can house tens of thousands of taur. Massive openings inside of world ships are large enough to deploy entire maze ships, and no form of magic or physical weapon has the capacity to destroy one from the outside. Whether a means to destroy a world ship from within exists is unknown, not have any seen the interiors of these impossibly large vessels and lived to tell the tale.

Taur Technology

Taur utilize a combination of stolen aethertech and symbionts from the species of the Aethera System and a unique and terrifying form of magic-technology hybrid known as nethertech. Nethertech utilizes aether profaned by negative energy and fuels the taur's massive ships and horrifying weapons. Some aethertech weapons like the netherbeam cannon are attempts at reverse-engineering taur weapons.

The below feat is required to create nethertech and nethertech utilizes the same rules for aethertech except as noted in each item's description. Most require sacrifice of hit points to effectively use, rather than aetheric units of power.

High-ranking taur wield nethertech weapons, while unproven taur are fitted with nethertech *suicide collars* designed to prevent an unproven from being captured and interrogated by enemies.

Craft Nethertech (Item Creation)

You can create terrible nethertech weapons.

Prerequisite: Craft Aethertech.

Benefit: You can create nethertech items, a variant of aethertech fueled by negative energy.

NETHERBEAM CANNON 9,000 AU

Type two-handed firearm; **Dmg** 3d8 negative energy; **Critical** x2; **Misfire** 1–2 (5 ft.); **Range** 40 ft.; **Capacity** 50; **Usage** 10 charges; **Special** see text, slow-firing; **Weight** 15 lbs.; **Restriction** illegal

A netherbeam cannon is a terrifying weapon reverse-engineered from salvaged taur weapons. The body is made of dark metal and emblazoned with radiation warnings. When fired, an arc of black energy lashes out from the tip of the weapon. The chaotic path of the beam imposes a –4 penalty on attack rolls made with this weapon. After successfully hitting a creature the beam "locks on" and will twist around intervening objects. Subsequent attacks against that target no longer take the –4 penalty on attack rolls, ignore concealment and cover (except total cover), and do not provoke attacks of opportunity from the victim. These bonuses last until the user changes targets, or the original target is out of range. Precision damage cannot be added to netherbeam cannon attacks. A netherbeam cannon deals an additional 2d8 points of damage against creatures with the aether subtype.

CONSTRUCTION

Craft DC 28; **Cost** 4,500 au; Craft Aethertech

NETHERPHASE RIFLE 12,750 AU

Type two-handed firearm; **Dmg** 8d6 negative energy; **Critical** x2; **Misfire** 1–2 (5 ft.); **Range** 80 ft.; **Capacity** special; **Usage** special; **Special** automatic; **Weight** 57 lbs.; **Restriction** illegal

A netherphase rifle is a terrifying taur invention that harnesses raw negative energy to assail targets. The rifle is fitted with a spinning cylinder of netherite rods that project black bolts of energy when fired. This weapon does not contain an internal reserve of ammunition, nor does it derive its power from aetherite. Instead, a netherphase rifle is powered by its wielder. The damage inflicted by a netherphase rifle is half negative energy damage and half force damage and all attacks from a netherphase rifle are treated as a force effect for purposes of harming incorporeal creatures.

Each shot fired from a netherphase rifle inflicts 2 hit points of negative energy damage to the wielder that bypasses damage reduction and resistances. As such, this weapon does not need to be reloaded.

Creatures immune to negative energy damage cannot fire a netherphase rifle and this damage does not heal creatures normally healed by negative energy. Creatures reduced to 0 hp from damage incurred by firing a netherphase rifle are reduced to a pile of ash and cannot be raised or resurrected except by means of miracle or wish.

A netherphase rifle deals an additional 2d6 points of damage against creatures with the aether subtype.

CONSTRUCTION

Craft DC 35; **Cost** 6,375 au; Craft Aethertech, Craft Nethertech

SUICIDE COLLAR 1,000 AU

Capacity special; **Usage** special; **Weight** 20 lbs.; **Restriction** illegal

A suicide collar is a dehumanizing shackle placed around the neck of a creature. Suicide collars are custom designed for specific creature sizes and cannot be worn by creatures of inappropriate size. A suicide collar locks once worn and requires a DC 35 Disable Device check to unlock. Any failure on this check causes the collar to immediately explode.

As a standard action the wearer of a suicide collar may trigger the item to detonate. This destroys the collar and instantly kills its wearer in an explosion that deals 5d6 points of damage (half of which is fire damage and half of which is negative energy damage) to all creatures within a 20-foot radius of the suicide collar. A successful Reflex save (DC 15) halves this damage.

CONSTRUCTION

Craft DC 25; **Cost** 500 au; Craft Aethertech, Craft Nethertech

Taur Abilities

All taur possess the following abilities unless otherwise stated in their respective entries.

Engineering Intuition (Ex) Taur possess an uncanny understanding of machines and mechanical devices. They always treat Craft (mechanical) and Disable Device as class skills and may use those skills untrained even if they would not normally be able to. Additionally, taur can identify the properties of any mechanical or aethertech device with a successful Perception check with a DC equal to the object's Craft DC.

Natural Cunning (Ex) Taur possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Additionally, they are never caught flat-footed.

The Lords of Battle

The current rulers of the taur are the blood-soaked warlords who lead their fleets in the dark reaches the space between Aethera's worlds. Each is dedicated to the pursuit of power, defeating countless foes and conquering untold numbers of planets in the name of the taur race. While not every warlord is known, the militaries of the Aethera System have learned of the following taur leaders:

- Haunkohr, The Walker in Everlasting Night
- Jazuuk, Father of Shadow
- Mediuh-ist, The Ravenous Lady
- Prayanth, The Living Genocide
- Tephes, She Who Ate the Gods
- Xetedes, That Which Reigns Over Blood

Sample Taur NPCs

UNPROVEN TAUR CR 4

XP 1,200
CE Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 20, touch 9, flat-footed 20 (+6 armor, +5 natural, –1 size)
hp 45 (6d10+12)
Fort +6, **Ref** +5, **Will** +6
Defensive Abilities natural cunning

OFFENSE

Speed 40 ft.
Melee Large greataxe +8/+3 (3d6+4/x3) and gore +3 (1d6+1)
Ranged Large throwing axe +8/+3 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore +11, 2d6+5)

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +10 (+12 bull rush); **CMD** 20 (22 vs. bull rush)
Feats Great Fortitude, Improved Bull Rush, Power Attack
Skills Climb +6, Intimidate +7, Knowledge (religion) +4, Perception +12, Stealth –1, Survival +12; **Racial Modifiers** +4 Perception, +4 Survival
Languages Abyssal, Taur
SQ engineering intuition, scent
Other Gear throwing axe (4), suicide collar

ECOLOGY

Environment space
Organization solitary, pair, or squad (3–12)
Treasure standard

All taur begin their lives as unproven. The rigors of growing up into adulthood among a society of demon worshippers would be an accomplishment to any other sentient species, but to the taur, it's simply the way of things. Unproven taur stand anywhere from 10 to 12 feet tall and weigh roughly 700 pounds.

Unproven are the gristle of the constantly churning taur society, their number found in almost all territory held by the belligerent race. All unproven are the offspring of taur above this caste (universally known as the proven). As such taur place no importance on heredity, and no matter the influence or power of a taur, all taur children must begin as unproven and earn their station. The interiors of the taur's iconic maze ships are filled with gangs of unproven used as both menial servants and indentured slaves to

recognized members of the species. All taur whom remain unproven are the property of these elevated members of their race until such a time as strength or deed earns them a place in the higher echelons.

Hordes of unproven make up the ceaseless armies of the taur, who willingly fling themselves at their enemies in fanatical endeavors to prove themselves. Up until recently, it was the task of taur priests to elevate noted unproven into the higher echelons of taur society. Since the cannibalization of the taur's priest caste, following the disappearance of their demon god, it falls to the warlords of the taur to bestow rank upon the unproven. Such events are bloody affairs, often requiring those few unproven selected by the warlord to battle and consume one another before the final survivor is granted a true rank among the taur.

On the battlefield, unproven throw themselves at enemies with no concern for their lives and willingly attempt to kill themselves if they face defeat or especially capture. Unproven who survive a failed mission are given, live, as raw material components for their kyton allies.

Unproven are not permitted to procreate, for fear of their inherent weakness diminishing the entirety of the taur race. Should an unproven have a child, both parents are forced to cannibalize their young before being publicly executed.

TAUR WRATHBRINGER CR 7

XP 3,200
Taur barbarian 1/fighter 2

CE Large monstrous humanoid
Init +2; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 23, touch 8 (18 vs. firearms), flat-footed 22 (+10 armor, +1 Dex, +5 natural, –2 rage, –1 size)
hp 107 (9 HD; 8d10+1d12+56)
Fort +14, **Ref** +7, **Will** +9; +1 vs. fear
Defensive Abilities bravery +1, natural cunning

OFFENSE

Speed 30 ft.
Melee masterwork Huge morningstar +15/+10 (3d6+12) and gore +11 (1d6+4)
Ranged thundergun+10/+5 (2d6 electricity/x4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore +19, 2d6+12), rage (7 rounds/day)

TACTICS

During Combat A taur wrathbringer rages and charges headlong into melee against the most heavily armored opponent.
Base Statistics When not raging a taur wrathbringer's statistics are: **AC** 25, touch 10, flat-footed 24; **hp** 89; **Fort** +12, Will +7; **Melee** +13/+8 (3d6+9) and gore +9 (1d6+3); Str 23, Con 15; **CMB** +15, CMD 28 (30 vs. bull rush); **Skills** Climb +8; **Special Attacks** powerful charge (gore +17, 2d6+9)

STATISTICS

Str 27, **Dex** 14, **Con** 19, **Int** 11, **Wis** 14, **Cha** 8
Base Atk +9; **CMB** +18 (+20 bull rush); **CMD** 30 (32 vs. bull rush)
Feats Bull Rush Strike[APG], Furious Focus[APG], Great Fortitude, Improved Bull Rush, Power Attack, Step Up, Toughness
Skills Acrobatics –3 (–7 to jump), Climb +10, Intimidate +9, Knowledge (religion) +4, Perception +16, Stealth +1, Survival +14; **Racial Modifiers** +4 Perception, +4 Survival
Languages Abyssal, Taur
SQ engineering intuition, scent
Other Gear *+1 power armor MKII* (ballistic armor plating MKII), masterwork Huge morningstar, thundergun, *aetheric capacitor* (300 au),

ECOLOGY

Environment space
Organization solitary, pair, or platoon (1–2 plus 4–8 unproven)
Treasure double

Wrathbringers stand at the forefront of taur engagements, representing the will of a ravager taur on the field of battle and by extension their warlord. A wrathbringer stands 12 feet tall and weighs 900 lbs.

It takes equal measures of raw emotion and martial skill to manage the aggressive instincts of lesser taur, and wrathbringers operate by outperforming their lesser kin in both aspects, preserving their combat skills against enemies while also succumbing to bouts of violent rage. These noted taur lead from the front of engagements, seeking to challenge the greatest combatants among their enemies. By emerging victorious from such challenges, the wrathbringers prove their strength to the unproven who follow them and earn the choicest of sentient meats for consumption in the battle's aftermath.

In the days since the taur's retreat at the conclusion of the Century War, wrathbringers have led raids to collect Aethera System technology, capturing native engineers of the system to add their collective knowledge to the taur war machine. The most immediate gain from these incursions is the modification of Hierarchy designed power armor to fit the bulky dimensions of taur bodies. Wrathbringers are so far the only caste to utilize these prototype suits of power armor, in preparation for new nethertech suits intended for the warlords themselves.

Wrathbringers directly report to a specific ravager, serving that ravager for life and intimately learning that leader's command structure. When a ravager is slain hierarchy of wrathbringers is thrown into chaos, and each wrathbringer petitions allegiance to a new ravager, often resulting in bloody in-fighting and slaughter of their own in impressive public displays of violence.

The actual title of each taur wrathbringer varies, given to the vanguard by that officer's own commander. Older taur, elevated by the deceased priest caste, include titles such as seneschal or templar. Some of the newer ranks bestowed by taur warlords, in descending order of importance, include: abhran, azun, marghaar, and taurast.

TAUR RAVAGER CR 12

XP 19,200
Taur slayer[ACG] 8
CE Large monstrous humanoid
Init +2; **Senses** darkvision 60 ft., scent; Perception +18

DEFENSE

AC 25, touch 11, flat-footed 23 (+9 armor, +2 Dex, +5 natural, –1 size)
hp 141 (14d10+64)
Fort +14, **Ref** +13, **Will** +8
Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.
Melee +2 *vicious Large greatsword* +22/+17/+12 (3d6+11/17–20 plus 2d6)
Ranged netherphase rifle +16/+11/+6 ranged touch (5d6 half negative energy, half force)
Space 10 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore +16, 2d6+18), sneak attack +2d6 +2 bleed, studied target +2 (2nd, swift action)

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 9, **Wis** 12, **Cha** 12
Base Atk +14; **CMB** +21 (+23 bull rush); **CMD** 33 (35 vs. bull rush)
Feats Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Critical (greatsword), Power Attack, Seething Hatred[ACG], Vital Strike, Weapon Focus (greatsword)
Skills Acrobatics +6 (+2 to jump), Climb +11, Intimidate +11, Knowledge (religion) +3, Perception +18, Sense Motive +12, Stealth +15, Survival +16 (+20 to track); **Racial Modifiers** +4 Perception, +4 Survival
Languages Taur
SQ engineering intuition, scent, slayer talents (bleeding attack +2, lasting poisonAPG, poison useACG, weapon training), stalker, track +4
Other Gear *+3 spiked shadow breastplate, +2 vicious Large greatsword*

ECOLOGY

Environment Any
Organization solitary or legion (24–144 taur wrathbringers)
Treasure triple

Taur of the ravager caste are feared and respected through their society who are dispatched on important operations throughout the Aethera System. No more than a dozen ravagers are active at any one time; their numbers are kept in check by the dangerous nature of their missions. Most operate with dozens of taur vanguard, who in turn lead squads of unproven. This militarized approach to how ravagers operate is still new, and many ravagers are ill-suited to the rigors of command, being focused almost entirely on self-sufficiency and the skills necessary to stalk and murder foes who dare cross their path. A taur ravager stands 12 feet tall and weighs 900 lbs.

Within their society, ravagers are treated like kings. Scores of unproven petition a ravager in order to be assigned to a wrathbringer's strike team. Among their own caste, ravagers compete for a warlord's favor and are print to treachery and in-fighting, which the warlords do nothing to dissuade.

Unlike the famed warlords who lead entire battalions of taur, the ravagers are uniquely inspired taur who take on mandated missions far removed from the greater vision of the species. In older days, the priestly caste of the taur would single out ravagers as crusaders sent on solitary wars in the name of Baphomet. The title of ravager comes from the aftermath of these original righteous pogroms, where these divine warriors of the taur would destroy entire worlds to see their varied goals accomplished. Now, enterprising taur warlords dispatch these chosen servants as proxies in larger operations throughout the Aethera System.

Ravagers exist within a precarious position within taur society, riding on the legacy of their former glory while being questioned at every turn as to their true allegiances. Ravagers all too well remember the time when they were the divine crusaders of Baphomet, meting out death and destruction in accordance with the demon lord's will.

CHAPTER 09:

ICONIC HEROES

While most chapters in the *Alien Codex* are devoted to playable races, rules, and sample NPC stat blocks that are easy to drop into any campaign, this chapter is devoted to highly detailed characters with extensive backgrounds, roleplaying notes, and connections to one another. Most present advancement notes and give higher-level versions of the same characters, making them ideal as recurring characters in a campaign. Of course, any of these characters also could be adopted as a playable PC, either on an ongoing basis or as a replacement character.

Rules for Iconic Characters

Since these heroes are no ordinary characters, many of the following characters have been created using the mythic rules for the *Pathfinder Roleplaying Game*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. The mythic rules are also freely available in online resources such as **paizo.com/pathfinderRPG/prd/mythicAdventures/** and at **d20pfsrd.com/mythic/**, but the relevant rules for these characters are reprinted here for ease of reference.

Of course, if you prefer to use these characters with the standard *Pathfinder Roleplaying Game* rules, you can simply ignore their mythic content. In some cases, as with mythic hit points or mythic feats that have constant effects, these adjustments have already been built into the characters' stat blocks. You can look up the relevant sections of the rules, such as **Mythic Heroes** or **Mythic Feats**, and remove those bonuses or you may simply leave the NPC's statistics as listed.

Amazing Initiative (Ex) At 2nd tier, you gain a bonus on initiative checks equal to your mythic tier. In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

Hard to Kill (Ex) Whenever a mythic character is below 0 hit points, he automatically stabilizes without needing to attempt a Constitution check. If he has an ability that allows him to act while below 0 hit points, he still loses hit points for taking actions, as specified by that ability. Bleed damage still causes him to lose hit points when below 0 hit points. In addition, he doesn't die until his total number of negative hit points is equal to or greater than double his Constitution score.

Surge (Su) You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

Mythic Feats

None of the mythic characters here is presented with a mythic feat. Mythic feats are most often enhanced versions of ordinary feats, either granting a constant bonus or requiring the expenditure of mythic power to gain an enhanced effect, or both. The following special feat can provide a starfaring campaign with an in-game rationale for why all the characters seem to survive in all kinds of environments and jump right into adventuring without needing to spend half a session just figuring out how to survive on each world they visit. If you wish to use the mythic versions of these characters, each should have the following feat.

Morphic Nature

Each time you traverse an interplanetary gate, you automatically adapt and acclimate to a new world.

Prerequisite: Player character (or heroic NPC, at GM's discretion)

Benefit: When passing through an interplanetary gate, you experience an instantaneous and permanent physical transformation to facilitate survival on a new world. This includes environmental compatibility with the local atmosphere (as determined by the planetary atmosphere at the time of the gate's crafting, but not the ability to survive in a hard vacuum). You also acclimate to local diseases, such that you still prove susceptible to disease, but retain no special vulnerability to alien pathogens on other worlds. You also learn the rudiments of the local Common language, speaking, reading, and writing a passable dialect (though this may not become evident until interacting with a given world's native inhabitants). When you pass through a gate to another planet, these benefits are lost or exchanged for acclimation to the new world.

Floreisley Avergreen

In-Character Quote

"Look at this world: children starving, their parents enslaved, anyone with any kind of power to do something about it immediately corrupted, always looking out for themselves more than anyone else. Theft, murder, fearmongering—and, worst of all, apathy. People see clear suffering around them every day, and they do nothing—never realizing that helping others can also help themselves. If we could all just stop for a moment and reflect on the wonder and beauty this world has to offer—of life itself and the shared opportunities presented when we support one another—I think that would make all the difference. We should invest in making our collective lives better. That's a far nobler goal than the greed and strife I see around me. So what's holding us back from it? Why don't we care?"

—a fervent wish for a better world by chlorvia sorcerer, traveler, and diplomat, Floreisley Avergreen

FLOREISLEY AVERGREEN **CR 1**

XP 400

Female chlorivan sorcerer 2

NG Medium humanoid (chlorvian)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 15 (2d6+6)

Fort +2, **Ref** +2, **Will** +4; +2 vs. paralysis, poison, sleep, and mind-affecting effects

OFFENSE

Speed 30 ft.

Melee masterwork sickle +1 (1d6–1) or dagger +0 (1d4–1/19–20)

Ranged dart +3 (1d4–1)

Bloodline Spell-Like Abilities (CL 2nd; concentration +5)

6/day—tanglevine (+3)

Sorcerer Spells Known (CL 2nd; concentration +5)

1st (5/day)—*burning hands* (DC 14), *enlarge person* (DC 14)

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *read magic*

Bloodline verdant

STATISTICS

Str 8, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 16

Base Atk +1; **CMB** +0; **CMD** 13

Feats Dodge, Eschew Materials

Skills Bluff +7, Diplomacy +9, Knowledge (arcana) +6, Knowledge (nature) +7, Spellcraft +6, Stealth +0 (+4 when in forest, jungle, or swamp terrain), Use Magic Device +7; **Racial Modifiers** +4 Stealth when in forest, jungle, or swamp terrain

Languages Common, Sylvan, Terran, Treant

SQ bloodline arcana (personal spells grant natural armor bonus equal to spell's level for 1d4 rounds), ease of faith, sociable, symbiotic, verdant heart, xenobiologist

Combat Gear bloodroot poison (2 doses), *feather token* (tree), *potion of cure light wounds*; **Other Gear** masterwork sickle, dagger, darts (5), backpack, bedroll, ink (1 oz. vial), ink pen, map case, paper (5 sheets), trail rations (5 days), traveler's outfit, waterskin, whetstone, 27 gp, 5 sp

SPECIAL ABILITIES

Ease of Faith (Ex) Floreisley's mentor invested a strong faith in her from an early age, taking care to ensure she understood that what powers her natural magic is no different than that which powers various religions. This philosophy makes it easier for her to interact with those who may not share her views. She gains a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for her.

Sociable (Ex) When chlorvians attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time, even if 24 hours haven't passed.

Symbiotic (Ex) A chlorvian is permanently bonded to a symbiotic chlorva seed, counting as both humanoids and plants for any effect related to race. In addition, a chlorvian gains a +2 racial bonus on saving throws against all mind-affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

Verdant Heart (Ex) Chlorvian sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities.

Xenobiologist (Ex) Floreisley has devoured every unusual bestiary she could acquire, and her voracious appetite for such knowledge has better informed her ability to determine facts about unfamiliar creatures, drawing parallels to other beasts she already knows. As such, she gains a +1 trait bonus on all Knowledge skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than her own is treated as if she was from the location or planet which spawned it. For example, if an auroch is normally a very rare creature on her home planet, but common on the planet Argosa, the Knowledge skill's DC to identify the auroch would be 10 + its CR.

Background: Growing up in one of the oldest chlorvian groves, Floreisley Avergreen (FLOHR-IYZ-lee AV-uhr-GREEN) led a sheltered life. As others around her grew content with their station, setting their highest aspiration to raise another generation of chlorvians just like themselves, Floreisley yearned to leave that behind and

search out the wonders of the universe. She has a genuine gratitude for her upbringing, especially the guidance of her well-traveled mentor, who taught her much about the outside world. From him, she learned to respect every culture and creature as equal parts of a greater mosaic of life, each with their own struggles and resources, all beautiful in their own way.

About a year ago, Floreisley's family sent her on a grand tour of the more urban civilizations of their homeworld, thinking that exposure to the shadowy sides of life would mellow her infinite optimism and settle her down once more in their pastoral community. But, Floreisley's reaction proved completely the opposite. She volunteered to help anyone in need by organizing charities. She would often administer to the sick, help raise new homes, granaries, and libraries, and even teach those without schools. Although usually very popular wherever she visited, Floreisley rarely stayed in place for very long. As soon as she felt she'd met or helped most everyone in a given region, she would move on to the next to find new marvels to behold and wrongs to right.

Through her simple adventures, Floreisley has kept journals of her travels, writing in great detail about the things she's seen and those she's met. She regularly sends these notes home, where she hopes they'll inspire others to follow in her footsteps, boldly venturing out of their quiet glens and into a boisterous world in need of hope and encouragement.

Physical Description: At 47 years old, Floreisley stands 5 feet, 8 inches tall and weighs about 140 lbs. Slight, willowy, and unimposing, she often surprises others when her presence and charm dominates those around her. She possesses a quick, boundless energy, always on the search for something new to experience. This often leads Floreisley to change her appearance, adopting native fashions and local dialects, or simply trimming the bark-like growths around her hair to create new, interesting, geometric shapes.

Personality: Floreisley often has trouble seeing the clouds for all their bright, silver linings. Even in dire circumstances, she first seeks to reassure others before confronting the problem. She has a deep love of animals, but would never keep one as a pet, believing—like people—they should remain free to grow and experience life as they were meant to be. That freedom comes with responsibility, however, and Floreisley is quick to protect others by opposing those upsetting the natural balance or pursuing dark deeds. When words are not enough, she raises her sickle to "prune" any wickedness. In contrast, she laughs so often, that people consider her proficient in it as a language. But when the laughter stops, Floreisley's magic carries a forceful reckoning like no other.

Roleplaying Ideas

- Word of a great sight to behold—such as a grand waterfall, a beautiful valley of orchids, or a cavern where diamonds glitter like raindrops—quickly excites Floreisley. She goes out of her way to see such things, urging others to do the same.
- Floreisley enjoys all the world has to offer, willingly throwing herself into new experiences and exotic

forms of amusement. More conservative or prudish allies may find this surprising or unsettling.

- Floreisley always helps the downtrodden, willing to feed a spoonful of milk to an invalid or pick up a shovel if someone's struggling to dig a well. Such distractions sometimes slow down her travels, but they also help in making new friends.
- Quick to trust, Floreisley still expects accountability. If she discovers a liar, she promptly confronts them and warns others against their duplicity.

Advancement

With each new level, Floreisley advances as a sorcerer, always increasing her skill ranks in Diplomacy, Heal, Knowledge (nature), and Profession (herbalist). As her levels grow, she takes new ranks in Craft (wood carving) and eventually acquires the Craft Wand and Craft Staff feats to better channel her nature magic. At 3rd level, she gains the photosynthesis bloodline ability, allowing her to recover spells more quickly. She also adds *entangle* and *mudball*[ARG] to her known spells and selects Nature Magic as a new feat to gain *know direction* as a constant spell-like ability and *create water* as a 1/day spell-like ability. At 4th level, Floreisley increases her Charisma by 1 and adds *resistance* and *euphoric cloud*[ACG] to her known spells. At 5th level, Floreisley gains *barkskin* as a new bloodline spell and also adds *shocking grasp* and *stone call*[ARG] to her known spells. As a mythic hero, Floreisly benefits most from the path of the Archmage.

Scaling the PC

Under a 15-point buy, Floreisley lowers her Constitution and Strength by 1, and her Wisdom by 2. This decreases her attack rolls, damage, and Will save by 1, and her hit points by 2.

FLOREISLEY AVERGREEN CR 5

XP 1800
Female chlorivan sorcerer 5; archmage 1
NG Medium humanoid (chlorivan)
Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)
hp 39 (5d6+18)
Fort +4, **Ref** +4, **Will** +6; +2 vs. parlysis, poison, sleep, and mind-affecting effects
Defensive Abilities enduring armor, hard to kill, photosynthesis

OFFENSE

Speed 30 ft.
Melee masterwork sickle +2 (1d6–1), dagger +1 (1d4–1/19–20)
Ranged dart +4 (1d4–1)
Special Attacks mythic power (5/day, surge +1d6)
Bloodline Spell-Like Abilities (CL 5th; concentration +9)
7/day—tanglevine (+9)
Spell-Like Abilities (CL 5th; concentration +9)
Constant—*know direction*
1/day—*create water*
Sorcerer Spells Known (CL 5th; concentration +9)
2nd (5/day)—*barkskin*, *euphoric cloud*[ACG] (DC 16), *stone call*[APG]
1st 75/day)—*burning hands* (DC 15), *enlarge person* (DC 15), *entangle* (DC 16), *mudball*[ARG] (DC 15), *shocking grasp*
0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *read magic*, *resistance*
Bloodline verdant[APG]

STATISTICS

Str 8, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 19
Base Atk +2; **CMB** +1; **CMD** 15
Feats Combat Casting, Craft Wand, Dodge, Eschew Materials, Nature Magic[ACG]
Skills Bluff +8, Craft (wood carving) +8, Diplomacy +13, Knowledge (arcana) +6, Knowledge (nature) +10, Profession (herbalist) +7, Spellcraft +6, Stealth +2 (+6 when in forest, jungle, or swamp terrain), Use Magic Device +8; **Racial Modifiers** +4 Stealth when in forest, jungle, or swamp terrain
Languages Common, Sylvan, Terran, Treant
SQ arcane surge, bloodline arcana (personal spells grant natural armor bonus equal to spell's level for 1d4 rounds), ease of faith, sociable, symbiotic, verdant heart, xenobiologist
Combat Gear bloodroot poison (2 doses), *brooch of shielding*, *feather token* (tree), *potion of blur*, *potion of cure light wounds*, *potion of fly*; **Other Gear** masterwork sickle, dagger, darts (5), *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, backpack, bedroll, ink (1 oz. vial), ink pen, map case, paper (5 sheets), trail rations (5 days), traveler's outfit, waterskin, whetstone, 9 gp, 5 sp

SPECIAL ABILITIES

Arcane Surge (Su) As a swift action, Floreisley can expend one use of mythic power to cast any one arcane spell without expending a spell slot. This spell must be one of her spells known. If the spell requires a saving throw, any non-mythic creatures affected by the spell roll twice and take the lower result. If she must attempt a caster level check for the spell to overcome a creature's spell resistance, she can roll her caster level check twice (adding her tier to each) and take the higher result. She can't add a metamagic feat to a spell she casts using this ability.
Enduring Armor (Su) Floreisley is protected by armor made of force. This armor grants her an armor bonus to AC equal to 3 + her tier. This ability is an abjuration effect with a spell level equal to her tier. If this armor is dispelled or otherwise ended, she can reactivate it as a swift action.

FLOREISLEY AVERGREEN CR 8

XP 4800
Female chlorivan sorcerer 8; archmage 1
NG Medium humanoid (chlorivan)
Init +4; **Senses** low-light vision; Perception +1

DEFENSE

AC 21, touch 14, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +2 natural)
hp 65 (8d6+35)
Fort +6, **Ref** +6, **Will** +10; +2 vs. parlysis, poison, sleep, and mind-affecting effects
Defensive Abilities enduring armor, hard to kill, photosynthesis

OFFENSE

Speed 30 ft.
Melee masterwork sickle +4 (1d6–1), dagger +3 (1d4–1/19–20)
Ranged dart +6 (1d4–1)
Special Attacks mythic power (7/day, surge +1d6)
Bloodline Spell-Like Abilities (CL 8th; concentration +16)
10/day—tanglevine (+16)
Spell-Like Abilities (CL 8th; concentration +15)
Constant—*know direction*
1/day—*create water*
Sorcerer Spells Known (CL 8th; concentration +16)
4th (4/day)—*greater invisibility*
3rd (7/day)—*haste*[M], *speak with plants*, *stinking cloud*[M] (DC 22)
2nd (8/day)—*barkskin*, *detect thoughts* (DC 20), *euphoric cloud*[ACG] (DC 21), *stone call*[APG,]
1st (8/day)—*burning hands* (DC 19), *enlarge person* (DC 19), *entangle* (DC 19), *mudball*[ARG] (DC 20), *ray of enfeeblement* (DC 19), *shocking grasp*
0 (at will)—*acid splash*, *dancing lights*, *detect poison*, *detect magic*, *ghost sound*, *mage hand*, *read magic*, *resistance*
[M] mythic spell
Bloodline verdant[APG]

STATISTICS

Str 8, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 24
Base Atk +4; **CMB** +3; **CMD** 17
Feats Combat Casting, Craft Wand, Dodge, Eschew Materials, Nature Magic[ACG], Spell Focus (conjuration), Toughness
Skills Bluff +12, Craft (wood carving) +8, Diplomacy +19, Knowledge (arcana) +7, Knowledge (nature) +11, Profession (herbalist) +7, Spellcraft +9, Stealth +2 (+6 when in forest, jungle, or swamp terrain), Use Magic Device +14; **Racial Modifiers** +4 Stealth when in forest, jungle, or swamp terrain
Languages Common, Sylvan, Terran, Treant
SQ arcane surge, amazing initiative, bloodline arcana (personal spells grant natural armor bonus equal to spell's level for 1d4 rounds), ease of faith, mythic spellcasting, sociable, symbiotic, verdant heart, xenobiologist
Combat Gear bloodroot poison (2 doses), *brooch of shielding*, *feather token* (tree), *potion of blur*, *potion of cure light wounds*, *potion of fly*, *wand of enlarge person* (CL 1, 50 charges); **Other Gear** masterwork sickle, dagger, darts (5), *amulet of natural armor +1*, *cloak of resistance +2*, *headband of alluring charisma +4*, *ring of protection +1*, *sorcerer's* robe, backpack, bedroll, ink (1 oz. vial), ink pen, map case, paper (5 sheets), trail rations (5 days), traveler's outfit, waterskin, whetstone, 134 gp, 5 sp

SPECIAL ABILITIES

Mythic Spellcasting (Ex): You can learn a number of mythic spells equal to your tier and can expend mythic power when casting them to enhance the results. To select a mythic spell, you must be able to cast the non-mythic version or have it on your list of spells known. Every time you gain a new tier, you can select an additional mythic spell. You can take this ability up to three times. Each additional time you take it, you can select an additional number of spells equal to your tier and you gain one additional mythic spell whenever you gain a tier.

Girrun Snik

In-Character Quote

"Everything's in the numbers. I don't mean you add things up and just allot them a value—well, I do mean that, but there's more to it than that. For example, you take this cube here and roll it, it's going to come up with one of the faces one-sixth of the time, right? Well, everything is like that at its most basic. You swing a sword. Maybe you hit, maybe you miss. Maybe if you're good with it, you hit more often than you miss. See? Numbers. It's the same with magic, how fast you run, or even how charming and convincing you can be! The foundation of the universe lies in the numbers. You've just got to figure out how to tilt them in your favor. Like I said, it's all in the math."

—a numerical argument from the zvarr rogue and heretic, Girrun Snikt

GIRRUN SNIK CR 1

XP 400
Male zvarr rogue 2
CN Medium humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 natural)
hp 18 (2d8+6)
Fort +2, **Ref** +6, **Will** +0

OFFENSE

Speed 30 ft.; climb 30 ft.
Melee masterwork short sword +5 (1d6+1/19–20), bite –1 (1d3+1) or bite +4 (1d3+1)
Ranged dagger +4 (1d4+1/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 15, **Wis** 10, **Cha** 13
Base Atk +1; **CMB** +2; **CMD** 16
Feats Dodge, Weapon Finesse
Skills Acrobatics +9, Appraise +8 (+10 to assess nonmagical metals or gemstones), Bluff +6, Climb +14, Disable Device +8, Fly +6, Knowledge (engineering) +8, Knowledge (local) +6, Perception +5, Sleight of Hand +8, Stealth +8; **Racial Modifiers** +1 Acrobatics, +2 Appraise to assess nonmagical metals or gemstones, +1 Fly
Languages Auran, Common, Draconic, Undercommon
SQ agile, greed, mathematical prodigy, rogue talents (finesse rogue), ruin delver, trapfinding +1, vestigial wings
Combat Gear alchemist's fire (2 flasks), thunderstone; **Other Gear** armored jacket, masterwork short sword, dagger, masterwork backpack, bedroll, belt pouch, flint and steel, masterwork thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 46 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Greed (Ex) Zvarr gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.
Mathematical Prodigy (Ex) Mathematics has always come easily for Girrun, and he's always been able to "see the math" in the physical and magical world. He gains a +1 bonus on Knowledge (arcana) and Knowledge (engineering) checks, and Knowledge (engineering) is always a class skill for him.
Ruin Delver (Ex) Girrun's home planet held a number of ruins from an ancient, long lost civilization dotting its landscape. At some point, he explored them and, during one such foray, he found a small trinket with curious properties, keeping it with him ever since. As a result, Girrun gains a +2 trait bonus on Appraise checks. In addition, the small bauble is worth 100 gp. However, if sold, the trait bonus on Appraise checks is reduced to +1.
Vestigial Wings (Ex) Zvarr can use their wings to glide by making a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a zvarr may make an additional DC 15 Fly check to glide, moving 5 feet in any horizontal direction for every 20 feet he falls. A zvarr cannot gain height with these wings alone; merely coasting in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, a zvarr can take advantage of the updraft to increase the distance it can glide.

Background: Girrun Snik (JY-ruhn SNIHCK) hatched as one of the last of his egg-clutch, too young to gain a higher position like his elder siblings, and too old to receive any allowances as the baby of the family. This numbered order brought about uncanny results, inspiring him to look for other connections in his youth, always juggling the numbers to gain an advantage. And so began a lifelong passion to unravel the numeric codes that rule the universe. True numerologists usually scoff at Girrun's scrawls, stating they're hardly theorems based in solid math, though none have expended any effort in disproving them outright.

The reason behind Girrun's passion is hardly academic. Instead, he concocted an elaborate plan to improve his social station through the acquisition of wealth and stature, a process which he believes will create insurmountable odds in his favor which no other zvarr can deny. About 15 years ago, Girrun left his clan to embark upon a variety of get-rich-quick schemes, operating at times as a bookie, lottery manager, loan shark, and investment broker. So far, he's met with varying degrees of success, often having to leave town quickly before someone catches onto him. Although adept with numbers, he's struggled to keep an honest career as an accountant or merchant, always finding a way to skim off the top or swindle a little more coin out of his customers.

Among Girrun's favorite bids for wealth is funding expeditions into old ruins so he can reclaim valuable treasure to sell on the open market. An experienced appraiser, he usually knows the how to get the best deal. He even holds a special "talisman" he liberated from a ruin on

his homeworld which he feels brings him an edge in such negotiations. He also thinks of it as his good luck charm, always giving it a brief touch before entering battle—a superstition he vastly prefers over prayers to any god, most of which always demand tithes from their followers.

Physical Description: At 75 years old, Girrun presents the physical portrait of an ordinary zvarr, standing just 5 feet tall and weighing 140 lbs. His blue-gray scales feature nebulous marks over his arms, not quite showing enough variation to stand out, which unfortunately becomes a sort of social camouflage among his own kind. Around others however, Girrun is far more recognizable by the many pouches and bandoliers among his gear. He always carries slips of paper stuffed to overflowing in his pockets and even tucked beneath the edges of the scales along his abdomen. These notes are covered in calculations and numbered lists, many of them half-forgotten until Girrun examines them again. Not so obvious are his many weapons, including small blades, two flasks of liquid fire, and a single thunderstone.

Personality: Despite his sometimes-fierce appearance, Girrun is actually a very likeable fellow, a quality he's used to his advantage on many occasions to talk marks into donating money to his cause or for others to provide a distraction so he can pick a stingy pocket. His allegiances can flip like a coin, quickly moving to those whose numbers seem most likely to succeed. But Girrun refrains from betraying his true allies, valuing their friendship as a greater resource over time. This often proves especially important when he gets into fights, which happens far more often than Girrun would like. He prefers to end such bouts as quickly as possible, holding nothing back lest an opponent threaten him again when the odds favor them instead.

Roleplaying Ideas

- Girrun always analyzes any given situation, reducing it to a series of likely outcomes for himself and anyone who spares the time to listen. He encourages those around him to follow the path with the greatest success but proves willing to pursue even unlikely goals if they hold greater potential for a lucrative payoff.
- Despite years of living in the shadow of his older siblings and using his anonymity to go unnoticed in zvarr culture, Girrun fears being truly alone. If unable to find a suitable distraction—usually a lucrative pursuit—he falls instead to busily scrutinizing the minute details of his friends' lives and growing depressed if shunned. Sometimes, just to stay actively engaged, he strikes up life-changing conversations with complete strangers.
- Girrun genuinely believes many grand treasures lie scattered about the worlds he visits, just waiting for someone to claim them. Scoundrels may have purposefully hidden them, or whole civilizations may have left them behind. Either way, he eagerly sets out to learn the truth upon hearing of any ruins that may contain something of value he can fence.

Advancement

Girrun advances as a rogue with every level, always raising his ranks in Acrobatics, Climb, Bluff, Disable Device, Fly, Perception, and Stealth. At 3rd level, Girrun gains trap sense and takes Death From Above as a new feat he can use when gliding into attacks. He also looks to add new skill ranks in Appraise, Knowledge (local), and Sleight of Hand. At 4th level, Girrun adds 1 to his Dexterity and gains the uncanny dodge class ability, as well as fast stealth for his new rogue talent. At 5th level, Girrun gains the Two-Weapon Fighting feat, complementing his attacks with another short sword. Once Girrun attains his first mythic rank, he most likely follows the path of the Trickster.

Scaling the PC

Under a 15-point buy, Girrun reduces his Constitution and Wisdom by 2. This lowers his hit points by 2 and his Fortitude saves, Will saves, and corresponding skill scores by 1.

GIRRUN SNIK CR 5

XP 1800
Male zvarr rogue 5/trickster 1
CN Medium humanoid (reptilian)
Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 natural)
hp 45 (5d8+19)
Fort +4, **Ref** +9, **Will** +2
Defensive Abilities evasion, hard to kill[MA], trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft., climb 30 ft.
Melee +1 *short sword* +9 (1d6+5/19–20), bite +2 (1d3+1) or bite +7 (1d3+1)
Ranged masterwork pistol +8 (1d8/x4), dagger +7 (1d4+1/19–20), or taser +7 (1d10 nonlethal electricity)
Special Attacks mythic power[MA] (5/day, surge +1d6), sneak attack +3d6, surprise strike[MA]

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 15, **Wis** 10, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 19
Feats Dodge, Skill Focus (Bluff), Slashing Grace[ACG], Weapon Finesse[B], Weapon Focus (short sword)[B]
Skills Acrobatics +13, Appraise +10 (+12 to assess nonmagical metals or gemstones), Bluff +13, Climb +16, Diplomacy +10, Disable Device +11, Fly +9, Knowledge (engineering) +10, Knowledge (local) +8, Perception +8, Sleight of Hand +11, Stealth +11; **Racial Modifiers** +1 Acrobatics, +1 Fly
Languages Auran, Common, Draconic, Undercommon
SQ agile, greed, mathematical prodigy, persuasive countenance[MA], rogue talents (finesse rogue, weapon training), ruin delver, trapfinding +2, vestigial wings
Combat Gear *potion of cure moderate wounds* (3), alchemist's fire (2 flasks), thunderstone
Other Gear +1 *armored coat*, +1 *short sword*, *belt of incredible dexterity* +2, *cloak of resistance* +1, *scabbard of honing*[UE], masterwork pistol with 5 metal cartridges, taser, dagger, masterwork backpack, bedroll, belt pouch, flint and steel, masterwork thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 16 pp, 6 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Persuasive Countenance (Su) Whenever Girrun encounters a creature whose attitude is at least indifferent to him, treat its attitude as one step better. If the creature's starting attitude is helpful, he can make requests of the creature with a +5 bonus on his Diplomacy or Intimidate check.
Surprise Strike (Ex) As a swift action, Girrun can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks he makes this round. When he makes a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and he adds his tier to the attack roll. Damage from this attack bypasses damage reduction.

GIRRUN SNIK CR 8

XP 4800
Male zvarr rogue 8/trickster 2
CN Medium humanoid (reptilian)
Init +11, amazing initiative[MA]; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 20, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 natural)
hp 63 (8d8+24)
Fort +5, **Ref** +12, **Will** +3
Defensive Abilities evasion, hard to kill[MA], improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft., climb 30 ft.
Melee +1 *keen short sword* +13/+8 (1d6+6/17–20), bite +7 (1d3+1) or bite +12 (1d3+1)
Ranged masterwork military pistol +13 (1d8/x4) or dagger +12 (1d4+1/19-20)
Special Attacks combat trickery[MA], mythic power[MA] (7/day, surge +1d6), sneak attack +4d6, surprise strike[MA]

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 16, **Wis** 10, **Cha** 14
Base Atk +6; **CMB** +7; **CMD** 22
Feats Dodge, Improved Initiative, Skill Focus (Bluff), Slashing Grace[ACG], Weapon Finesse[B], Weapon Focus (short sword)[B]
Skills Acrobatics +17, Appraise +13 (+15 to assess nonmagical metals or gemstones), Bluff +16, Climb +16, Diplomacy +13, Disable Device +15, Escape Artist +16, Fly +10, Knowledge (engineering) +14, Knowledge (local) +12, Perception +11, Sleight of Hand +15, Stealth +15; **Racial Modifiers** +1 Acrobatics, +1 Fly
Languages Auran, Common, Draconic, Undercommon
SQ agile, greed, mathematical prodigy, persuasive countenance[MA], rogue talents (fast stealth, finesse rogue, quick disable, weapon training), ruin delver, trapfinding +4, vestigial wings
Combat Gear *potion of cure moderate wounds* (3), *potions of haste* (2), *potion of invisibility*, alchemist's fire (2 flasks), thunderstone
Other Gear +1 *leather armor*, +1 *keen short sword*, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of chameleon power*, *scabbard of honing*[UE], masterwork military pistol with 2 extra magazines, dagger, masterwork backpack, bedroll, belt pouch, flint and steel, masterwork thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 16 pp, 6 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Combat Trickery (Ex) Through buffoonery and deceit, Girrun can trick opponents into moving where he wants them. He can make a single combat maneuver check using his Bluff check modifier in place of his CMB. Apply the result of this check to all adjacent opponents and resolve it for each enemy independently as a bull rush, drag, or reposition combat maneuver. For example, if facing three opponents, he can roll one check and attempt to bull rush the first, drag the second, and reposition the third.

Kanor Delfina

In-Character Quote

"I remember the first time I looked upon the stars. Not the first time I *saw* them, of course. But the first time I *really* looked at them. It was like the whole multiverse unfolded before me with each star offering the chance for a new world. And every one of those worlds could hold a multitude of civilizations and new perspectives. The vision of all those points of light—and what they represented—unfolded before my eyes, but I couldn't truly perceive what awaits us there. They were the *onauh'den*—the Heavens—the many possibilities of Nimsharu—and I was unready and unworthy to look upon them. They were hidden beyond my comprehension. But, on that night, I dedicated myself to exploring them. I was reborn, no longer tethered to my physical form, but reaching out to experience something far greater than myself."

—the passionate, starry-eyed beliefs of tretharri cleric, Kanor Delfina

KANOR DELFINA **CR 1**

XP 400
Male tretharri cleric of Nimsharu 2
NG Medium humanoid (tretharri)
Init +1; **Senses** Perception +3

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)
hp 18 (2d8+6)
Fort +5, **Ref** +1, **Will** +6; +2 vs. charm and compulsion

OFFENSE

Speed 20 ft.
Melee masterwork halberd +4 (1d10+3/x3)
Ranged sling +2 (1d4+2)
Special Attacks channel positive energy 4/day (DC 12, 1d6)
Domain Spell-Like Abilities (CL 2nd; concentration +5)
6/day—rebuke death (1d4+1)
At will—lore keeper (20)
Cleric Spells Prepared (CL 2nd; concentration +5)
1st—*blessed fist*[ACG], *comprehend languages*[D], *shield of faith*, *stunning barrier*[ACG]
0 (at will)—*guidance*, *light*, *resistance*, *virtue*
D Domain spell; **Domains** Knowledge, Healing

STATISTICS

Str 15, **Dex** 12, **Con** 14, **Int** 10, **Wis** 16, **Cha** 12
Base Atk +1; **CMB** +3; **CMD** 14
Feats Martial Weapon Proficiency (halberd)
Skills Climb +2, Diplomacy +5, Knowledge (religion) +4, Swim +2; **Racial Modifiers** +2 Climb, +2 Swim
Languages Common, Tretharri
SQ aura, multi-armed
Combat Gear *scroll of cure light wounds*, *scroll of divine favor*, *scroll of magic stone*; **Other Gear** ultraweave armor, buckler, masterwork halberd, sling with 10 bullets, backpack, bedroll, *ioun torch*[UE], trail rations (5 days), traveler's outfit, waterskin, whetstone, 25 gp, 7 sp

SPECIAL ABILITIES

Birthmark (Ex) Kanor has a strange birthmark which looks similar to the holy symbol of Nimsharu whom he chose to worship later in life. The birthmark can serve as a divine focus for casting spells, and as a physical manifestation of his faith, increasing his devotion to Nimsharu by granting him a +2 trait bonus on all saving throws against charm and compulsion effects.

Multi-Armed (Ex) Tretharri have four arms with only one hand considered a primary hand; all others are considered off hands. Tretharri may use any of their hands for other purposes that require free hands.

Patron of the Stars (Ex) Kanor comes from a tretharri clan which revered the stars as holy entities, learning how to meditate upon them and bless others with the stars' benefaction. By meditating for 30 minutes under a clear, nighttime sky, he can make a Wisdom check against DC 13. If successful, he may add a +1 trait bonus to any single d20 roll in the next 24 hours, but only before the roll is made. Applying this bonus is an immediate action, and he cannot apply it more than once per day, regardless of how many times he meditates under the stars.

Background: Born on a night so still and clear that his elders speak of hearing the stars sing, Kanor Delfina (KAY-nohr dehl-FEEN-uh) has always been treated as blessed among his clan. In his youth, he rarely thought of it, often shirking his studies to go hunting or play puzzle games with his friends, even when it brought punishment from his teachers. While running with his friends during a community *syyrq* in his tenth year, a glimmering among the stars caught his attention. He stood transfixed by it, watching for hours and hardly noticing the dawn until the morning dew settled over his skin. The resulting experience moved him in an incredibly spiritual way, and many in his clan worried a malign entity might have possessed him.

After reassuring his elders, Kanor dedicated himself to the teachings of Nimsharu, refocusing on his studies and the importance of acquiring knowledge and self-enlightenment firsthand. Eventually, his heart soared further afield than the recorded history of his people. Consequently, he left the archives to his peers, questing instead to gather an education in the wilds, on the streets, and among the passing caravans of other clans. Gradually his meditations led him to believe he would transcend upon learning the entirety of the sacred knowledge of Nimsharu. This is no simple feat, as this knowledge supposedly comes in as many lines as there are stars in

the sky. Yet, Kanor never entertains the idea that his quest might be unattainable. Just as one finds a map of a region to make journeys easier, he believes Nimsharu will bless him with the secrets of health and longevity to maintain his path toward total enlightenment.

Now an adventurer and a wanderer, Kanor collects every piece of information he encounters—no matter how small—believing each contributes to the whole. He takes notoriously detailed notes in his journals to record his epiphanies, memorizing them and reciting them for the libraries of his people, while always looking to share such information with others so it may be reinforced within him.

Physical Description: Large for a tretharri at 31 years old, Kanor stands 6 feet, 7 inches tall and weighs more than 230 lbs. Most notable in his appearance (aside from his four prodigious arms) is the large birthmark on the inside palm of his upper left hand. It stands out white against his ruddy red skin, practically glowing in the shape of Nimsharu's holiness. Kanor is often mistaken for a knight with his impressive stature, physique, and armor. But a closer inspection shows his halberd doubles as a walking stick, and his armor hasn't seen the same care as a professional soldier. He dons a simple tunic over this ensemble, a meditative necklace about his neck, and a pair of well-worn boots.

Personality: Outside of his relentless pursuit of knowledge, Kanor devotes his spare time eating, sleeping, and maintaining a strict regimen of exercise. His friends have a hard time getting him to engage in social activities. Instead, he can spend days reading in the archives of temples or simply sitting at the feet of elder tribesmen to partake of their wisdom. He willingly fights alongside allies to guard against the loss of such knowledge, but views such friendships as temporary affairs unless they, too, show a passion for learning. Despite these principles, Kanor retains a guarded, suspicious air about him, as he constantly works to sift genuine knowledge from the flurry of myths and misperceptions people hold dear. For the most part, however, Kanor is a gentle giant and "good listener" as he asks questions and seeks universal enlightenment.

Roleplaying Ideas

- When presented with a mystery, Kanor always seeks to unravel it to discover the truth. He has a preoccupation with unlocking secrets and adding such knowledge to his collective wisdom, believing each new discovery leads to the next stage in Nimsharu's divine evolution.
- Kanor despises nothing more than misinformation, believing it chips away at the progress he's made towards achieving enlightenment. Lying and manipulation of others always angers him, especially if it withholds information for profit. Upon realizing such an injustice, Kanor forces the truth into the open, even doing so at the end of his halberd, if necessary.
- When engaged in battle with an unknown creature, Kanor leaves one hand free to make a melee touch attack and invoke his lorekeeper ability to learn more about its strengths and weaknesses.
- Kanor sees material goods only as the means to an end—namely the acquisition of further knowledge and ancient lore. He eschews most technologies, however, valuing only the knowledge of how they work rather than relying on them to gain an advantage over others.

Advancement

Kanor advances as a cleric with each new level, always increasing his skill ranks in Diplomacy, Knowledge (religion), and Sense Motive. He alternates his other ranks between various Knowledge skills, Climb, and Swim. At 3rd level, Kanor selects the Extra Channel feat and prepares *augury* and *bull's strength* as new spells while also gaining *detect thoughts* as a new domain spell. At 4th level, Kanor increases his Strength by 1 and further prepares *divine favor* and *hold person* as new spells. At 5th level, Kanor may multiclass to a monk or continue as a cleric of Nimsharu. If he does the former, he foregoes armor in favor of greater mobility, picking up Improved Grapple and Improved Unarmed Strike to use with the hands that aren't busy wielding his halberd. If the latter, he gains *speak with dead* as a new domain spell, while also preparing *dispel magic* and *searing light* as new spells. Once Kanor attains mythic ranks, he likely follows the path of the Hierophant or Guardian.

Scaling the PC

Under a 15-point buy, Kanor reduces his Dexterity and Constitution by 2. This lowers his ranged attacks, AC, CMD, Reflex save, and Fortitude save by 1. It also reduces his hit points by 2.

KANOR DELFINA CR 5

XP 1800
Male tretharri cleric of Nimsharu 5/hierophant 1
NG Medium humanoid (tretharri)
Init +1; **Senses** Perception +4

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 shield)
hp 40 (5d8+14)
Fort +7, **Ref** +3, **Will** +8; +2 vs. charm and compulsion
Defensive Abilities hard to kill

KANOR DELFINA CR 8

XP 4800
Male tretharri cleric of Nimsharu 8/hierophant 2
NG Medium humanoid (tretharri)
Init +3, amazing initiative[MA]; **Senses** Perception +4

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)
hp 63 (8d8+24)
Fort +10, **Ref** +5, **Will** +12; +2 vs. charm and compulsion
Defensive Abilities hard to kill[MA]

OFFENSE

Speed 20 ft.
Melee +1 *halberd* +10/+5 (1d10+5/x3)
Ranged masterwork hunting rifle +8/+3 (1d10/x4)

OFFENSE

Speed 20 ft.
Melee +1 *halberd* +7 (1d10+5/x3)
Ranged masterwork rifle +5 (1d10/x4)
Special Attacks channel positive energy 6/day (DC 13, 3d6), inspired spell[MA], mythic power (5/day, surge +1d6), mythic spellcasting[MA] (*cure light wounds*[M])
Domain Spell-Like Abilities (CL 5th; concentration +8)
At will—*lore keeper* (20)
6/day—*rebuke death* (1d4+1)
Cleric Spells Prepared (CL 5th; concentration +8)
3rd—*dispel magic*, *searing light*, *speak with dead*[D]
2nd—*augury*, *bull's strength*, *detect thoughts*[D], *hold person*
1st—*blessed fist*[ACG], *comprehend languages*[D], *divine favor*, *shield of faith*, *stunning barrier*[ACG]
0 (at will)—*guidance*, *light*, *resistance*, *virtue*
D Domain spell; **Domains** Knowledge, Healing

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 18, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 14
Feats Extra Channel, Martial Weapon Proficiency (halberd), Power Attack
Skills Climb +6, Diplomacy +7, Knowledge (religion) +6, Spellcraft +6, Swim +6; **Racial Modifiers** +2 Climb, +2 Swim
Languages Common, Tretharri
SQ aura, multi-armed
Combat Gear *potion of cure moderate wounds* (2), *scroll of spiritual weapon*, *scroll of magic stone*
Other Gear +1 *halberd*, +1 *ultraweave armor*, masterwork buckler, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ioun torch*[UE], *pearl of power* (1st level), masterwork rifle with 12 metal cartridges, backpack, bedroll, trail rations (5 days), traveler's outfit, waterskin, whetstone, 82 gp, 7 sp

SPECIAL ABILITIES

Inspired Spell (Su) Kanor can expend one use of mythic power to cast any one divine spell, treating his caster level as 2 levels higher. This spell must be on his divine spell list (or his domain or mystery spell list) and must be of a spell level that he can cast using that divine spellcasting class. Using this ability does not expend a prepared spell or available spell slot.
Mythic Spellcasting (Ex): You can learn a number of mythic spells equal to your tier and can expend mythic power when casting them to enhance the results. To select a mythic spell, you must be able to cast the non-mythic version or have it on your list of spells known. Every time you gain a new tier, you can select an additional mythic spell. You can take this ability up to three times. Each additional time you take it, you can select an additional number of spells equal to your tier and you gain one additional mythic spell whenever you gain a tier.

Special Attacks channel positive energy 7/day (DC 16, 4d6), inspired spell[MA], mythic power (7/day, surge +1d6), mythic spellcasting[MA] (*cure light wounds*[M], *cure moderate wounds*[M]), relentless healing[MA]

Domain Spell-Like Abilities (CL 8th; concentration +13)

At will—*lore keeper* (27)

8/day—*rebuke death* (1d4+4)

Cleric Spells Prepared (CL 8th; concentration +13)

4th—*discern lies*, *divination*[D], *divine power*, *tongues*

3rd—*daylight*, *dispel magic*, *prayer*, *searing light*, *speak with dead*[D]

2nd—*bull's strength*, *detect thoughts*[D], *hold person*, *lesser restoration*, *shatter*

1st—*blessed fist*[ACG], *comprehend languages*[D], *divine favor*, *obscuring mist*, *remove fear*, *shield of faith*, *stunning barrier*[ACG]

0 (at will)—*guidance*, *light*, *resistance*, *virtue*

D Domain spell; **Domains** Knowledge, Healing

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 21

Feats Extra Channel, Martial Weapon Proficiency (halberd), Power Attack, Selective Channeling

Skills Climb +6, Diplomacy +10, Knowledge (religion) +8, Spellcraft +8, Swim +6; **Racial Modifiers** +2 Climb, +2 Swim

Languages Common, Tretharri

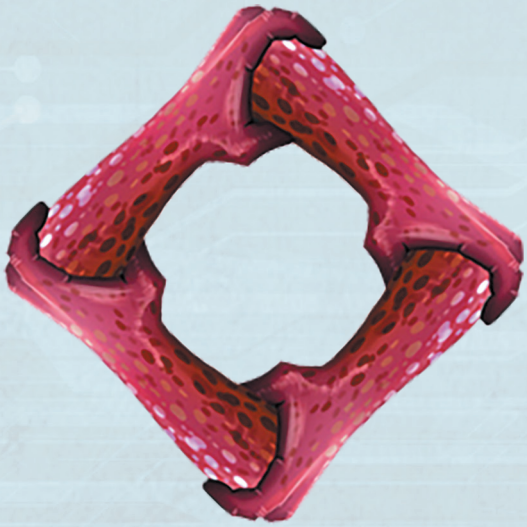
SQ aura, healer's blessing, multi-armed, remote viewing (8 rounds/day)

Combat Gear *potion of cure serious wounds* (2), *scroll of spiritual weapon*, *scroll of magic stone*

Other Gear +1 *halberd*, +1 *light fortification ultraweave armor*, +1 *buckler*, *cloak of resistance* +2, *headband of inspired wisdom* +4, *ioun torch*[UE], *pearl of power* (2nd level), masterwork hunting rifle with 15 bullets, backpack, bedroll, trail rations (5 days), traveler's outfit, waterskin, whetstone, 82 gp, 7 sp

SPECIAL ABILITIES

Relentless Healing (Su) Kanor can restore life to the recently dead. If a creature has died within 1 round, as a free action he can expend one use of mythic power to apply healing magic to that creature. This healing can be from a spell or effect he causes or from a magic item he wields. If this healing brings the creature's hit points above the threshold for death, it comes back to life and stabilizes at its new hit point total (similar to the way *breath of life* functions); otherwise, it remains dead. Alternatively, Kanor can expend two uses of mythic power on a dead creature that would have the ability to magically heal itself if it were alive (such as a dead cleric with a prepared *cure light wounds* spell) in order to trigger the most powerful healing magic it knows or has prepared. If this brings the creature's hit points above its death threshold, it returns to life.



Kato Njalembe

In-Character Quote

"I've talked with men who lost parts of themselves. Some were old warriors, retired not of their own weariness, but the sharpness of an enemy's blade. Others were thieves, who had a hand so quick, the only way to keep it from stealing was to cut it off. They spoke of their limbs carrying on as a ghost haunting the house where someone died. It gives them pain, sensations of hot and cold, and sometimes a terrible itch they can never scratch. They often reach with something that's no longer there. Yet, it is there, in its own way. This is how we know the spirit lingers on. Yet, those wary of the jungle and my brother's disappearance say to forget him. He's gone, taken, no longer there. Yet I can still sense Kakuru, and I know he exists, even if he's no longer in a place where I can see him."

—hopeful optimism from the twin psychic,
Kato Njalembe

KATO NJALEMBE CR 1

XP 400
Male human psychic[OA] 2
LG Medium humanoid (human)
Init +2; **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 16 (2d6+7)
Fort +1, **Ref** +2, **Will** +4; +2 on Will saves vs. psychic magic

OFFENSE

Speed 30 ft.
Melee masterwork quarterstaff +2 (1d6) or dagger +1 (1d4/19–20)
Ranged dagger +3 (1d4/19–20) or *telekinetic projectile* +3 (1d6)
Spell-Like Abilities (CL 2nd; concentration +6)
1/day—*detect thoughts* (DC 13)
Psychic Spells Known (CL 2nd; concentration +7)
1st (5/day)—*charm person* (DC 14), *mind thrust I*[OA] (DC 14), *telempathic projection*[OA] (DC 14)
0 (at will)—*light*, *mage hand*, *message*, *stabilize*, *telekinetic projectile*[OA]
Discipline Rapport

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 16, **Wis** 12, **Cha** 14
Base Atk +1; **CMB** +1; **CMD** 13
Feats Expanded Phrenic Pool[OA], Toughness
Skills Bluff +7, Diplomacy +7, Intimidate +7, Knowledge (arcana) +7, Perception +6, Sense Motive +6, Spellcraft +7
Languages Aklo, Celestial, Common, Elven
SQ focused mind, emotional bond (up to 2 allies), emotional push (1/day, +2), phrenic amplification (overpowering mind), phrenic pool (5), resilient peculiarity
Gear masterwork quarterstaff, dagger, sling with 10 bullets, backpack, bedroll, belt pouch, flint and steel, prismatic crystal, trail rations (5 days), traveler's outfit, waterskin, whetstone, 4 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Focused Mind (Ex) Kato's childhood was dominated by lessons in mental fortitude which encouraged his ability to block out distractions and focus on the immediate task at hand. Now with his newly discovered psychic abilities, those lessons have helped him gain a +2 trait bonus on concentration checks.
Resilient Peculiarity (Ex) Caught in an influx of energy through the bond he shared with his twin brother, Kakuru, Kato's mind has become permanently altered, giving him access to psychic magic while also making him particularly resilient to it. Against psychic magic effects, he receives a +2 trait bonus on Will saving throws.

Background: Born just 32 minutes after his brother Kakuru, Kato Njalembe (KAH-toh jah-LEM-bay), has always sworn they took their first breaths together—perhaps as a reflection of their conjoined minds. The privileged sons of a wealthy merchant, Kato and Kakuru were the pride of Mgemke, a small trading city on the edge of the jungle. Although twins, the two had very different interests. Kakuru excelled at hunting, weapons, and athletics, while Kato proved more intellectual, favoring the law, trade, and innovation.

Everyone in Mgemke assumed the two brothers would go their separate ways in adulthood with Kakuru joining the Mgemke militia, and Kato accepting an appointment as his mother's diplomatic aide. Yet, refusing to be parted, the twins formed a mercenary company upon reaching adulthood, with Kakuru leading trustworthy warriors and scouts from the city's youth, while Kato ran the company's headquarters, negotiated contracts, and researched current events and ancient lore for foreign explorers who hired them as guides, advisors, and caravan guards.

The brothers' joint venture proved a great success. Kakuru's reputation and glory swelled, as did the company's coffers, until a strange elven woman hired them to take her to a particular ruin deep in the jungle. Kato's research only gave its location and vague horror stories of monsters descending from the night sky to build it. Kakuru and his men left in good order, but as soon as they left, Kato felt a strange, growing sense of dread and unease. It continued to swell until a terrifying vision gripped Kato in the middle of the night, filled with the screams of dying men, brilliant lights in indescribable colors wrapped around the ancient ruin from his research, and, worst of all, Kakuru's cries of terror and pain. Kato also heard the voice of their elven client, overtaken by an alien presence buzzing in his mind. Her words still haunt him. "No, not you… but your brother…*he's* the one we need."

When Kato awoke, he found himself crumpled against the wall of his home facing the same direction Kakuru had marched. Thereafter, Kato spent their remaining fortune outfitting a small army of warriors to personally lead him to the ruin. While they found Kakuru's camp, his men and their strange client were gone. And the ruins themselves betrayed no secrets, just a set of standing stones in a lopsided circle.

Physical Description: At the age of 20, Kato is dark-skinned with close-cut, curly black hair and dark brown eyes. He stands 5 feet, 10 inches tall and weighs 165 lbs. With a rangy build, he prefers loose, flowing clothes that help with the heat of his native homeland. His tunic and conical, unbrimmed hat are decorated with brightly colored beads in geometric patterns, and he keeps a stout walking staff ready at hand. A beaded belt holds his dagger and collection of leather pouches. He generally prefers his traditional apparel but adopted a thick set of leather boots bought from a foreign trader which he always wears when venturing beyond the comforts of his home.

Personality: Kato is well known for his duality: his booming laughter is often the loudest on feast days, yet otherwise he rarely speaks of anything other than business. Although most people consider Kato more level-headed than his twin brother, Kakuru, he equally participated in their youthful pranks when they were younger, often encouraging Kakuru to act on some mischievous scheme. Since coming of age, Kato has never shown any fear in taking risks if he thought the potential payoff would be worthwhile—especially since his optimism often proves correct. Kato enjoys hard work and hard play but insists on keeping the two separate. Any lack of seriousness in important matters frustrates him. His strong moral code typically eschews outright charity in favor of helping others help themselves, so everyone can enjoy the fruits of their own labor.

Roleplaying Ideas

- Despite their disparate aptitudes, Kato and Kakuru proved inseparable as children, and in one respect they were exactly as twins are often depicted—always seeming to know what the other was thinking and finishing each other's sentences. Even without Kakuru around, Kato often makes inside-jokes and references to stories of their interactions with friends and relatives in Mgemke. His ability to establish bonds quickly and deeply with those he meets only grows since the disappearance of his twin.
- Kato is friendly and jovial, although he becomes gravely serious when business is at hand—skills which have greatly helped him during negotiations. This impacts his behavior in a given situation so much that people sometimes thinks he has two personalities.
- Kato rarely turns down an opportunity to make money as it appeals to his mercantile background. He regularly offers free business advice, doing so in a friendly enough manner that business owners often follow his suggestions and feel they owe him a favor out of their newfound profits.
- Since the night Kakuru vanished, Kato's mental abilities have significantly expanded, and he believes it's related to whatever Kakuru experienced in the jungle ruins. Regardless, Kato feverishly works to develop his newfound abilities, hoping it'll help him learn something—anything—about his brother's fate and the strange entity behind it.
- Any hint of what may have happened to Kakuru drives Kato to seek more answers. He postpones or drops any other business at hand, even willing to undertake distant journeys with scant notice if it will uncover his brother's fate. He often uses his psychometry occult skill unlock to examine artifacts he believes could aid his cause.

Advancement

As he grows more experienced, Kato always advances as a psychic, acquiring more ranks in Appraise, Bluff, Diplomacy, Intimidate, Perception, and Sense Motive whenever possible. Upon reaching 3rd level, Kato gains defensive prognostication as a new phrenic amplification. He also selects Dodge as a new feat and adds *burst of insight*[OA] to his known spells. At 4th level, Kato increases his Intelligence by 1 and adds *detect psychic significance*[OA], *enthrall*, and *thought shield I*[OA] to his known spells. At 5th level, Kato gains the share memory discipline power and Psychic Maestro as a new feat so he can use occult skill unlocks for hypnotism and psychometry more often. He also adds *mindlink*[OA] and *id insinuation I*[OA] to his known spells. Once Kato undergoes a mythic ascension, he most likely follows the path of an Archmage or Marshal.

Scaling the PC

Under a 15-point buy, Kato reduces his Dexterity by 1 and his Constitution by 3. This lowers his hit points by 2 and his ranged attacks, armor class, Reflex save, and Fortitude save by 1.

KATO NJALEMBE CR 5

XP 1800
Male human psychic 5; marshal 1
LG Medium humanoid (human)
Init +2; **Senses** Perception +9

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +2 Dex, +1 dodge)
hp 40 (5d6+19)
Fort +3, **Ref** +4, **Will** +6; +2 on Will saves vs. psychic magic
Defensive Abilities hard to kill

OFFENSE

Speed 30 ft.
Melee masterwork quarterstaff +3 (1d6) or dagger +2 (1d4/19–20)
Ranged sling +4 (1d4) or *telekinetic projectile* +4 (1d6)
Spell-Like Abilities (CL 5th; concentration +10)
At will—*share memory*[UM] (willing target only)
1/day—*detect thoughts* (DC 13)
Psychic Spells Known (CL 5th; concentration +10)
2nd (5/day)—*enthrall* (DC 15), *id insinuation I*[OA] (DC 15), *thought shield I*[OA]
1st (7/day)—*burst of insight*[OA], *charm person* (DC 14), *mind thrust I*[OA] (DC 14), *mindlink*[OA], *telempathic projection*[OA] (DC 14)
0 (at will)—*detect psychic significance*[OA], *light*, *mage hand*, *message*, *stabilize*, *telekinetic projectile*[OA]
Discipline Rapport
Special Attacks menacing presence, mythic power (5/day, surge +1d6)

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 17, **Wis** 12, **Cha** 14
Base Atk +2; **CMB** +2; **CMD** 16
Feats Dodge, **Expanded Phrenic Pool**[OA], **Lookout**[APG], Persuasive, **Psychic Maestro**[OA] (hypnotism, psychometry), Toughness
Skills Appraise +6, Diplomacy +12, Intimidate +12, Knowledge (arcana) +7, Perception +9, Sense Motive +9, Spellcraft +7
Languages Aklo, Celestial, Common, Elven
SQ emotional bond (up to 2 allies), emotional push (2/day, +2), focused mind, phrenic amplification (defensive prognostication, overpowering mind), phrenic pool (6), rally, resilient peculiarity
Combat Gear *potion of blur*, *potion of fox's cunning*, *potion of mage armor*, *runestone of power* (1st), *wand of magic missile* (CL 3rd, 50 charges); **Other Gear** masterwork quarterstaff, dagger, sling with 10 bullets, *cloak of resistance +1*, *false coin*[OA], *lesser talisman of good fortune*[OA], *ring of protection*, backpack, bedroll, flint and steel, prismatic crystal, trail rations (5 days), traveler's outfit, waterskin, whetstone, 13 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Menacing Presence (Ex) Something about Kato puts others on edge. He can attempt an Intimidate check to influence a creature's attitude as a full-round action instead of it taking 1 minute. In combat, he can attempt an Intimidate check to demoralize an opponent as a move action. If he expends one use of mythic power, he can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action.
Rally (Ex) As a swift action, Kato can expend one use of mythic power to rally his allies. This gives him and each of his allies within 30 feet the option to reroll any one d20 roll after the roll is made. The granted reroll must be used before the beginning of his next turn, and the creature must take the result of the reroll, even if it is lower.

KATO NJALEMBE CR 8

XP 4800
Male human psychic 8; marshal 2
LG Medium humanoid (human)
Init +5; **Senses** Perception +12

DEFENSE

AC 16, touch 16, flat-footed 12 (+2 deflection, +3 Dex, +1 dodge)
hp 62 (8d6+32)
Fort +5, **Ref** +7, **Will** +9; +2 on Will saves vs. psychic magic
Defensive Abilities emotional push (+3 3/day), hard to kill

OFFENSE

Speed 30 ft.
Melee masterwork quarterstaff +5 (1d6) or dagger +4 (1d4/19–20)
Ranged +1 *seeking sling* +8 (1d4+1) or *telekinetic projectile* +7 (1d6)
Spell-Like Abilities (CL 5th; concentration +10)
At will—*share memory*[UM] (willing target only)
1/day—*detect thoughts* (DC 14)
Psychic Spells Known (CL 8th; concentration +14)
4th (4/day)—*complex hallucination*[UI] (DC 18), *lesser geas* (DC 18)
3rd (6/day)—*coordinated effort*[APG], *mind thrust III*[OA] (DC 17), *tongues*
2nd (7/day)—*build trust*[UI] (DC 16), *enthrall* (DC 15), *id insinuation I*[OA] (DC 16), *thought shield I*[OA]
1st (7/day)— *auditory hallucination*[UI] (DC 15), *burst of insight*[OA], *charm person* (DC 15), *mind thrust I*[OA] (DC 15), *mindlink*[OA], *telempathic projection*[OA] (DC 15)
0 (at will)—*daze* (DC 14), *detect psychic significance*[OA], *light*, *mage hand*, *message*, *sift*[APG], *stabilize*, *telekinetic projectile*[OA]
Discipline Rapport
Special Attacks menacing presence, mythic power (7/day, surge +1d6); phrenic amplifications (defensive prognostication[OA], mindtouch[OA], overpowering mind[OA]), phrenic pool (9 points)

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 18, **Wis** 12, **Cha** 16
Base Atk +4; **CMB** +4; **CMD** 20
Feats Dodge, Expanded Phrenic Pool[OA], Lookout[APG], Persuasive, Psychic Maestro[OA] (hypnotism, psychometry), Toughness
Skills Appraise +12, Diplomacy +16 (+21 to make requests if creature's starting attitude is helpful), Intimidate +16 (+21 to make requests if creature's starting attitude is helpful), Knowledge (arcana) +12, Knowledge (nobility) +9, Knowledge (planes) +10, Perception +12, Sense Motive +12, Spellcraft +13
Languages Aklo, Celestial, Common, Elven, Tretharri
SQ amazing initiative, emotional bond (up to 3 allies), focused mind, gatekeeper (knowledge [planes]), hypnotism (diplomacy), mythic path abilities (persuasive countenance, rally), phrenology (knowledge [arcana]), prognostication (sense motive), psychometry (appraise), rally[MA], read aura (perception), resilient peculiarity
Combat Gear *potion of blur*, *potion of fox's cunning*, *runestone of power (1st)*[ACG], *wand of mage armor* (CL 5th, 5 charges), *wand of magic missile* (CL 3rd, 50 charges); **Other Gear** +1 *seeking sling*, dagger, masterwork quarterstaff, *belt of incredible dexterity* +2, *centering jewel*, *cloak of resistance* +2, *false coin*[OA], *lesser talisman of good fortune*[OA], *ring of protection* +2, backpack, bedroll, flint and steel, prismatic crystal[OA], trail rations (6), waterskin, whetstone, 13 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Menacing Presence (Ex) Something about Kato puts others on edge. He can attempt an Intimidate check to influence a creature's attitude as a full-round action instead of it taking 1 minute. In combat, he can attempt an Intimidate check to demoralize an opponent as a move action. If he expends one use of mythic power, he can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action.

Phrenic Amplifications A psychic develops particular techniques to empower her spellcasting, called phrenic amplifications. The psychic can activate a phrenic amplification only while casting a spell using psychic magic, and the amplification modifies either the spell's effects or the process of casting it. The spell being cast is called the linked spell. The psychic can activate only one amplification each time she casts a spell and doing so is part of the action used to cast the spell. She can use any amplification she knows with any psychic spell, unless the amplification's description states that it can be linked only to certain types of spells. A psychic learns one phrenic amplification at 1st level, selected from the list below. At 3rd level and every 4 levels thereafter, the psychic learns a new phrenic amplification. A phrenic amplification can't be selected more than once. Once a phrenic amplification has been selected, it can't be changed. Phrenic amplifications require the psychic to expend 1 or more points from her phrenic pool to function.

Defensive Prognostication (Su): When casting a divination spell, the psychic sees a glimmer of her future. By spending 1 point from her phrenic pool as she casts a divination spell, she gains a +2 insight bonus to AC for a number of rounds equal to the linked spell's level. She can instead spend 2 points to increase the bonus to +4. This amplification can be linked only to divination spells.

Mindtouch (Su): The psychic can spend 1 point from her phrenic pool to probe one target's mind if that creature is affected by the linked spell. If the target of the linked spell fails its saving throw or is hit by the spell, the psychic detects its surface thoughts (as the 3rd-round effect of detect thoughts). If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the thought-detection effect only; the DC is calculated using the linked spell's level

(and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to spells that affect a target or an area. If the linked spell can affect more than one creature, the psychic can attempt to detect more than one target's thoughts by spending 1 additional point per creature beyond the first. She must select these targets when she casts the spell and spends the points. This is a mind-affecting effect.

Overpowering Mind (Ex): The psychic can spend 2 points from her phrenic pool to increase the Will save DC of the linked spell by 1. At 8th level, she can choose to instead spend 4 points to increase the DC by 2. At 15th level, she can choose to instead spend 6 points to increase the DC by 3. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

Rapport Discipline Powers Forging a close bond with other people brings out the best in Kato, making it easier for him to link his mind with theirs. Through bonding his psyche with another person, Kato is able to fill in his own mental gaps and develop new psychic powers. His powers meld several minds together or allow him to more easily influence others.

Emotional Bond (Su): You can create an empathic link between yourself and your allies, allowing you to monitor their emotional states. Setting up the link requires 10 minutes of uninterrupted concentration from you and all subjects, who must remain within 10 feet of you. You can link with a number of allies equal to your Charisma modifier. This bond lasts until the next time you regain your spells, or until you go unconscious or voluntarily end the bond as a free action. If the bond ends, you can establish a new bond at will with another 10 minutes of mutual concentration. This link allows you to monitor emotions, detecting when allies become angry, surprised, confused, fearful, or the like, but doesn't allow them to communicate specific details. You can also easily tell whether a subject is unconscious. If a subject dies or moves to a different plane than you, your bond with that creature is severed. The distance between you and the subjects doesn't affect the bond as long as you're on the same plane of existence. At 4th level, the bond also gives you the benefits of the status spell with all subjects of the emotional bond.

Emotional Push (Su): You can draw upon the intense power of your own emotions in desperate situations, and your allies can call upon you through your emotional link to protect themselves. When you or a subject of your emotional bond must attempt a saving throw, the person attempting the save can gain a bonus equal to your Charisma bonus on the save as an immediate action. This ability can be used once per day, plus one additional time per day for every 4 psychic levels you possess. Allies using this ability don't need your permission, since the emotional connection is so direct, though you know when one of the uses has been expended. If the ally's saving throw is successful, you regain 1 point in your phrenic pool.

Omik "The Clever" Jetruk

In-Character Quote

"Look at this crafty thing! Quite a beauty, isn't it? What's this bit here? And I wonder what that's made of? And this, over there, doing that twisty thing. I don't know what it is, but I think I know what it does! All you have to do is—wait, no! Not that! Oooh, it didn't like that much at all, did it? Okay. Let's try this, then. There. Yeah. It likes that better. Always brings a tear to my eye to figure out a gadget I've never seen before. And when you get to working with it, unraveling its mysteries, and—wait one tickin' heartbeat! That clockwork's counting down! *And this here's all* explosive! *We're doomed! We're—oh! I guess that's how you stop it. I...uh...guess we're not doomed then. Hmmmm. Interesting. Say…what's* this *bit do?"*

—the obsessive zeal of dwarven alchemist, teamster, and engineer, Omik Jetruk

OMIK "THE CLEVER" JETRUK CR 1

XP 400

Male dwarf **alchemist**[APG] (**chirurgeon**) 1 / **gunslingerUC** (**musket master**) 1

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge) (+4 dodge vs. giants)

hp 18 (2 HD; 1d8+1d10+5)

Fort +6, **Ref** +6, **Will** +2; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee throwing axe +2 (1d6+1) or dagger +2 (1d4+1/19–20)

Ranged masterwork musket +4 (1d12+2/x4), bomb +3 (1d6+2 fire) or throwing axe +3 (1d6+1)

Special Attacks bomb 3/day (1d6+2 fire, DC 12), +1 on attack rolls vs. goblinoid and orc humanoids

Alchemist's Extracts Prepared (CL 1st)

1st—*cure light wounds*, *shield*

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 15, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. bull rush, 19 vs. trip)

Feats Brew Potion, Dodge, Gunsmithing, Rapid Reload (muskets), Throw Anything[APG]

Skills Appraise +6 (+8 to assess nonmagical metals or gemstones), Craft (alchemy) +7 (+8 to craft alchemical items), Disable Device +7, Handle Animal +3, Heal +6, Knowledge (engineering) +6, Perception +6 (+8 to notice unusual stonework, metals, jewels, or gemstones), Profession (driver) +6, Ride +6, Sleight of Hand +6; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework, metals, jewels, or gemstones

Languages Common, Draconic, Dwarven, Terran

SQ alchemy (alchemy crafting +1, identify potions), deeds (deadeye, steady aim, quick clear), goldsniffer, gunsmith, mutagen (+4/–2, +2 natural, 10 minutes), smuggler

Combat Gear acid (2), alchemist's fire (2), smokestick (2), thunderstone; **Other Gear** lamellar cuirass, throwing axe, dagger, masterwork musket with 30 paper alchemical cartridges, alchemy crafting kit, backpack, belt pouch, blanket, fishhook, flask (empty), formula book (contains all prepared extracts, plus: *bomber's eye*[APG], *endure elements*, and *stone fist*[APG]), mutagen (Str), thieves' tools, trail rations (3 days), traveler's outfit, vials (9), waterskin, whetstone, 4 gp, 3 sp, 6 cp

SPECIAL ABILITIES

Goldsniffer (Ex) Omik's keen dwarven senses lead him to hidden treasures. He gains a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

Smuggler (Ex) Omik made a name for himself as a smuggler on his home planet. Whether transporting alcohol, rare crystals, weapons, or more insidious things, he excelled at hiding objects from those searching for contraband. As such, he's learned a number of tricks related to body positioning, loose clothing, and misdirection which aid him in hiding these goods. Sleight of Hand is a class skill for him. In addition, at the beginning of each day, he can select one small object in his possession. He gains a +5 trait bonus on Sleight of Hand checks to hide that object until he chooses another to hide instead.

Background: Omik Jetruk (OH-meek JEHT-ruhk) earned his nickname "the Clever" at the orphanage where he grew up after being discovered among a mysterious wreck miles inland. Never knowing his true clan name, he was raised among those whose kin had died in wars or plagues. The sisters of the orphanage soon found his keen mind had a knack for trouble as he dismantled and reassembled everything from the front door locks to the fireplace spit. To occupy him—and hopefully wear out his boundless energy—they sent him to work among the teamsters in the city warehouses.

Omik soon found his place among the workers, keeping up with the best of them and eagerly taking on new responsibilities. He learned to drive and ride and embraced the surly code of the roustabouts. Although their tenets seem inconsistent to outside observers, Omik dutifully supports his teammates against any trouble, even those they cause themselves. In fact, his hatred of

orcs and goblins helped defend a number of caravans and teamsters from would-be raiders, as he somehow always knows where to look for potential ambushes.

With his proven nerve, Omik signed on for several jobs driving carts and wagons along dangerous mountain trails where any attack or avalanche may quickly turn into a chase flirting with death along the cliffside. During his work, Omik applies his mind and engineering acumen whenever possible. Many warehouse masters have called on him to install pulley-rigs or repair broken wheels. He also likes to look through any goods hauled for his clients, fiddling with contraptions that catch his interest, some of which he freely admits to "borrowing"...though he swears he's never stolen a thing in his life.

Physical Description: Omik is somewhat slender for a dwarf, standing 4 feet, 2 inches tall but weighing just 155 lbs. At 65 years old, he still proudly wears the badges of his youthful misadventures, including a handful of acid scars that nicked parts of his face and burned away some of his beard. He keeps the latter intentionally short while boldly braiding the edges with shiny clasps, ribbons and jewelry. He's rarely seen without a pipe or cigar between his teeth and he's never separated from his bandolier of ammunition and trusty musket, "Ole' Bess." Omik typically dresses in bright colors and expensive, tailored clothing worn beneath his armored leather cuirass. While he's unconcerned with drawing attention to himself, he enjoys the envious looks of others and believes he's more than capable of defending himself against would-be robbers. In fact, he dares them to try.

Personality: Omik has no qualms about his own self-worth and gladly shares his expertise, whether the benefactor of his gifts wants them or not. While many would call him stubborn and arrogant, few would question his dedication to his fellow teamsters on whatever wagon he drives. Omik also studies alchemy and gunsmithing with an all-consuming drive. Paired with his given trade—and dwarven fascination with stonework, metalwork, and engineering—he's eager to share each new discovery with those around him. While not exactly keen to start a fight, he never shies from one to side with his companions. And, in battle, Omik firmly believes in the theory of overkill, using his considerable arsenal to shock and awe his enemies.

Roleplaying Ideas

- Omik regularly snoops through everyone's possessions, not to steal, but out of genuine curiosity for the kind of equipment others value and carry with them. However, when he finds a device he's never seen before, he almost always wants to tear it apart to see how it works.
- The wild tales of treasure hunters that teamsters tell have always caught Omik's ear. While he doesn't accept the exaggerated accounts as true, he does trust that there's a lot of lost gold to be found if he keeps his eyes open and his nose pointed in the right direction.
- If the topic of goblins and orcs ever arises, Omik has a great deal of negative things to say about them and prattles on with increasing crassness until concluding the whole lot of them should be wiped out. He proves greatly uncomfortable in the presence of half-orcs, and resents ever being dependent on one for anything.

- Omik has a special preoccupation with firearms and explosives, often salivating with excitement when he examines a particularly powerful weapon. His unique, masterwork musket is a cherished design of his own making, and he proudly wields it like a skilled marksman.
- Omik's origins remain a mystery even to him. Some say the wreck where the other dwarves found him was actually some sort of airship, but there's no explanation of its appearance or manufacture.

Advancement

As Omik advances in experience, he alternates between adding levels in alchemist and gunslinger. He always increases his skill ranks in Craft (alchemy), Disable Device, Knowedge (engineering), and Profession (driver). At 3rd level, he advances again as an alchemist with the chirurgeon archetype, gaining the acid bomb discovery, additional poison resistance, and infused curatives. He also selects Point-Blank Shot as a new feat and prepares *expeditious retreat* as a new extract. At 4th level, he increases his skills in the gunslinger class with the musket master archetype, becoming nimbler while increasing his Intelligence by 1. At 5th level, he advances again as an alchemist, increasing his bomb damage, gaining the swift alchemy ability, Precise Shot as a new feat, and *true strike* as another prepared extract. Once Omik attains mythic status, he most likely follows the path of a Champion or Trickster.

Scaling the PC

Under a 15-point buy, Omik reduces his Constitution, Dexterity, and Intelligence by 1. This lowers his hit points by 2 and his Fortitude save by 1.

OMIK "THE CLEVER" JETRUK CR 5

XP 1800

Male dwarf alchemist 3 (chirurgeon)/gunslinger (musket master) 2

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +2 Dex, +2 dodge) (+4 dodge vs. giants)

hp 41 (5 HD; 3d8+2d10+17)

Fort +8, **Ref** +8, **Will** +3; +4 vs. poison; +2 vs. spells and spell-like abilities

Defensive Abilities hard to kill

OFFENSE

Speed 20 ft.

Melee masterwork throwing axe +6 (1d6+1) or masterwork dagger +6 (1d4+1/19–20)

Ranged +1 *rifle* +7 (1d10+3/×4), bomb +6 (2d6+3 fire), or masterwork throwing axe +7 (1d6+1)

Special Attacks bomb 6/day (2d6+3 acid or fire, DC 14), deadly throw, grit (2), +1 on attack rolls vs. goblinoid and orc humanoids, mythic power (5/day, surge +1d6), ricochet

Alchemist Extracts Prepared (CL 3rd)

1st—*cure light wounds*, *expeditious retreat*, *shield*, *true strike*

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 16, **Wis** 14, **Cha** 8

Base Atk +4; CMB +5; CMD 18 (22 vs. bull rush, 22 vs. trip)

Feats Brew Potion, Dodge, Gunsmithing, Point-Blank Shot, Precise Shot, Rapid Reload (muskets), Throw Anything

Skills Appraise +10 (+12 to assess nonmagical metals or gemstones), Craft (alchemy) +12 (+15 to craft alchemical items), Disable Device +12, Handle Animal +3, Heal +6, Knowledge (engineering) +11, Perception +10 (+12 to notice unusual stonework), Profession (driver) +10, Ride +6, Sleight of Hand +8; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Draconic, Dwarven, Giant, Terran

SQ alchemy (alchemy crafting +3, identify potions), mutagen (+4/–2, +2 natural, 30 minutes), discoveries (acid bomb, infused curative), swift alchemy, deeds (deadeye, quick clear, steady aim), gunsmith

Combat Gear acid (5), alchemist's fire (5), smokestick (2), thunderstone (2), *wand of cure light wounds* (10); **Other Gear** masterwork armored longcoat, +1 *rifle* with 30 metal cartridges, masterwork throwing axe, masterwork dagger, *hybridization funnel*[UE], alchemy crafting kit, backpack, belt pouch, blanket, fishhook, flasks (3, empty), formula book (contains all prepared extracts, plus: *bomber's eye*, *endure elements*, and *stone fist*), mutagen (Dex), portable alchemist's lab, masterwork thieves' tools, trail rations (3 days), traveler's outfit, vials (9), waterskin, whetstone, 21 gp, 3 sp, 6 cp

SPECIAL ABILITIES

Deadly Throw (Ex) As a swift action, you can expend one use of mythic power to draw a thrown weapon or alchemical item and make a ranged attack with it. This attack doesn't provoke attacks of opportunity. When making a deadly throw, roll twice for the attack, take the higher result, and add your tier to the roll. If the attack misses, the weapon or alchemical item lands adjacent to the target, regardless of the range.

Ricochet (Ex) Whenever a creature has cover from your ranged attack, you can deflect the shot off a nearby surface, treating that surface as the origin point of the attack to determine whether the target receives a cover bonus to its AC. You can use this ability to attack a creature with total concealment from you if you know what square it occupies, but the attack still has a 50% miss chance.

OMIK "THE CLEVER" JETRUK CR 8

XP 4800

Male dwarf alchemist 4 (chiurgeon)/gunslinger (musket master) 4/trickster 2

LN Medium humanoid (dwarf)

Init +9; **Senses** darkvision 60 ft.; Perception +13 (+15 to notice unusual stonework, +15 on checks related to metals, jewels, and gemstones)

DEFENSE

AC 22, touch 17 [24 vs. rays], flat-footed 16 (+4 armor [+7 vs. rays], +1 deflection, +4 Dex, +2 dodge, +1 natural)

hp 41 (8 HD; 4d8+4d10+28)

Fort +10, **Ref** +13, **Will** +4; +4 vs. poison; +2 vs. spells and spell-like abilities

Defensive Abilities defensive training, hard to kill, nimble +1

OFFENSE

Speed 20 ft.

Melee +1 *throwing axe* +9/+4 (1d6+2) or masterwork dagger +9/+4 (1d4+1/19–20)

Ranged +1 *hunting rifle* +13/+8 (1d10+3/×4), bomb +14 (2d6+4 acid or fire), or +1 *throwing axe* +13 (1d6+2)

Special Attacks bomb 8/day (2d6+4 acid or fire, DC 16), deadly throw[MA], deeds (deadeye, fast musket, gunslinger initiative, pistol-whip, quick clear, steady aim), grit (2), hatred, mythic power (7/day, surge +1d6)

Alchemist Extracts Prepared (CL 3rd)

2nd—*cure moderate wounds*, *invisibility*

1st—*cure light wounds*, *expeditious retreat*, *shield*, *true strike*

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +7; CMB +8; CMD 26 (30 vs. bull rush, 30 vs. trip)

Feats Brew Potion, **Bullseye Shot**[ISG], Dodge, **Gunsmithing**[UC], Point-Blank Shot, Precise Shot, Rapid Reload (musket), Throw Anything, Weapon Focus (bomb)

Skills Acrobatics +5 (+1 to jump), Appraise +11 (+13 to assess nonmagical metals or gemstones), Craft (alchemy) +16 (+20 to craft alchemical items), Disable Device +18, Handle Animal +5, Heal +8, Knowledge (engineering) +15, Perception +13 (+15 to notice unusual stonework), Profession (driver) +10, Ride +9, Sleight of Hand +16 (+21 to hide bombs, +21 to hide small object on your body); **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven, Giant, Orc, Terran, Tretharri

SQ alchemy (alchemy crafting +4, identify potions), amazing initiative, discoveries (acid bomb, infused curative), gunsmith, mutagen (+4/–2, +2 natural, 40 minutes), mythic path abilities (improbable prestidigitation, ricochet), swift alchemy

Combat Gear mutagen[APG], *oil of darkness* (3), *oil of keen edge* (2), *potion of barkskin* +2 (2), *potion of cure moderate wounds* (6), *potion of darkvision* (3), *potion of fly* (3), *potion of haste* (2), acid (5), alchemist's fire (5), smokestick (5), thunderstone (5); **Other Gear** masterwork armored longcoat, blue scatterlight suit, +1 *hunting rifle* with 20 bullets and 20 adamantine bullets, +1 *throwing axe*, masterwork dagger, *amulet of natural armor* +1, *bag of holding I*, *belt of incredible dexterity* +2, *coat of pockets*[UI], *headband of vast intelligence* +2, *hybridization funnel*[UE], *ring of protection* +1, alchemist formula book (contains all prepared extracts, plus: *alter self*, *disguise self*, *keen senses*, *longshot*, and *spider climb*), alchemy crafting kit[APG], backpack, bedroll, belt pouch, blanket, concealable thieves' tools[UI], empty flasks (3), fishhook, portable alchemist's lab[APG], trail rations (5), vials (9), waterskin, whetstone, 40 gp, 3 sp, 6 cp

SPECIAL ABILITIES

Improbable Prestidigitation (Su) You can attempt a Sleight of Hand check to hide or retrieve objects in a personal extradimensional space, similar to a glove of storing. You can take 10 or 20 on this check, and the space can hold up to 1 cubic foot of material per tier. An item the size of a potion or dagger can be stored or retrieved with a successful DC 20 Sleight of Hand check; the DC increases to 25 for an item roughly the size of a one-handed weapon. Storing an item is a swift action, and retrieving it is a move action. As a swift action, you can expend one use of mythic power to retrieve any number of items from your extradimensional space.

Rhydis Kolmainsus

In-Character Quote

"While some people move around to escape who they are, I'm forever denied that freedom. I can't hide from that which thrashes against the confines of my very bones and sinews—my blood, my magic, my rage. I vividly remember my last moments of freedom, as I ran among the trees, slipping through the shadows to avoid the wavering lights of those damned snatchers. I was just a kid—and they were the monsters. They turned me over to the doctors, who…did what they did. I wouldn't call it torture. Torture is meant to hurt or to maim. But, no. This was their witless pain-giving as they tried to understand what I was. My hate of them gave me strength, but so did my blood. It drives me to this day, pushing me to ensure those beasts never harm anyone again. And for that, I'll be the monster now."

—the tortured self-reflection of the dragon-blooded warrior, Rhydis Kolmainsus

RHYDIS KOLMAINSUS CR 1

XP 400
Male human bloodrager ACG 2
CG Medium humanoid (human)
Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 24 (2d10+9)
Fort +5, **Ref** +2, **Will** +1
Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft. (+5 ft., 3/day)
Melee masterwork greatsword +7 (2d6+4/19–20) or dagger +5 (1d4+3/19–20) or 2 claws +5 (1d6+3)
Ranged musket +4 (1d12/x4)
Special Attacks bloodrage (8 rounds/day), claws (2, 1d6+3)

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +2; **CMB** +5; **CMD** 17
Feats Toughness, Weapon Focus (greatsword)
Skills Acrobatics +2, Climb +3, Intimidate +5, Knowledge (arcana) +4, Linguistics +1, Perception +5, Ride +2, Spellcraft +4, Survival +5, Swim +3
Languages Common, Draconic
SQ bloodline (draconic), bloodline power (claws), bloodrage, fast movement, jagladine experiment
Gear ultraweave armor, masterwork greatsword, dagger, musket with 10 metal cartridges, backpack, bedroll, trail rations (5 days), small sack, traveler's outfit, waterskin, whetstone, 42 gp, 1 sp, 8 cp

SPECIAL ABILITIES

Blood of Dragons (Ex) Long ago, the blood of Rhydis' ancestors mixed with that of a lunar dragon. As a result, he gains low-light vision as a racial trait. In addition, his draconic bloodline encompasses the cold energy type, and his eventual breath weapon manifests as a 60-foot line.

Jagladine Experiment #14073 (Ex) Long ago, the insidious alien bioengineers known as jagladine abducted Rhydis and kept him around for routine experimentation, lacing an alien script for the number "14073" into the flesh of his shoulder. Most of his captivity was a blur to him, with long periods of nightmares interspersed with brief moments of lucidity. The experiments Rhydis endured were designed to enhance the agility of his body, possibly in ways to pass on to klaven thralls they intended to craft from his offspring. The experiments did not go entirely as planned, however. While Rhydis now possesses more agility, it only lasts in controlled bursts for a limited duration. A few times per day, equal to 1 + his Constitution bonus (currently 3), he can increase his movement speed for 1 round by 5 feet. This is a free action.

Background: Rhydis Kolmainsus (RY-diss KOHL-mayn-zuss) began life as the happy-go-lucky, younger son of a prominent minister. Family lore always hinted that they had dragon-blood flowing through their veins, but Rhydis only took it as a myth. In truth, one of his ancestors saw a great star fall from the sky and hurried into the night to investigate. The victim of the crash proved to be a lunar dragon, injured from a great battle beyond the stars. Though his forefather's magic was insufficient to save the dragon, the man provided what comfort he could, and it rewarded him by sharing a blood ritual with its dying breath.

In Rhydis' rebellious youth, he championed a great many pranks against authority, including his overly stern father. At the age of fifteen, his family sent him to a military training school to have respect and discipline beaten into him, but the institute had the opposite effect as Rhydis refused nonsensical orders from his commanders and defended anyone he felt was unjustly punished. Facing an inevitable dishonorable discharge, Rhydis left school rather than let them make a fool of him during an expulsion ceremony before his parents. Instead, he took to living in the nearby wilds, routinely raiding the school for supplies and becoming a legend among his fellow students, as well as a constant thorn in the sides of his former teachers.

Rhydis' innate dragon blood gave him an edge in the wilderness, yet it also proved his undoing, as it unexpectedly drew the attention of a scouting patrol of klaven warriors sent by the jagladine to assess his world for assimilation. The klaven captured him as a curiosity and turned him over to their jagladine masters who inflicted radical experiments on him over the next four years. The experiments enhanced his developing mind and body, making his dragon-blood more potent and prominent. Regardless, he often fought back against his jailors, bruising himself against their restraints, striking any guards who came within reach of his newly-grown claws, and finally escaping when the klaven compound unexpectedly came under attack by opportunistic raiders. Since that time, Rhydis has nurtured a special rage for his captors, seeking a day when he can enact fearsome retribution against the jagladine.

Physical Description: Just 19 years old, Rhydis has unusually fair skin and gray eyes, both traits passed down by his lunar dragon ancestry. He stands an impressive 6 feet, 2 inches tall, and weighs 195 lbs. The jagladine shaved away his once wild

hair, beard, and eyebrows, and they've never grown back. His physique is powerful and lean, corded with muscle. Combined with his superior reflexes, this often invokes the image of a feral predator. His eyes have a luminous, reflective quality under the direct light of the pale moon, and numerous scars mar his skin. An alien, jagladine script in the form of a dark tattoo is plainly visible on his left shoulder. In addition, ever since his draconic bloodline fully manifested, a series of blue runes have started appearing on his chest, directly over his heart. The latter seem to expand in complexity and size as he unlocks more of his bloodline powers, unfurling like a waking dragon.

Personality: A visceral anger towards slavers and jailors simmers deep inside Rhydis, as he abhors those who inflict harm upon the weak. He wears an intimidating scowl on his bony face, and his penetrating glare can often end conversations in an entire room when he's visibly angry. Still rebellious and sometimes callous, foul language can punctuate Rhydis's few words, yet they always seem to carry a promise of retribution against harmful leaders or adversaries. He cares little for confined quarters, hierarchies, and overly complicated plans of action. Instead, Rhydis enjoys the peace of the natural world and the hectic chaos of battle. The subtle beauty of dew on a flower may captivate him—as he holds a quiet curiosity for the strange and the new—yet his bloodrage carries him through any conflict like a white-hot lance.

Roleplaying Ideas

- If witness to any kind of bullying, Rhydis inevitably seethes with anger and grinds his teeth. He leaps to oppose such offenders if they seem weaker than himself, even allowing his bloodrage to take control if seriously wounded in the fray. More powerful opponents give him pause, but Rhydis still takes note and always returns to strike from the shadows to defend the innocent.
- Rhydis partially resents the jagladine for hastening his draconic bloodline, but he also enjoys the advantages it gives him. With his newfound abilities, his childhood fascination with dragons is renewed, and he's often intrigued by draconic themes in art, storytelling, and history.
- The continuing changes in Rhydis' body make him nervous, yet part of that tempest of emotions still includes an excitement for what he will eventually become. As such, he willingly seeks out those with knowledge of dragons and their interstellar kin, eager to learn more about his lunar dragon heritage.
- While much of his sleep is still fraught with nightmares recalling his time in the jagladine laboratories with bright lights and the sounds of whirring drills, Rhydis also has a recurring dream of flying among the clouds. Once he unlocks the dragon wings of his bloodline, he will finally find peace—liberated as if a heavy anchor is lifted from his soul.

Advancement

Rhydis advances as a bloodrager with each new level, always increasing his skill ranks in Intimidate, Perception, and Survival. At 3rd level, he gains the blood sanctuary class ability and selects Power Attack as a new feat. At 4th level, Rhydis increases his Constitution by 1 and gains the blood casting ability as his bloodline grants him access to draconic spells. He learns *enlarge person* and *magic missile* as his first spells. At 5th level, Rhydis gains the improved uncanny dodge ability and the Cleave feat. He also adds *shield* to his known spells. Once Rhydis ascends to mythic status, he most likely pursues the path of the Champion or Guardian.

Scaling the PC

Under a 15-point buy, Rhydis reduces his Constitution and Charisma by 1 and his Wisdom by 2. This lowers his Fortitude save, Will save, and Wisdom-based skill scores by 1, and his hit points by 2.

RHYDIS KOLMAINSUS CR 5

XP 1800
Male human bloodrager[ACG] 5; guardian 1
CG Medium humanoid (human)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 22, touch 12, flat-footed 20 (+8 armor, +2 Dex, +2 natural)
hp 57 (5d10+25)
Fort +7, **Ref** +4, **Will** +3
Defensive Abilities blood sanctuary, fast healing, hard to kill, improved uncanny dodge, sudden block; **Resist** cold 5

OFFENSE

Speed 40 ft. (+5 ft., 3/day)
Melee +1 *greatsword* +11 (2d6+5/19–20) or dagger +8 (1d4+3/19–20) or 2 claws +8 (1d6+3)
Ranged musket +7 (1d12/x4)
Special Attacks bloodrage (8 rounds/day), claws (2, 1d6+3), mythic power (5/day, surge +1d6)
Bloodrager Spells Known (CL 5th; concentration +6)
1st (2/day)—*enlarge person*, *magic missile*, *shield*

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +5; **CMB** +8; **CMD** 20
Feats Cleave, Eschew Materials, Morphic Nature, Power Attack, Toughness, Weapon Focus (greatsword)
Skills Acrobatics +6, Climb +7, Intimidate +8, Knowledge (arcana) +4, Linguistics +1, Perception +8, Ride +3, Spellcraft +4, Survival +8, Swim +4
Languages Common, Draconic
SQ bloodline (draconic), bloodline power (claws), bloodrage, fast movement, jagladine experiment
Gear +2 *ultraweave armor*, +1 *greatsword*, *amulet of natural armor* +1, *cloak of resistance* +1, *potion of fly*, dagger, musket with 10 metal cartridges, backpack, bedroll, trail rations (5 days), small sack, traveler's outfit, waterskin, whetstone, 22 gp, 1 sp, 8 cp

SPECIAL ABILITIES

Fast Healing (Ex) As a swift action, you can expend one use of mythic power to gain fast healing 5 for 1 minute.
Sudden Block (Su) As an **immediate action**, you can expend one use of mythic power to hinder a melee attack made against you or an adjacent ally. Add your tier to your AC or the ally's AC against this attack. The creature making the attack must make two **attack rolls** and take the lower result. Once the attack is resolved, you or your ally (your choice) can make one melee attack against the creature. The damage from this attack bypasses all **damage reduction**.

RHYDIS KOLMAINSUS CR 8

XP 4800
Male human bloodrager[ACG] 8; guardian 2
CG Medium humanoid (human)
Init +9; **Senses** low-light vision; Perception +11

DEFENSE

AC 23, touch 14, flat-footed 20 (+8 armor, +1 deflection, +3 Dex, +1 natural)
hp 90 (8d10+42)
Fort +9, **Ref** +6, **Will** +4
Defensive Abilities blood sanctuary, fast healing, hard to kill, improved uncanny dodge, sudden block; **DR** 1/—; **Resist** cold 5

OFFENSE

Speed 30 ft. (Base 40 ft.; +5 ft., 3/day)
Melee +2 *greatsword* +16/+11 (2d6+8/19–20) or dagger +12/7 (1d4+4/19–20) or
2 claws +8 (1d8+3/magic) or *icicle dagger* +13/+8 (1d4+5/19–20 plus 1d6 cold)
Ranged masterwork hunting rifle +12/+7 (1d10/x4)
Special Attacks blood casting, bloodrage (20 rounds/day), breath weapon (8d6 cold, 60-ft. line, DC 16, 1/day), claws, mythic power (7/day, surge +1d6)
Bloodrager Spells Known (CL 8th; concentration +11)
2nd (2/day)—*ablative barrier*[UC], *frigid touch*[UM], *see invisibility*
1st (2/day)—*enlarge person*, *frostbite*[UM], *icicle dagger*[UM], *magic missile*, *shield*
Bloodline draconic (Outer [lunar][LoD])

STATISTICS

Str 18, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 16
Base Atk +8; **CMB** +12; **CMD** 26
Feats Cleave, Eschew Materials, Improved Initiative, Morphic Nature, Power Attack, Toughness, Weapon Focus (greatsword)[M]
Skills Acrobatics +10, Climb +6, Intimidate +13, Knowledge (arcana) +5, Linguistics +1, Perception +11, Ride +4, Spellcraft +5, Survival +11, Swim +8
Languages Common, Draconic
SQ amazing initiative, fast movement, mythic path abilities (borrow elements, fast healing, sudden block), traits (blood of dragons, Jagladine experiment #14073)
Combat Gear *elixir of hiding*, *potion of barkskin* (+3 bonus), *potion of cure moderate wounds* (3), *potion of fly*, *potion of haste*, *potion of greater magic fang* (+2 bonus); **Other Gear** +2 *breastplate*, +2 *greatsword*, *amulet of natural armor* +1, *belt of physical might* +2 (Str, Dex), *cloak of resistance* +1, *ring of protection* +1, dagger, masterwork hunting rifle with 10 metal cartridges, backpack, bedroll, sack, trail rations (5), traveler's outfit, waterskin, whetstone, 51 gp, 2 sp, 8 cp

SPECIAL ABILITIES

Borrow Elements (Su) When you take acid, cold, electricity, fire, or sonic damage, you store some of this energy within yourself and can direct it outward through your attacks. Whenever you take energy damage, you gain an amount of energy of that type equal to 1/2 the damage taken (after any resistances or immunities are applied). Whenever you hit with a melee attack, you may expend 5 points from the pool of one energy type to have the attack deal an additional 1d6 points of energy damage of that type. As a standard action, you can expend one use of mythic power to release all stored energy of one type as a ray with a 60-foot range. The ray deals 1d6 points of energy damage for every 5 points of energy stored. If unused, the stored energy harmlessly dissipates 1 minute after the last time you took energy damage of any type.

Spinser Zayne

In-Character Quote

"You know the funny thing about life? It's all there is. Death is the end, and we're all doing our best to keep things going for as long as we can. Not all of us, of course, since there are some who get to lie back in luxury and watch life pass them by. The rest of us have to work for it. Survival of the fittest. You know what I do to keep my life going? I end it. Not for me, but for others. Sure, the gladiator bouts aren't always to the death, but wounding others and breaking things are how I clothe myself and polish my gears. What kind of life is that? I guess it's mine. Everyone does what they're best at, and I'm best at making sure I stay standing longer than the other guy."

—the philosophical underpinnings of the auttaine gladiator and gunslinger, Spinser Zayne

SPINSER ZAYNE CR 1

XP 400
Male auttaine fighter 1/gunslinger[UC] 1
LN Medium humanoid (half-construct, human)
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +1 natural, +2 shield)
hp 23 (1d10+1d10+8)
Fort +6, **Ref** +4, **Will** +2; +2 vs. disease, mind-affecting effects, poison, and exhaustion or fatigue

OFFENSE

Speed 30 ft.
Melee longsword +6 (1d8+3/19–20) or dagger +5 (1d4+3/19–20)
Ranged masterwork pistol +5 (1d8+2/x4)
Special Attacks grit (2)

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 17
Feats Gunsmithing[UC], Toughness, Weapon Focus (longsword)
Skills Climb +4, Disable Device +5, Intimidate +4, Knowledge (engineering) +4, Perception +6, Sleight of Hand +3
Languages Common
SQ build points (5, natural armor, hidden storage compartment, low-light vision, sprinter), deeds (deadeye, gunslinger's dodge, quick clear), gun training (pistol)
Combat Gear alchemist's fire (2), thunderstone, *potion of cure light wounds* (2); **Other Gear** masterwork light trooper armor, heavy steel shield, longsword, dagger, masterwork military pistol with 30 metal cartridges, backpack, flint and steel, gunsmith's kit, trail rations (5 days), traveler's outfit, waterskin, whetstone, 13 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Build Points (Ex) Auttaine receive a number of build points equal to 3 + their initial Constitution modifier, which they may use to customize the artificial components comprising their half-construct nature. Zayne has chosen to spend these points on the following customizations:

Hidden Storage Compartment (1 RP): This artificial component provides an internal storage compartment within Zayne's torso, holding up to 1 cubic foot of material. Access is secured with a simple combination lock (DC 20 Disable Device to open).

Low-Light Vision (1 RP): This component enhances Zayne's eyes to provide low-light vision.

Natural Armor (2 RP): This component includes subdermal plating to protect Zayne's vital organs, providing a +1 natural armor bonus.

Sprinter (1 RP): This component grants rapid-fire pistons in Zayne's legs, providing a +10 foot racial bonus to his movement speed when using the charge, run, or withdraw actions.

Far-Flung Gladiator (Ex) Zayne has always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. As a gladiator, he's studied the unusual weaponry of ancient cultures and practiced his martial talents so the use of strange weaponry comes more easily for him. As a result, the non-proficiency penalty for using an exotic weapon is only –2 for him.

Vagabond Child (urban) (Ex) Zayne grew up among the outcasts and outlaws of auttaine society in the Shattered Zone, learning to forage and survive in an urban environment. He gains a +1 trait bonus on Disable Device checks, and Disable Device is always a class skill for him.

Background: As an auttaine, Spinser Zayne (SPIN-sear ZAIN) has advanced beyond the need for food or sleep, but survival has always haunted him. Born to a clan of smugglers, he never experienced a traditional family structure, as his cousins and parents were often gone on "business" or serving out prison sentences in faraway places because of it. Geargivers had little attention for him other than another troublesome orphan to watch over. With minimal ties to anyone, Zayne eventually left home at the young age of 17 to seek a better life for himself.

Over the years, Zayne learned to take care of himself, surviving on his own and using his quick wits and innate toughness to outlast any challenge. As a loner frequenting notorious dives, he routinely found himself the target of patrons trying to pick a fight. A life of combat was actually a welcome familiarity given his childhood wrestling for scrap components and ensuring the neighborhood bullies gave him the right-of-way. In time, Zayne made a reputation for himself winning pickup fights all across the Shattered Zone. Many merchant houses and mercenary bands occasionally recruited him for his martial talents, but he rarely felt any connection to them, always moving on when things went bad.

Eventually, Zayne's life changed for the better when presented with a share of winnings from a friendly bartender who took bets on his fights. Inspired and encouraged by the unexpected windfall, Zayne joined the gladiator circuit, fighting for the amusement of well-paying customers, while using his continued success to upgrade his mechanical components and eventually learn gunsmithing. Even so, he's known for a while now that gladiatorial careers

prove notoriously short, and, once properly financed and outfitted, he hopes to find a new way to put his growing skills to use.

Physical Description: At 21 years of age, Zayne is broad-shouldered and barrel-chested, featuring a hidden storage compartment in his torso where he keeps his most prized possessions—as well as a few tricks for use in the arena. His left arm and both legs are metallic, an extension of his natural body as an auttaine. Standing 6 feet, 1 inch tall, he weighs nearly 220 lbs. due to the bulky pistons and casings comprising his mechanical components. Zayne keeps his hair long to give opponents a wider target than his reinforced skull. He also wears heavy clothing to keep his joints hidden from prying eyes, including a signature long coat to keep his powder dry and guard against the elements.

Personality: Though Zayne often comes across as emotionless to the point of ruthlessness by those he meets, he's actually quite generous and quick to protect the few allies of his inner circle. Zayne maintains a comfortable distance even with these rare friends, however, never fully trusting anyone and only asking for favors under dire circumstances. He has a deep respect for death, however, regularly attending the funerals of fallen comrades or even opponents from the ring. He's exceptionally cautious about his own death and ensures he never enters a situation without an exit strategy or escape route—a precaution others have come to appreciate.

Roleplaying Ideas

- Zayne always proves eager to make a sizeable fortune so he can retire from fighting, which ironically prompts him to take on ever more dangerous challenges to secure greater winnings. Even while adventuring, he struggles to pass up opportunities to increase his personal wealth by entering prize fights and similar contests. If easier sources of income become available, they certainly gain his interest, but he often feels his greatest talent lies in the ring or on a battlefield.
- Almost everyone struggles to penetrate Zayne's ironclad exterior as he gives away little about himself. He initially views others with suspicion, especially when trading goods or favors. When someone does eventually break through his guard and earn his trust, he gladly helps whenever they ask, and opens up about his past and his hopes for the future. Although few things prompt him to talk, once he gets into telling stories, those listening have a hard time getting him to stop.
- If someone outside of Zayne's circle dies, especially by his own hand, he often appears cold, wishing to move on from it as soon as he can. If he or a close ally is faced with an immediate death, he becomes agitated and desperate, seeking every way possible to avoid it, even if it compromises friendships or his own principles.

Advancement

With each new level, Zayne alternates between advancing as a gunslinger and a fighter until he can attain Weapon Specialization with one of his favored weapons. Whenever possible, he increases his skill ranks in Disable Device, Intimidate, and Perception. At 3rd level, he gains another level in the gunslinger class, taking a new rank in Knowledge (engineering). He also gains the nimble class ability, improving his AC with a +1 dodge bonus. At 4th level, he advances again as a gunslinger, increasing his Strength by 1, while gaining pistol-whip as a new deed and acquiring the Rapid Reload feat to improve his reload time with pistols. At 5th level, Zayne advances as a fighter again, selecting Point-Blank Shot as a new feat and Weapon Focus (pistol) as a bonus combat feat. He also gains the bravery class ability to improve his Will saves against fear. As a mythic hero, Zayne would benefit significantly by taking mythic ranks as a Champion.

Scaling the PC

Under a 15-point buy, Zayne lowers his Charisma, Strength, and Wisdom by 1. This reduces his Will saves, grit, and corresponding Charisma-, Strength-, and Wisdom-based skill scores by 1.

SPINSER ZAYNE CR 5

XP 1800
Male auttaine fighter 2/gunslinger[UC] 3; champion 1
LN Medium humanoid (half-construct, human)
Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 23, touch 14, flat-footed 19 (+6 armor, +2 Dex, +2 dodge, +1 natural, +2 shield)
hp 56 (5d10+23)
Fort +8, **Ref** +5, **Will** +3; +2 vs. disease, mind-affecting effects, poison, and exhaustion or fatigue
Defensive Abilities hard to kill, nimble +1

OFFENSE

Speed 30 ft.
Melee +1 *longsword* +10 (1d8+4/19–20) or dagger +8 (1d4+3/19–20)
Ranged +1 *military pistol* +9 (1d8+3/x4)
Special Attacks distant barrage, flash of rage, grit (2), mythic power (5/day, surge +1d6)

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +5; **CMB** +8; **CMD** 22
Feats Dodge, Gunsmithing[UC], Point-Blank Shot, Rapid Reload, Toughness, Weapon Focus (longsword), Weapon Focus (pistol)
Skills Climb +5, Disable Device +8, Intimidate +7, Knowledge (engineering) +5, Perception +9, Sleight of Hand +4
Languages Common
SQ build points (5, natural armor, hidden storage compartment, low-light vision, sprinter), deeds (deadeye, gunslinger's dodge, quick clear), gun training (pistol)

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, alchemist's fire (2), thunderstone; **Other Gear** +2 *light trooper armor*, masterwork heavy steel shield, +1 *longsword*, dagger, +1 *military pistol* with 50 metal cartridges, backpack, gunsmith's kit, trail rations (5 days), traveler's outfit, waterskin, whetstone, 15 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Distant Barrage (Ex) As a swift action, Zayne can expend one use of mythic power to make a ranged attack at his highest attack bonus. This is in addition to any other attacks he makes this round. When he makes this attack, he ignores the target's cover and concealment other than total cover and adds his tier to the attack roll. Damage from this attack bypasses all damage reduction.

Flash of Rage (Ex) Whenever Zayne or an ally within 30 feet is struck by a critical hit, he can enter a rage as a free action on his next turn. This rage functions as the barbarian class feature and lasts a number of rounds equal to his tier. He isn't fatigued after this rage. The duration is reset if another critical hit occurs.

SPINSER ZAYNE CR 8

XP 4800
Male auttaine fighter 3/gunslinger[UC] 5; champion 2
LN Medium humanoid (half-construct, human)
Init +7; **Senses** low-light vision; Perception +12

DEFENSE

AC 28, touch 16, flat-footed 23 (+8 armor, +1 deflection, +3 Dex, +2 dodge, +1 natural, +3 shield)
hp 88 (8d10+40)
Fort +10, **Ref** +9, **Will** +5; +2 vs. disease, mind-affecting effects, poison, and exhaustion or fatigue
Defensive Abilities hard to kill, nimble +1

OFFENSE

Speed 30 ft.
Melee +2 *longsword* +15/+10 (1d8+8/19–20) or dagger +12 (1d4+4/19–20) or pistol-whip +12 (1d6+5)
Ranged +1 *lucky military pistol* +12/+7 (1d8+6/19–20/x4)
Special Attacks distant barrage, flash of rage, grit (2), mythic power (7/day, surge +1d6)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +8; **CMB** +12; **CMD** 28
Feats Dodge, Gunsmithing[UC], Point-Blank Shot, Rapid Reload, Toughness, Weapon Focus (longsword), Weapon Focus (military pistol), Weapon Specialization (longsword), Weapon Specialization (military pistol)
Skills Climb +10, Disable Device +15, Intimidate +8, Knowledge (engineering) +5, Perception +12, Sleight of Hand +7
Languages Common
SQ amazing initiative, armor training 1, build points (5, natural armor, hidden storage compartment, low-light vision, sprinter), deeds (deadeye, gunslinger's dodge, gunslinger initiative, pistol-whip, quick clear, utility shot), gun training 1 (pistol), gunsmith, limitless range
Combat Gear *potion of cat's grace*, *potion of cure serious wounds*, *potion of fly*, alchemist's fire (2), thunderstone; **Other Gear** +2 *mithral trooper armor*, +1 *mithral heavy steel shield*, +2 *longsword*, dagger, +1 *lucky*[UC] *military pistol* with 50 bullets, *cloak of resistance* +1, *ring of protection* +1, backpack, flint and steel, gunsmith's kit, powder horn with 10 doses, rope, silk (50'), masterwork thieves' tools, trail rations (5 days), traveler's outfit, waterskin, whetstone, 1,505 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Limitless Range (Ex) Multiply the range increment on all of your ranged and thrown weapons by 5 feet, and these weapons no longer have a maximum range increment for you. You can throw any melee weapon as if it had a range increment of 20 feet—this increment isn't multiplied by 5, but the weapon doesn't have a maximum range increment.

Tialua Re'duoth

In-Character Quote

"We have choices to make every day. Will we live from within, or from without? Many of us choose to live from within, constantly worrying about the food we'll eat, the clothes we'll wear, or the security of our homes. But when we live from within, we take from without to fill the needs we create with our worries for survival. We level forests and mountains to build cities and castles that act as anchors in our lives. Yet, when we live from without, our own selves become pollen on the wind, sailing far away—not on our own strength, but on the strength of everything around us. Wherever it takes us, we pollinate and bring forth new life, which enriches others. So, it's better to give of yourself than to take unto yourself. For a fearless life, freely shared is a greater joy than any bounty you create with your unrestrained ambition."

—philosophical advice from the elven oracle, Tialua Re'Duoth

TIALUA RE'DOUTH CR 1

XP 400
Female elf **oracle**[APG] of life 2
NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)
hp 14 (2d8+2)
Fort +0, **Ref** +2, **Will** +4; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft. (base 30 ft.)
Melee masterwork longsword +3 (1d8+1/19–20), dagger +2 (1d4+1/19–20)
Ranged shortbow +3 (1d6/x3)
Special Attacks channel positive energy 8/day (DC 14, 1d6)
Spell-Like Abilities (CL 1st; concentration +4)
1/day—*comprehend languages*, *detect magic*, *detect poison*, *know direction*, *read magic*
Oracle Spells Known (CL 2nd; concentration +5)
1st (5/day)—*bless*, *cure light wounds*, *detect undead*, *sun metal*[APG] (DC 15)
0 (at will)—*create water*, *guidance*, *light*, *resistance*, *stabilize*
Mystery life

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 14, **Wis** 12, **Cha** 16
Base Atk +1; **CMB** +2; **CMD** 14
Feats Extra Channel
Skills Diplomacy +7, Handle Animal +7, Heal +5, Knowledge (arcana) +3, Knowledge (geography) +4, Knowledge (history) +6, Knowledge (nature) +7, Knowledge (planes) +6, Perception +3, Sense Motive +5, Spellcraft +6, Survival +5, Use Magic Device +4; **Racial Modifiers** +2 Perception
Languages Aklo, Celestial, Common, Elven, Sylvan
SQ devotee of the green, envoy[ARG], oracle's curse (tongues [Celestial]), revelations (channel), seeker of the stars, weapon familiarity
Gear masterwork ultraweave armor, darkwood buckler, masterwork longsword, dagger, shortbow with 20 arrows, backpack, bedroll, belt pouch, silver holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, 45 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Devotee of the Green (Ex) Tialua's faith in the natural world makes it easy for her to pick up on related concepts. She gains a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and Knowledge (geography) is always a class skill for her.

Envoy (Su) Elves often have trouble relating to neighbors of other races, especially those with much shorter lifespans. As a result, some are trained in minor magics which prove particularly useful when dealing with outsiders. Elves with this racial trait and an Intelligence score of 11 or higher gain the following spell-like abilities once per day: *comprehend languages*, *detect magic*, *detect poison*, and *read magic*. The caster level for these effects is equal to the elf's level. This racial trait replaces elven magic.

Seeker of the Stars (Su) Tialua has always been drawn to the stars—but one star in particular holds her primary interest. She always knows the direction to one single, unchangeable star. When she's asked astronomers about it, none have any information on it, and it seems as far as anyone can tell, it doesn't actually exist. Some astronomers have heard the same question from others, and they suspect anyone asking about it are seeking the same one, if it exists at all. By spending 10 minutes in meditation, Tialua can mentally visualize a star chart for her location, regardless of where she happens to be and the time of day. The star she's drawn to always appears in this visualization, even if it wouldn't appear in her current location. In addition, once per day she may cast *know direction* as a spell-like ability (CL 1st).

Background: Even in her own woodland village, many considered Tialua Re'duoth (TEE-ah-LOO-uh RAY-doo-oth) a "wild child." Although her noble siblings retained the elegance and restraint expected of their station, she always ran barefoot through the forest, unnerving in her willingness to explore alone, regardless of the dangers expressed by her tutors. Eventually, they gave up on trying to formally educate her in the ways of her people, letting her discover her own understanding of the world instead. So, Tialua took up tutelage from the treeherds and scouts, those who could train her in magic and skill-

at-arms. Often her days included following animals, learning their ways of foraging and finding warmth without fire.

Tialua's life changed when, on a self-appointed expedition, she climbed beyond the forest canopy and saw the horizon-spanning sky on a cloudless day. In awe of its beauty, she watched as the blue became vibrant pinks and oranges at sundown. And, gradually, as the light faded, Tialua feared it would become an inky black swallowing all the brightness. Just as she decided she couldn't bear such a tragedy, an unusual star appeared in the gloom, and it seemed to call to her with a reminder that hope always endures, no matter how bleak things seem. That lesson stuck with her even as she returned home.

In the ensuring years, Tialua yearned to learn more about the stars and why they always faithfully appeared on every clear night. But the logs and tomes of her people proved too meager, and she determined the best way to learn about the stars was to be among them, in the same manner as she'd learned about her native woodlands. So, with her elders' blessings, she embarked on a quest to the ends of her world, always following her patron star and seeking its guidance as she journeyed toward it.

Physical Description: Although many consider Tialua curvaceous by elven standards—bordering more on a human norm—her frame is still a petite 5 foot, 6 inches tall and she weighs just 115 lbs. She lets her dark brown hair grow down to her neck, pruning it as necessary to avoid tangling it on branches and brambles in the wilderness. Her hair would seem plain-looking if not for the numerous fetishes she wears among her artistic, ever-changing braids, each one dyed a different color. Tialua's clothes are largely made by her own hand, woven from fibers gathered with no harm to a living thing. At 125 years old, she has the look of a naturalist in harmony with her vibrant surroundings.

Personality: Rambunctious, boisterous, and optimistic, Tialua is an extrovert. She comes across as very outspoken and physical in expressing herself. She strives to put a smile on the faces of everyone around her as they enjoy the little moments of each day. And, while she may not seek to initiate combat in her own dealings—preferring diplomacy whenever possible—she's certainly not shy about defending her friends with bow or blade. Tialua considers herself a good judge of character and trusts her instincts. Her personal motto amounts to "when in doubt, follow your star"—particularly when she finds herself in unfamiliar circumstances, which, admittedly, happens far more often thanks to her willingness to make friends with just about anyone.

Roleplaying Ideas

- Without necessarily intending to do so, Tialua often speaks on behalf of others. She greets everyone she encounters, happy to stop and chat if they're inclined to strike up a conversation. Her social skills are hardly refined, however, making her very popular among revel-seekers, and she can make more conservative types uncomfortable.
- Tialua finds stories of travel among the stars fascinating. She stands in awe and listens to anyone speaking about the stars, interrupting them with questions sometimes before they can even answer them. If possible, she relates her own experiences in following the unusual star from her youth.
- From an early age, Tialua has always met stress with chatter. Others in her village wondered if she suffered from a nervous tick in spouting gibberish, but those who knew the language realized she was talking to herself in Celestial. No one knew where she learned such a tongue, particularly given the scandalous oaths she sometimes interjects.
- Hardly gullible, Tialua has no time for pretention and despises liars outright. She often mentions she prefers the company of animals to treacherous people.

Advancement

With each new level, Tialua advances as an oracle, always acquiring new skill ranks in Handle Animal, Knowledge (nature), Knowledge (planes), Perception, and Sense Motive. At 3rd level, she gains the ability to channel positive energy as part of her Life mystery. She also gains Selective Channeling as a new feat and adds *path of glory*[ACG] to her known spells. At 4th level, she increases her Charisma by 1 and adds *mending*, *cure moderate wounds*, *lesser restoration*, and *summon monster II* to her known spells. At 5th level, Tialua gains Extra Channel as a new feat, while also adding *magic weapon* and *aid* to her known spells. Once she undergoes a mythic ascension, Tialua most likely follows the path of a Hierophant.

Scaling the PC

Under a 15-point buy, Tialua reduces her Wisdom by 1 and her Strength and Dexterity by 2. This decreases her attack rolls, armor class, Will save, and Reflex save by 1.

TIALUA RE'DOUTH CR 5

XP 1800

Female elf oracle[APG] of life 5; hierophant 1

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 22, touch 13, flat-footed 20 (+7 armor, +1 deflection, +2 Dex, +2 shield)
hp 35 (5d8+9)
Fort +4, **Ref** +4, **Will** +6; +2 vs. enchantments
Defensive Abilities hard to kill; **Immune** sleep

OFFENSE

Speed 20 ft. (base 30 ft.)
Melee masterwork longsword +5 (1d8+1/19–20), dagger +4 (1d4+1/19–20)
Ranged masterwork light revolver +6 (1d6/x4)
Special Attacks channel positive energy 8/day (DC 15, 3d6), faith's reach, mythic power (5/day, surge +1d6)
Spell-Like Abilities (CL 5th; concentration +8)
1/day—*comprehend languages*, *detect magic*, *detect poison*, *know direction*, *read magic*
Oracle Spells Known (CL 5th; concentration +8)
2nd (5/day)—*cure moderate wounds*, *lesser restoration*, *summon monster II*
1st (7/day)—*bless*, *cure light wounds*, *detect undead*, *magic weapon*, *sun metal*[APG] (DC 15)
0 (at will)—*create water*, *guidance*, *light*, *mending*, *resistance*, *stabilize*
Mystery life

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 14, **Wis** 12, **Cha** 17
Base Atk +3; **CMB** +4; **CMD** 17
Feats Extra Channel, Great Fortitude, Selective Channeling
Skills Diplomacy +7, Handle Animal +10, Heal +5, Knowledge (arcana) +3, Knowledge (geography) +4, Knowledge (history) +6, Knowledge (nature) +10, Knowledge (planes) +9, Perception +6, Sense Motive +8, Spellcraft +6, Survival +6, Use Magic Device +7; **Racial Modifiers** +2 Perception
Languages Aklo, Auran, Celestial, Common, Elven, Sylvan
SQ devotee of the green, envoy[ARG], oracle's curse (tongues [Auran, Celestial]), recalled blessing, revelations (channel, spirit boost), seeker of the stars, weapon familiarity
Gear +1 *ultraweave armor*, +1 *darkwood heavy shield*, masterwork light revolver with 30 metal cartridges, *cloak of resistance* +1, *ring of protection* +1, masterwork longsword, dagger, backpack, bedroll, belt pouch, flint and steel, silver holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, 45 gp, 13 sp, 8 cp

SPECIAL ABILITIES

Faith's Reach (Su) Whenever you cast a divine spell with a range of touch, you can instead cast the spell with a range of 30 feet. If the spell normally requires a melee touch attack, it instead requires a ranged touch attack.
Recalled Blessing (Su) You can expend one use of mythic power to cast any one divine spell without expending a prepared spell or spell slot. If you prepare spells, this spell must be one you prepared today; if you're a spontaneous caster, this spell must be one of your spells known. You can't apply metamagic feats to this spell. If the spell requires a saving throw, non-mythic creatures roll twice and take the lower result. If the spell heals damage or requires you to attempt a caster level check to cure an affliction or remove a condition, roll twice and take the higher result.
Spirit Boost (Su) Whenever your healing spells heal a target up to its maximum **hit points**, any excess points persist for 1 round per level as **temporary hit points** (up to a maximum number of **temporary hit points**

TIALUA RE'DOUTH CR 8

XP 4800
Female elf oracle[APG] of life 8; hierophant 2
NG Medium humanoid (elf)
Init +5; **Senses** low-light vision; Perception +10

DEFENSE

AC 24, touch 14, flat-footed 21 (+8 armor, +1 deflection, +3 Dex, +1 natural, +1 shield)
hp 55 (8d8+16)
Fort +5, **Ref** +6, **Will** +9; +2 vs. enchantments
Defensive Abilities hard to kill; **Immune** sleep

OFFENSE

Speed 20 ft. (base 30 ft.)
Melee +1 *longsword* +8/+3 (1d8+2/19–20) or dagger +7/+2 (1d4+1/19–20)
Ranged +1 *machine pistol* +10/+5 (1d6+1/x4)
Special Attacks channel positive energy 8/day (DC 19, 4d6), mythic power (5/day, surge +1d6)
Spell-Like Abilities (CL 5th; concentration +8)
1/day—*comprehend languages*, *detect magic*, *detect poison*, *know direction*, *read magic*
Oracle Spells Known (CL 5th; concentration +8)
4th (4/day)—*blessing of fervor*[M,APG] (DC 19), *cure critical wounds*, *restoration*
3rd (6/day)—*cure serious wounds*, *neutralize poison*, *searing light*, *summon monster III*
2nd (7/day)—*calm emotions* (DC 17), *cure moderate wounds*[M], *lesser restoration*, *status* (DC 17), *summon monster II*
1st (8/day)—*bless*, *cultural adaptation*[UI], *cure light wounds*, *detect undead*, *liberating command*[UC], *magic weapon*, *sun metal*[APG] (DC 16)
0 (at will)—*create water*, *detect magic*, *enhanced diplomacy*, *guidance*, *light*, *mending*, *resistance*, *stabilize*
Mystery life
[M] mythic spell

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 14, **Wis** 14, **Cha** 20
Base Atk +6; **CMB** +7; **CMD** 21
Feats Alertness, Extra Channel, Great Fortitude, Selective Channeling

Skills Diplomacy +15, Handle Animal +13, Heal +7, Knowledge (arcana) +3, Knowledge (geography) +8, Knowledge (history) +6, Knowledge (nature) +11, Knowledge (planes) +10, Perception +10, Sense Motive +15, Spellcraft +7, Survival +7, Use Magic Device +9; **Racial Modifiers** +2 Perception

Languages Aklo, Auran, Celestial, Common, Elven, Sylvan

SQ amazing initiative, envoy[ARG], mythic path abilities (faith's reach, mythic spellcasting, recalled blessing), oracle's curse (tongues [Auran, Celestial]), revelations (channel, safe curing, spirit boost), traits (devotee of the green, seeker of the stars), weapon familiarity

Combat Gear *oil of invisibility*, *potion of fly*, *potion of haste*, *potion of lesser restoration*, *potion of tongues* (2), *wand of cure moderate wounds* (15 charges); **Gear** +2 *ultraweave armor*, +1 *longsword*, +1 *machine pistol* with 3 extra magazines, darkwood buckler, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +1, dagger, backpack, bedroll, belt pouch, flint and steel, silver holy symbol, trail rations (5 days), traveler's outfit, waterskin, whetstone, 14 gp, 3 sp, 8 cp

SPECIAL ABILITIES

Safe Curing (Su) Whenever you cast a spell that cures the target of hit point damage, you do not provoke attacks of opportunity for spellcasting.

Ander Six

In-Character Quote

"They said they pulled me from the ruins, newly-born of a mechanical womb. Then, they told me I'd become a soldier, an executioner of their will and their will alone—assigned whatever mission the League deemed important. In the beginning, I believed them. I hunted those who operated against them—renegades, fools, and barbaric rebels alike. But when I learned their true nature, I knew I had to change. And when I defied their orders, they restrained me—to erase my memories and repurpose my body for a different, more subservient intellect. I escaped before they completed the process. And, now, I live to cut down anyone serving the League who crosses my path. I won't go back. And I'll never serve them again. There are far better people to protect, and I call them my friends. They already accept me for who I am."

—the existential crisis of runaway android, Ander Six

ANDER SIX CR 1/2

XP 200
Male android slayer ACG 1
LN Medium humanoid (android)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 13 (1d10+3)
Fort +4, **Ref** +5, **Will** +1; +4 vs. mind-affecting effects, paralysis, poison, and stun effects
Immune disease, exhaustion, fatigue, fear, sleep, and all emotion-based effects

OFFENSE

Speed 30 ft.
Melee katana +3 (1d8+3/18–20) or dagger +3 (1d4+2/19–20)
Ranged light crossbow +4 (1d8/19–20) or dagger +4 (1d4+2/19–20)
Special Attacks nanite surge +4, studied target +1, +2 on damage rolls vs. targets associated with the Science League

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 16
Feats Exotic Weapon Proficiency (katana)
Skills Disable Device +7, Knowledge (engineering) +2, Knowledge (geography) +5, Perception +7, Sense Motive –3, Stealth +6, Survival +5 (+6 to follow tracks), Swim +5; **Racial Modifiers** +2 Perception, –4 Sense Motive
Languages Andromedan, Common
SQ against the League, constructed, emotionless, track +1, vagabond child (urban)
Gear omniweave armor, katana, dagger, light crossbow with 10 bolts, backpack, bedroll, brown e-pick, trail rations (5 days), traveler's outfit, waterskin, whetstone, 3 sp, 8 cp

SPECIAL ABILITIES

Against the League (Ex) Ever since the Science League tried to erase his memory, Ander has held a long-running grudge against them. He's convinced they're responsible for the continued troubles facing him and believes they're actively looking to finish the job. As a result, he gains a +2 trait bonus on all weapon damage rolls made against targets he knows are associated with the League.
Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's favored enemy ability or *bane* weapons), Ander counts as both a humanoid and a construct. He gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. He's not subject to fatigue or exhaustion, and he's immune to disease and sleep effects. He can never gain morale bonuses, and he's immune to fear effects and all emotion-based effects.
Emotionless (Ex) Ander has problems processing emotions properly and takes a –4 penalty on all Sense Motive checks.
Nanite Surge (Ex) Ander's body is infused with nanites. Once per day as an immediate action, he can cause his nanites to surge, granting a bonus equal to 3 + his character level on any one d20 roll. This ability must be activated before the roll is made, and when he uses this power, his circuitry-tattoos glow with light equivalent to a torch in illumination for 1 round.
Vagabond Child (urban) (Ex) With his memory partially erased, Ander has had to learn certain skills and capabilities while on the run from the Science League. As a result, other outcasts have taught him how to survive on the fringes of society, and he gains a +1 trait bonus on Disable Device checks. Disable Device is also a class skill for him.

Background: Ander Six (AN-duhr SIHKS) took his given name from a Science League officer who successfully released him and his identical birth siblings from a castaway incubator ten years ago. Along with his eight brothers, he accepted a numerical designation as a surname to tell himself apart, and thereafter, spent his early years in service to the League as a soldier and executioner. Implacable, remorseless, and outfitted with the best possible gear, he proved exceptionally efficient in this role, cutting down native barbarians, rogue robots, and League traitors alike. But his last assignment directed him to retrieve a rebel android for memory recalibration—his own brother, Ander Nine. This confrontation led Ander to an existential crisis as Nine shared his misgivings about the League and the control which they exerted over them.

After turning Nine over to their masters, Ander arranged to secretly observe his brother's reprogramming. Consequent insight into the harshness of this invasive procedure shattered every illusion he'd held about serving the League and, three months later, Ander also chose to rebel against his overseers. The resulting backlash proved harsh, and he too found himself hunted, captured, and assigned for memory recalibration. Midway through the process, however, Ander freed himself and overpowered his captors. He stumbled out of League headquarters and escaped into the surrounding badlands with the help of a disenfranchised gun-merchant named Lyel Vergess. Together, they worked their way to the small town of Forge, supporting and looking after one another while fending off raiders, beasts, and League agents alike. Since then, Ander has depended almost exclusively on Lyel to fill in the gaps of his partially-erased memory core, inheriting much of the gunslinger's prejudices and mannerisms—all in an effort to emotionally bond with

someone more human. He now seeks to bond with other surrogate biological brothers as he once did with Lyel.

Physical Description: Standing 6 feet tall and weighing 200 lbs., Ander Six's developed physique belies the young age of his cybernetic mind. It's just been 10 years since his awakening, and Ander still struggles to learn the limits of his artificial body. His brown skin includes darker tracings of tattoo-like circuitry which glow an eerie green when activating his nanite surge. Ander wears a modern, sleeveless studded leather breastplate, rugged pants, and combat boots. His armor includes pauldrons and greaves on his shoulders, arms, and legs, a purposeful design to give him a greater range of motion to wield his ever-present katana. His only other weapons include a dagger kept in a sideways scabbard at the small of his back and a carbon-fiber crossbow slung over his shoulder.

Personality: Ander struggles to find his identity, innately sensing he was meant for something greater, but incapable of recognizing it until he better educates himself on the world around him. At times, he comes across as intensely curious, both about the mundane actions and emotions of inherently biological creatures, as well as the recovered technologies of what he assumes are the remnants of those who once manufactured his kind. Yet, Ander also carries the burden of knowing there are others who would exploit his skills and capabilities. Since discovering the duplicity of the Science League, and their subsequent attempts to have his consciousness erased and reset, he remains ever-vigilant against those who wish him ill. As an extension of this mentality, he also assumes a guardian role in protecting others suffering under the League's persecution, including his partner and friend, Lyel Vergess.

Roleplaying Ideas

- Fragments of Ander's partially-erased memory sometimes plague him, overriding his unstable psyche and causing him to carry out the League's embedded orders despite resisting them. This could cause conflicts with his friends until he regains control, or it could lead him back to those still on his trail.
- Agents of the League are constantly searching for Ander, including his own brothers and sisters—all due to subconscious elements of his memory core which contain vital pieces of information the League overseers want to preserve, erase, or protect.
- Over time, Ander develops a better understanding and manifestation of his emotions—all learned and mimicked from his fellow adventuring companions. This could cause him to bond with other troubled souls.

Advancement

Ander advances as a slayer with each new level, always adding skill ranks in Disable Device, Perception, Stealth, and Survival. At 2nd level, he also adds ranks in Climb, Knowledge (engineering), and Intimidate, and chooses Two-Weapon Fighting as a ranger combat style with his slayer talent. At 3rd level, he gains sneak attack and Two-Weapon Defense. He also takes additional skill ranks in Acrobatics, Knowledge (dungeoneering), and Knowledge (geography). At 4th level, Ander increases his Strength by 1, while adding skill ranks in Acrobatics, Climb, and Intimidate. He also selects firearm training with his slayer talent to gain Exotic Weapon Proficiency (firearms) or Exotic Weapon Proficiency (technological firearms[TG]), as necessary. At the same time, he improves his armor by upgrading to a masterwork chain shirt or any other tech armor acquired during his adventures, and arms himself with whatever advanced weaponry he can find or obtain on the black market.

Scaling the PC

Under a 15-point buy, Ander reduces his Strength and Charisma by 1 and his Wisdom by 2. This lowers his Wisdom-based skill scores and Will saves by 1.

Radokeshi

In-Character Quote

"See this grenade I'm holding onto? Yes, I could pull the pin, incinerate my arm, possibly kill myself, and most certainly hurt all of you in the process. How about I don't do that; how about we talk. I know, I can be a bit intimidating, and maybe we got off on the wrong foot. You still seem worried. Is it because you're wondering if I pull this pin if I'll still be alive and you'll all be dead? See, now you're using your brain. How about we start talking now and not find out that answer to that little life mystery…"

—recorded "negotiation tactics" of Radokeshi, using a dummy grenade

RADOKESHI CR 1

XP 400
Female nagaji bard 2
CN Medium humanoid (reptilian)
Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 14, touch 12 [15 vs. rays], flat-footed 12 (+1 armor [+3 vs. rays], +2 Dex, +1 natural)
hp 13 (2d8+4)
Fort +1, **Ref** +5, **Will** +3; +2 vs. mind-affecting effects and poison; +4 vs. bardic performance, language dependent, and sonic
Defensive Abilities well-versed

OFFENSE

Speed 30 ft.
Melee dagger +0 (1d4/19–20)
Ranged pistol +2 (1d8/x4) or dagger +4 (1d4/19–20)
Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)
Bard Spells Known (CL 2nd; concentration +5)
1st (3/day)—*charm person* (DC 15), *hideous laughter* (DC 15), *saving finale*[APG]
0 (at will)—*dancing lights*, *daze* (DC 14), *ghost sound* (DC 13), *message*, *prestidigitation*

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 17
Base Atk +1; **CMB** +1; **CMD** 13
Feats Spell Focus (enchantment)
Skills Acrobatics +6, Bluff +8, Disguise +7, Intimidate +7, Knowledge (local) +4, Knowledge (nobility) +4, Perception +7, Perform (oratory) +7, Stealth +5, Use Magic Device +8; **Racial Modifiers** +2 Handle Animal (with reptiles), +2 Perception
Languages Aklo, Common, Draconic, Halfling
SQ versatile performance (Perform [oratory])
Gear *wand of touch of gracelessness*[APG] (CL 1, 10 charges), *scroll of cure light wounds* (2), *scroll of expeditious retreat*, *scroll of vanish*[APG]; **Other Gear** masterwork **white scatterlight suit**[TG], pistol with 10 metal cartridges, 2 daggers, disguise kit, noble outfit, 15 gp.

Background: Radokeshi (RA-doh-kesh-e) is a nagaji who's never visited her distant homeland. Her family came to Star Station in hopes of starting a new life as merchants. One fateful day, Radokeshi's parents ran afoul of local street gangers while negotiating protection pricing for their simple food stand. The tense standoff ended with pistols drawn and two dead nagaji in Star Station's back alleys. Identifying bodies was the last time a teenage Radokeshi saw her parents.

Since then, Radokeshi learned the importance of skillful negotiation. She's gone on to learn the intricacies of diplomacy and—only when necessary—social subterfuge. These skills have done Radokeshi well, in spite (or perhaps because) of the preconception that all nagaji are violent brutes incapable of negotiation. Radokeshi's employed her skills to rise the social ladder of Star Station, though she's always kept her distance from deals involving the station's notorious criminal gangs. She's maintained strong connections with the station's tightknit halfling community, often acting as a negotiator for the diminutive folk. Her most recent missions have even taken her beyond the cold metal interior of Star Station and into the vastness of space, where she operates as an on again off again stellar diplomat.

Note: Radokeshi makes for a strong ally to PCs who actively work against criminal interests, while also acting as a foil for more "nefarious and underhanded" PCs. Be aware that any members of the party with strong connections to gangs, especially the street gangs of Star Station, might need to watch their words around Radokeshi!

Physical Description: Just entering her twenties, Radokeshi is tall—tall even for a nagaji. Coming just under eight feet tall, she exudes an aura of respect because of her height and natural strength. As a female nagaji, her scales have a uniquely vibrant coloration, and she has stark lines of neon green along with stretched triangular marks of bright yellow over her otherwise dark olive-green scales. Radokeshi's picked up a suit of armor with the intent to one day visit inhospitable worlds, though she has had to order minor modifications to the armor to fit her larger body size. She prefers to wear a transparent faceplate, allowing those she negotiates with to see her constantly leering smile.

Personality: Radokeshi embodies bravado, and she views every life or death encounter as as another "roll of the dice." By no means does this trait make her a fool, as Radokeshi enjoys being alive. Instead, Radokeshi takes bold moves when she believes the payoff to be worth

the risk, but she isn't so foolish as to run into the thick of battle without a plan or means of escape. Outside of high-risk endeavors, she enjoys carousing the nightlife of wherever life takes her. Even in small starships, she does what she can to arrange game nights with holo-cards or vidgames to get to know her fellow crewmates. If someone comes to dislike her, Radokeshi does her best to mend those bridges, even if that path requires numerous failed attempts and awkward social encounters to complete. At her core, Radokeshi is just someone who seeks acceptance by those around her and wants to prove that just because she's a nagaji doesn't mean that she's some kind of brutish thug.

Roleplaying Ideas

- As a bit of a braggart, Radokeshi is an excellent opportunity to play a character that takes charge in awkward situations. It's completely in-character for Radokeshi to make brazen or seemingly foolish statements in the middle of a tense negotiation or standoff. Working these dramatic social antics into skill checks can showcase Radokeshi's proficiency at talking her way out of tense situations while seemingly making statements or taking actions that would cause a situation to escalate!
- Radokeshi's dislike of street gangs makes her an excellent guide or shepherd to characters arriving at Star Station for the first time. Her Knowledge skills can represent her knowledge on the various downside gangs and would-be kings of Star Station's lower levels. An excellent introduction for Radokeshi is to include her as part of a street war, where she acts as a neutral party looking to help the PCs and any civilians caught in the middle.
- As a spacefarer with a keen sense of wanderlust, Radokeshi looks to leave Star Station and see the greater universe. While her knowledge of street gangs and local events makes her relevant for adventures on the station, her greater knowledge of the universe makes it easy for her to hop on a starship and start exploring the cosmos!
- Radokeshi's spent years honing her skills as a negotiator, but she has yet to settle on a true profession. If presented with a potential career, such as with an explorer's league or formal society, she could easily be swayed into joining. Radokeshi seeks to be part of a family unit, and prefers smaller parties, but recognizes the importance of working with larger organizations. Certainly, she knows the downsides of being taken advantage of—making her immediately suspicious of any offers that come from any organization she equates as a gang or criminal enterprise.

Advancement

With each new level, Radokeshi advances as a bard. She always increases her skill ranks in her listed skills, picking up additional Knowledge skills as she advances. She also looks to additional feats that enhance her Intimidate skill and boost her performance to assist allies, along with adding more enchantment spells to dispirit enemies while encouraging her allies. She seeks to complement her mental magic with damage-dealing wands or (especially) grenades to ensure she is never at a disadvantage against undead, constructs, or other creatures not amenable to negotiation.

Tapper

In-Character Quote

"The renegade ratfolk, Tapper, is wanted for the following list of felonies against the worlds of the Treaty: seventy-five counts of reckless discharge of an unauthorized firearm, fifty-eight counts of injury as a result of unauthorized firearm discharge, fifty-three counts of death as a result of unauthorized firearm discharge, forty-eight counts of property destruction as a result of unauthorized firearm discharge, three counts of crossing pedestrian thoroughfares during unsanctioned timing…"

—Audio Warrant for the ratfolk known as Tapper.

TAPPER **CR 1**

XP 400
Male ratfolk rogue 2
LN Small humanoid (ratfolk)
Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 14 [17 vs. rays], flat-footed 13 (+2 armor [+3 vs. rays], +3 Dex, +1 size)
hp 15 (2d8+6)
Fort +2, **Ref** +6, **Will** +1
Defensive Abilities evasion

OFFENSE

Speed 20 ft.
Melee dagger +1 (1d3/19–20)
Ranged military pistol +4 (1d6/x4) or dagger +4 (1d3/19–20)
Special Attacks cornered fury, sneak attack +1d6

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +0; **CMD** 13
Feats Deadly Aim, Point Blank Shot
Skills Acrobatics +7, Bluff +4, Climb +5, Disable Device +9, Knowledge (dungeoneering) +5, Perception +6, Sense Motive +6, Stealth +13, Survival +6, Swim +3; **Racial Modifiers** +2 Stealth [+4 for size]
Languages Aklo, Common
SQ rodent empathy, rogue talent (combat trick), skulk
Gear *potion of cure light wounds*, alchemist's fire (2); **Other Gear** armored jacket, masterwork white scatterlight suit[TG], military pistol with 20 metal cartridges, 2 daggers, masterwork thieves' tools, backpack, trail rations (5 days), traveler's outfit, waterskin, 8 gp.

Background: Tapper (TA-purr) is a ratfolk who's traveled the entirety of the Treaty worlds and even some of those beyond. He's renowned for combining deadly marksmanship with up-close knife world. He was born on the Treaty's red planet, where he grew up in the slums of the larger cities, always taking on odd jobs to sustain his expansive nestmates. Eventually, his jobs led him into the middle of a firefight, where he picked up a long-range rifle off the body of one of the slain. He then turned the rifle on his attackers and showcased his natural talent with the oversized weapon. Soon enough, the crime lords of the red planet heard of Tapper's skills with sniper weaponry and began hiring the ratfolk less for odd jobs and more for direct assassination missions.

Eventually, Tapper's reputation found itself leaked to Treaty authorities. This unfortunate event has not only led to a drying up of work for the ratfolk, but also directly contributed to his fellow nestmates requesting he leave. Forced away from his home, and even the red planet that was his birthworld, Tapper now travels across the Treaty worlds and beyond in search of contracts and a means of continuing his practice with a longarm. Despite this, Tapper makes sure that a portion of all his earning go back to the red planet and his former nestmates—recompense for his past transgressions and getting his nest caught up in his dangerous lifestyle. Tapper has yet to receive a reply for his considerable donations.

Physical Description: At twelve years old, Tapper has just passed the standard ratfolk age of maturity. He's seen a lot in his life, and he looks well into his twenties for a ratfolk, despite his younger age. Tapper's fur is a ragged light brown, with cuts and kinks displacing his skin at routine points (especially around the ears.) To combat his unflattering appearance, Tapper always wears extensive armor, often in the form of stationwear suits or other available light equipment. He covers most of his body, save his long tail, feet, and face (atmosphere permitting.) His eyes have a deep black consistency, with a pinprick of white visible only when he focuses on a kill shot with his trusty sniper rifle.

Personality: Tapper is a consummate professional but remains distant from social interactions. He rarely speaks, except when discussing tactics and mission parameters or the always important topic of payment. In situations where his skills aren't needed, he refrains from speaking and appreciates when non-combatants show him the same respect when the time comes to discuss combat. When he does contribute, Tapper prefers quick and decisive statements, and he does his best to break party deadlocks by making sharp quips or finalizing statements of agreement. Sometimes, he breaks this mold and shows his more caring side, making seemingly out-of-character statements when it comes to the importance of protecting innocents or taking an action to help someone in need. Tapper never justifies his personal decisions in these matters, and even if drilled about his altruism, he refrains from discussing the logic or merits of his kinder and gentler side.

Roleplaying Ideas

- Tapper is a hardened killer with a heart of gold. He assassinates targets at long distances with a sniper rifle but also routinely sends a portion of his earning back home to his family, so they can lead better lives than his. Tapper provides players who aren't the most vocal or possess an outgoing personality to roleplay a character that has some depth without feeling compelled to always get involved in discussions.
- Because of his criminal connections and profession as a gun-for-hire, it's easy to drop Tapper into almost any campaign. He can be found just as easily in the bustling alleys of Star Station to the crammed cities of the Treaty Worlds. He avoids his homeland on the red planet, but only because he's run afoul of several local crime lords and doesn't want to endanger his nestmates who still live there. Campaigns taking a trip to the red planet might do well to bring up these events and associated NPCs, helping to further explain the history of the otherwise "quiet and mysterious" ratfolk sniper.
- From a mechanical standpoint, Tapper takes a penalty for specializing in sniper weapons until 6th level when he gets the debilitating sniper exploit. Until that time, he tends to lose out on trick attack damage with his preferred weapon. As an interesting roleplaying opportunity, it can be fun to play this up, having Tapper open combats with long-range fire, only to switch to a survival knife or acquired small arms in close quarters combat. His disdain for such styles of fighting should be evident, establishing his desire to shoot foes that are hundreds of feet away.

Advancement

With each new level, Tapper advances as a rogue through 4th level, then taking 1 level of gunslinger to gain gun training with whatever firearm he favors most at that time. He always increases his skill ranks in his listed skills, picking up feats and rogue talents that increase his ranged combat ability, especially his ability to use stealth and sniping that assist his sniping ability, such as bleeding attack and superior sniper. He focuses on feats that can assist with his sniping, like Skill Focus (Stealth), Quick Draw, Improved Initiative, or Improved Critical. If he has obtained magic to increase his speed, he may take Dodge, Mobility, and Shot on the Run instead to improve his hit-and-run attacks.

CHAPTER 10:

ADVANCED ARMOR AND WEAPONS

Weapons and armor are of key importance in any adventure campaign, and while there is an infinite array of high-tech equipment that can be found in resources like the **official guide to technology** for the *Pathfinder Roleplaying Game*, ***Treasury of the Machine,*** the ***Aethera Campaign Setting,*** and similar resources, we wanted to be sure to include a selection of key weapons and armor for ease of reference right here. Feel free to explore other resources, of course, and to change up the equipment used by the various NPCs in this book to give more variety when they encounter the heroes, but this section should provide you with a good baseline collection of rules options to use for your alien NPCs.

Powered Equipment

Most high-tech armor and weapons require a power source, which means constantly replenishing a supply of batteries. These can be recharged using a variety of **generators**[TG], or even replaced entirely by connecting equipment to a generator by way of cables or a broadcast power receiver. Batteries may be rechargeable by spells or other magical effects as well, but regardless of how they are powered some kind of power source is needed to keep those laser beams and other wondrous items operational.

Appendix 1: Aetherite describes the *aetheric capacitor,* which serves a similar function in campaigns using that material or a similar radioactive substance. In a campaign featuring such power sources, the Craft Aethertech feat described in the ***Aethera Campaign Setting*** can substitute for Craft Technological Item as a prerequisite for crafting.

BATTERY — PRICE 100 GP

Slot none; **Weight** 1 lb.; **Capacity** —; **Usage** —

Most technological items are powered by electricity or a similar form of energy. While one can use the electricity provided by a generator, these are rare, expensive, and rarely portable. It's more common and practical to charge such items with batteries. A battery looks like a small silver disk that's etched with strange lines—the people have taken to calling batteries "silverdisks" and sometimes use them as coins.

A battery contains 10 charges when full; to charge an item with a battery, one simply slips the disk-shaped device into the proper slot on the item. The battery's charge instantly fully depletes, and the item's internal capacitors fill with 10 charges as it does so. If the item had fewer than 10 open slots in its capacity, the excess charges the battery once held are lost. A battery can be kept within an object indefinitely, or it can be ejected from the object for the purposes of recharging it or storing it elsewhere without affecting the item's charge. Inserting or ejecting a battery is a move action.

Placing a battery in a generator's charging slot can recharge it. However, each time a battery is recharged, there's a 20% chance that the battery is destroyed in the process. A destroyed battery is worth only 10 gp and can be distinguished from a functional battery by the way the circuitry seems to shimmer slightly when reflecting light. The circuitry in a charged battery glows with a soft blue radiance equal to that of a candle.

CONSTRUCTION

Craft DC 25; **Cost** 50 gp; Craft Technological Item, production lab

Batteries can power complex mechanisms or simple technology as you deem appropriate. While this chapter is devoted to armor and weapons, the resources above provide a wealth of other equipment, and you can design your own, including more advanced or powerful versions of similar item concepts, like the floodlight and handlight for providing illumination, provided below as samples.

FLOODLIGHT — PRICE 100 GP

Capacity 20; **Usage** 1/minute; **Weight** 15 lbs.; **Restriction** none

A floodlight functions as a handlight, except it provides bright light in a 300-ft. cone and increases the light level by one step in the area beyond that, out to a 600-ft. cone. You can carry a floodlight in two hands.

CONSTRUCTION

Craft DC 20; **Cost** 50 gp; Craft Technological Item

HANDLIGHT — PRICE 20 GP

Capacity 10; **Usage** 1/hour; **Weight** 2 lbs.; **Restriction** none

A handlight is a two-foot long metal cylinder with a glass-encased light bulb on one end (sometimes protected in a thin metal cage) and a single activation switch. A handlight provides bright light in a 60-ft. cone and increases the light level by one step in the area beyond that, out to a 120-ft. cone (darkness becomes dim light and dim light becomes normal light). You can carry a handlight in one hand.

CONSTRUCTION

Craft DC 20; **Cost** 15 gp; Craft Technological Item

Armor

Protection is important in a campaign, and sci-fi supports a great variety of how people choose to protect themselves. In more "sword and planet" style campaigns or in dusty backwater worlds, you can use the standard range of armor and shields found in the *Pathfinder Roleplaying Game Core Rulebook,* and you may explore variant armor rules presented in *Pathfinder Roleplaying Game Ultimate Combat* as well, such as piecemeal armor or even Armor as DR, though in this case it is recommended that the DR provided by archaic armor should be ineffective against advanced firearms and high-tech weaponry.

In **Steampunk** and **Future Tech** campaigns, the focus of armor shifts somewhat from typical leather and metal to more exotic materials and more functional armor that

does more than just ward off stray blows and thrusts. The level of technological advancement in in a sci-fi campaign, in addition to the heightened development of firearms, has created a demand for and supply of advanced protective items. All of the types of armor found in the *Pathfinder Roleplaying Game Core Rulebook* and other accessories are available in a sci-fi campaign, in addition to the new types of armor introduced below.

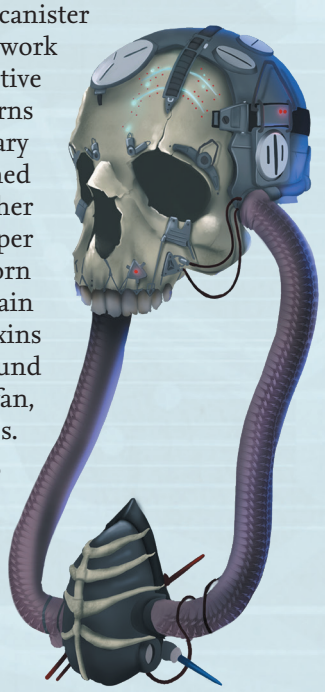
Amber Cuirass: This armor constructed of alchemically hardened and molded sheets of tightly woven spider-silk (or an alchemical alternative) provides the protection of a steel breastplate at a fraction of the weight. While it is typically produced in a translucent amber clamshell design, other variations include utilitarian black coloring. Because an amber cuirass isn't metal a druid may wear it without penalty.

Armored Jacket: This short leather coat features a chain or web-fiber lining that offers improved protection.

Armored Longcoat: Available in a number of styles, these coats share some common qualities such as reinforced web-fiber lining and lightweight armor plates or chain over vital areas on the front and back of the wearer's torso.

Ballistic Enhancement: Ballistic enhancement is a catch-all term for protective enhancements that mitigate the stopping-power of firearms with methods ranging from duranite thread weaves to impact-resistant alchemical spray coatings. Armor with ballistic enhancement grants DR/slashing equal to half of the enhanced armor's total armor bonus against ranged weapons only, granting substantial protection against firearms as well as arrows, bolts, and similar projectiles.

Clockwork Atmosphere: This canister contains a crank-powered clockwork aeronite fan powered by a conductive aetherite-coil assembly that turns kinetic energy into temporary aetheric power. This device is joined with a connecting hose for either a radiation suit or shocktrooper armor. While attached to worn armor and activated you gain immunity to any airborne toxins or effects. It requires a full-round action to crank and activate the fan, after which it runs for 10 minutes. You may spend an additional 3 rounds cranking the fan, which will keep it going for a total of 30 minutes, before it needs to be cranked again.



Lead Lining: Most armor (even flexible armors like the

Table 1-1: Armor

	Cost	AC Bonus	Max Dex	Armor Check	Spell Failure	Weight
Light Armor						
Leather coat	5 gp	+1	-	0	0%	5 lbs.
Armored jacket	15 gp	+2	+7	0	5%	7 lbs.
Omniweave armor	40 gp	+3	+6	-1	15%	10 lbs.
Light trooper armor	100 gp	+4	+4	-2	20%	20 lbs.
Armored longcoat	150 gp	+4	+5	-1	20%	15 lbs.
Medium Armor						
Radiation suit	150 gp	+3	+4	-2	30%	25 lbs.
Trooper armor	200 gp	+6	+2	-4	30%	25 lbs.
Ultraweave armor	250 gp	+6	+3	-3	25%	20 lbs.
Amber cuirass	300 gp	+6	+3	-3	25%	15 lbs.
Heavy Armor						
Heavy trooper armor	350 gp	+7	+1	-5	40%	40 lbs.
Shocktrooper armor	2,000 gp	+10	+1	-6	45%	45 lbs.
Extras						
Ballistic ablation	+800 gp	-	-	-1	+5%	+5 lbs.
Clockwork atmosphere	+150 gp	-	-	-2	+5%	+10 lbs.
Lead lining	+50 gp	-	-	-2	+5%	+10 lbs.

armored long coat) can be treated with a special alchemical lead paint and threading. The armor becomes significantly heavier and more cumbersome but grants a bonus on Fortitude saves to resist radiation. Light armor provides a +1 bonus, medium armor provides a +3 bonus, and heavy armor provides a +5 bonus.

Leather Coat: Not specifically designed as armor, this durable garment does grant you some protection whether cut as a jacket or a longcoat.

Omniweave Armor: Omniweave armor comes in a variety of styles combining advanced polymers, Kevlar, and even natural fibers like spider silk or synthetic equivalents. Specially layered and treated, omniweave provides excellent protection without much loss of movement. A successful DC 20 Perception check is required to distinguish web-fiber armor from ordinary clothing.

Radiation Suit: This bulky suit of leather armor has a full helmet with environmental filters. It features heavy lead plates sewn into interior panels strategically placed about the suit. These plates, in conjunction with a layer of alchemical lead painting, shield the wearer from most environmental dangers, including the worst effects of aetheric radiation exposure. While wearing a radiation suit you gain a +2 bonus on Fortitude saves to resist the effects of radiation and, due to the environmental filters, a +2 bonus on Fortitude saves against inhaled toxins. Additionally, you treat radiation levels as one step lower (to a minimum of low).

Shocktrooper Armor: This heavy suit of ceramic and steel plates resembles more archaic plate mail but is environmentally sealed. While wearing shocktrooper armor with a helmet you gain a +2 bonus on Fortitude saves against radiation and inhaled toxins due to the armor's heavy-duty environmental filters.

Shocktrooper armor also features several built-in storage compartments; in total these compartments have about the same capacity as a backpack.

When wearing shocktrooper armor you may treat your Strength as 2 points higher than normal for calculating your carrying capacity for items stored in these compartments. This does not stack with the benefits of carrying a masterwork backpack.

Trooper Armor, Heavy: Heavy trooper armor is one step below shocktrooper armor and features reinforced chest, back, and shoulder plating.

Trooper Armor, Light: This suit of armor is comprised of a leather bodysuit fitted with lightweight metallic and ceramic plates, typically enamelled with an insignia indicating military or mercenary allegiance.

Trooper Armor, Medium: This is a heavier version of light trooper armor and features more comprehensive protection for the arms, legs, and back and comes with a helmet and gauntlets.

Ultraweave Armor: This suit of omniweave is further reinforced with graphene mesh and ribs or plates of metal, ceramic, or high-impact plastics to cover the torso and limbs. This armor is not as covert as traditional omniweave armor and only requires a DC 15 Perception check to differentiate from ordinary clothing.

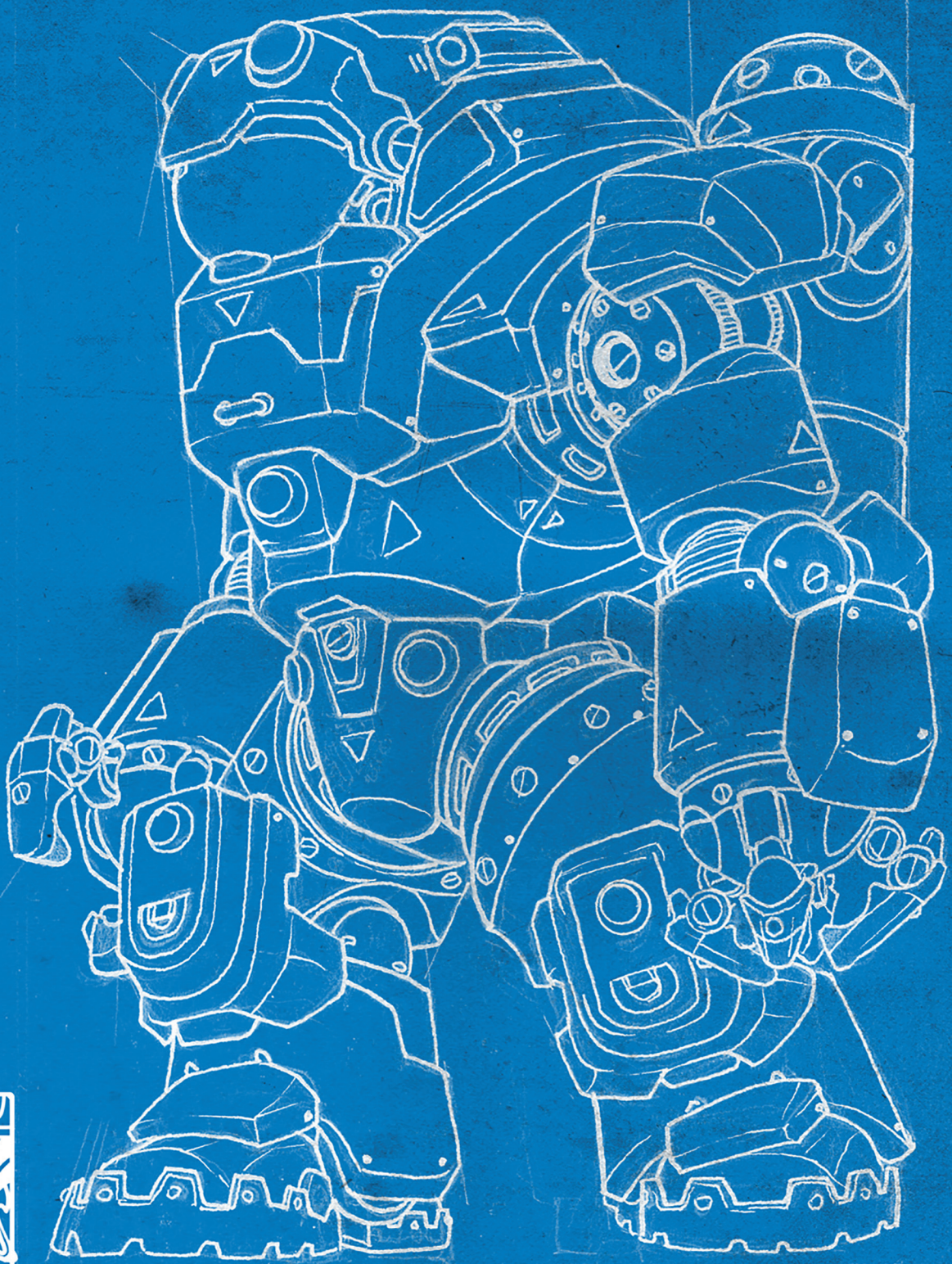
High-tech Armor

The following types of armor can be commonly found only in a **Future Tech** campaign, and in such campaigns can be purchased at half the normal price. The type of armor (if any) is listed with the item's description. In very high-tech campaigns, additional rules for power armor can be found in the ***Aethera Campaign Setting*** and in the Technological Artifacts section of the official guide to technology.

Table 1-2: High-Tech Armor

	Cost	AC Bonus	Max Dex	Armor Check	Spell Failure	Weight	Capacity	Usage
Future Armor								
Force Field	special	-	-	0	-	1 lb.	varies	1/round
Gravity Suit	40,000	special	+8	0	5%	5 lbs.	24	1/hour
Hard light shield	6,400	+2	-	0	10%	1 lb.	20	1/minute
Heavy weapon harness	9,000	+1	+6	-1	5%	10 lbs.	-	-
HEV Suit	61,000	+4	+4	-4	40%	20 lbs.	25	1/hour
Inssuit	19,250	+3	+6	0	15%	10 lbs.	-	-
Scatterlight Suit	special	+1	+8	-1	5%	5 lbs.	24	1/hour
Spacesuit	90,000	+7	+0	-8	50%	35 lbs.	25	1/hour

Power Armor, MK IV



HIERARCHY CODEX

DESIGN SCHEMATIC

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Focus: military application schematic
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Clerk: Adori Scrivner
Date of Filing: 3780.224
Process Fee: paid in full
Ownership: restricted
Filing Interrogatory: 011-45B
Title Code: 83713-V3
Aethertech: yes
notorized by: Paluris Irons
Notorization Date: 3780.221
Codex Indices: 4557.12-RRE
User Index: 0125579924.0012

In technologically advanced areas, the following special armor types are available.

Force Field: Force fields are powered by a surprisingly light pair of slender, silvery bracelets. When activated as a standard action, dozens of tiny biofeedback needles pierce the wearer's arms to interface with the nervous system; the pain of this causes the wearer to become dazed for 1 round (DC 15 Fortitude negates) as the force field is activated.

Once active, the device generates an invisible and intangible field of force around the target. The force field blocks solids and liquids, but not gases or light (including laser beams). The user of a force field can still breathe, but she cannot eat or drink.

Activating a force field is a standard action that consumes 1d6 charges from the device, after which point the field consumes 1 additional charge every round it remains active. While a force field is active, the user gains a number of temporary hit points that varies depending on the force field's power. All damage dealt to the wearer of a force field is subtracted from the temporary hit points it grants first.

As long as the force field is active, the wearer is immune to critical hits (but not precision-based damage, such as sneak attacks). A force field has fast healing that replenishes its temporary hit points at a fixed rate each round, but if the force field's temporary hit points are ever reduced to 0, the force field shuts down and cannot be reactivated for 24 hours. Force fields are automatically reduced to 0 hp by disintegration effects. A force field can be deactivated as a free action.

The charge capacity, amount of temporary hit points granted, and rate of fast healing these temporary hit points have varies according to the force field's color code, as detailed below.

Color	Price	Capacity	Temp HP	Fast Healing
Brown	4,000	10	5	1
Black	20,000	15	10	2
White	40,000	20	15	3
Gray	60,000	25	20	4
Green	80,000	30	25	5
Red	100,000	35	30	6
Blue	120,000	40	35	7
Orange	140,000	45	40	8
Prismatic	220,000	50	60	10

Gravity Suit (light): A gravity suit consists of several black, flexible straps attached to a framework of delicate servos, thin plates, and small strips of black polymer plastic—this give it an appearance of being ineffective armor. The armor bonus provided by an unpowered gravity suit is +0, but when activated, the suit generates a field of gravitons around the wearer that grants a +5 armor bonus (this bonus is a force effect). This bonus is doubled when it applies to the wearer's CMD score against bull rush, overrun, and trip attempts, and slows any fall as if the wearer were under the effect of a *feather fall* spell.

At the cost of 1 additional charge per minute, the wearer of a gravity suit can fly at a speed of 60 ft. (average). Activating this ability is a standard action.

Hard Light Shield: This bulky bracelet is covered in blinking blue lights and pulsing holographic emitters. A hard light shield produces a translucent but substantial holographic barrier when activated. The shield bonus counts as a force effect and applies to the wielder's touch AC against beam and ray attacks (but not other touch attacks). As a transparent force effect, a hard light shield provides no bonus against lasers. A hard light shield can be used to deliver shield bash attacks like a heavy shield.

When turned off, a hard light shield provides no AC bonus and imposes no spell failure chance. Activating or deactivating a hard light shield is a move action. This item occupies the wearer's wrist slot.

Heavy Weapon Harness (light): Known also as an "H-belt," a heavy weapon harness is an elaborate network of plastic and metal struts and straps. The harness can be worn in conjunction with any other suit of armor—the armor bonus granted by the heavy weapon harness does not stack with that granted by other suits of armor, but the armor check penalties and spell failure percentages do.

A heavy weapon harness provides its wearer with additional stability and support, allowing the user to wield heavy weapons as if they were regular firearms, using the Exotic Weapon Proficiency (firearms) feat for proficiency rather than Exotic Weapon Proficiency (heavy weaponry). A character with Exotic Weapon Proficiency (heavy weaponry) who wears an H-belt finds the use of heavy weapons even easier and gains a +1 circumstance bonus on attack rolls made with harnessed heavy weapons.

Unlike most technological armors, a heavy weapon harness does not use power—its components are purely mechanical.

HEV Suit (medium): Short for "hazardous environment," an HEV suit provides protection from radiation, disease, poisonous gas, cold, heat, and similar environmental dangers. The suit needs a power supply to work—while deactivated, none of the following abilities function at all.

While powered, the suit provides immunity to inhaled poisons and diseases, and provides resistance 10 against all forms of energy except for sonic damage. An HEV suit completely protects against low radiation and reduces the effects of medium radiation to low radiation, but it offers no protection against high or severe radiation. The suit's selfrepairing polymer resin fabric automatically seals secondary punctures or tears created by physical attacks to the wearer and damage dealt specifically against the suit. It repairs damage at the rate of 2d6 points of damage per charge consumed. While repairing damage in this manner, the suit's other protective functions listed above are any taken offline. An HEV suit has hardness 2 and 30 hit points.

Inssuit (light): This padded jumpsuit is made of resilient polymers interwoven with superconducting thread. It provides modest protection from conventional and energy weapons. The wearer applies the armor's AC bonus (including enhancement bonus, if any) against touch and ranged touch attacks that deal energy damage. In addition, the inssuit provides resist energy 5 against cold, acid, and electricity.

Scatterlight Suit (light): A scatterlight suit is a tight, form-fitting suit of highly reflective polymers and synthetic metal fibers. It's designed to reflect beam weapon attacks and provides only minimal protection against physical damage. Activating a scatterlight suit is a standard action; once activated, the suit diffuses and blurs light reflected from its surface, making the wearer appear hazy and indistinct.

While active, a scatterlight suit increases the wearer's touch AC by a variable amount—this bonus is an armor bonus but does not increase the wearer's normal or flat-footed AC beyond the scatterlight suit's baseline armor bonus of +1. This bonus to touch AC only applies to attacks made by beam weapons and rays—it does not provide additional protection to other touch attacks.

Color	Price	Touch AC Bonus
Brown	100	+1
Black	150	+2
White	200	+3
Gray	700	+4
Green	1,000	+5
Red	1,400	+6
Blue	3,600	+7
Orange	6,000	+8
Prismatic	12,000	+9

Spacesuit (heavy): This airtight suit of synthetic polymers includes a transparent, dome-like helmet that completely covers the wearer's head. A spacesuit is nearly identical in function to an HEV suit, except that as long as the spacesuit is charged, it provides a bit more armor protection as well as complete protection from all radiation and exposure to vacuum. A spacesuit repairs damage to itself at the rate of 4d6 points of damage per charge consumed. It has hardness 6 and 60 hit points.

A space suit is fitted with numerous small booster jets that grant the wearer a fly speed of 20 ft. (poor) in areas of zero gravity while the spacesuit is charged. The boosters impart no benefit in areas of high, low, or normal gravity.

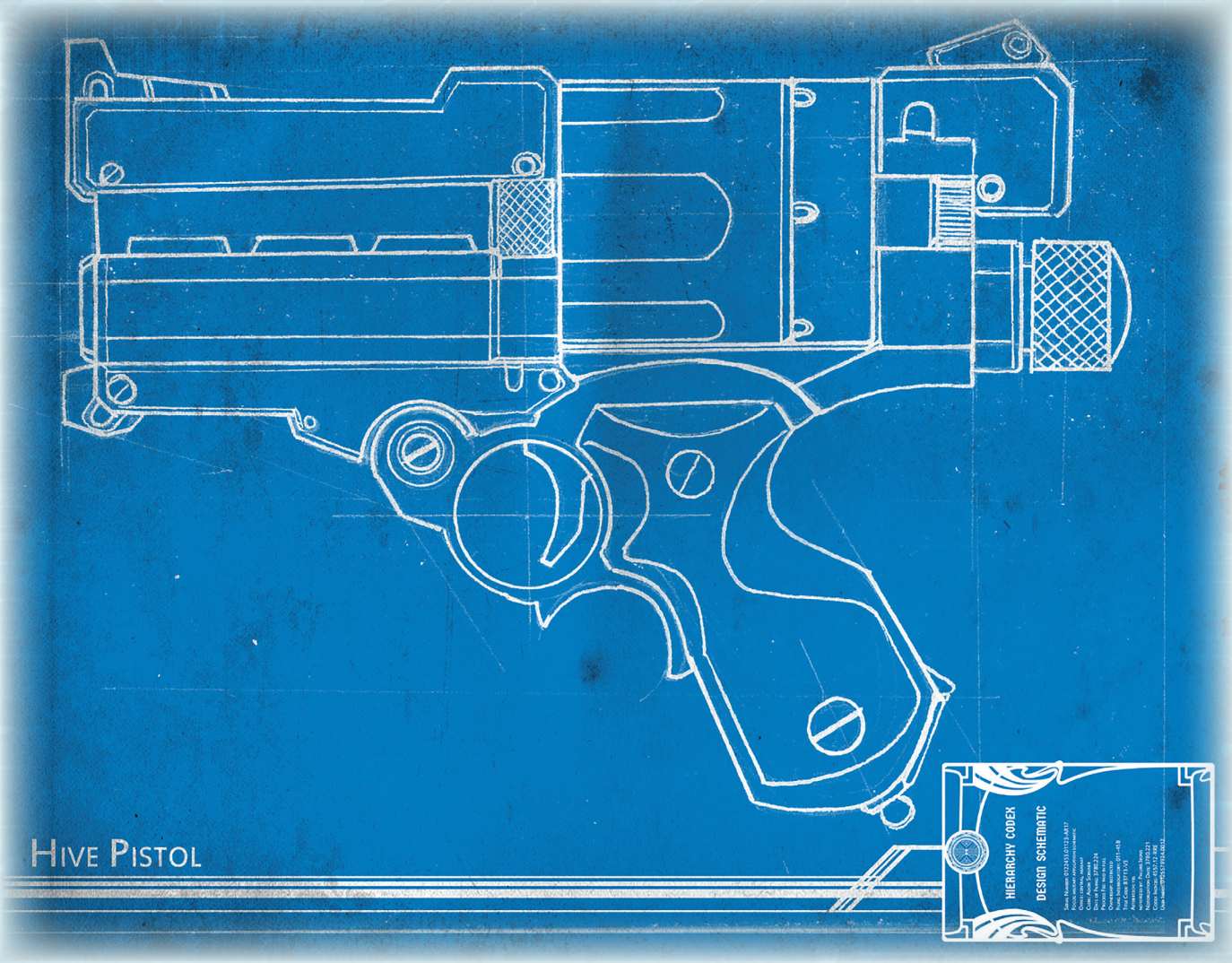
Firearms

The following weapons are commonly available in a campaign with essentially a modern level of technology, such as the **Steampunk** level, and may be available in a **Fantasy Tech** type of campaign as well. The characteristics of firearms and related weapons are described below. In a **Future Tech** setting, archaic weapons are rare and unusual to find, while advanced weapons are common among those unable to afford high-tech weaponry. All archaic and advanced firearms (but not grenades) are available in a **Future Tech** setting at 10% the normal price.

Damage: Unless otherwise noted, bullets from firearms deal bludgeoning and piercing damage.

Range and Penetration: Archaic firearms resolve their attacks against touch AC when the target is within the first range increment. Advanced firearms resolve their attacks against touch AC when the target is within the first five range increments. This type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full range increment. Advanced firearms have a maximum range of 10 range increments.

Firearms and high-tech weapons in a sci-fi campaign setting may have the following qualities:



Capacity: When making a full-attack action with a single-shot or semi-automatic firearm, you may fire the weapon as many times in a round as you have attacks, up to the number of cartridges in the firearm (or more, if you can reload the weapon as a swift or free action while making a full-attack action).

Firing Modes: Firearms have three types of firing modes. Most weapons are restricted to using a single firing mode unless the weapon's description states otherwise.

Automatic: This weapon fires a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a –2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately.

A single burst with an automatic weapon consumes 10 charges or 10 pieces of ammunition. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

Semi-Automatic: A semi-automatic weapon fires as a single shot weapon. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks). The wielder can use the Rapid Shot feat to fire yet another shot, but the penalty for all shots fired in that round increases to –6.

Table 1-3: Firearms									
Archaic Weapons									
One-handed	**Cost**	**Dmg**	**Crit**	**Range**	**Misfire**	**Capacity**	**Weight**	**Firing**	**Special**
Pepperbox	300	1d8	x4	20 ft.	1-2	6	5 lbs	single	
Pistol	100	1d8	x4	20 ft.	1	1	4 lbs.	single	
Pistol, coat	75	1d4	x3	10 ft.	1	1	1 lb.	single	
Pistol, dragon	100	1d6	x4	20 ft.	1-2	1	3 lbs.	single	scatter
Two-handed	**Cost**	**Dmg**	**Crit**	**Range**	**Misfire**	**Capacity**	**Weight**	**Firing**	**Special**
Blunderbuss	200	1d8	x2	special	1-2	1	8 lbs.	single	scatter
Culverin	400	2d8	x4	30 ft.	1	1	40 lbs.	single	scatter
Musket	150	1d12	x4	40 ft.	1-2	1	9 lbs.	single	
Modern Weapons									
One-handed	**Cost**	**Dmg**	**Crit**	**Range**	**Misfire**	**Capacity**	**Weight**	**Firing**	**Special**
Pistol, hive	350	1d8	x4	50 ft.	1	7[C]	7 lbs.	special	special
Pistol, machine	900	1d8	x4	20 ft.	1	20[B]	4 lbs.	auto	
Pistol, military	450	1d8	x4	60 ft.	1	10[B]	3 lbs.	semi	
Pistol, scrap	250	1d8	x3	20 ft.	1-5	6[I]	4 lbs.	single	
Revolver	400	1d8	x4	20 ft.	1	6 [C]	4 lbs.	single	
Revolver, light	100	1d6	x4	30 ft.	1	6 [C]	3 lbs.	single	
Taser	50	1d10	x2	10 ft.	1	1	1 lb.	single	nonlethal electricity
Two-handed	**Cost**	**Dmg**	**Crit**	**Range**	**Misfire**	**Capacity**	**Weight**	**Firing**	**Special**
Rifle	500	1d10	x4	80 ft.	1	4[I]	12 lbs.	single	
Rifle, assault	1,500	1d10	x4	80 ft.	1	30[B]	11 lbs.	auto	
Rifle, hunting	800	1d10	x4	120 ft.	1	5[I]	9 lbs.	semi	
Rifle, scrap	500	1d10	x3	40 ft.	1-5	10[I]	6 lbs.	single	
Rifle, sniper	1,000	1d12	x4	250 ft.	1	4[I]	30 lbs.	semi	stabilized
Shotgun	500	1d8	x2	20 ft.	1-2	1	12 lbs.	single	scatter
Shotgun, combat	200	1d6	x2	20 ft.	1	6[I]	6 lbs.	semi	scatter
Shotgun, double	700	1d8	x2	20 ft.	1-2	2	8 lbs.	single	scatter
Shotgun, sawed-off	300	1d10	x2	10 ft.	1-2	2	3 lbs.	single	scatter
Heavy Weapons	**Cost**	**Dmg**	**Crit**	**Range**	**Misfire**	**Capacity**	**Weight**	**Firing**	**Special**
Cannon, scrap	200	2d6	x3	80 ft.	1-5	8	15 lbs.	slow	stabilized
Flamethrower	800	Special	-	Special	Special	6	60 lbs.	single	slow-loading
Machine Gun, Light	1,000	2d6	x4	40 ft.	1-2	40[B]	20 lbs.	auto	stabilized
Machine Gun, Heavy	1,500	2d8	x4	120 ft.	1-2	60[B]	140 lbs.	auto	stabilized

Grenades	**Cost**	**Dmg**	**Crit**	**Range**	**Weight**
Concussion	50	3d6	x2	20 ft.	1 lb.
Fragmentation	75	4d6	x2	20 ft.	1 lb.
Smoke	20	-	-	20 ft.	1 lb.
Tear gas	40	-	-	20 ft.	1 lb.

Single Shot: A single shot firearm fires once for every attack its wielder can make in a round. This is the standard firing mode for many kinds of firearms, including almost all archaic firearms.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks.

Magazine: The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. Archaic weapons do not use magazines but rather must have each shot loaded into its barrel individually, including weapons with more than one barrel. For advanced firearms, how the firearm is reloaded depends on its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason, the entry does not also have a number.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. Reloading a box magazine is a swift action for a one or two-handed firearm and a move action for a heavy firearm.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. Reloading a cylinder magazine is a move action for a one or two-handed firearm and a full-round action for a heavy firearm.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles. Reloading a firearm with an internal magazine is a standard action for one and two-handed firearms and a full-round action for heavy firearms.

Scatter: A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls made misfire. If a scatter weapon explodes on a misfire, it deals triple its damage to all creatures within the misfire radius.

Stabilized: Weapons with the stabilized quality require a bipod or vehicle mounting on a vehicle's or building's hard point. Firing stabilized weapons without proper setup inflicts a –4 penalty on attack rolls and knocks the user prone. A successful combat maneuver check (DC 20) negates being knocked prone. A creature at least one category larger than the size designed for the weapon, or a creature with the ability to use oversized weapons (such as an okanta) can wield a stabilized weapon as if it were a normal two-handed weapon. Setting up or breaking down takes a move action for a bipod or tripod and 1 minute for a vehicle mount.

Most weapons listed above are commonplace real-world weapons and need no special explanation, but weapons with unusual characteristics are described below.

Cannon, scrap: A scrap cannon is a heavy weapon variant of the scrap pistol (see below). This weapon requires moving a heavy bolt-action lever to fire and is incapable of firing more than once per round.

Flamethrower: When using a flamethrower, the wielder projects a 60-foot-long line of fire, attempting a separate attack roll against each creature within the line. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil this line attack. If any of the rolls threatens a critical hit, the wielder confirms the critical for that roll alone.

All affected creatures take 4d6 points of damage, and any creature hit by the flaming stream must also succeed at succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +2 bonus on this save.

The flamethrower itself weighs 20 pounds, while its paired backpack-mounted fuel and propellant tanks weigh an additional 40 pounds. The wielder takes a –4 armor check penalty when wearing the cumbersome device. In addition, the tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device's own gas igniter), a mighty conflagration erupts, the wielder takes 6d6 points of fire damage, and all creatures within a 20-foot radius take 3d6 points of fire damage (Reflex DC 20 for half). Any creatures who take damage must succeed at a DC 20 Reflex save or catch on fire.

Grenades: This time-delayed explosive functions like the grenades described under High-Tech Weaponry, throwing them to the desired location and then detonating at the beginning of your next turn.

Concussion: This grenade explodes in a 20-foot-radius burst dealing 3d6 points of bludgeoning damage (Reflex DC 15 for half).

Fragmentation: A metal sleeve adds deadly shrapnel to a grenade's explosion, dealing 4d6 points of bludgeoning, piercing, and slashing damage in a 15-foot-radius (Reflex DC 15 for half).

Smoke: This grenade releases a 10-foot-radius spread of smoke equivalent to a *fog cloud*. The radius of the spread increases to 15 feet on the following round and to 20 feet 1 round later. A moderate or stronger wind dissipates the smoke in 1 round, and the smoke dissipates naturally after 1 minute.

Tear gas: This functions as a smoke grenade, but any creature entering or beginning their turn within the smoke is dazzled and sickened for 1 round (DC 15 Fortitude negates). In addition, any creature failing its save has their vision blurred by irritation and tearing of the eyes, causing them to have a 20% miss chance on all attacks until they spend a full-round action clearing their eyes with a successful DC 15 Fortitude save. A successful DC 15 Heal check by another character grants a +2 circumstance bonus on this save.

Machine Gun: Rather than using a box magazine, a machine gun may use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets and any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed. A second character can serve as a loader for a linked weapon, spending a full-round action to keep the linked magazine firearm loaded while at the same time performing a special aid another action that grants the wielder of the linked firearm a +2 bonus on the next attack roll.

Pistol, Coat: This small pistol grants a +2 circumstance bonus on Bluff, Disguise, Sleight of Hand, or Stealth checks to conceal the weapon or convince an observer that the bearer is unarmed.

Pistol, Hive: Unlike a standard revolver. a hive pistol includes a knob at the rear which strikes all the firing pins simultaneously, expending 7 bullets to fire a 20-ft. scatter but imposing a –2 penalty on all attack rolls made that round. A hive pistol fires as a single shot weapon or a slow-firing weapon if using the scatter function. A hive pistol must be fully loaded to gain the scatter quality.

Pistol, Scrap: Scrap pistols are illegal, cheaply constructed firearms that can be quickly disassembled and reassembled. These firearms are made from readily available components found in most urban centers, like water pipes, valves, and the like. Scrap pistols are notorious for misfiring and typically have poor accuracy.

A scrap pistol can be disassembled into its component parts or reassembled in 1 minute. A disassembled scrap pistol resembles common engineering materials and grants a +10 circumstance bonus on any Bluff, Sleight of Hand, or Stealth checks made to conceal its true nature.

Rifle, Assault: An assault rifle's wielder can switch between automatic and semiautomatic firing modes as a swift action.

Rifle, Scrap: As a scrap pistol.

Shotgun, Sawed-Off: This cut-down version of a shotgun grants a +2 circumstance bonus on Bluff, Disguise, Sleight of Hand, or Stealth checks to conceal the weapon or convince an observer that the bearer is unarmed.

Taser: This functions like an electrostunner (see High-Tech Weapons) but can be used only once before its charge is exhausted.

Modern or Future Technology?

Some items feel more futuristic than they are, and a good example is a laser sight for use on weapons. Commonly available to modern-day militaries, such an item might nevertheless feel a bit too modern for a **Steampunk** tech level. If you feel it is is commonplace enough to fit technologically with items like assault rifles and tasers, treat it as a modern firearm accessory, so in a **Future Tech** campaign it would be available at 10% the normal price. If it feels more advanced, treat it as a high-tech weapon accessory, meaning it is half price in **Future Tech** campaigns.

LASER SIGHT

Price 8,000 gp; **Slot** none; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge/hour

This small, cylindrical device can be attached to the barrel of any firearm. When activated, it emits a low-power laser beam that paints a small red dot on the target. This effect grants the user a +1 circumstance bonus on all attack rolls made with that weapon. Further, a laser sight reduces the penalty for firing into melee by 2.

CONSTRUCTION

Craft DC 24; Cost 4,000 gp; Craft Technological Item, production lab

High-Tech Weapons

The following weapons are commonly available only in areas with advanced technology at the **Future Tech** level, though they may rarely be found in a manner similar to magical items in a lower-technology campaign. In Future Tech campaigns, high-tech weapons can be purchased at half the normal price.

Arc Pistol (semi-automatic, touch): An arc pistol emits bolts of ionized particles that it then electrifies, creating a crackling beam of electricity between it and its target. Arc pistols gain a +2 circumstance bonus on attack rolls against targets that are metal or are wearing medium or heavy metal armor.

Arc Rifle (automatic, touch): As an arc pistol.

Autograpnel (slow-firing): An autograpnel looks like a rifle with a small adamantine spike protruding from its barrel. When fired, an autograpnel launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. An autograpnel's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction motors are strong enough to hold up to 500 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as a standard action; reattaching the grapnel to the gun barrel is a move action.

An autograpnel strikes with an effective Strength score of 22 for the purposes of determining damage. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. This cord has AC 12, hardness 10, and 20 hp. A successful DC 32 Strength check is required to snap the cord. If the wielder retracts the cord while it's attached to a creature, the autograpnel attempts a pull combat maneuver check with a CMB of +16. If used against objects, an autograpnel can pull an item that weighs 25 pounds or less back to the user as a full-round action, or it can pull a heavier object that weighs no more than 100 pounds back to the user at a speed of 20 feet.

When attached to a solid object, the gun's retraction rate can be set to maintain a taut line while the gun is attached to a harness worn to aid climbing checks.

Electrostunner (touch): An electrostunner can be used as a melee weapon or a ranged weapon, firing a pair of piercing projectiles into a target within 10 feet, connected to the electrostunner by wires. When a target is struck, the electrostunner discharges a powerful electric jolt that deals nonlethal damage. The target also is stunned for 1 round

Table 1-4: High-Tech Weapons									
One-handed	**Cost**	**Dmg**	**Crit**	**Range**	**Usage**	**Capacity**	**Weight**	**Type**	**Special**
Arc pistol	10,000	1d8	x2	50 ft.	1 charge	10	2 lbs.	electricity	touch
Electrostunner	2,000	2d6	x2	10 ft.	1 charge	10	1 lb.	nonlethal electricity	
EMP pistol	12,000	2d6	x2	50 ft.	1 charge	10	2 lbs.	electricity	touch
Laser pistol	10,000	1d8	x2	50 ft.	1 charge	10	2 lbs.	fire	touch
Needler	3,000	1d4	x2	30 ft.	nanite shot	1	2 lbs.	P	
Photon blaster	10,000	1d4	x2	50 ft.	1 charge	10	2 lbs.	nonlethal	touch
Sonic pistol	13,000	1d8	x2	50 ft.	1 charge	10	2 lbs.	sonic	
Stunner	3,000	1d8	x2	20 ft.	1 charge	10	3 lbs.	nonlethal	touch
Zero pistol	10,000	1d8	x2	50 ft.	1 charge	2 lbs.	cold		
Two-handed	**Cost**	**Dmg**	**Crit**	**Range**	**Usage**	**Capacity**	**Weight**	**Type**	**Special**
Arc rifle	20,000	2d6	x2	150 ft.	1 charge	20	6 lbs.	electricity	touch
Autograpnel	4,000	1d8+6	x3	30 ft.	1 charge	20	10 lbs.	P	
EMP rifle	24,000	3d6	x2	150 ft.	1 charge	20	6 lbs.	electricity	touch
Laser rifle	20,000	2d6	x2	150 ft.	1 charge	20	6 lbs.	fire	touch
Sonic rifle	20,000	2d6	x2	150 ft.	1 charge	20	6 lbs.	sonic	touch
Thundergun	2,000	2d6	x2	50 ft.	1 charge	10	4 lbs.	electricity	touch
Zero rifle	20,000	2d6	x2	150 ft.	1 charge	20	6 lbs.	cold	touch
Heavy Weapons	**Cost**	**Dmg**	**Crit**	**Range**	**Usage**	**Capacity**	**Weight**	**Type**	**Special**
Grenade launcher	8,000	Varies	-	100 ft.	1 charge	20	8 lbs.	Varies	Grenade clip
Plasmathrower	30,000	4d6	19-20	60 ft.	2 charges	20	15 lbs.	special	
Rail gun	30,000	3d10	x4	200 ft.	1 charge	10	14 lbs.	B/P	touch
Rocket launcher	10,800	12d6	-	120 ft.	10 (disposable)	10	10 lbs.	B and fire	

(DC 13 Fortitude negates). As long as the wires remain attached, the wielder can deliver an additional electric shock each round without having to make an attack roll. The wires can be cut (hardness 10, 2 hp) or pulled out of the target (DC 11 Strength check), but any creature touching the wires within 1 round of it being used to attack is affected identically to the original target. If holding the electrostunner, the wires can be retracted as a standard action (or as a move action if the wielder is proficient with the electrostunner). An electrostunner has a maximum range of 10 feet. Using an electrostunner to make a ranged attack does not provoke attacks of opportunity.

EMP Pistol (semi-automatic, touch): An EMP pistol emits a beam of electromagnetic energy that cannot harm living creatures, but deals terrible damage to robots. An EMP pistol can harm androids and creatures with cybernetic implants, but they take half damage from a hit. A creature that is critically hit by an EMP pistol and takes damage from that hit must succeed at a DC 15 Fortitude save or be staggered for 1d4 rounds.

EMP Rifle (automatic, touch): As an EMP pistol.

Grenade Launcher (slow-firing): A grenade launcher is a bulky weapon that can fire any grenade a great distance. Grenades propelled by a launcher can be set to detonate upon impact or at the start of the wielder's next turn. A grenade launcher requires charges to fire, but unless the weapon is also loaded with a grenade, any charges that are consumed are wasted. A grenade launcher can hold up to 5 grenades at a time. Loading a single grenade into a grenade launcher is a move action.

Laser Pistol (semi-automatic, touch): A laser pistol emits a beam of intensely focused light capable of burning anything it strikes. A laser attack can pass through force

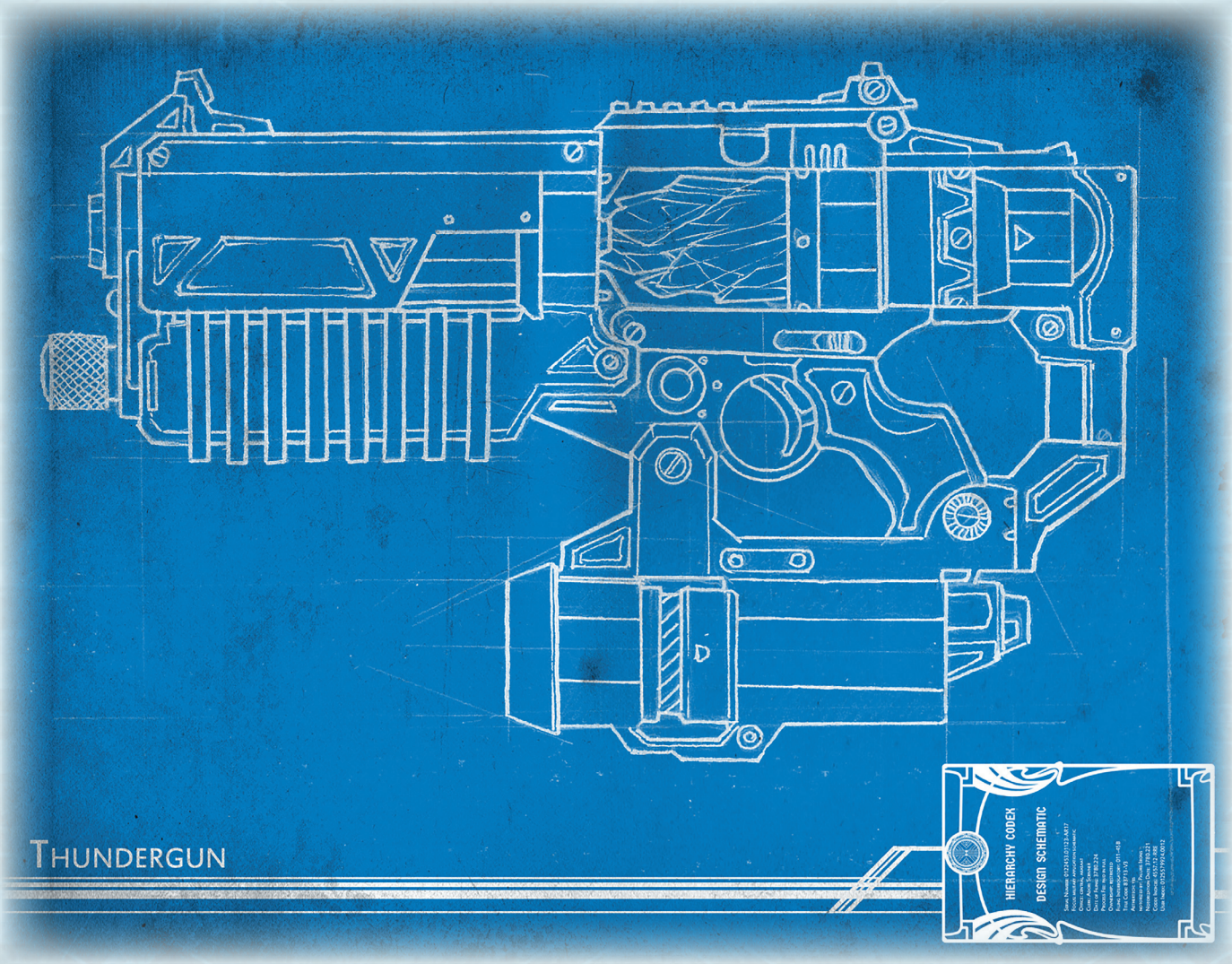
fields and force effects, such as a *wall of force*, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers—but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment, and though a laser consists of highly focused light, it does not provide any illumination.

Laser Rifle (automatic, touch): As a laser pistol.

Needler: A needler fires tiny flechettes small pointed projectile that do minimal damage on its own. However, the needler has a small reservoir above its handle into which a single dose of a pharmaceutical, drug, poison, or even potion can be poured as a standard action. The next dart fired from the dart gun delivers that liquid into the target immediately upon a hit.

Photon Blaster (semi-automatic, touch): A *photon blaster* fires a beam of scintillating light that overloads the target's optic receptors, dealing nonlethal damage and blinding the target for 1d4 rounds (DC 18 Reflex negates blindness but not nonlethal damage). On a critical hit, the save DC is increased by 4 and the target is dazed for 1 round on a failed save, and even on a successful save the target is dazzled for 1d4 rounds.

Plasmathrower (automatic or slow-firing, scatter, touch): A plasmathrower is a devastating weapon that fires blasts of superheated, electrically charged gas. This weapon has two firing modes: slow-firing and automatic. When used on the slow-firing setting, the weapon fires a scattering shot with no range increment; on the automatic setting, it fires individual bursts of plasma that can reach up to 3 range increments. Half the damage dealt by a plasmathrower is fire damage and the other half is electricity damage.



Rail Gun (slow-firing, touch): A rail gun uses gravitons to compress raw metal scrap placed in its sequencing chamber into hyperdense shells that it then accelerates to astounding speed and fires from its electromagnetically charged barrel. The weapon's rate of fire is slow compared to most other technological weapons, yet its relatively high damage combined with its potential for particularly grisly critical hits makes it a much sought-after weapon for long-range combat. Shots fired from a rail gun bypass an object's first 10 points of hardness and can completely penetrate targets without hardness.

When making an attack with a rail gun, make a single attack roll and compare that result to the ACs of all creatures in a line extending out to the weapon's maximum range. This weapon damages all targets with an AC equal to or lower than the attack roll. However, if the attack's damage fails to penetrate any target's hardness or damage reduction, this shot is blocked and cannot damage targets that are farther away.

Rocket Launcher (slow-firing): A newly created rocket launcher contains its entire load of rockets and energy charges. It cannot be reloaded, and once its final rocket is fired, the weapon is useless. Rockets fired from a rocket launcher can target a single target or a grid intersection. A creature that takes a direct hit from a rocket cannot attempt a saving throw to reduce the damage taken. When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals fire and bludgeoning damage to all creatures within that area of effect—a successful DC 15 Reflex save halves the damage for all but the target. Some rocket launchers carry alternate loads, replacing the fire damage with electricity or cold damage, and there are rumors of rocket launchers capable of doing even more damage, firing gravity-based weapons or using radioactive payloads.

Sonic Pistol (semi-automatic, touch): A sonic pistol emits a blast of devastating sound waves that shatter and blast flesh, bone, and anything else they happen to strike. A creature critically hit by a sonic pistol must succeed at a DC 15 Fortitude save to resist being permanently deafened.

Sonic Rifle (automatic, touch): As a sonic pistol.

Stunner (semi-automatic, touch): This weapon uses a sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. The weapon has a relatively short range, but the fact that it deals nonlethal damage at range and can knock targets prone makes it a favorite for those seeking to capture their foes alive. A hit by a stun gun deals nonlethal damage—on a critical hit, the gun can attempt a free trip combat maneuver check against the target (CMB = user's base attack bonus + 10); this attempt doesn't provoke attacks of opportunity.

Thundergun (semi-automatic, touch): A thundergun is an early model of the arc rifle, which unlike most high-tech weapons misfires (similarly to an archaic firearm) on a natural 1 on an attack roll, causing the weapon to gain the broken condition, which increases its misfire range to a natural 1-5. If a thundergun misfires again while broken, it explodes for 2d6 points of electricity damage, plus 1 point per charge remaining in the gun, affecting all creatures within 5 feet of the wielder (DC 12 Reflex half). A thundergun can deal lethal or nonlethal damage, switching between the two modes as a swift action. Each shot consumes 1 charge for nonlethal damage or 5 charges for lethal damage.

Zero Pistol (semi-automatic, touch): A zero pistol fires a beam of freezing particles at high velocity, dealing cold damage to anything it strikes. Any creature critically hit by a zero pistol ray must succeed at a DC 15 Fortitude saving throw or become staggered by the cold for 1 round.

Zero Rifle (automatic, touch): As a zero pistol.

Advanced Grenades and Explosives

A grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher. Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires.

Type	Cost	Weight
Arc grenade	750 gp	1 lb.
Atom grenade	6,000 gp	1 lb.
Bang grenade	250 gp	1 lb.
Bio grenade	3,300 gp	1 lb.
Concussion grenade	750 gp	1 lb.
EMP grenade	750 gp	1 lb.
Flash grenade	750 gp	1 lb.
Flechette grenade	750 gp	1 lb.
Fragmentation grenade	750 gp	1 lb.
Gravity grenade	2,250 gp	1 lb.
Inferno grenade	750 gp	1 lb.
Plasma grenade	1,600 gp	1 lb.
Soft grenade	750 gp	1 lb.
Sonic grenade	1,000 gp	1 lb.
Zero grenade	750 gp	1 lb.

The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

The type of damage dealt by grenades varies widely and depends upon the nature of the specific grenade. The different types of grenades and the damage types they deal (along with any additional effects their damage deals) are listed below.

- **Arc Grenade:** Deals 5d6 points of electricity damage.
- **Atom Grenade:** Creates a 20-foot-radius area of medium radiation that persists for 24 hours.
- **Bang Grenade:** Deals no damage but staggers creatures for 1 round and deafens them for 1d4 rounds (DC 15 Fortitude save negates).
- **Bio Grenade:** Infects creatures who fail a DC 15 Fortitude save with bubonic plague (no onset).
- **Concussion Grenade:** Deals 5d6 points of bludgeoning damage.
- **EMP Grenade:** Deals 5d6 points of electricity damage to robots and electronic-based gear, half damage to cyborgs and androids, and no damage to other creatures.
- **Flash Grenade:** Blinds creatures for 1d4 rounds (DC 15 Fortitude save negates).
- **Flechette Grenade:** Deals 5d6 points of piercing damage.
- **Fragmentation Grenade:** Deals 5d6 points of slashing damage.
- **Gravity Grenade:** Deals 5d6 points of force damage. Creatures damaged by a gravity grenade are automatically subjected to a trip attack (grenade's CMB = +15).

- **Inferno Grenade:** Deals 5d6 points of fire damage.
- **Plasma Grenade:** Deals 4d6 points of fire damage and 4d6 points of electricity damage.
- **Soft Grenade:** Deals 5d6 points of nonlethal damage.
- **Sonic Grenade:** Deals 5d6 points of sonic damage; creatures who fail a DC 15 Fortitude save are also deafened for 1d4 rounds.
- **Zero Grenade:** Deals 5d6 points of cold damage.

Appendix 1: Aetherite

Aetherite is a supernatural mineral forged from the destruction of ancient ley lines during the Collapse in the Aethera System. Naturally occurring or "raw," aetherite appears as growths of brightly phosphorescent blue crystals that shed light as a torch. Aetherite in its natural form has the following qualities.

Morphic qualities: When exposed to at least 1 point of electricity damage or 30 points of fire damage from a single attack, aetherite sublimates into a cloud of highly-charged plasma. Each point of electricity damage (or every 30 points of fire damage) is enough to transform 1 cubic foot of aetherite into 5 cubic feet of aetheric plasma. This plasma cloud sheds light like a torch and persists for 1 round per cubic foot of space. Any creature caught in the cloud or that enters the cloud must succeed at a DC 15 Reflex save or take 6d6 points of damage per round that is half fire and half electricity damage. Creatures adjacent to the plasma cloud are exposed to moderate aetherite radiation, while those inside the cloud are exposed to high aetherite radiation (see below). This cloud affects incorporeal creatures as if it were a force effect. At the end of the plasma cloud's duration, it rains down into a cobalt-colored liquid slurry traced with veins of vibrant azure that fills a volume equal to half the total size of the solid aetherite that sublimated. Liquid aetherite slurry sheds light like a candle and is no longer radioactive but is highly toxic.

Liquid aetherite—contact, ingested, injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage and 1d4 Charisma damage; *cure* 2 consecutive saves.

After exposure to 1 point of cold damage (or 1 hour at normal temperature, the slurry hardens back into loose aetherite crystals that weigh half as much as they did before sublimation. These crystals are no longer radioactive and are worth twice the market value of raw aetherite. Aetherite slurry will remain in liquid form if kept at a temperature of 70 degrees or higher.

Radioactive: Unrefined aetherite emits a dangerous form of radiation that can potentially strip the soul from a living creature. Small amounts of unrefined aetherite emit low radiation that only affects creatures holding or carrying it. However, in larger quantities aetherite radiation has a wider area. For every 5-foot space occupied by raw aetherite, there is a cumulative 10-foot radius of low radiation. Aetheric radiation is blocked by a thin sheet of lead, and raw aetherite is commonly transported in special sealed, lead-lined containers for safety purposes.

Table: Aetherite Radiation

Radiation Level	Fort Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Cha damage/day
Moderate	17	1d4 Con drain	1d4 Cha damage/day
High	22	2d4 Con drain	1d6 Cha damage/day
Severe	30	4d6 Con drain	2d6 Cha damage/day

Creatures reduced to 0 Constitution by aetherite radiation or poison are slain and have a 50% chance to rise as a corporeal undead with the **aetherwarped template**, as described in the ***Alien Bestiary Companion*** However, living creatures reduced to 0 Charisma fall into a dreamless catatonia. While in this state an affected creature cannot save against possession effects (such as *possession*[OA] or a ghost's malevolence ability.)

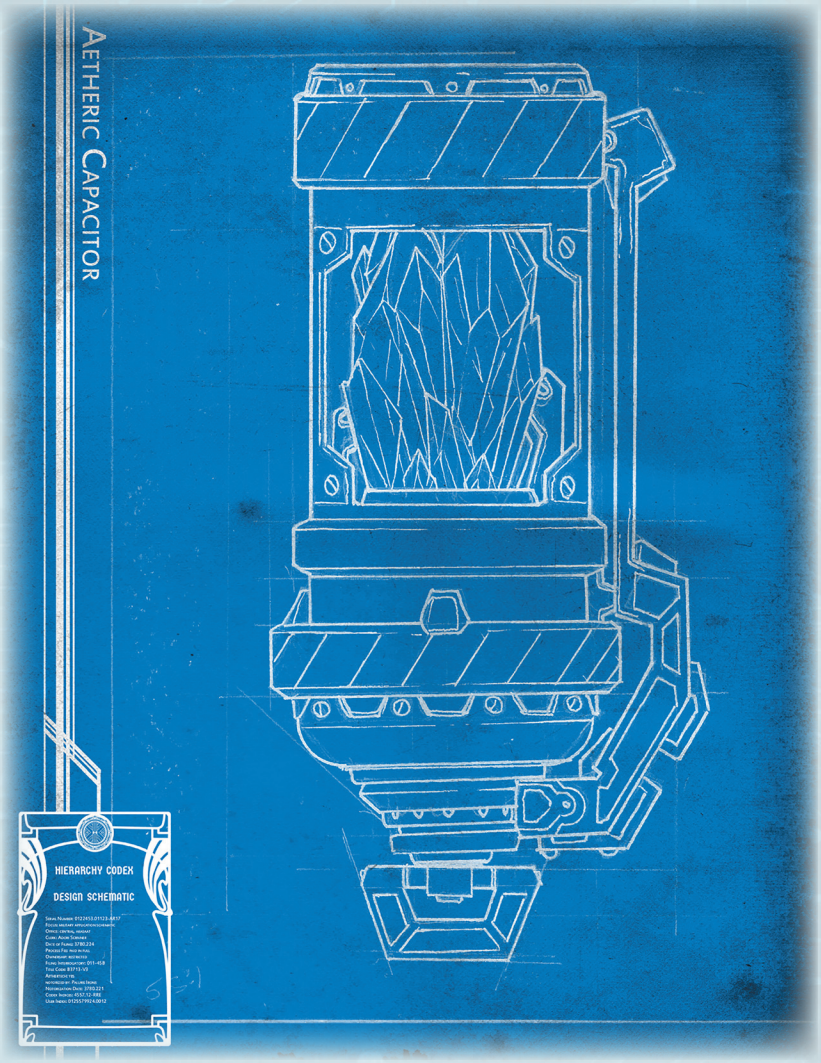
Raw aetherite in its solid form has a hardness of 5 and 10 hp per inch of thickness, takes double damage from bludgeoning attacks, and takes no damage from force effects.

Aetherite, depleted: Depleted aetherite is specially refined aetherite that has been alchemically tailored to be as hard as steel, and lacks the ability to act as a capacitor for aetheric energy. Weapons forged from depleted aetherite count as magic weapons for the purpose of bypassing damage reduction. Also, adding any magical enhancements to a depleted aetherite weapon costs 10% less than normal. This decrease is applied the first time the item is enhanced, not once per ability added. Weapons, armor and tools forged from refined aetherite are considered masterwork and weapons count as magic for overcoming damage reduction.

Depleted aetherite has a hardness of 10 and 20 hp per inch of thickness.

Aetherite, refined: Refined aetherite comes from raw aetherite that has been exposed to aetherite's morphic states thousands of times in an industrial aetherite refinery. The process requires the aetherite to be compressed and compounded with new aetheric crystals created from the same procedure and exposed to a continuous electrical current. Refined aetherite is of an extremely high quality and is used in all aethertech devices, including aetheric capacitors. Refined aetherite no longer sublimates and is locked in its crystalline state. Instead, when exposed to heat or electricity the crystal releases stored aetheric energy and can even be recharged to contain new energy when combined with the proper equipment. Refined aetherite is neither radioactive nor toxic and sheds light like a candle when charged with units of aetheric energy.

Refined aetherite has 30 hit points per inch of thickness and has hardness 10.



Aetheric Capacitors

Aetherite energy can be stored in massive power batteries for spacecraft and other vehicles, but for personal use it is stored in a small device called an *aetheric capacitor*. In the *Aethera Campaign Setting*, this energy is used as currency, with the standard denomination being the **au** (aetherite unit), which has a value similar to a gold piece (gp) in a standard *Pathfinder Roleplaying Game Campaign*. Of course, energy also can be expended to power high-tech weaponry or equipment, or simply to feed a phalanx's aetherite dependency.

AETHERIC CAPACITOR **10–100 AU**

Capacity see text; **Usage** see text; **Weight** 2 lbs.; **Restriction** none

An aetheric capacitor is a cylindrical device containing a refined piece of aetherite specially modified to house an abundant amount of aetheric units of energy (or au). Aetheric capacitors rely on warping magic to contain vast amounts of energy in extradimensional spaces, allowing a single crystal to hold vast amounts of power. A standard aetheric capacitor can hold up to 100 au, and a greater aetheric capacitor can hold up to 1,000 au. As a standard action a character can plug an aetheric capacitor into any aethertech device and refill it to a number of charges equal to the item's capacity rating.

CONSTRUCTION REQUIREMENTS

COST 5 AU (standard), 50 AU (greater)

Craft DC 25 (standard), 28 (greater); Craft Aethertech

Aetherite Class Features

In addition to its purely functional qualities as a source of energy and a potential hazard, aetherite also has a resonance with spiritual energies and is believed by many to thrum with the echoes of spirits past, present, and future. In systems where aetherite is known, animistic faiths tapping into this well of aetheric spirit-power are common, utilizing the following shaman spirit and druid archetype.

Aether (Shaman Spirit)

The eyes of a shaman who selects the aether spirit glow a faint blue color and she is perpetually caught in mild currents of aether, moving her clothing and hair as if affected by a gentle breeze.

Spirit Magic Spells: *magic missile* (1st), *levitate* (2nd), *force punch*[UM] (3rd), *telekinetic charge*[UC] (4th), *telekinesis* (5th), *enemy hammer*[APG] (6th), *mass fly*[APG] (7th), *telekinetic sphere* (8th), *telekinetic storm*[OA] (9th).

Hexes: A shaman who chooses the aether spirit can select from the following hexes.

Aether Hand (Su): The shaman can use *mage hand* at her caster level. At 4th level, she can also use *floating disk*. At 8th level, she can additionally use *pilfering hand*[UC]. The shaman can use this ability for a number of minutes per day up to her caster level. The minutes need not be continuous but must be used in 1-minute intervals.

Aether Sight (Su): The shaman can detect aetherite (or an object charged with aetheric energy) as *locate object* once per day, and gains +4 a bonus on skill checks made to understand or activate the function of aethertech. At 8th level, this bonus increases to +6.

Curse of Weightlessness (Su): The shaman can hex a creature to suffer a –4 penalty on Acrobatics checks (except those made to jump) and saving throws, and to CMD against effects that would move or trip it. This effect lasts for a number of rounds equal to 3 + shaman's Wisdom modifier. The hex's duration is reduced to 1 round with a successful Will saving throw. At 8th level, the target also suffers cumulative penalties to attacks as if from a *levitate* spell.

Flight (Su): This hex functions as the witch hex of the same name. She treats her shaman level as her witch level when determining the powers and abilities of the hex.

Force Armor (Su): The shaman creates an invisible shell of force granting her a +4 armor bonus to AC. At 7th level and every four levels thereafter, this bonus increases by 2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against her to have a 50% miss chance. The shaman can use this barrier for 1 hour per shaman level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. This armor is a force effect.

Spirit Animal: The shaman's spirit animal seems to move as if in lighter gravity, hanging in the air a bit longer than it should when it moves. Its eyes flare blue when it is intrigued or upset. It gains a +2 deflection bonus to AC. If it has a deflection bonus to AC from another source, that bonus instead increases by 2.

Spirit Ability: A shaman who chooses the aether spirit as her spirit or wandering spirit gains the following ability.

Telekinetic Shove (Su): As a standard action, the shaman can perform a melee touch attack that pushes a target away with violent force. The target takes 1d4 points of damage + 1 point for every two shaman levels and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any melee weapon she wields is treated as if it had the **impact**[UE] special ability.

Greater Spirit Ability: A shaman who chooses the aether spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Deflection Field (Su): The shaman gains a +3 deflection bonus to AC. This bonus increases by 1 for every four levels beyond 8th the shaman possesses. In addition, as a standard action, she can release a shockwave of raw telekinetic force around her in a 10-foot burst, dealing 1d4 points of damage per two shaman levels. With a successful Reflex save, the target takes only half damage. The shaman can use this ability three times per day but must wait 1d4 rounds between uses. The telekinetic burst is a force effect.

True Spirit Ability: A shaman who chooses the aether spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Telekinetic Ascendancy (Su): As a standard action, the shaman gains the benefits of *overland flight*. The shaman can use *telekinesis* while the ability is active up to a number of times per day equal to her Charisma bonus (minimum 1).

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of aether. She is immune to the detrimental effects of aetherite exposure and automatically understands the use and function of aethertech with a touch. Force effects cannot damage her or move her unwillingly. She can also apply any one of the following feats to any force spell or *telekinesis* spell (any spell that creates a telekinetic effect) that she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Aether-Touched Druid (Druid Archetype)

Aether-touched druids gain influence over constructs and creatures with the aether subtype at the cost of their connection to animals.

Aetheric Empathy (Ex): An aether-touched druid can communicate with creatures possessing the aether subtype even if they do not have a language or an Intelligence score. This ability functions as wild empathy. While this ability works on creatures with an Intelligence higher than 3, the aether-touched druid takes a –4 penalty on aetheric empathy checks with such creatures. This ability modifies wild empathy.

Aether Magic: An aether-touched druid adds the following telekinetic spells to her druid spell list at the following spell levels: *mage hand* (0), *telekinetic projectile*[OA] (0), *feather fall* (1st), *pilfering hand*[UC] (2nd), *levitate* (3rd), *fly* (4th), *force punch*[UM] (4th), *telekinetic maneuver*[OA] (4th), *telekinetic charge*[UC] (5th), *overland flight* (6th), *telekinesis* (6th), *enemy hammer*[APG] (7th), *mass fly*[APG] (8th), *reverse gravity* (9th), *telekinetic sphere* (9th). This ability replaces nature sense.

Aether-Warped Summons (Su): At 4th level, an aether-touched druid can summon aether-warped creatures with *summon nature's ally* spells. When she casts *summon nature's ally*, she can treat the spell as one level lower for the purposes of which table she can choose the creatures from. If she does, all creatures summoned appear with the aether-warped template (see *Alien Bestiary Companion*). This ability replaces wild shape.

Aetherite Resistance (Ex): At 4th level, an aether-touched druid gains a +4 bonus on saving throws against aetherite radiation and against force effects and telekinetic effects. This ability replaces resist nature's lure.

Aether-Warped Shape (Su): At 6th level, an aether-touched druid can take the shape of an aether-warped creature. This ability functions like wild shape, but the druid can take the form of a Small or Medium animal at 6th level, a Tiny or Large animal or Small or Medium plant at 10th level, a Diminutive or Huge animal or Tiny or Large plant at 14th level, and a Diminutive or Huge plant at 18th level. She does not gain the ability to become an elemental. She gains the aether subtype while transformed into animal or plant shapes.

Aether Influence (Sp): Once per day, an 8th-level aether-touched druid can charm creatures with the aether subtype, as if they were plant creatures targeted with *command plants*. At 12th level and every four levels thereafter, the aether-touched druid can use this ability one additional time per day. The save DC is 10 + 1/2 the druid's level + her Wisdom modifier.

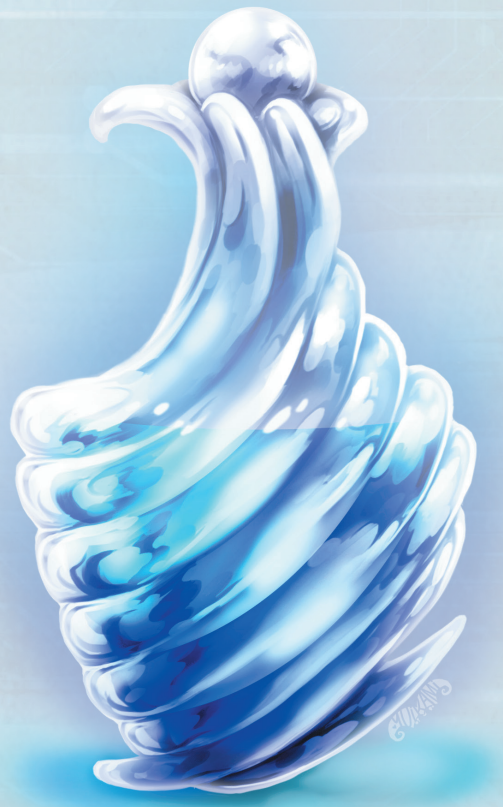
Aetherite also has many technological and technomagical applications, especially in the use of aethertech weapon as described in the *Aethera Campaign Setting*. The following class features and options are especially focused on the use and manipulation of aetherite and its energies.

Alchemist Discoveries

The following alchemist discoveries incorporate the power of aetherite and its tainted alternate form, netherite, as described under the Taur entry in **Chapter 8: Villainous Species**.

Aetheric Plasma Bomb: You may infuse your bombs with crushed aetherite crystals and use an electrical catalyst to cause the aetherite to sublimate into a flash of aetheric plasma.

Aetheric plasma bombs deal half fire damage and half electricity damage and also affects incorporeal creatures as if it were a force effect. On a critical hit, the target of an aetheric plasma bomb must succeed at a Fortitude save with a DC equal to the alchemist's bomb or gain mild aetherite poisoning (see above). You must be at least a 12th level alchemist and have the shock bomb discovery to select this discovery.



Netherite Bomb: You may infuse your bombs with netherite crystals, causing them to disrupt the functioning of aetherite-powered devices. Against creatures with the aether subtype, netherite bombs deal 1d6 points of negative energy damage, plus 1d6 points of negative energy damage for every odd-numbered level. Netherite bombs do not deal damage to creatures without the aether subtype.

Additionally, any creature directly hit by a netherite bomb risks the temporary deactivation of any carried aethertech device. This effect is similar to dispel magic. You attempt a dispel check using your alchemist level (DC = 11 + the item's craft DC). If you succeed, all the item's properties are suppressed for 1d4 rounds, after which the item recovers its properties and may be used again.

You must be at least a 16th level alchemist and have the aetheric plasma bomb and shock bomb discoveries to select this discovery.

Aether Soldier (Fighter Archetype)

The first aether soldiers were born of the early days of the Paragon Experiments, seeking to imbue human soldiers with superhuman ability. While these initial experiments did not produce the desired results, adjustments to the alchemical aetherite infusion process created a new breed of magically-attuned warrior. Over the course of the Century War, other races have adopted the tradition, be it through personal augmentation (in the case of phalanx), or the spiritual empowerment of the okanta directly infusing themselves with the frozen essence of ley lines. Aether soldiers possess singularly unique ability to manipulate and enhance their armaments with supernatural power.

Aetherite Familiarity: An aether soldier's intense training and long-term handling of aetherite makes them well acquainted with the material's inner working, and with other materials producing similar effects. At 1st level, an aether soldier adds Knowledge (arcana) to his list of class skills and removes Knowledge (dungeoneering) and Handle Animal. In addition, he gains a +2 insight bonus on all Knowledge (arcana) checks involving aetherite.

Aether Bond (Su): At 1st level, an aether soldier gains a free masterwork melee weapon crafted from refined aetherite. This functions as a wizard's arcane bond[CRB] with a weapon. This replaces the bonus feat gained at 1st level.

Arcane Strike: At 2nd level, an aether soldier gains Arcane Strike as a bonus feat even if he does not meet the prerequisites, using his fighter level as his effective caster level. An aether soldier may only use Arcane Strike with natural attacks, unarmed strikes, or his aether bond weapon. This ability replaces the bonus feat gained at 2nd level.

Indomitable Will (Ex): At 2nd level, an aether soldier gains a +1 morale bonus to all Will saves to resist charm and compulsion effects. This bonus increases by 1 at 6th level and every four levels thereafter to a maximum of +5 at 18th level. This ability replaces bravery.

Arcane Resilience (Su): At 3rd level, whenever an aether soldier gains armor training, he may instead choose to gain a cumulative +1 bonus on all saves against spells, spell-like abilities, and supernatural effects rather than the benefits of armor training. This ability modifies armor training.

Arcane Augmentation (Su): At 5th level, whenever the aether soldier uses Arcane Strike he may sacrifice some of the enhancement bonus provided by the feat to grant his aether bond weapon magic weapon enhancements with equal value to the amount of enhancement bonus sacrificed. He may grant the following special abilities: *ghost touch* at 5th level, *vicious* at 9th level, *limning*[UE] at 13th level, and *nullifying*[UE] at 17th level. This ability replaces all levels of weapon training.

Shield Against Magic (Su): At 19th level, an aether soldier gains spell resistance equal to 11 + his level. This spell resistance is always in effect and an aether soldier must spend a move action to willingly lower it. This ability replaces armor mastery.

Aether Weapon Master (Ex): At 20th level, an aether soldier gains the fighter's weapon mastery ability, but this ability only functions with the aether soldier's aether bond.

Appendix 2: Assimilation and Madness

The following linked templates are presented here, along with a number of sample stat blocks for creatures corrupted by them. These templates can be used to represent the effects of the **assimilation strain,** a bioweapon introduced to a new world to prepare it for alien infiltration or invasion. Created by the sinister science of creatures like the **jagladine** or xoraphond (see the ***Alien Bestiary Companion***), this alien virus is intended to suppress the will of creatures in the target planet, making them more pliable to outside influence and more susceptible to kidnapping and conversion into slave races, such as the **klaven**. However, xenobiology is a tricky field, and the interactions of such an alien virus on the physiology and psychology of a target planet is never certain. Creatures whose minds are successfully influenced by the alien psychovirus gain the assimilated template. Those for whom its mind-altering effects are too much to bear are driven insane and gain the maddened template.

Assimilated Template (+0 CR)

Assimilated is an acquired template that can be applied to any animal, humanoid, or monstrous humanoid that is not immune to disease, representing infection with the perfected form of the assimilation strain. Rather than causing creatures to become docile and compliant, it instead inflames their emotions and aggressive impulses, causing them to become feral, bloodthirsty, and bestial in their behavior, turning upon their non-infected friends and relatives to devour them or drive them mad as well. Maddened creatures can sometimes maintain a tenuous society, though it teeters always on the brink of disintegration in an orgy of cannibalistic rage and violence.

Challenge Rating: As the base creature +0.

Alignment: Always neutral evil.

Type: The creature's type does not change, but it gains the augmented subtype.

Armor Class: As the base creature.

Hit Dice: As the base creature.

Saves: As the base creature, but a maddened creature takes a -4 penalty on saving throws against mind-affecting effects used by creatures with the alien subtype but gains a +4 bonus on saving throws against mind-affecting effects used by other creatures.

Defensive Abilities: As the base creature, plus the following:

Mindless Minion (Ex): If an assimilated creature's Wisdom damage equals or exceeds its Wisdom score, it gains immunity to mind-affecting effects used by creatures that do not have the alien subtype. However, on saving throws against mind-affecting attacks used by creatures with the alien subtype the assimilated creature must roll twice and use the worse result.

Speed: As the base creature.

Attacks: As the base creature.

Special Attacks: A maddened retains any special attacks of the base creature. In addition, it gains the following special attacks:

No Mercy (Ex): An assimilated creature gains a +1 morale bonus on attack and damage rolls when making attacks of opportunity and can make one more attack of opportunity than normal each round.

Abilities: As the base creature.

BAB: As the base creature.

Skills: An assimilated creature takes a -4 penalty on Sense Motive checks.

Feats: As the base creature.

Special Qualities: A maddened creature gains the following special qualities:

Alien Understanding (Ex): An assimilated creature can understand the speech of creatures with the alien subtype as though they shared a common language.

Contagious (Ex): During the first 24 hours of a creature's infection with the assimilation strain, creatures coming into close contact with the infected creature may contract the virus as well (DC 12 Fortitude negates). A creature directly exposed to the infected creature's bodily fluids, such as sharing intimate contact, using a Heal check to deliver first aid or treat deadly wounds on an infected creature, or touching or being touched by an infected creature taking bleed damage, takes a -2 penalty on this saving throw. The duration required for exposure is subject to the GM's discretion, but creatures in close proximity to an infected creature who are taking precautions to avoid contact or filter their breath may be allowed a +2 circumstance bonus on their saving throw to avoid contracting the disease.

Infected (Su): An assimilated creature is afflicted with the perfected version of the assimilation strain virus. When exposed to the virus, a creature becomes infected if it fails a DC 14 Fortitude save. This causes no ill

effects for the first 24 hours, during which the creature is contagious (as described above). After 24 hours, the afflicted creature is no longer contagious but begins showing symptoms.

Assimilation Strain—disease; *type* contact; *save* Fortitude DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Wis damage; *cure* 2 consecutive saves.

Tireless Minion (Ex): An assimilated creature gains Endurance as a bonus feat and gains a +2 bonus on saving throws against effects that would cause it to fall asleep or become fatigued or exhausted.

Sample Assimilated Creatures

CORRUPTED CLERGY CR 3

XP 800
Middle-aged assimilated male human ex-cleric 5
LE Medium humanoid (human)
Init +3; **Senses** Perception +5

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)
hp 34 (5d8+7)
Fort +5, **Ref** +0, **Will** +7

OFFENSE

Speed 20 ft. (30 ft. base)
Melee +1 *dagger* +6 (1d4+2/19-20)
Ranged masterwork dragon pistol +3 (1d6/x4) or dagger +4 (1d4+1/19-20)

STATISTICS

Str 12, **Dex** 9, **Con** 13, **Int** 11, **Wis** 16, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 13
Feats Alertness, Brew Potion, Improved Initiative, Weapon Focus (dagger)
Skills Appraise +4, Diplomacy +8, Heal +10, Knowledge (history) +4, Knowledge (religion) +8, Perception +5, Profession (merchant) +7, Sense Motive +9, Spellcraft +4
Languages Common
SQ infected
Combat Gear *potion of bull's strength*, *potions of cure light wounds* (3); **Other Gear** breastplate, +1 *dagger*, daggers (2), masterwork dragon pistol with 3 metal cartridges and 3 **dragon's breath shots**[UC], silver holy symbol, 76 gp, 27 sp, 30 cp

SPECIAL ABILITIES

Assimilated (Su) This priest was once lawful neutral, but his alignment shifted to lawful evil due to the perfected version of the assimilation strain.

Ex-Cleric (Su) This cleric's shift to lawful evil stripped him of his divine spells and class features, except for his armor, shield, and weapon proficiencies. He cannot gain levels as a cleric again until cured of the assimilation strain and he atones for his evil deeds.

Malign Influence (Su) An assimilated creature takes a –4 penalty on all Fortitude and Will saving throws against mindaffecting effects and technologies wielded by the jagladine or their servants, as the co-habitating nanites force the creature's body and mind to acquiesce to such commands. When an infected creature makes an ability check or opposed skill check to resist a Charisma-based ability or effect initiated by such individuals, the infected creature must roll twice and take the lowest result.

TAINTED EXPLORER CR 3

XP 800
Male assimilated human expert 2/ranger 2
NE Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 30 (4 HD; 2d8+2d10+10)
Fort +5, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.
Melee battleaxe +8 (1d8+6/x3 plus disease) or handaxe +7 (1d6+4/x3 plus disease) or dagger +7 (1d4+4/19–20 plus disease)
Ranged rifle +4 (1d10/x4)
Special Attacks combat style (two-handed weapon), favoured enemy (humans +2)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +7 (+9 sunder); **CMD** 18 (20 vs. sunder)
Feats Endurance, Improved Sunder, Power Attack, Pushing Assault[APG], Weapon Focus (battleaxe)
Skills Acrobatics +5, Climb +8, Craft (drawing) +4, Intimidate +5, Knowledge (geography) +3, Knowledge (local) +3, Knowledge (nature) +5, Perception +5, Profession (woodcutter) +5, Stealth +6, Survival +7, Swim +7
Languages Common
SQ assimilated, track +1, wild empathy +3
Gear rifle with 5 metal cartridges; **Other Gear** masterwork chain shirt, dagger, battleaxe, handaxe, *mindslave harness*

SPECIAL ABILITIES

Assimilated (Su) This explorer was once neutral good, but his alignment shifted to neutral evil due to the perfected version of the assimilation strain.
Contagious (Su) As an infectious carrier of the assimilation strain, the explorer continues to expose those he touches or wounds in combat.

Assimilation Strain: Disease—contact; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Cha damage (cannot reduce below 1), if more than 2 Cha damage, target must make a DC 14 Will save or change alignment one step towards evil and gain the assimilated template; *cure* 2 consecutive saves.

Mindslave (Su) The explorer's mind is currently overtaken by a *mindslave harness*, which looks like a splotchy black tumor growing across the back of his neck. This makes him an unwilling but obedient thrall.

MINDSLAVE HARNESS — PRICE 900 GP

CONSTRUCTION **Requirements** Craft Pharmaceutical, medical lab, nanotech lab

Craft DC 30; **Cost** 450 gp

DESCRIPTION

This gray-green bio-mass includes several fungal growths, writhing and coiling as if seeking to latch onto something. It has the viscous texture of wet clay and a strong, oily scent. Created from patches of *mindslaver mold*, a mindslave harness is a manufactured product of jagladine bio-technology, a nanite-infused device designed to monitor, influence, and communicate with sentient creatures affected by an assimilation strain—essentially turning them into useful, subservient thralls. When a mindslave harness first comes into contact with a sleeping or otherwise helpless, living creature infected with an assimilation strain, it imposes its will on the subject, seeking to merge with them as an alien graft—usually near the back of the neck for easier access to a creature's brain stem and spinal column. Victims of this targeted attack must succeed on a DC 16 Will save to prevent the mindslave harness from integrating with their physiology, and the traumatic backlash of this neurological rejection causes the device to harmlessly self-destruct. If, however, a targeted victim fails the Will save, a mindslave harness attaches to the creature's flesh, appearing as a splotchy, blackened tumor across the back and neck. At this stage, the victim's mind becomes more accessible to the jagladine and their mind-control devices, enabling them to monitor such victims within a 10-mile radius as a status effect. In addition, any jagladine device or creature may extend their telepathic communication by the same distance, using such a link once per day to remotely assault victims with a targeted, mind-affecting spell of 3rd level or lower. Lastly, the mindslave harness also prolongs the contagious special

quality of the assimilated template (see below), extending a creature's ability to spread a perfected assimilation strain to 1 month.

A mindslave harness's attachment can only be broken by one of the following methods:

- By mental command of a jagladine.
- A *remove disease* spell, followed by *restoration*.
- A self-inflicted (or administered) wound to cut away the mindslave harness. This automatically inflicts a critical hit and 2 points of Charisma drain.
- Ten days after falling victim to a mindslave harness, thralls may attempt another DC 14 Will save to free themselves from the device. If unsuccessful, the DC slowly increases by 1 for each daily Will save thereafter until it reaches DC 24. If a thrall succeeds at any of these Will saves, the mindslave harness is immediately expelled from its body, which destroys the device. If they fail each of these attempts, the mindslave harness permanently bonds with its host.

Maddened Template (+0 CR)

Maddened is an acquired template that can be applied to any animal, humanoid, or monstrous humanoid that is not immune to disease, representing an infection with a tainted or imperfect version of the assimilation strain. Rather than causing creatures to become docile and compliant, it instead inflames their emotions and aggressive impulses, causing them to become feral, bloodthirsty, and bestial in their behavior, turning upon their non-infected friends and relatives to devour them or drive them mad as well. Maddened creatures can sometimes maintain a tenuous society, though it teeters always on the brink of disintegration in an orgy of cannibalistic rage and violence.

Challenge Rating: As the base creature +0.

Alignment: Always neutral evil.

Type: The creature's type does not change, but it gains the augmented subtype.

Armor Class: As the base creature.

Hit Dice: As the base creature.

Saves: As the base creature, but a maddened creature gains a +1 bonus on saving throws against mind-affecting effects for every 2 points of Charisma damage it has taken from the virus. On saves against effects that cause confusion or insanity, the creature takes an equivalent penalty rather than gaining a bonus.

Defensive Abilities: As the base creature. In addition, a maddened creature gains immunity to fear.

Speed: As the base creature.

Attacks: As the base creature.

Special Attacks: A maddened retains any special attacks of the base creature. In addition, it gains the following special attacks:

Bloodthirsty (Ex): A maddened creature gains a +1 morale bonus on attack and damage rolls against creatures taking bleed damage.

Savagery (Ex): A maddened creature gains a +2 morale bonus on combat maneuver checks made to bull rush, drag, or overrun.

Abilities: As the base creature.

BAB: As the base creature.

Skills: A maddened creature gains a +4 racial bonus on Intimidate checks.

Feats: As the base creature.

Special Qualities: A maddened creature gains the following special qualities:

Contagious (Ex): During the first 24 hours of a creature's infection with the tainted assimilation strain, creatures coming into close contact with the infected creature may contract the virus as well (DC 12 Fortitude negates). A creature directly exposed to the infected creature's bodily fluids, such as sharing intimate contact, using a Heal check to deliver first aid or treat deadly wounds on an infected creature, or touching or being touched by an infected creature taking bleed damage, takes a -2 penalty on this saving throw. The duration required for exposure is subject to the GM's discretion, but creatures in close proximity to an infected creature who are taking precautions to avoid contact or filter their breath may be allowed a +2 circumstance bonus on their saving throw to avoid contracting the disease.

Infected (Su): A maddened creature is afflicted with a corrupted version of the assimilation strain virus. When exposed to the tainted virus, a creature becomes infected if it fails a DC 14 Fortitude save. This causes no ill effects for the first 24 hours, during which the creature is contagious (as described above). After 24 hours, the afflicted creature is no longer contagious but begins showing symptoms. Until the disease is cured, the afflicted creature is subject to bouts of maddened behavior when under stress (see **Assimilation Madness** sidebar on page 315), in addition to the usual effects of the disease.

The signs of the illness are difficult to detect, requiring a DC 20 Heal check during the disease's onset period, reduced to DC 15 once symptoms begin to manifest.

Assimilation Madness—disease: *type* contact; *save* Fortitude DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Con damage and 1d2 Cha damage; *cure* 2 consecutive saves.

Assimilation Madness	
d%	**Behavior**
01–20	The victim does nothing but cower, drool, and babble incoherently for 5d6 minutes.
21–40	The victim runs away from the source of stress, shrieking manically and insensibly for the next 1d6 minutes. Immediately afterward, the victim collapses from exhaustion and remains unconscious for 5d6 minutes.
41–55	The victim engages in wanton destruction of their physical surroundings for the next 1d4 minutes, ignoring nearby creatures to attack trees, rocks, structures, etc. This deals 1d6 points of nonlethal damage to the victim at the end of the episode, and immediately afterward the victim is nauseated for 1d6 minutes and then sickened for the next 1d6 hours.
56–60	The victim falls into a suicidal depression lasting 5d6 minutes. If the victim is alone and/or has adequate time, he attempts to commit suicide in a bizarre manner based upon a fragment of personal memory which torments them (e.g., he might gouge out his eyes to avoid hallucinations of his worst horror, methodically paint individual shards of glass or pottery for a lost loved one and then swallow them, or dress in his finest outfit and then set himself on fire). If the victim is not alone and believes others might intervene to prevent him from harming himself, he deals 1d8 points of damage + Str modifier to himself with an available weapon, an item in hand, or his bare hands, automatically inflicting critical damage.
61–100	The victim becomes violently deranged and attacks the nearest creatures (for this purpose, a familiar counts as part of the subject's self) for the next 5d6 minutes.

Sample Maddened Creatures

BLOODTHIRSTY FARMER CR 1/4

XP 100
Human commoner 1/expert 1
NE Medium humanoid
Init +0; **Senses** Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10
hp 10 (currently 4) (2 HD, 1d6+1d8+2)
Fort -2, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.
Melee club +0 (1d6) or sickle +0 (1d6)
Ranged club +0 (1d6)

TACTICS

During Combat Usually found in groups, these farmers charge the closest PC, slashing and stabbing in unison to bring them down before moving to another victim.
Morale The assimilation madness induces the farmers to fight to the death.

STATISTICS

Str 11, **Dex** 10, **Con** 12 (currently 6), **Int** 10, **Wis** 13, **Cha** 9
Base Atk +0; **CMB** +0; **CMD** 10
Feats Animal Affinity, Skill Focus (Profession [farmer])
Skills Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7
Languages Common
Gear club, sickle

SPECIAL ABILITIES

Assimilation Madness (Ex) These farmers were once neutral, but their alignments shifted to neutral evil due to the flawed version of the assimilation strain. They've each taken 6 points of Constitution damage, as well. A successful DC 15 Heal check determines these men suffer from some sort of sickness, though it's currently impossible to identify the exact illness. Since the farmers have had the flawed version of the virus longer than 24 hours, they can no longer infect others.

Bloodthirsty (Ex) A maddened creature gains a +1 morale bonus on attack and damage rolls against creatures taking bleed damage.

Savagery (Ex) A maddened creature gains a +2 morale bonus on combat maneuver checks made to bull rush, drag, or overrun.

MADDENED MERCENARY CR 1/2

XP 200
Human warrior 3
CE Medium humanoid
Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 19 (currently 10) (3d10+3)
Fort +1, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.
Melee halberd +5 (1d10+3/x3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)
Ranged heavy crossbow +3 (1d10/19–20)

TACTICS

During Combat This mercenary fights like a wild animal with little regard for his own safety, focusing on one opponent at a time while positioning himself to avoid being surrounded.
Morale A maddened mercenary fights to the death or until he's incapacitated.

STATISTICS

Str 14, **Dex** 11, **Con** 13 (currently 6), **Int** 9, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)
Feats Alertness, Improved Sunder, Power Attack
Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2
Languages Common
Combat Gear *potions of cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp.

SPECIAL ABILITIES

As above. Since this mercenary was once chaotic neutral, the flawed assimilation strain has shifted his alignment to chaotic evil. He currently has 7 points of Constitution damage.

APPENDIX 3: VITAL STATISTICS

In addition to the traditional game-related statistics of each alien species, there is abundant room to explore the specific nature of your character's body and appearance. If you have a specific vision for your character's height, weight, age, and coloration of eyes, skin, hair, or any other specific features, feel free to design those features within whatever limits your GM sets. Such details do not have direct mechanical game effects, though you and your GM may decide that certain characteristics have a social impact within the society where your characters live and play out their adventures.

Table 3-1: Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Android	1 year	—	—	—
Astomoi	40 years	+4d6	+5d6	+6d6
Auttaine	15 years	+1d4	+1d6	+2d6
Bahgra	14 years	+1d4	+1d6	+2d4
Catfolk	15 years	+1d4	+1d6	+2d6
Chlorvian	40 years	+2d6	+4d6	+6d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Erahthi	40 years	+4d6	+6d6	+8d6
Erebus	100 years	+5d6	+7d6	+9d6
Garil	20 years	+1d4	+2d4	+3d4
Gnoll	12 years	+1d4	+1d6	+2d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6
Human	15 years	+1d4	+1d6	+2d6
Infused	15 years	+1d4	+1d6	+2d6
Krang	20 years	+1d4	+2d4	+3d4
Lizardfolk	60 years	+4d6	+6d6	+8d6
Locathah	20 years	+1d6	+1d8	+2d8
Loran	110 years	+4d6	+6d6	+10d6
Nagaji	60 years	90 years	120 years	120 + 3d20 years
Okanta	6 years	+1d3	+1d4	+1d6
Penthe	25 years	+1d6	+2d6	+3d6
Phalanx	1 year	—	—	—
Ratfolk	12 years	+1d4	+1d6	+2d6
Tengu	15 years	+1d4	+1d6	+2d6
Tretharri	20 years	+1d6	+2d6	+3d6
Zahajin	40 years	+4d6	+6d6	+8d6
Zvarr	60 years	+4d6	+6d6	+8d6

Table 3-2: Aging Effects				
Species	**Middle Age[1]**	**Old[2]**	**Venerable[3]**	**Maximum Age**
Android	—	—	—	—
Astomoi	150 years	200 years	250 years	250 + 6d% years
Auttaine	35 years	54 years	75 years	75+3d12 years
Bahgra	20 years	30 years	40 years	40 +2d12 years
Catfolk	35 years	53 years	70 years	70 + 2d20 years
Chlorvian	80 years	120 years	180 years	180+2d20 years
Dwarf	125 years	188 years	250 years	250 + 2d% years
Elf	175 years	263 years	350 years	350 + 4d% years
Erahthi	100	150	200	200+4d% years
Erebus	150 years	250 years	350 years	350 + 5d% years
Garil	35 years	53 years	70 years	70 + 2d20 years
Gnoll	20 years	30 years	40 years	40 + 1d20 years
Gnome	100 years	150 years	200 years	200 + 3d% years
Half-elf	62 years	93 years	125 years	125 + 3d20 years
Half-orc	30 years	45 years	60 years	60 + 2d10 years
Halfling	50 years	75 years	100 years	100 + 5d20 years
Human	35 years	53 years	70 years	70 + 2d20 years
Infused	20	30	45	45+1d10 years
Krang	30 years	45 years	60 years	60 + 2d10 years
Lizardfolk	150 years	200 years	250 years	250 + 6d% years
Locathah	35 years	53 years	70 years	70 + 2d20 years
Loran	175 years	263 years	350 years	350 + 4d% years
Nagaji	60 years	90 years	120 years	120 + 3d20 years
Okanta	15	30	35	35+2d10 years
Penthe	62 years	93 years	125 years	125 + 3d20 years
Phalanx	—	—	—	—
Ratfolk	20 years	30 years	40 years	40 + 1d20 years
Tengu	35 year	53 years	70 years	70 + 2d20 years
Tretharri	60 years	90 years	120 years	120+3d20 years
Zahajin	100 years	150 years	200 years	200 + 1d% years
Zvarr	100 years	150 years	200 years	200+5d20 years

[1] At middle age, characters gain –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

[2] At middle age, characters gain –2 to Str, Dex, and Con; +2 to Int, Wis, and Cha.

[3] At venerable age, characters gain –3 to Str, Dex, and Con; +3 to Int, Wis, and Cha.

Table 3-3: Random Height and Weight				
Species	**Base Height**	**Base Weight**	**Modifier**	**Weight Multiplier**
Android	5 ft. 4 in.	150 lbs.	2d8	x 5 lbs.
Astomoi	5 ft. 3 in.	50 lbs.	2d6	x 2 lbs.
Auttaine, male	4 ft. 10 in.	140 lbs.	2d10	x5 lbs.
Auttaine, female	4 ft. 5 in.	110 lbs.	2d10	x5 lbs.
Bahgra, male	4 ft. 3 in.	75 lbs.	2d6	x 5 lbs.
Bahgra, female	4 ft. 5 in.	85 lbs.	2d6	x 5 lbs.
Catfolk, male	4 ft. 10 in.	120 lbs.	2d8	×5 lbs.
Catfolk, female	4 ft. 5 in.	85 lbs.	2d8	×5 lbs.
Chlorvian, male	5 ft. 2 in.	110 lbs.	2d8	x4 lbs.
Chlorvian, female	5 ft. 0 in.	90 lbs.	2d8	x4 lbs.
Dwarf, male	3 ft. 9 in.	150 lbs.	2d4	×7 lbs.
Dwarf, female	3 ft. 7 in.	120 lbs.	2d4	×7 lbs.
Elf, male	5 ft. 4 in.	100 lbs.	2d8	×3 lbs.
Elf, female	5 ft. 4 in.	90 lbs.	2d6	×3 lbs.
Erahthi	5 ft. 5 in.	150 lbs.	2d10	x7 lbs.
Erebus, male	4 ft. 8 in.	190 lbs.	2d8	x 10 lbs.
Erebus, female	4 ft. 10 in.	210 lbs.	2d8	×10 lbs.
Garil, male	4 ft. 10 in.	155 lbs.	2d8	×5 lbs.
Garil, female	4 ft. 6 in.	130 lbs.	2d8	×5 lbs.
Gnoll, male	6 ft. 2 in.	175 lbs.	2d10	×5 lbs.
Gnoll, female	5 ft. 10 in.	155 lbs.	2d10	×5 lbs.
Gnome, male	3 ft. 0 in.	35 lbs.	2d4	×1 lb.
Gnome, female	2 ft. 10 in.	30 lbs.	2d4	×1 lb.
Half-elf, male	5 ft. 2 in.	110 lbs.	2d8	×5 lbs.
Half-elf, female	5 ft. 0 in.	90 lbs.	2d8	×5 lbs.
Half-orc, male	4 ft. 10 in.	150 lbs.	2d12	×7 lbs.
Half-orc, female	4 ft. 5 in.	110 lbs.	2d12	×7 lbs.
Halfling, male	2 ft. 8 in.	30 lbs.	2d4	×1 lb.
Halfling, female	2 ft. 6 in.	25 lbs.	2d4	×1 lb.
Human, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Human, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Infused, male	4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
Infused, female	4 ft. 5 in.	85 lbs.	2d10	x5 lbs.
Krang, male	5 ft. 5 in.	190 lbs.	2d12	×7 lbs.

Krang, female	5 ft. 1 in.	150 lbs.	2d12	×7 lbs.
Lizardfolk, male	5 ft. 2 in.	165 lbs.	2d8	×5 lbs.
Lizardfolk, female	5 ft. 0 in.	145 lbs.	2d8	×5 lbs.
Locathah, male	5 ft. 10 in.	145 lbs.	2d10	×5 lbs.
Locathah, female	5 ft. 8 in.	135 lbs.	2d10	×5 lbs.
Loran, male	5 ft. 4 in.	90 lbs.	2d6	×3 lbs.
Loran, female	5 ft. 4 in.	100 lbs.	2d8	×3 lbs.
Nagaji, male	5 ft. 9 in.	180 lbs.	2d10	×7 lbs.
Nagaji, female	5 ft. 6 in.	160 lbs.	2d10	×7 lbs.
Okanta, male	6 ft. 6 in.	270 lbs.	2d12	x7 lbs.
Okanta, female	6 ft. 8 in.	310 lbs.	3d6	x7 lbs.
Penthe, male	5 ft. 4 in.	90 lbs.	2d6	×4 lbs.
Penthe, female	5 ft. 2 in.	80 lbs.	2d6	×4 lbs.
Phalanx	6 ft. 0 in.	560 lbs.	—	—
Ratfolk, male	3 ft. 7 in.	65 lbs.	2d4	×3 lbs.
Ratfolk, female	3 ft. 4 in.	50 lbs.	2d4	×3 lbs.
Tengu, male	4 ft. 0 in.	65 lbs.	2d6	×3 lbs.
Tengu, female	3 ft. 10 in.	55 lbs.	2d6	×3 lbs.
Tretharri, male	5 ft. 4 in.	150 lbs.	2d8	x6 lbs.
Tretharri, female	5 ft. 4 in.	130 lbs.	2d6	x6 lbs.
Zahajin, male	5 ft. 4 in.	135 lbs.	2d8	x 5 lbs.
Zahajin, female	5 ft. 2 in.	115 lbs.	2d8	x 5 lbs.
Zvarr, male	4 ft. 5 in.	120 lbs.	2d6	x3 lbs.
Zvarr, female	4 ft. 2 in.	105 lbs.	2d6	x3 lbs.

The bil'djooli, divymm, elali, hetzuud, jagladine, karntor, klaven, onaryx, oulbaene, and ultar are monstrous races not appropriate for player characters, and their vital statistics are not provided here.

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see the Random Starting Ages tables). Alternatively, roll the dice indicated for your class on the appropriate table and add the result to the minimum age of adulthood for your race to determine your character's age.

With age, a character's physical ability scores decrease and his mental ability scores increase (see the Aging Effects tables). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his maximum age (on the appropriate Aging Effects table) and record the result, which the player does not know. A character who reaches his maximum age dies of old age sometime during the following year.

Height and Weight

As with your age, you also can choose or randomly generate your character's height and weight. If you choose your height and weight, this does not change your character's size category unless your GM chooses to allow you to play an exceptionally small or large member of your species.

Appendix 4: Languages

Language is an interesting topic in a sci-fi game, as the notion of a single "common" language is at first a seeming impossibility. Compared to modern Earth where a single species on a single world has around 6,500 languages, how could disparate species across uncounted worlds possibly have a common speech? At the same time, the existence of magic to help solve problems on top of the advancement of sci-fi technology each offer avenues to overcome language barriers without violating suspension of disbelief. Still, it is really that shared participation in a joint story that makes common languages for whole races, and common trade languages that span across the panoply of alien races, an essential buy-in for navigating a universe of adventure. The ability to communicate with alien species is not only a trope of the genre, but a practical necessity to propel the narrative of our shared adventure along. Any world your heroes encounter may be the exception to the rule, where language barriers drive some portion of the plot or create challenges to be overcome, but for most RPG campaigns the following languages are available to be learned.

The following languages are assigned into categories of common, uncommon, and dead or secret languages. Depending on the nature of your sci-fi campaign, you may reassign languages freely depending on which races are more or less prominent, or even which races are not present at all. In the ***Aethera Campaign Setting,*** for instance, many legacy races like elves, dwarves, halflings, and gnomes are completely unknown, and those languages would similarly be unavailable, while Abyssal is an uncommon language and Auran, Ignan, and Terran common languages. A sci-fi campaign is a great opportunity to break with tradition and explore new mixtures of playable races and hostile species, so feel free to reset these default languages to meet the kind of stories you want to tell.

Common Languages

These languages are commonly known and used in most sci-fi campaigns and can be easily learned by almost anyone.

- Aquan (locathahs, lorans, aquatic creatures)
- Catfolk (catfolk)
- Common [Hymnas in the *Aethera Campaign Setting*] (humans, androids, infused, and phalanx)
- Draconic (dragons, lizardfolk, nagaji, zvarr)
- Dwarven (dwarves)
- Elven (elves, half-elves)
- Erahthi (erahthi)
- Giant (cyclopses, ettins, giants, ogres, trolls)
- Gnome (gnomes)
- Gnoll (gnolls)
- Halfling (halflings)
- Krang (krang)
- Okantan (okanta)
- Sylvan (chlorvians, fey creatures, plant creatures)
- Tengu (tengus)
- Tretharri (tretharri)

Uncommon Languages

These languages are rarer to hear spoken widely, either because their primary speakers are relatively insular and not widely spread across the cosmos or because they are most commonly known and taught within specific organizations or cultures. Within those regions of space or those organizations, these languages are treated as common languages, but others wishing to learn them must usually find a willing tutor to instruct them.

- Aklo (deep ones, inhuman or otherworldly monsters, evil fey)
- Auran (flying creatures, air-based creatures)
- Bahgra (bahgra)
- Elali (elali and allied races)
- Erebus (erebuses)
- Garil (garil and girallons)
- Goblin (bugbears, goblins, hobgoblins)
- Ignan (fire-based creatures)
- Jagladine (jagladine)
- Onaryx (onaryx)
- Orc (orcs, half-orcs)
- Oulbaene (oulbaene)
- Terran (earth-based creatures)
- Ultari (ultar and allied races)
- Vanara (vanara and garil)
- Zahaj-el (zahajin)

Dead or Secret Languages

These languages are virtually unknown, either as remnants of dead civilizations or species, relics of distant dimensions and the unspeakable or immanent creatures dwelling there or are used by xenophobic and sometimes even hostile societies who do not willingly share their secrets. Some may be virtually impossible to reproduce or fully understand without unique alien physiology or their source species.

- Abyssal (secret; demons and other chaotic evil outsiders)
- Ashtuul (dead; ancient Principalities)
- Azaka (secret; azaka)
- Belligren (dead; ancient Patrons)
- Bil'djooli (secret; bil'djooli)
- Celestial (secret; angels and other good outsiders)
- Druidic (secret; druids only)
- Hetzuud (secret; hetzuud)
- Infernal (secret; kytons and other lawful evil outsiders)
- Karn-Tor (secret; karn-tors)
- Kylornian (dead; broken planet of Kylorn)
- Penthe (secret; penthe)
- Progenitor (dead; the Progenitors)
- Queborrin (secret; queborrin)
- Syaandu (secret; syaandi)
- Taur (secret; taur)
- Undercommon (Deep Speech in the *Aethera Campaign Setting*) (secret; morlocks)

Appendix 5: Characters by CR

The following section lists all NPCs included in this book, alphabetically by CR, including creatures with templates such as the klaven.

CR 1/4	Chapter
Bloodthirsty farmer	A2

CR 1/3	Chapter
Human foot soldier	1

CR 1/2	Chapter
Astomoi shadow psychic	6
Bahgra hunter	3
Catfolk burglar	3
Deep one cultist	2
Erahthi brewmaster	5
Erahthi waterweaver	5
Erebus psychic emissary	6
Human aether soldier	1
Human barmaid	1
Human farmer	1
Human socialite	1
Infused spell sage	6
Infused titan	6
Klaven foot soldier	8
Maddened mercenary	A2
Okanta aetherspeaker	3
Okanta pilot	3
Phalanx chapter	4
Phalanx snoop	4
Syaandi grunt	7

CR 1	Chapter
Deep one pureblood	2
Divymm drone	1
Halfling drifter	1
Human convoy driver	1
Human guard	1
Human prostitute	1
Human shopkeeper	1
Human street thug	1
Human vagabond	1
Jagladine	8
Penthe dreamwalker	6
Symbiont, airsuit	5
Symbiont, grappling claw	5
Symbiont, poison gauntlet	5
Tretharri grappler	6
Zvarr scout	7

CR 2	Chapter
Begedhi, parasite	5
Catfolk sneak	3
Chlorvian sylvan guard	5
Half-elf skilled sniper	1
Human prisoner	1
Human noble scion	1
Human poacher	1
Human vigilant bodyguard	1
Klaven shock trooper	8
Klaven warbeast (wolf)	8
Krang	3
Oulbaene podder	2
Syaandi warrior	7
Symbiont, assassin ring	5
Symbiont, environmental suit	5
Symbiont, pod cannon	5
Symbiont, psychic ward	5
Wererat-kin killer	3

CR 3	Chapter
Corrupted clergy	A2
Gnoll commando	3
Gnoll rageborn	3
Gnome apothecary	1
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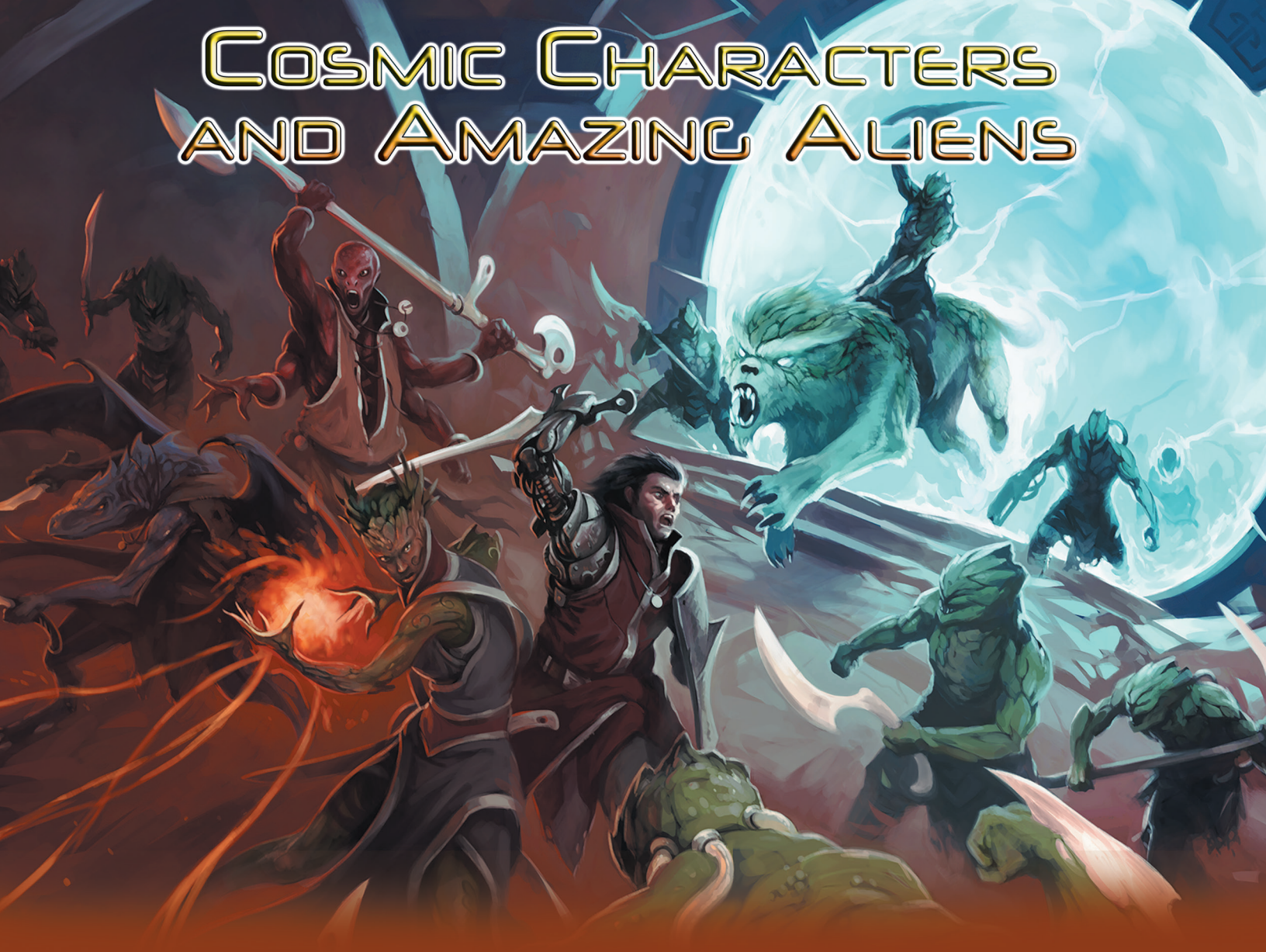

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