

THUNDERSCAPE™

THE WORLD OF ADEN



Saints & Sinners

A guide to Thaumaturges and Fallen

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THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

SAINTS & SINNERS

A GUIDE TO THAUMATURGES AND FALLEN

Written by Rich Wulf, Chris Koch, & Shawn Carman



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INTRODUCTION

In the city of Sentinel, years ago...

The cry was muffled, so it did not carry far, particularly in the busy open-air market of mid-day Sentinel. It was just loud enough so that Gudrun heard it. It was the sound of fear. The large jurak looked up from where he had been inspecting an ancient Carrite text. He glanced around in alarm to see what could have made such a desperate sound. The merchant with whom he had been haggling scowled, either oblivious to the sound or pretending to be. Peering along the alleyways, Gudrun spied what appeared to be a struggle. Several large forms dragged a smaller one into a shadowed recess.

The book fell clumsily from Gudrun's hands, the purchase that had so excited him a moment beforehand instantly forgotten. The merchant's curses fell on deaf ears as Gudrun moved toward the mouth of the alley, so intent upon the figures that had disappeared within that he did not notice another man on a similar approach until the two of them bumped shoulders in the narrow entrance.

Gudrun muttered an apology, but his eyes narrowed. The other man was wrapped in a cloak that might be more at home in the deserts of the Rhanate, and his hand was at his belt, on the hilt of a large knife.

The stranger met Gudrun's eyes. His eyes were piercing - almost purely black. "Take a walk. You don't want anything you'd find in there, jurak. Trust me."

Gudrun blinked in surprise. "Not that I do not trust you, of course," he said firmly, "but I think I prefer to find out for myself."

The man in the hood shook his head. "You aren't ready for what's in there." He reached up and lowered his hood, revealing a face that was terribly scarred and twisted, almost unrecognizable as a face at all. As Gudrun watched, the scars twisted and moved into new positions on the man's face. He watched Gudrun with a steady, patient glare.

The jurak did not flinch. He closed his eyes and concentrated, allowing the legend of his ancestor, Karghashi the Berserk, to fill his soul. Spectral armor glimmered into being around his body, casting the area with an unearthly radiance. An enormous ghostly axe formed from the ether in his hands. Gudrun opened his eyes again, noting with some satisfaction the surprise on the stranger's scarred face. "I believe I am ready," he replied.

The other man's eyes narrowed. He inclined his head in a gesture of respect. "As you wish," he said with a shrug. He extended one hand; like his flesh, it was covered with scars. "Iago Vësten."

"I am called Gudrun," he replied, shaking the man's hand without hesitation. "I can't place your accent."

"I hope not," Iago replied with a smirk.

"Shall I go first?" Gudrun offered.

Iago snorted and smirked. "You've got the shiny ghost armor."

Gudrun said nothing else, but plunged into the shadowed alleyway. The scents of the place nearly overwhelmed him, all filth and death and things he could not name. He focused on the memory of the child's cry, and pushed on. After a few minutes, the twists and turns of the alleys had begun to disorient him, and he struggled to keep a clear image of how to retrace his steps. "I had no idea this was back here," he said in a low voice. "It's like a maze."

"Not many know of it," Iago said. "And it is a maze. Sentinel has grown fat with refugees since the Darkfall, but with the wall around the city, it can't grow out. So it just gets denser and denser, and this is the result. The ones who know about call this place the Dark Veins. They prefer it to be dense and confusing. It makes it so much easier for the occasional nosy agent of the law to disappear."

Gudrun frowned at the ominous name, but did not reply. His keen hearing had picked up a scraping sound from up ahead, and he was carefully scanning for any signs of treachery. It seemed as if the alleys widened up ahead into something that might be called a courtyard if it weren't as dark as twilight and filled with refuse of all descriptions. He gestured for Iago to be cautious. The scarred stranger nodded quickly.

As he crept into the open area, Gudrun could make out a cloaked figure, standing with a dagger in one hand. There was a second, smaller figure slumped on the ground, its body limp and barely moving. A crude ritual circle had been drawn in the surrounding filth. The prone figure cried out, its voice high and fearful.

"Another child," Iago snarled, his voice savage.

Gudrun hoped they were not too late.

"Move away from the child," Gudrun commanded. His voice carried through the forsaken alleys, echoing with Karghashi's ancient rage.

The cloaked figure took a step back at the sight of Gudrun. "Dark take me," the man croaked. "Shades and shields."

Iago cackled. "He thinks we're with the Church on account of your armor," Iago said. "He should be so fortunate." He drew a pair of wickedly curved daggers forged of glossy black metal. "The Saints have rules."

The cloaked man scowled in disdain, seized the child in his arms, and turned to run. With a lead of more than thirty paces, he would have vanished into the Veins again in an instant. Iago leapt across the intervening distance and tackled the man to the ground, landing with a knee on his chest and a knife at his throat. Gudrun thought he saw wings of pure shadow erupt from Iago's back at during his impossible leap, but could not be sure. He had seen stranger things. The jurak hurried to aid the child.

The cloaked man let out a pitiful squeak and scrambled in the garbage, trying to squirm away. Iago delivered a solid punch to the side of the man's face with his knife's hilt. "I want the others," Iago growled, trailing the edge of the blade against the man's cheek. "Tell me where they are."

Gudrun breathed a sigh of relief as he confirmed the child was breathing evenly. "What others are you talking about?"

"Didn't you know?" Iago asked. "He's not working alone. Stealing children is all the rage for Darkfall cults these days. I've been trying to track them down but they're very good at covering their tracks. Maybe our friend here can tell us something."

The child stirred, and Gudrun smiled in relief. The jurak's expression froze as he heard a shuffling sound then caught a faint scent of garbage, one particularly pungent scent they had passed just moments before entering the courtyard. Someone had disturbed it.



"Love and Judgment," Iago swore. He leapt to his feet and held his daggers ready, eyes searching the impenetrable shadows. "A dozen of them."

"A trap?" Gudrun asked quietly.

Iago glanced at him and nodded. "Run, jurak," he said. "Take the child and run into the alleys. They won't pursue. They are here for me."

Gudrun frowned. The light shifted around him as he called on the ancient legend of Indari the Insane, First Pistoleer of Smult. A spectral pistol, buckler, and ghostly armored duster replaced his axe and breastplate. He ushered the child into an overturned rain barrel and moved to stand at Iago's side.

"Run, fool!" Iago said. "This isn't worth dying for!"

"That is why I do not intend to let you do so," Gudrun replied calmly.

Iago's eyes narrowed and the scars writhed across his face, as if annoyed by the jurak's stubbornness. There was no more time to argue. The attackers burst from the shadows in an instant. There were more than a dozen of them, all moving in silence, all brandishing serrated blades and unencumbered by any armor.

"Kill them," the fallen cultist shrieked from where he lay in the refuse.

The courtyard erupted in chaos. Again and again his pistol boomed, and with each shot another man fell. Iago became a whirling dervish, his kukris drenched in blood, his face twisted into a rictus of hatred and rage. The cultists pressed forward, fighting with no regard for their fallen brethren. Gudrun swore. They were too close now; Indari's marksmanship would be of little use.

A large cultist delivered a heavy blow to Iago's chest, knocking the man to the ground and scattering his knives. For a moment Gudrun thought they were lost. Then Iago threw back his head and let rip a pain-wracked cry. Their enemies staggered at the sound of it. When they recovered half of them immediately fell to fighting one another.

In that moment of distraction, Gudrun changed again. He charged to stand above his fallen comrade, enormous shield in one hand and war axe in the other. The cultist's weapons could not pierce the armor of Sir Khansir, the legendary knight who had perished holding the gates of the royal palace during the Fall of Tarello. Iago scrambled for his knives and leapt into the fray again.

In moments, it was done.

Gudrun lowered his hands. The axe and shield faded like smoke in the wind. He silently thanked the legends of Karghashi, Indari, and Khansir then turned to retrieve the child from his hiding place. The boy's eyes were wide and clearly terrified, but he nodded shakily. The jurak, who smiled warmly at him. "We will have you home soon, little one."

"Where?" Iago snarled.

Gudrun looked over to see that Iago had returned his attention to the original kidnapper. He held the man aloft by his throat, pressed against the cold stone of one of the buildings. Iago's breath came in savage gasps. His eyes were black pools. The shadowy wings had returned, spreading broadly from his back. "Where are the others?" he demanded. "Where is your leader?"

The man laughed. "You fight well, fallen soul, but you will never kill enough of us. We are eternal."

Iago snarled and punched the man in the midsection. The force of the blow was such that Gudrun could not help but flinch from it. "Tell me!" Iago demanded. One of the kurkis snapped into his hand, seemingly of its own accord. He held the blade high over the man's chest. "Your kind taught me how to cut a man and keep him alive - for a while," Iago growled. "Shall I show you?"

"That's enough," Gudrun said softly.

"Be silent!" Iago shouted over one shoulder. "You don't know his kind! You don't know what they can do! I'll make him talk and he'll deserve every bit of it."

"Don't," the thaumaturge said, his voice remaining soft.

"Why flinch now, Gudrun?" Iago demanded. "We already killed a dozen of them."

"That was battle," Gudrun said. "This is different."

"They wouldn't hesitate to do the same and worse," Iago said, moving the dagger to the man's face. "To us and to the boy!"

"The boy," Gudrun said, "whom you are frightening."

Iago's looked back in surprise. When he saw the child, shaking and peering out from behind Gudrun with a terrified expression, his demonic expression softened. His features shifted back to their familiar - if disfigured - state. He sighed deeply. "We don't have any other choice, Gudrun. There are more children out there..."

"I have seen your kind before, Iago Vesten," Gudrun said sadly. "The path you walk would destroy even an ordinary man - but I can sense your temptations are much greater. You think you have nothing to lose, but you are so very wrong. You could become much more than what this beast wants you to become. To murder him might destroy you - and he would enjoy it."

Iago licked his lips. "What would you have us do, then? Call the authorities?"

"For this one, yes," Gudrun said, nodding to the prisoner. "Have no fear that the Saints will deal justice to his kind."

"What good does that do the children?" Iago asked.

"He's useless to us anyway," Gudrun said. "He believes the Darkfall will reward him in death. He'll tell us nothing. What we need..." He knelt beside the body of one of the dead cultists. "Is a prisoner who already knows that the Darkfall holds nothing for its servants but damnation."

The jurak placed one hand on the corpse's chest. Iago's eyes widened as the body convulsed. Its eyes opened, showing pools of pale, ghostly white.

"Let... me... rest..." the dead man moaned hoarsely.

"After you answer my friend's questions," he said, and smiled at Iago.

What is Saints & Sinners?

The name of this class guide, like the others in this series, is also a reference to an actual book from Aden. In the world of Aden, *Saints & Sinners* is a tome published annually by the Church of All Saints in the nation of Carraway. Each installment in the series details the great works of the faithful, and condemns specific sinners and criminals whose actions should serve as a cautionary tale to the people of Carraway. Having been published for more than a century now, the collected *Saints & Sinners* is perhaps the longest single work in Aden's history, or at least the longest work that is commonly known.

Although published in Carraway for the specific purpose of educating members of the Church of All Saints, *Saints & Sinners* has found an audience through much of eastern Aden and even into the western nations. While there are occasions when moral turpitude is sufficient to make the list of sinners, for the most part, the men and women on the list are criminals of a very dangerous nature. Oftentimes, they have fled Carraway and can be found in other nations, making the book of particular interest to those who are responsible for maintaining law and order.

Thunderscape NPCs

The non-player characters in this book are presented at low, mid, and high level so that you can easily adapt the version most appropriate for your campaign. These characters can be used as NPC allies, party rivals, or even pre-generated characters to get a game together quickly.

For consistency, these characters were all created using 20 point buy for their ability scores, granted average hit points for every hit die after first level, and were assigned equipment roughly equivalent to the average wealth for a player character of their level.



FALLEN

FALLEN IN ADEN

The Role of the Fallen

The Fallen are somewhat more a versatile class, and as such can enjoy a number of different roles within a given party. With their ability to torment individuals, a fallen character has the potential to deal a high amount of damage in a given encounter, although this is generally limited to a single target. The design of a particular character can see this vary significantly depending upon the chosen stigma, feats, and a myriad of other options. In one playtest game, for instance, an incinerator fallen was an archer of significant skill who could inflict egregious damage on his chosen targets, as well as a skilled infiltrator who could get into places the rest of the party often could not. In another, a horror fallen became a dual-wielding melee powerhouse that used fear and confusion to disorient enemies.

More important than their ability to generate damage, however, is a fallen's ability to inflict status conditions upon one or more enemies. The suffering class feature affords a wide selection of negative conditions that can be inflicted upon opponents. A fallen character can be a tremendous asset to the party in terms of pure crowd control, managing targets until they can be properly dealt with by other members of the party.

The History of the Fallen

The history of the fallen is the history of the Darkfall. Prior to that cataclysmic event, the fallen did not exist as they do now. Certain individuals would occasionally find themselves corrupted or twisted by contact with beings from other planes of existence, but this was a rare occurrence and there certainly were not the same prejudices in place that the fallen currently suffer.

The first fallen began to appear almost immediately after the Darkfall. While many are of the opinion that one is either pure or corrupted, the latter condition coming about solely by voluntarily surrendering to the Darkfall's influence, the truth is somewhat less precise. One can only become truly a member of the corrupt willingly, but the Darkfall can get its insidious claws into almost anyone, most often via a ritual enacted by its followers with the not-yet-fallen as the target, a grievous wound inflicted by certain specific nocturnals, or a completely unknown and seemingly unique manner. These individuals, the fallen, are touched by the Darkfall but have not succumbed to its siren call to serve. Their bodies, perhaps even their souls, have become twisted and warped, but they retain free will and fight against the Darkfall with every bit as much resolve and dedication as the most virtuous of paladins. Perhaps even more so, because the fallen know better than anyone what it will mean if the Darkfall is not defeated.

Public Perception

It would be difficult to find another group, even one as diverse and scattered as the fallen, that is more maligned. Fallen are often hideously disfigured by their stigma, and even those who are not tend to have a disturbing and off-putting demeanor. The unfortunate thing about the fallen is that most people do not realize that the fallen even exist, and merely assume these individuals are corrupted by the Darkfall simply due to their appearance and behavior. The idea that these unfortunate creatures do not willingly serve the Darkfall is so bizarre that most cannot even contemplate that they are anything but monsters.

That being said, there are some who recognize that the fallen are not yet lost. Chief among these are the paladins of the Radiant Order in Arasteen, and the court of Kazan Lilith in Synthica, in the High Steppes. Although for radically different reasons, these two groups tend to look upon the fallen with at least slightly less prejudice and hatred than most, and in these regions, the fallen have a chance to find a life for themselves without necessarily concealing their true nature from everyone they meet.

The Fallen Throughout Aden

Aramyst

There is little organization remaining in the smoldering wasteland that was once the proud nation of Aramyst. Each individual settlement governs itself with only minimal economic ties to other nearby villages and towns, and then only because it is rare for any single village to be able to produce everything it requires. The people of Aramyst have lost almost everything, and to a man, they blame the Darkfall. There is nowhere in Aden where such raw, naked hatred exists for nocturnals and anyone believed to be touched by the Darkfall in any way. While it is possible to find individuals who are sympathetic toward those who have been tainted against their will, the mob rule is very much in effect in Aramyst, and many Fallen have found themselves hanged, burned at the stake, or worse.

Arasteen

Arasteen is governed by the twin tenets of the Radiant Order: justice and compassion. While the paladins who serve the throne have brought a great many corrupted individuals to justice, they have discovered in their investigations that there are those who have been touched by the Darkfall who do not serve, and this has presented an enormous difficulty for them and their king. The Radiant Order cannot and will not execute those who have committed no crime, but neither can they conscience allowing such dangerous individuals to wander free. Toward that end, any fallen discovered within Arasteen are made guests of the throne in remote monasteries where they are counseled and taught how better to control their curse. Those who show promise and the proper attitude are released, but those who do not remain guests indefinitely.

Carraway

Although the Church of All Saints could rightly be described as a benevolent institution, 'forgiving' is not something that would ever have been used to describe it. Even before the Darkfall, those who were suspected of spiritual corruption were subjected to harsh sanctions and punishments, and since the cataclysm, those punishments have become all the more severe. Anyone suspected of consorting with the Darkfall, including not only any fallen but also a reasonable number of witches, oracles, and summoners, can expect a lengthy and grueling interrogation by inquisitors of the church, often followed by an execution. It is a harsh way of life, but it is how the people of Carraway have survived thus far, and it is unlikely to change so long as the Darkfall persists.

The High Steppes

There is no more lawless land than the High Steppes. Fallen here are much more common than in other regions of the continent, if for no other reason than that there is very little in the way of a central authority to order them hunted down. Kazan Mikael is the only remaining Kazan who regularly attempts to purge his lands of corrupted influence. Kazan Tovar does so occasionally, but only at a whim and often calls the hunts off before they are finished. Kazan Lilith actually seems to enjoy the presence of the fallen, and as a result there are more of them found in the city of Synthica than anywhere else in Aden. In the vast reaches of wilderness, a fallen is no more in danger from others than any other traveler might be, which is to say that if he is good with a weapon he should be able to survive with only occasional battles to the death.

Echoes and Fallen

Echoes possess an amazing natural ability to conceal their true appearance, and for a fallen, that might seem like an advantage. Ironically, an echo's physical changes due to stigma are minimal. While there is still an effect - a horror will radiate an aura of unease, an incinerator might constantly emit smoke, and a drowned will drip seawater everywhere he goes, the basic form of the echo is unaltered. It is almost as if the Darkfall knows that, in their natural form, echoes are already outcasts. By taking on another's appearance, an echo can hide his stigma and pass as normal - or at least as normal as an echo can hope to be.

Unfortunately, the sinister power of the Darkfall will not be denied so easily. It wants fallen to be recognized, to inevitably have their mask torn away and wreak fear and distrust among others. So while an echo can use his transient form to hide his stigma for a time, the Darkfall always returns.

An echo can safely use a new form to hide his stigma, with the usual penalties to the Disguise check, for a number of days equal to 3 + his Charisma modifier. If this check fails, the stigma is still hidden, but the observer may notice something is strange about the echo. After this time, each morning the echo must make a Will save vs. DC 10 + 1 for each additional day, in order to keep the stigma at bay. During this time, minor hints of the stigma begin to creep through the disguise. A horror might bear a few subtle scars. An incinerator might leave the faint smell of smoke wherever he goes. A scrapheap might find the occasional screws or bits of metal piercing his skin.

When this save ultimately fails, the disguise is permanently ruined. The stigma completely takes over and is readily visible once more. Any time the echo attempts to assume that particular form in the future, the stigma will fully manifest along with it (transient form Disguise checks can no longer be used to hide the stigma).

For this reason, echo fallen must constantly seek out new transformation fetishes so that they can assume new identities once their old ones inevitably degrade and fall into ruin.

Ionara

The people of Ionara are as cool and unforgiving as the icy landscape they inhabit, and are unlikely to find mercy or compassion in their heart for those who have succumbed to the Darkfall's influence, voluntarily or otherwise. The fallen have a more difficult time concealing themselves from others in Ionara, primarily because the population of that ice-covered country is so much smaller than any of its neighbors to the south. The Ice Queen of Ionara is notoriously paranoid and intolerant of anyone who she considers a threat to her rule, and she considers anyone corrupted by the Darkfall to any extent to be chief among such threats. Outside the cities, the snowmads who rule the wilderness are much more accepting of anyone who has the power to back up their will; in fact, it is rumored that the leaders of some of the larger snowmad groups are themselves corrupted.

Kyan

The citizens of Kyan have seen firsthand how deadly the touch of the Darkfall can be. The ilithix, once a mere nuisance at best, have become a significant threat to the country's stability. For that reason, the people of Kyan are not particularly inclined toward tolerance. Any fallen discovered within the hive cities of Kyan will be expected to make an extremely convincing case for their innocence, and even then the best they can hope for is to be escorted to the national border and told that if they return they will be killed on sight.

Le'Ciel

The Concordance of Le'Ciel was spared the worst excesses of the Darkfall, presumably due to the perpetual enchantment known as the Veil, which protected it from external scrying and other forms of espionage. Since then, however, the nation has become painfully familiar with the nocturnals and their terrible predations, enough so that most settlements have chosen to fortify in a manner that would be all too familiar with denizens of other nations. The citizens of Le'Ciel are generally less well educated than other nations, and as such they have an even less complete understanding of the Darkfall and how the corrupted interact with it. The fallen in this nation are likely to attract a great deal of unwelcome attention, and will be treated with disdain, distrust, and outright hostility, but they need not fear for their lives until and unless they demonstrate behaviors that warrant such action.

Misland Republics

In many ways the culture of the Misland Republics are one of the least changed of all the nations of Aden, rivaled perhaps only by Vanora. The cities on the coast have more modern sensibilities, but within the interior, the nocturnals are simply another enemy to kill. The native Misari people are naturally suspicious of anyone bearing the obvious physical marks of the fallen, but generally speaking, they will wait until the individual has proven that they are dangerous to the tribe before they take any overt action. For the most part, when it is warranted, this overt action is quick, efficient, and absolutely lethal.

The Rhanate

Much of the Rhanate is largely independent, despite that most settlements pay at least lip service to the Dust King as part of his self-styled "empire." The atmosphere of the entire region is best described as lawless, and thus fallen can have a much easier time surviving here. When might makes right, the fallen can actually find themselves in a position of power and influence as often as not, although this power is frequently a corrupting influence. There are many fallen among the various bandit groups that make the Rhanate their home, many of whom display their powers as a means of instilling fear in their victims and subordinates.

Urbana

The situation in Urbana is complex, where fallen are concerned. Lord Urbane and his most loyal subordinates are completely genuine in their desire to purge the Darkfall and its minions from the face of Aden, and will tolerate absolutely no mercy shown to any corrupted.

Of course, Urbane's influence is focused mostly on his military, and he often seems to ignore the vastly overpopulated cities under his command. Large cities like Smult and Mekanus are excellent places for fallen to blend in, and many do, hiding beneath the very nose of the Darkfall's greatest enemy.

Those who think themselves clever for doing so should be careful not to congratulate themselves too much. Agents of the Eye's high command are well aware of the existence of fallen. They believe that these individuals are not truly free (even if they believe they are), but rather are part of some larger plot by the Darkfall. So long as fallen keep their heads down, the Eye are content to leave them be (as they continue monitoring them to learn what the greater scheme is). Fallen who act brashly or openly, however, can expect a visit (followed by a swift interrogation and most likely an execution) from Urbane's secret police.

Vanora

The people of Vanora have something of a reputation for being xenophobic, and while this is not entirely accurate, neither is it entirely undeserved. The people have established a very peaceful and stable way of life, and have always been content to keep it intact, politely declining any significant intrusion by cultures outside of their own. The Darkfall was not so easily rebuffed, of course. Nocturnals and fallen who appear inside Vanora's border are assumed at the very least to be unclean, and for most Vanorans, that is sufficient reason to see them driven out or slain outright. As a result, most Fallen know that, despite how comfortable and pleasant Vanora is, it's a terrible place for them to try and remain hidden.

Yzeem

Fallen in Yzeem can carve out a life for themselves if they are cautious. The entire economy of the nation works to support the vast mercantile interest of Balaquim, and in Balaquim, if a person has value for business, then they can find a place for themselves almost without exception. Many fallen make their home in the world's largest and busiest port city, working and living discreetly for employers who make use, whether legally or illegally, of their unique abilities. Of course, finding a home elsewhere in the nation can prove difficult, as the farmers around the Valley of Life are notably less interested in profit and more interested in the security of their families. Rook's Roost, of course, is home to many fallen as well, but they are no safer there than anyone else, which is to say that they are not safe at all.

FALLEN MECHANICS

New Stigmas

The following stigmas are available to fallen characters.

Apparition

The apparition fallen is not all there, quite literally. Torn between the worlds of flesh and spirit, these fallen are left with translucent, semi-solid bodies. Many of these spectral fallen were on the verge of death when the Darkfall changed them, and they often bear gaping, permanent wounds that should have been mortal.

Bonus Feats: Dodge, Improved Initiative, Nimble Moves, Stealthy, Weapon Finesse

Special: Spectral Claws (Su) - You may attack any enemy with the tormented condition with an incorporeal touch attack. This attack inflicts 1d6 negative energy or cold damage (your choice). *Spectral claws* ignores damage reduction, and you may not add your Strength bonus, precision damage, or other effects that do not apply to touch attacks (such as Power Attack) to the damage dealt. Scourge damage applies normally. (You may wield weapons with the *ghost touch* special ability, rather than making a touch attack, when using this ability.)

Haunting (Sp) - You may cast *ghost sound* and *mage hand* at will.

• Stigma Abilities

4th level: Fade Away (Sp) - You may cast *invisibility* three times per day. You may only target yourself with this ability.

Ghostly Flesh (Su) - Three times per day, you may become incorporeal as an immediate action. All of your equipment also becomes incorporeal for the duration of this ability. This lasts until the end of your turn.

Corrupted Claws (Su) - When using spectral claws, your attacks deal 2d6 negative energy or cold damage.

7th level: Slip The Bonds of Earth (Sp) - You may *fly*, per the spell, for a number of minutes per day equal to your class level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Ghostly Suffering (Su) - You may now inflict 1d4 Charisma damage upon an enemy as one the conditions bestowed by your suffering ability.

10th level: Poltergeist (Sp) - You may use *telekinesis*, per the spell, for a number of rounds per day equal to your class level. These rounds do not need to be consecutive.

Eyes of the Wraith (Su) - You may notice and locate living creatures within 60 feet as if you possessed the blindsight ability.

13th level: Ghost Who Walks (Su) - As a standard action, you may gain the incorporeal subtype. You may use this ability for a total of one minute per class level per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. All of your equipment becomes incorporeal as well for the duration of this ability, and you may make incorporeal touch attacks against corporeal targets by using the spectral claws ability.

16th level: Specter's Suffering (Su) - You may now inflict 1d4 negative levels upon an enemy as one of the conditions bestowed by your suffering ability. Twenty-four hours after receiving these negative levels, the target may make a save vs. the original DC to remove them, otherwise they become permanent.

Corrupted Claws (Su) - When using spectral claws, your attacks deal 2d6 negative energy or cold damage.

19th level: Banshee's Cry (Sp) - You may cast *wail of the banshee* once per day as a spell-like ability.

Beyond Death (Su) - If you are killed, you may activate your *ghost who walks* ability as an immediate action, becoming a vengeful spirit with your full normal hit points. This version of *ghost who walks* may not be deactivated unless you are raised or resurrected. When the duration runs out, your body becomes corporeal (and dead) again.

Cataclysm

The fury of the earth is virtually unmatched, and these fallen know that fury well. Magma burns within them. Their flesh is stone. Their eyes are yawning pits. Their breath is dust and ash. These fallen ache to unleash their fury on anyone who would dare stand against them.

Bonus Feats: Endurance, Great Fortitude, Improved Great Fortitude, Improved Natural Armor, Toughness

Special: Strength of the Earth (Ex) - You gain +4 to saving throws and your CMD vs any effect which would move you or knock you prone.

Stone Body (Ex) - You gain DR 1/adamantine. This damage reduction increases by 1 at 3rd level and every odd fallen level you gain thereafter.

• Stigma Abilities

4th level: Rumble (Su) - As a full round action, you can stomp your foot to shake the earth. All creatures in a 15 foot cone originating from you must make a Reflex save or fall prone. At 10th level the cone increases to 30 feet, and you may use this ability as a move action three times per day. You may omit a number of squares from this cone equal to your Charisma modifier.

4th level: Walking Cataclysm (Sp) - Three times per day, you may summon a single magma elemental (*Pathfinder Bestiary 2*) as if summoned by *summon monster II*. For every two levels you gain, the level of the summon monster spell increases, to a maximum of summon

monster IX at 18th level, though you can only summon a magma elemental. You may only have one active magma elemental at a time.

7th level: Crack the Earth (Sp) - You may cast *create pit* (*Advanced Player's Guide*, Chapter 5) a number of times per day equal to your class level. If you use this ability while in the area of the pit, you appear safely at the bottom of the pit.

Magma Blood (Ex) - Once per turn, when an enemy damages you with a melee attack, you may spray them with magma from your open wound. This deals your Charisma modifier in fire damage, and the target must make a reflex save for catch fire for 1d6 damage per turn.

10th level: Jagged Earth (Sp) - You may cast *spike stones* three times per day.

One With The Earth (Su) - You gain the earth glide special ability and a burrow speed equal to 1/2 your movement.

Earth Sense (Ex) - You gain tremorsense with a range of 10 feet.

13th level: Crack the Earth (Sp) - When you use this ability, you may instead choose to cast *hungry pit* (*Advanced Player's Guide*, Chapter 5). You are immune to the effects of your hungry pit.

Earthquake Spirit (Su) - Once per round when you hit a creature with a melee attack, that creature must make a Fortitude save or fall prone.

Earth Sense (Ex) - Your tremorsense increases to 20 feet.

16th level: Lava Burst (Su) - As a standard action you can make the earth vomit up several 5 foot radius bursts of lava within close range. Each burst of lava deals 1d6 fire damage per 2 class level to any creatures in the burst, with a reflex save for half damage. The lava remains hot for 1 round per class level, turning the area into difficult terrain and dealing 3d6 fire damage to any creature which begins its turn in the area or enters the area. You may create multiple bursts of lava with a single standard action, but can create no more bursts of lava per day than your level.

Hungry Earth (Su) - Any time you knock a creature prone, it must make a Reflex save or become entangled in grasping earth and mud. Such creatures are considered anchored to the ground.

Earth Sense (Ex) - Your tremorsense increases to 30 feet.

19th level: Apocalypse (Sp) - You may cast *earthquake* and *wall of lava* (*Advanced Player's Guide*, Chapter 5) a combined total of 3 times per day.

Drake

Before the Darkfall, there was one creature more terrifying than any other: the dragon. From lowly drakes to the mighty Terrotaxus, few things inspired such terror. Since the darkfall, many lesser drakes have become corrupted and now share their dark blessings with mortals - willingly or otherwise Drake fallen pulse with a dragon's primal might. The more powerful they grow, the more twisted, hulking, and draconic their bodies become.

Bonus Feats: Blind-Fight, Cleave, Improved Initiative, Power Attack, Toughness

Special: Rip and Tear (Ex) - You gain two claw attacks that deal 1d4 damage (1d3 damage for a small Fallen). These are primary natural weapons.

Eyes of the Dragon (Ex) - You gain low-light vision. If you already have low-light vision, you may now see three times as far as normal in dim light.

• Stigma Abilities

4th level: Draconic Resistances (Ex) - Choose Acid, Cold, Fire, or Electricity. You gain resistance 5 to that energy type and increase your natural armor bonus to AC by 1. At 8th level, your energy resistance increases to 10 and your natural armor bonus increases to +2. At 16th level, your natural armor bonus increases to +4. Any future ability which refers to your "chosen energy type" uses the same energy type as this ability.

Move Like the Serpent (Ex) - Choose one: you gain a swim speed or climb speed equal to your speed.

7th level: Deep Breath (Su) - You gain a breath weapon that deals 1d6 damage of your chosen energy type per class level with a reflex save for half damage. This breath weapon is either a 30 foot cone or a 60 foot line, chosen when you gain the ability. You may use your breath weapon once per day, and gain additional uses per day at 13th and 19th level.

Ancient Hide (Su) - You gain damage reduction 5/magic.

10th level: Dragon Heart (Su) - You gain spell resistance equal to 10 + your class level. This resistance can be lowered or raised as a standard action.

Fell Wings (Su) - You grow broad, leathery wings that allow you to fly with a speed of 60 feet and average maneuverability.

13th level: Wyrms (Ex) - The damage from your natural attacks increases as if you were one size larger. Your damage reduction gained from Ancient Hide increases to 10/magic.

16th level: Maw of Knives (Ex) - You gain a bite attack that deals 1d8 damage (1d6 damage for a Small Fallen). This takes the damage increase from wyrms into account. This is a primary natural weapon.

Blindsense (Ex) - You gain blindsense with a range of 60 feet.

19th level: Great Wyrms (Ex) - Your creature type changes to dragon, which grants you immunity to sleep and paralysis effects. You gain immunity to your chosen energy type. Your damage reduction from Ancient Hide increases to 15/magic. Finally, you gain the Frightful Presence ability with a range of 30 feet and duration of 5d6 rounds.

Drowned

These fallen look like corpses washed ashore after a sudden wreck or ancient, inhuman terrors of the vast and trackless sea. They are always dripping wet and smell of the briny ocean. Their fell powers bring a grim message: the ocean is eternal; there is no escape.

Bonus Feats: Agile Maneuvers, Defensive Combat Training, Endurance, Great Fortitude, Improved Great Fortitude

Special: Seaborn (Ex) - You gain the aquatic subtype with the amphibious special quality. Your swim speed is equal to twice your land speed.

Summon the Seas (Sp) - You may cast *create water* at will, but it creates undrinkable salt water. You may use this ability to salinate an equal volume of fresh water, rendering it unfit for drinking.

Grasp of the Deep (Ex) - The strength of the ocean courses through you, encouraging you to drag mortals down to the deep. You gain Improved Grapple as a bonus feat. Your CMB and CMD are calculated as if your base attack bonus were equal to your class level for the purposes of the grapple maneuver.

• Stigma Abilities

4th level: Crashing Waves (Sp) - You may cast *hydraulic push* (*Advanced Player's Guide*, chapter 5) a number of times per day equal to your class level. You may add your Charisma to your caster level twice (rather than once) when determining your CMB for this ability if you cast it while you or your target are in a body of water.

Drenched (Ex) - Your soaked flesh is difficult to burn. You gain a +2 bonus to saves vs fire effects, and take no damage on a successful save for partial damage vs a fire effect.

7th level: Drowning Sphere (Sp) - You may cast *aqueous orb* (*Advanced Player's Guide*, chapter 5) 3 times per day. The DC is increased by 2 if you use this ability while in a body of water.

Grasp of the Deep (Ex) - You gain Greater Grapple as a bonus feat. You are considered one size larger for the purposes of the grapple maneuver (this increases your CMB, CMD, and the size of creatures you can grapple).

10th level: Crashing Waves (Sp) - When you use this ability, you may instead choose to cast *hydraulic torrent* (*Advanced Player's Guide*, chapter 5)

Shark Fangs (Ex) - You gain the grab special attack, which you may use with any melee attack. As long as you continue to wield the weapon you used your grab attack with, you do not take the penalty for not having two free hands during a grapple, and that weapon is considered

a natural attack for the purposes of dealing damage to your opponent during the grapple.

13th level: Standing Flood (Su) - Once per day, you may create two 10-ft cubes of salt water per class level. The cubes must all be conjured within close range and defy gravity, retaining their shape and even floating in midair if you choose to place them there. After 1 round per class level, the water loses its shape and pours down in the area.

Waterspout (Sp) - You may cast *geyser* (*Advanced Player's Guide*, chapter 5) 3 times per day. As the water is drawn from the frigid ocean depths, the spell deals cold damage instead of fire damage. The DC is increased by 2 if you use this ability while you or your target are in a body of water.

16th level: Ocean Master (Sp) - You may cast *control water* three times a day.

Grasp of the Deep (Ex) - You are now considered two sizes larger for the purposes of the grapple maneuver, and you gain a constrict attack which deals 1d10 damage + your strength modifier. You may apply your scourge damage to your constrict attack against creatures with the tormented condition.

19th level: Deep Suffering (Su) - As a condition of your suffering ability, you may make a creature begin to drown (see drowning, Core Rulebook, Chapter 13). Unlike normal drowning, the target of this effect does not lose hit points, but they still progress through the applied conditions (unconscious, dying, dead). A creature that succeeds at a save to shake off this effect immediately regains consciousness or stops dying, as applicable. The DC of this ability is increased by 2 if used while you or your target are in a body of water.

Midnight

These fallen draw on one of the oldest, most primal fears. They are children of darkness. No physical changes are made to the fallen's body by this stigma. Instead, his shadow comes to life, constantly twisting and writhing in response to his every thought and feeling. In battle, his shadow lashes out like a starving animal, desperate to taste the blood of its prey.

Bonus Feats: Blind-Fight, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus: Stealth

Special: Shadow Walker (Ex) - You gain Acrobatics as a class skill. You may add your Charisma bonus to all Stealth and Acrobatics checks, and you suffer no penalties to Stealth skill checks for moving more than half your speed.

Shadow Sight (Su) - Midnight fallen get this class feature at 1st level, rather than third. At 3rd level, their shadow sight increases by an additional 60 feet.

• Stigma Abilities

2nd level: Hungry Darkness (Su) - You gain your scourge damage bonus on all damage rolls against opponents within an area of dim light or darkness, as well as melee damage rolls (you do not gain the bonus twice when attacking an opponent in such an area in melee). Any opponent in an area of dim light or darkness is always considered to have the tormented condition for the purposes of your attacks.

4th level: Nightfall (Sp) - You may cast *darkness* as a spell like ability a number of times per day equal to 3 plus your Charisma modifier. Instead of targeting an object, you may have the effect radiate from yourself, or from a point within sixty feet.

Night Eyes (Su) - You can see normally in darkness, including magical darkness.

7th level: Hide in Plain Sight (Ex) - As long as you are within 10 feet of an area of dim light or darkness, you may use the Stealth skill even while being observed.

Lights Out (Su) - As a swift action, you may activate an aura that reduces the lighting within 10 feet by one step (from normal light to dim light, for example). At 12th and 17th levels, you may increase the size of the aura by 10 feet.

10th level: Shadow Things (Sp) - You may cast *shadow conjuration* as a spell-like ability 3 times per day. Any creature you create with this ability may apply your scourge damage to their melee damage rolls against an opponent with the tormented condition.

13th level: Darkest Night (Ex) - Your *Nightfall* ability now functions as *deeper darkness* and your *Lights Out* ability now reduces lighting by two steps.

Shadow Step (Su) - As a move action, you may teleport a distance equal to up to twice your speed. You must begin and end this movement in an area of dim light or darkness.

16th level: Midnight Monsters (Ex) - Your *Shadow Things* ability now functions as *greater shadow conjuration*.

19th level: Unseen Horrors - You may cast *shades* once per day as a spell-like ability. Creatures created with this ability may apply your scourge damage to their melee damage rolls, as per your *Shadow Things* ability.

Rimeweaver

Carrying the terrible cold of the Ice Wastes and other frozen places wherever they go, these fallen are winter incarnate. They may have deathly pale skin with bluing lips and extremities, leave layers of frost on anything they touch, or even have layers of ice forming over their skin. When these fallen let go, their enemies are stopped cold.

Bonus Feats: Endurance, Iron Will, Improved Iron Will, Skill Focus: Survival, Toughness

Special: Child of Winter (Ex) - You gain resist 5 cold, and can ignore the environmental effects of ice and cold.

Flash Freeze (Su) - You can create a blast of frigid cold in a square up to 30 feet away as a standard action. This instantly freezes any water (or similar liquids) in the square, extinguishes any non-magical flames, and leaves a thin layer of frost on any exposed objects.

• Stigma Abilities

2nd level: Chill (Su) - Instead of inflicting the shaken condition, your torment ability can lower the target's cold resist by 5 while tormented. The target receives no save to resist this effect.

Frigid Scourge (Su) - Your scourge ability inflicts its extra damage when inflicting either melee or cold damage upon a tormented target. (It does not inflict this damage twice when using cold damage in melee.) When used to increase cold damage, the scourge damage also counts as cold damage.

4th level: Ice Slick (Sp) - A number of times per day equal to your class level, you can create a patch of treacherous ice surrounding you. This functions as *grease*, but targets a 3x3 area centered on you. At 10th level, this becomes a 5x5 area, and at 16th level, a 7x7 area. You may omit a number of squares equal to your Charisma modifier from this area. Creatures who end their turn in the area take 1d6 cold damage. You are immune to the effects of your own ice slick.

Child of Winter (Ex) - Your cold resistance increases to 10, and you gain a permanent *spider climb* effect that only works on icy surfaces. Also, no ice or cold effect may ever cause you to fall prone, including magical effects.

• Stigma Abilities

2nd level: Bloody Scourge (Ex) - Whenever you deal scourge damage to a creature, any bleed damage it currently suffers is increased by 1.

4th level: Blood Calls to Blood (Sp) - As a standard action, you can bring a creature's blood to life. The target must be bleeding. If they fail a Will save, a blood elemental appears in an adjacent square. This functions as a water elemental as summoned by *summon monster II*. For every two levels you gain, the level of the *summon monster* spell increases, to a maximum of *summon monster IX* at 18th level, though you can only summon a blood elemental. You may only have one active blood elemental at a time. Alternately, if you have no blood elemental active, you may cast hydraulic push as a spell-like ability, originating from any bleeding target within sixty feet. This creates a dramatic fountain of blood rather than the normal effect, and inflicts 3d6 damage on the bleeding creature. You may use either application of this ability a total of three times per day.

Blood Hunger (Ex) - You gain fast healing equal to the number of blood elementals or creatures taking bleed damage within 60 feet of you.

7th level: Sanguine Suffering (Su) - You may now inflict your Charisma modifier in bleed damage upon an enemy as one the conditions bestowed by your suffering ability, or increase a bleed effect by your Charisma damage (this may be done once per bleed effect).

Blood Form (Su) - You (and all your equipment) can become an undulating pool of blood as a standard action. In this form you can pass through small holes or narrow openings, even mere cracks. While in this form you have no Strength score, may not make weapon attacks and you are immune to weapon damage. You have a land speed in blood form equal to your normal movement speed, and lose other forms of movement. You can leave blood form as a free action. This is a polymorph effect.

10th level: Blood Frenzy (Ex) - You gain a +1 morale bonus to attack and weapon damage rolls for each blood elemental or creature suffering bleed damage within 60 feet of you, to a maximum bonus of ¼ of your class level.

Consume the Sanguine (Su) - As a standard action, you may destroy an adjacent blood elemental to heal yourself for an amount equal to its remaining hit points. If you do not control the blood elemental, you must succeed at a touch attack.

13th level: Bloody Path (Su) - While in blood form, you may teleport twice your speed as a move action. Your destination must either be adjacent to a bleeding creature, a blood elemental, or a large pool of blood. If you appear adjacent to a bleeding creature, it must save against your Torment DC or suffer 6d6 and gain the tormented condition. You may use this ability three times per day.

16th level: Blood From a Stone (Ex) - All your class abilities now ignore immunity to bleed, allowing you to cause damaging gouts of blood to inexplicably erupt even from enemies that have no blood.

Creeping Gore (Ex) - When in blood form, you gain climb and swim speeds equal to your speed.

19th level: Pureblooded (Ex) - You gain the elemental subtype, becoming a creature of pure blood. You may now use *Blood Form* as a free action.

Sanguine Puppeteer - Once per day while you are in your blood form you may make a melee touch attack to flow inside a creature and affect them as per *dominate monster*. This effect lasts only as long as you remain in your blood form and inside the target.

Scrapheap

These fallen are twisted amalgams of man and machine. They resemble golems as built by lunatics, with scrap metal, discarded gadgets, and various other detritus fused into a tortured fleshy body. Like machines, these fallen are implacable. They do not stop, they do not tire, and they will relentlessly grind their enemies to dust.

Bonus Feats: Diehard, Endurance, Heavy Armor Proficiency, Power Attack, Toughness

7th level: Frozen Suffering

(Su) - As one of the conditions of your suffering ability, you may slow the target as per the *slow* spell (though with a duration equal to your normal suffering).

Wintry Might (Su) - Any weapon you wield gains the frost property.

10th level: Blizzard (Sp) - You may cast *sleet storm* three times per day. You are immune to the effects of your own sleet storm.

Child of Winter (Ex) - You are now immune to cold damage, and may walk on liquids as if under a permanent *water walk* spell by freezing them. A square of frozen liquid melts immediately once you step off of it. Any liquid which deals fire damage melts the ice too quickly for you to walk on it with this ability.

13th level: Frozen Castle (Sp) - You may cast *wall of ice* 3 times per day. You may see through and pass through your own *wall of ice* as if it was not there.

Frozen Tomb (Sp) - You can temporarily freeze a target solid three times per day. This is identical to *hold monster*, except that it is a cold effect rather than an enchantment (mind-affecting) effect.

16th level: Dead of Winter (Su) - As a move action, you shroud yourself in withering cold. This functions as the chill shield version of the *fire shield* spell. In addition, the cold radiates out from you in a 20 foot aura, chilling the entire area. This functions as an area of extreme cold, except that saves against the conditions must be made every round instead of every minute. You may use this ability for a number of rounds per day equal to your level, and the rounds need not be used consecutively.

Wintry Might (Su) - Any weapon you wield gains the Icy Burst property.

19th level: Frozen Graveyard (Sp) - You can cast *mass hold monster* once per day. Like *frozen tomb*, this is a cold effect rather than an enchantment (mind-affecting) effect.

Sanguine

Covered in bleeding wounds, oozing constant tears of blood, or sometimes flayed entirely - these fallen can take many forms but always look as if they are on the verge of death. Nothing could be further from the truth. Sanguine fallen draw on the power inherent in blood, growing stronger and deadlier the more of it they spill.

Bonus Feats: Great Fortitude, Improved Great Fortitude, Self-Sufficient, Toughness, Weapon Finesse

Special: Bleeding Torment (Ex) - Instead of inflicting the shaken condition when you use Torment, you may instead deal 1 point of bleed damage. This bleed damage persists for a number of rounds equal to your Charisma modifier or until the target is affected by any spell that cures hit point damage or a DC 15 Heal check. You can extend the duration this bleed (or any other) by the same amount by applying torment to the target.

Stanching (Ex) - You are immune to bleed damage and automatically become stable when your hit points drop below zero.

Bloodhound (Ex) - You gain the scent special ability, but only in regard to blood. If you already possess scent, the range at which you can detect blood is doubled.

Special: Walking Toolbox (Ex) - You may integrate one mundane piece of equipment per class level into your body as a full round action. This cannot be a weapon, armor, or shield. Doing this has obvious cosmetic effects (enhancing an eye with a spyglass, for example) and allows you to make use of an object without use of your hands. You may remove any integrated object as a full-round action, and you may not integrate any object into your body that is your size or larger.

Steady Steel (Ex) - You gain Medium Armor Proficiency as a bonus feat. You may bond to any suit of armor you are proficient with as a full round action, fusing it into your body. This negates the armor's movement penalties, reduces its armor check penalty by 3, and allows you to sleep in the armor with no penalty. To remove the armor, you must either tear it off in an agonizing process which takes 1d4 minutes and deals 6d6 damage to you, or have it removed via surgery, which takes 1 hour and requires a Heal check vs. DC 20.

Shrapnel Shot (Ex) - You can fling chunks of jagged scrap from your body as a ranged attack with a 30 foot range increment. This deals 1d6 piercing, slashing, or bludgeoning damage (your choice) plus your Strength modifier, as per a thrown weapon. You may take Weapon Focus and other appropriate feats for your shrapnel. You do not need free hands to make this attack.

Metalhead (Ex) - You count as a metal creature, and are vulnerable to rust or other effects that affect metal.

• Stigma Abilities

4th level: More Machine than Man (Ex) - You gain a +2 racial bonus to saves vs disease, poison, mind-affecting effects, and any effect that causes fatigue or exhaustion. You no longer need to eat, breathe, drink, or sleep, though you may still do so if it provides some benefit to you, such as resting to recover spells or drinking a potion for its effects.

Relentless (Ex) - You gain a +2 inherent bonus to your Constitution score and *Fortification (Light)* as per the armor special ability.

7th level: Mind of the Machine (Ex) - You are immune to all mind-affecting effects.

Shrapnel Blast (Ex) - As a standard action you can release a spray of shrapnel that deals 4d6 slashing, bludgeoning, and piercing damage. This effect is either a fifteen foot cone or a five foot radius burst. Anyone in the area can make a Reflex save for half damage, and the damage is considered magical for the purposes of damage reduction. You may use this ability three times per day.

10th level: Relentless (Ex) - Your inherent bonus to Constitution increases to +4, and your *Fortification (Light)* improves to *Fortification (Medium)*.

13th level: Unstoppable (Ex) - Against any effect that allows a saving throw and would render you Dazed, Nauseated, Paralyzed, Staggered, or Stunned, you may roll two saving throws and take the better result. If the effect does not allow a saving throw, reduce its duration by half (to a minimum of one round).

16th level: Heart of the Machine (Ex) - You are no longer subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.

Relentless (Ex) - Your inherent bonus to Constitution increases to +6, and your *Fortification (Medium)* improves to *Fortification (Heavy)*.

19th level: Infernal Engine (Ex) - You gain regeneration 10 (acid, electricity).

Shrapnel Explosion (Ex) - Once per day as a standard action you can force your piecemeal body to explode. This effect showers every creature in a 20 foot radius burst with flying shrapnel. This deals 20d6 slashing, bludgeoning, and piercing damage with a reflex save for half damage. This damage is considered magical for the purpose of bypassing damage reduction. Your equipment is not harmed by this explosion. You are effectively incorporeal until the beginning of your next turn, when your body reforms itself around your spirit.

Stormwracked

The wrath of a storm unchecked can cause untold destruction, and these fallen have that fury trapped inside them. They might be constantly buffeted by winds, have lightning crackling across their skin at all times, or even be followed by a gloomy personal raincloud. When they unleash the storm inside, their enemies are blown away.

Bonus Feats: Dodge, Fleet, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Special: Wind Spirit (Ex) - You gain a +10 bonus to your base speed. Acrobatics is always a class skill for you, and you always make Acrobatics checks to jump as if you had a running start. You are immune to the effects of severe and lesser winds.

Gust (Ex) - You can create a blast of powerful wind in a square up to 30 feet away. This functions as *wind wall*, except that the area is one square and the duration is instantaneous.

• Stigma Abilities

2nd level: Scourging Storm (Su) - Your scourge ability inflicts its extra damage when inflicting either melee or lightning damage upon a tormented target. (It does not inflict this damage twice when using lightning damage in melee.) When used to increase lightning damage, the scourge damage also counts as lightning damage.

4th level: Lightning Touch (Sp) - You may cast *shocking grasp* a number of times per day equal to your class level.

Wind Blast (Sp) - You may cast *gust of wind* a number of times per day equal to your class level.

7th level: Power of the Storm (Su) - Any weapon you wield gains the shock property.

Wind Rider (Ex) - Whenever you use your *wind blast* ability, you may fly to the end of the 60 foot line as a move action in the same round. This movement does not provoke attacks of opportunity. You are now immune to wind effects of up to windstorm intensity.

10th level: Storm Warrior (Su) - Once per round when you hit with a melee attack, you may use your *lightning touch* ability on the same target as a free action.

Four Winds Master (Su) - You are under the continuous effects of the *jump* and *feather fall* spells.

13th level: Walking Tornado (Sp) - You may cast *control winds* three times per day. The spell effect must always be centered on you, and moves with you. You are now immune to wind effects of up to hurricane intensity.

Lightning Storm (Sp) - You may cast *lightning bolt* a number of times per day equal to your class level.

16th level: Power of the Storm (Su) - Any weapon you wield also gains the thundering property.

Wind Walker (Ex) - You are under the continuous effects of an *air walk* spell.

19th level: Storm Lord (Sp) - You may cast *control weather* at will, and *whirlwind* 3 times per day. You are now immune to wind effects of up to tornado intensity.

Withered

This pathetic creature that represents one of mankind's most primal terrors - the relentless passage of time. Though their body resembles a dried and withered husk, it is somehow not only functional but possessed of supernaturally quick reflexes. These individuals can easily be mistaken for undead or the terminally ancient, but their power to bend time to their will belies their fragile appearance.

Bonus Feats: Improved Initiative, Improved Iron Will, Iron Will, Quick Draw, Quicken Spell-like Ability, Toughness

Special: Twist Time - You can warp time around an enemy, hindering their movement. Instead of the shaken condition, enemies afflicted by your torment must save against your torment DC or be unable to charge or run.

The Sands of Time - Your body has been eroded by supernatural temporal forces, but the dark magic that empowers you has made it resistant to such forces. You gain a +2 bonus on any saves against effects that cause energy drain, ability score damage, or ability score drain as well as DR 5/- vs nonlethal damage. You are immune to the negative effects of middle age and immune to any magical aging effects as well as the negative effects of fatebender auras.

• Stigma Abilities

2nd Level: Temporal Scourge (Su) - Your scourge ability increases any ability score damage you inflict with your stigma abilities by half of its normal amount. If you make an attack that inflicts both melee damage and ability damage, you must choose which damage receives your scourge bonus.

4th Level: Entropic Touch (Su) - You can summon an aura of withering entropy, allowing you to drain vitality from others. You can inflict 1d4 Strength or Dexterity score damage with a touch attack as a standard action. Affected targets appear to supernaturally age until the ability damage is cured. You may also use this ability as an attack of opportunity.

Untimely Vigor (Ex) - Any time you successfully inflict ability score damage you are invigorated for a number of rounds equal to your Charisma modifier. You gain either a +10 bonus to your movement, a +1 bonus to attack and damage rolls, or a +1 dodge bonus to AC. Benefits of the same kind stack, up to once per three class levels.

7th Level: Corroding Touch (Sp) - You can cast *rusting grasp* a number of times per day equal to your class level. Unlike the normal version of this spell, this version affects any nonmagical item except for those made of extraordinary materials, and damages any construct.

Untimely Vigor (Ex) - Each time you successfully inflict ability damage you may choose to gain 1d4 + your Charisma modifier in temporary hit points instead of the earlier options for this ability.

The Sands of Time - You are now immune to ability score damage, gain DR/10 vs. nonlethal damage, and are immune to the negative effects of old age.

10th Level: Temporal Paradox (Su) - Once per day as a standard action, you may warp time around yourself in a dramatic fashion. This has the effect of *haste* and *slow* cast simultaneously. The *haste* and *slow* effects created by this ability cannot be countered by *slow* or *haste*.

Entropic Touch (Su) - This ability now inflicts 1d6 Str or Dex damage. You may make two touch attacks per standard action with this ability, with a -2 penalty to hit with both. You may use your ability score drain or your *corroding touch* with either of these attacks.

13th Level: Untimely Vigor (Ex) - If you reduce a creature's ability score to 0, you may take an extra standard action before the end of your turn instead of the other options for this ability.

Entropic Field (Su) - You may now use *entropic touch* or *corroding touch* as a ranged touch attack, with a range equal to your torment.

The Sands of Time (Su) - You are now immune to energy drain, ability drain, and nonlethal damage as well as the negative effects of venerable age.

16th Level: Entropic Touch (Su) - You may now inflict 1d4 Constitution damage with this ability instead of the usual Strength or Dexterity damage. Targets reduced to zero Constitution through this ability appear to age hundreds of years in an instant and crumble into dust (they are effectively disintegrated). Each use of this ability to inflict Constitution damage expends a use of suffering.

Untimely Vigor (Su) - If you kill a creature with ability score drain, you immediately gain the benefits of a *haste* spell cast at your level. If you are already affected by *haste*, this merely extends the duration of that effect.

19th Level: Master of Time (Sp) - You can cast *time stop* once per day as a spell-like ability.

Entropic Touch (Su) - You may now make three touch attacks per standard action with this ability, but suffer a -5 to hit with each.

The Sands of Time (Su) - Your maximum age is multiplied by five.

FALLEN NPCs

Iago Vesten

Victoria Vesten was an Arastinian maiden who made her living as an artist in the city of Redbeach. After a passionate affair with a traveling sailor, Victoria became pregnant and gave birth to twins. One, Marcutius, was born human like his father. The other bore a black, blank slate where his face should have been. Iago Vesten had inherited Victoria's cursed bloodline.

He was an echo.

Victoria paid the midwife to keep her secret and hid Iago from sight until he was ready to learn the skills he would need to survive. When Iago could barely walk, she taught him how to make the fetishes he would need to assume the forms of normal folk, and more importantly, how to use that ability safely.

His earliest memories are of sneaking into forgotten tombs by his mother's side, stealing fetishes of those long dead so that his borrowed faces would not be recognized. She taught him to be careful, to avoid wizards and agents of the law who might see through his disguise. She taught him to fit in, not to abuse his gifts, and to be fair and compassionate toward others so that - fortune forbid his disguise ever failed - they would know that he was not a monster. For a time, Iago and his family were safe and happy.

When he was only twelve years old, the cultists came for them. Victoria fought them bravely to defend her sons, but in the end there were too many. They took Iago and, finding Marcutius was disappointingly human, beat his brother savagely and left him in the alleys of Redbeach.

Over the course of six years they performed endless cruel experiments on Iago in an attempt to understand the dark magic that created the echo race. Iago was scourged with unholy energies, abused by demons, infused with injected ichors, tortured mentally and physically until he felt he must surely die - but they would not let him die. They had plans for him. They told him so again and again. When their work was done, he would become a willing champion of darkness.

A terrible power grew inside Iago Vesten, something vast and inexplicable. One day, it struck out, and even the cultists were unprepared. The tormented young man slew his captors, moving with a strength and speed he did not realize was possible. He emerged from his prison to find the world outside vastly changed. The Darkfall had transformed Aden into a wounded hellscape. Vesten recoiled in horror as he realized this was the same power that now dwelled in him. He was a product of this nightmare. In the depths of despair, he nearly used the knives he had stolen from the cultists to take his own life. But in that terrible instant, Iago Vesten found strength. He would not succumb to weakness. He would *never* become the creature his tormentors wanted him to be.

He was not a monster.

Iago returned to Redbeach in secret, staying long enough to seek out his family. His mother was dead, as he feared. She had been slain on that terrible night, and had reverted to her true form. His brother had lost an eye to the cultists, but had survived. Believing Marcutius to be the innocent victim of a shapeshifting monster, the Radiant priesthood adopted the boy. He was Sir Marcutius now, a knight of the Radiant Order. Iago left without ever letting his twin know the truth. It just made things easier for both of them.

Now Iago Vesten travels as a mercenary, using his natural abilities to hide the hideous scars that twist and writhe like living worms across his body. Though he can keep his stigma at bay by taking new identities, the scars always return, forcing him to seek new transformation fetishes. At least, in this terrible new world, there is no shortage of dead from which he can steal faces. He prefers to disguise himself as long-dead male humans or elves but he will take whatever he can find.

Iago is a cynical young man, more likely to greet a stranger with bitter sarcasm than friendship. Yet whenever he hears tales of nocturnals or corrupted at large, his courage never falters. He takes vicious joy in using the powers of the Darkfall against itself, and feels a sense of vindication each time he steals an innocent from their clutches. He knows a twisted creature like himself will never be embraced as a hero, but that is not why Iago fights. The only time he feels peace is when he stands against the darkness.

And that, for now, is enough.



Iago Vesten (low-level)

Male Echo Fallen (Horror) 1

CG Medium humanoid (echo)

Init +3; **Senses** darkvision 60 ft. **Perception** +0

Defense

AC 17, **touch** 13, **flat-footed** 14 (+3 armor, +1 shield, +3 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +3, **Will** +2

Offense

Speed 30 ft.

Melee kukri +3 (1d4+1)

Ranged pistol +3 (1d8+1)

Statistics

Str 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse, Tormentor

Traits Ghost (Stealth penalties when moving are reduced by 3), Horrifying (+1 torment DC)

Skills (*Armor Check Penalty: -2) Intimidate 1 (+13), Knowledge (local) 1 (+4), Stealth* 1 (+5), Use Magic Device 1 (+7)

Languages Thrun, Western Common

Racial Abilities Darkvision, transient form

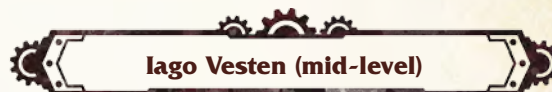
Class Abilities Stigma - Horror, torment (DC 16), kukri proficiency, tormented mind, true terror

Favored Class Bonus scourge damage (+1/4)

Weapons and Armor kukri, dagger, spiked studded leather armor, buckler, pistol, 20 standard pistol ammunition

Miscellaneous Equipment Echo transformation fetishes (various), backpack, bedroll, belt pouch, waterskin, whetstone, 50 ft. hemp rope

Wealth 18 gp, 7 sp, 3 cp



Iago Vesten (mid-level)

Male Echo Fallen (Horror) 6

CG Medium humanoid (echo)

Init +4; **Senses** darkvision 120 ft. **Perception** +0

Defense

AC 20, **touch** 14, **flat-footed** 16 (+5 armor, +4 Dex, +1 natural)

hp 39 (6d8+6)

Fort +7, **Ref** +7, **Will** +6

Offense

Speed 30 ft.

Melee +1 kukri +10 (1d4+2); or two +1 kukris +8/+8 (1d4+2, 1d4+1) (+4 scourge damage if tormented)

Ranged masterwork pistol +9 (1d8+1)

Statistics

Str 13, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +4; **CMB** +5; **CMD** 19

Feats Horrific Display, Tormentor, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Traits Ghost (Stealth penalties when moving are reduced by 3), Horrifying (+1 torment DC)

Skills (*Armor Check Penalty: -1) Intimidate 6 (+18), Knowledge (local) 6 (+9), Stealth* 6 (+12), Use Magic Device 6 (+12)

Languages Thrun, Western Common

Racial Abilities Darkvision, transient form

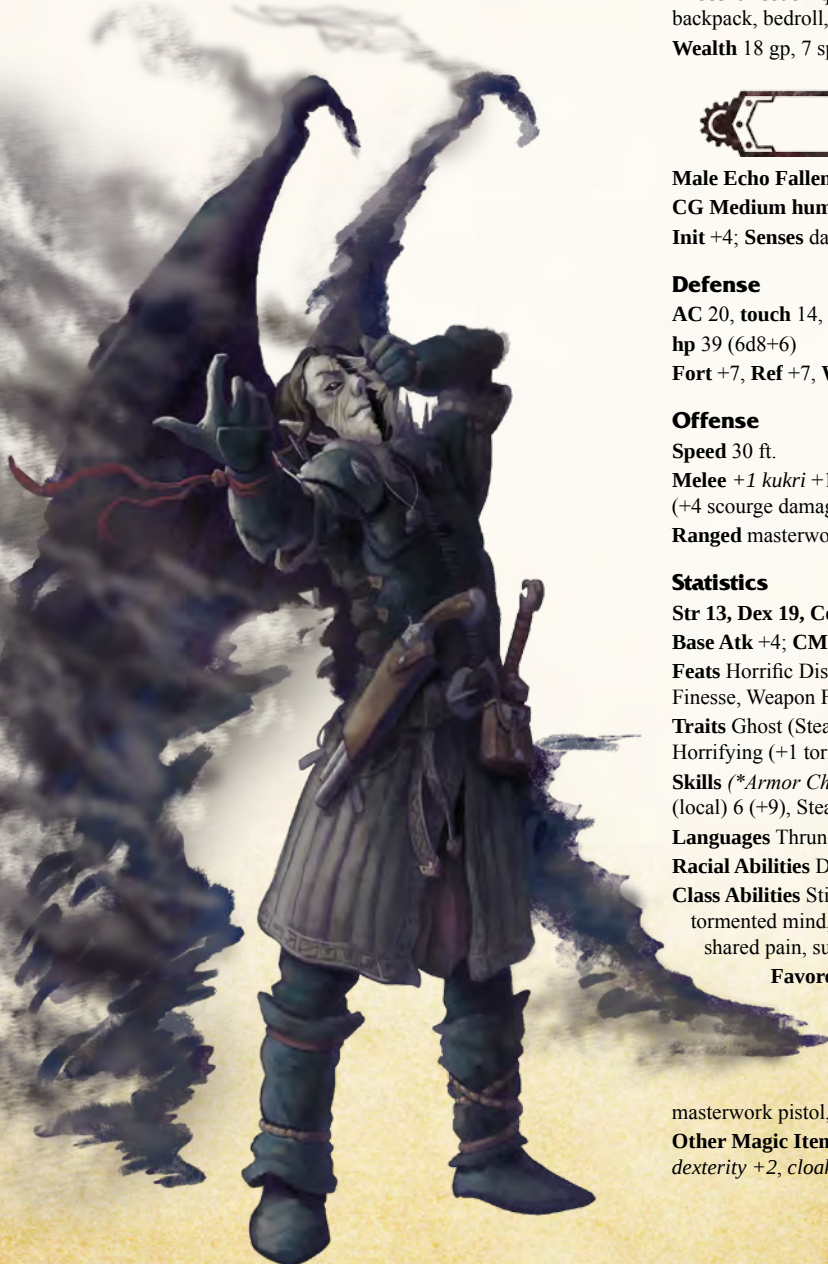
Class Abilities Stigma - Horror, kukri proficiency, torment (DC 19), tormented mind, true terror, scourge (+4), shadowsight, toughened, shared pain, suffering (5/day, frightened - DC 18), conceal stigma

Favored Class Bonus scourge damage (1 2/4)

Ability Score Increases: Dexterity (4th level)

Weapons and Armor +1 kukri, masterwork cold iron kukri (+1 kukri due to myrmidon bracers), dagger, +1 spiked chain shirt, masterwork pistol, 20 standard pistol ammunition

Other Magic Items myrmidon bracers (+1 kukri), belt of incredible dexterity +2, cloak of resistance +1



Miscellaneous Equipment Echo transformation fetishes (various), backpack, bedroll, belt pouch, waterskin, whetstone, 50 ft. hemp rope, 3 smokesticks, utility belt

Wealth 418 gp, 2 sp

Iago Vesten (high-level)

Male Echo Fallen (Horror) 12

CG Medium humanoid (echo)

Init +7; **Senses** darkvision 120 ft. **Perception** +0

Defense

AC 26, **touch** 19, **flat-footed** 19 (+4 armor, +7 Dex, +2 deflection, +3 natural)

hp 75 (12d8+12)

Fort +10, **Ref** +12, **Will** +9

Offense

Speed 30 ft., fly 60 ft. (average)

Melee +2 *terrifying kukri* +19/14 (1d4+3); or two +2 *terrifying kukris* +17/+17/+12/+12 (1d4+3 X 2, 1d4+2 X 2) (8 scourge damage if tormented)

Ranged masterwork pistol +17 (1d8+1)

Statistics

Str 13, **Dex** 25, **Con** 12, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +9; **CMB** +10; **CMD** 27

Feats Horrific Display, Improved Two-Weapon Fighting, Nightmare Smite, Stigmatic Mastery (horrifying shriek), Terrible Charge, Tormentor, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Traits Ghost (Stealth penalties when moving are reduced by 3), Horrifying (+1 torment DC)

Skills Fly 6 (+16), Intimidate 9 (+23), Knowledge (local) 9 (+12), Stealth 12 (+22), Use Magic Device 12 (+19)

Languages Thrun, Western Common

Racial Abilities Darkvision, transient form

Class Abilities Stigma - Horror, torment (DC 24), kukri proficiency, tormented mind, true terror, scourge (+7), shadowsight, toughened, shared pain, suffering (12/day, confused, frightened, or panicked-DC 23, nauseated - DC 22), hide stigma, infernal focus, play with madness, horrifying shriek (8/day, DC 20), madness plague, riot, ghastly wings

Favored Class Bonus scourge damage (+3)

Ability Score Increases Dexterity (4th level, 8th level, 12th level)

Weapons and Armor +2 *terrifying kukri*, masterwork cold iron kukri (+2 *terrifying kukri* due to *myrmidon bracers*), dagger, +3 *spiked sanguine robes* (*masterwork spikes*), masterwork pistol, 20 standard pistol ammunition

Other Magic Items *amulet of natural armor* +1, *belt of incredible dexterity* +4, *cloak of resistance* +1, *headband of alluring charisma* +4, *hide of hellish fury*, *madman's cowl*, *myrmidon bracers* (+3 kukri), *ring of protection* +2

Miscellaneous Equipment Echo transformation fetishes (various), backpack, bedroll, belt pouch, disguise kit (10 uses), waterskin, whetstone, 50 ft. hemp rope, 3 smokesticks, utility belt

Wealth 718 gp, 2 sp

Ariana Dell

Ariana is the daughter of minor Ionaran nobility. Her mother was Anastasia Dell, a wealthy diamond merchant. Her father was Joakim Dell, a peasant woodsman who had won her mother's heart. When Anastasia died of fever, Joakim fell into a deep depression. It was

Ariana's love and endless good cheer that pulled her father through the darkness and encouraged him to take up her mother's business to honor her memory.

On her sixteenth birthday, Ariana was invited to go camping with a group of other noble youths. Unbeknownst to her, these spoiled teens amused themselves by holding decadent parties in abandoned snowmad ruins. Far from the city, they could indulge in any manner of excess without fear of scandal or the law. Ariana's peasant blood had previously led her to be snubbed by her peers, but this time - due in no small part to her swiftly growing beauty - they had invited her. Desperate for acceptance and against her better judgment, she agreed.

This ruin, as it happened, was abandoned for a reason. When a drunken noble disturbed a seal in one of the lower tombs, an ancient frost spirit emerged. It moved from one victim to the next, entering their bodies in search of a mortal form to possess. No vessel could contain its vast power for more than a few moments before shattering into heaps of bloody ice.

Ariana was the last survivor. Forced to choose between fleeing into the blizzard and facing the spirit, she fell to her knees and whispered a simple folk magic prayer that her parents had taught her as a child. The spell took effect as the frost spirit entered her body; the ancient was violently repulsed and sent screaming into the night, terribly wounded.

Though she had survived, Ariana was now alone and vulnerable. No one knew where she was, and she did not know how to pilot the snow hares that her friends had used to reach the ruins. It was only a matter of time before a beast, snowmads or the elements claimed her. Even worse, she could feel that the spirit had survived, and would soon return. Deciding to take her chances with the blizzard after all, she bundled herself in furs and trudged into the snow, hoping that her father's teachings would be enough to help her survive. By the look of the storm on the horizon, she knew she would surely die.

But Ariana did not die. As the days passed, she only grew stronger. The storm raged over her, but left her untouched. Some part of the frost spirit had been severed within her soul, and day by day Ariana's strength increased. When the storm cleared and she saw her reflection in a patch of ice, she was startled at the changes that had come over her. Her once golden hair was now the color of new fallen snow and her eyes shone with the blue-violet of the aurora. Her skin was deathly pale and her lips tinged with blue. Cumbersome ice crystals now constantly formed on her furs. She discarded them - the cold no longer bothered her.

The nights were the worst. Each time she slept, the frost spirit whispered in her dreams. It begged her to return, to surrender herself. That its icy power had not killed her was proof, it claimed, that she could serve as a suitable vessel. Together, they would cut an icy swath across Ionara and become conquerors. Ariana did not answer its call. She just kept moving, and prayed that she could stay ahead of its grasp.

After a week, Ariana stumbled into a snowmad camp. Thinking the lone girl easy prey, the leader swaggered forth to kill her with a lazy swipe of his mighty hammer. To their surprise - and Ariana's - she snatched the leader's weapon in mid-swing, seized it, and caved in the man's skull. The remaining snowmads fled in terror. Ariana calmly equipped herself in their abandoned gear and saddled the dead leader's snow serpent.

With her new mount, she found her way home. She did not stay for long. Ariana could sense that the frost spirit was still on her trail. All she could do was keep running, and hope to find a way to fight it. She could not bear to face her father, afraid that her new powers and nemesis would endanger him as well.

Ariana has since traveled across Aden, seeking experts in spirit lore that might help her find a way to break her curse. Thus far, she has found nothing. Despite the harsh turn her life has taken, at heart she remains the same bright and cheerful girl. She makes friends easily and goes out of her way to help people. Though she does not realize it, it is Ariana's warmth and generosity that keep the cold at bay. She is simultaneously the frost spirit's greatest prize and most powerful enemy.

Ariana Dell (low-level)

Female human Fallen (Rimeweaver) 1

NG Medium humanoid (human)

Init +1; Perception +0

Defense

AC 16, **touch** 11, **flat-footed** 15 (+5 armor, +1 Dex)

hp 13 (1d8+5)

Fort +3, Ref +1, Will +2

Offense

Speed 20 ft.

Melee earthbreaker +3 (2d6+4)

Ranged pistol +1 (1d8+1)

Statistics

Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 16

Base Atk +0; CMB +3; CMD 14

Feats Medium Armor Proficiency, Toughness, Withering Glare

Traits Folk Magic (*protection from evil*, 1/day), Cosmopolitan Education (+1 Ride and counts as class skill)

Skills (*Armor Check Penalty: -4) *Climb 1 (+3), Intimidate 1 (+13), Ride 1 (+2), Survival 1 (+4), Use Magic Device 1 (+7)

Languages Western Common

Class Abilities Stigma - Rimeweaver, torment (DC 13), earthbreaker proficiency, child of winter, flash freeze

Favored Class Bonus hit points (+1)

Weapons and Armor earthbreaker, pistol and 10 standard ammunition, dagger, scale mail

Miscellaneous Equipment backpack, bedroll, flint and steel, 50 foot hemp rope and grapple hook, hooded lantern and five lamp oils, 3 torches, waterskin, 1 week's travel rations, compass, 2 alchemist fires, icepick, snow serpent mount.

Wealth 10 gp, 2 sp

Ariana Dell (mid-level)

Female human Fallen (Rimeweaver) 6

NG Medium humanoid (human)

Init +1; Senses Darkvision 60 ft.; Perception +0

Defense

AC 20, **touch** 12, **flat-footed** 19 (+6 armor, +1 Dex, +2 natural, +1 deflection)

hp 51 (6d8+18)

Fort +7, Ref +4, Will +6

Offense

Speed 30 ft.

Melee +1 earthbreaker +9 (2d6+7) (+3 scourge)

Ranged pistol +5 (1d8+1)

Statistics

Str 19, Dex 13, Con 12, Int 10, Wis 10, Cha 16

Base Atk +4; CMB +7; CMD 18

Feats Furious Focus, Medium Armor Proficiency, Power Attack, Toughness, Withering Glare, Wrath of the Fallen

Traits Folk Magic (*protection from evil*, 1/day), Cosmopolitan Education (+1 Ride and counts as class skill)

Skills (*Armor Check Penalty: -1) *Climb 6 (+12), Intimidate 6 (+18), Ride 6 (+10), Survival 6 (+9), Use Magic Device 6 (+12)

Languages Western Common

Class Abilities Stigma - Rimeweaver, torment (DC 16), earthbreaker proficiency, child of winter, flash freeze, chill, scourge (+3), frigid scourge, shadow sight, toughened, ice slick (DC 16, 6/day), child of winter, suffering (6/day, entangled, DC 16), conceal stigma

Favored Class Bonus hit points (+6)

Ability Score Increases Strength (4th level)

Weapons and Armor +1 earthbreaker, pistol and 10 standard ammunition, dagger, mithral breastplate

Other Magic Items *amulet of natural armor* +1, *ring of protection* +1, *belt of giant strength* +2, *cloak of resistance* +1

Miscellaneous Equipment backpack, bedroll, flint and steel, 50 foot silk rope and grapple hook, climbing kit, hooded lantern and five lamp oils, 3 torches, waterskin, 1 week's travel rations, compass, 2 alchemist fires, icepick, snow serpent mount.

Wealth 143 gp, 4 sp

Ariana Dell (high-level)

Female human Fallen (Rimeweaver) 12

NG Medium humanoid (human)

Init +1; Senses Darkvision 60 ft.; Perception +0

Defense

AC 28, **touch** 15, **flat-footed** 27 (+9 armor, +1 Dex, +4 natural, +3 deflection, +1 insight)

hp 99 (12d8+36)

Fort +11, Ref +7, Will +10

Offense

Speed 30 ft.

Melee +3 earthbreaker +19/+14 (2d6+12 plus 1d6 cold) (+5 scourge)

Ranged masterwork pistol +11 (1d8+1)

Statistics

Str 23, Dex 13, Con 12, Int 10, Wis 10, Cha 20

Base Atk +9; CMB +15; CMD 26

Feats Furious Focus, Horrific Display, Medium Armor Proficiency, Nightmare Smite, Power Attack, Tormentor, Toughness, Weapon Focus (earthbreaker), Withering Glare, Wrath of the Fallen

Traits Folk Magic (*protection from evil*, 1/day), Cosmopolitan Education (+1 Ride and counts as class skill)

Skills (*Armor Check Penalty: -1) *Climb 6 (+14), Intimidate 12 (+26), Survival 12 (+15), *Swim 6 (+14), Ride 12 (+16), Use Magic Device 12 (+20)

Languages Western Common

Class Abilities Stigma - Rimeweaver, torment (DC 22), earthbreaker proficiency, child of winter, flash freeze, chill, scourge (+3), frigid scourge, shadow sight, toughened, ice slick (DC 21, 6/day), child of winter, suffering (11/day, entangled, nauseated, blind, slow DC 22), conceal stigma, frozen suffering, wintry might, blizzard (3/day), hide stigma

Favored Class Bonus hit points (+12)

Ability Score Increases Strength (4th level, 8th level, 12th level)

Weapons and Armor +3 earthbreaker, masterwork pistol and 10 standard ammunition, dagger, +3 mithral breastplate

Other Magic Items *amulet of natural armor* +2, *bag of holding I*, *belt of giant strength* +4, *cloak of resistance* +2, *darkforged bindings*, *headband of alluring charisma* +4, *loun stone (dusty rose prism, +1 AC)*, *ring of protection* +3, *wand of protection from evil* (50 charges)

Miscellaneous Equipment backpack, bedroll, flint and steel, 50 foot silk rope and grapple hook, climbing kit, hooded lantern and five lamp oils, bandolier, 3 torches, waterskin, 1 week's travel rations, compass, 2 alchemist fires, icepick, snow serpent mount.

Wealth 443 gp, 4 sp



THAUMATURGES

THAUMATURGES IN ADEN

The Role of the Thaumaturge

A thaumaturge is, first and foremost, a warrior. These characters stand at the front lines of the party, besides such powerful figures as the fighter, barbarian, arbiter, golemoid, and paladin. Yet while other characters clearly have a singular role and purpose, the role of the thaumaturge is more nebulous and difficult to define. This, surprisingly enough, is not their weakness. The thaumaturge's strength is that he defies singular definition.

Depending on his use of legends and aspects, a thaumaturge can completely redefine himself from one encounter to the next. In one instance, he could serve as a stealthy spy and assassin. In the next, he could rush into melee as a berserker warrior. In another, he could support the party at range with a gun or a bow. While a thaumaturge should feel at home in any adventuring party, you may find that they excel in small groups. With the many duties of a party split between fewer characters, a character that can reinvent himself to fit many roles as needed can truly shine.

Due to the many possible combinations of options, some might balk at the thaumaturge's complexity. It's difficult to tell, at a glance, exactly what a thaumaturge is supposed to do. Each thaumaturge is different, and requires a great deal of thought and preparation to build properly. To draw an analogy with the most classic melee class - if the fighter is

a sorcerer, then the thaumaturge is a wizard. Once a fighter has selected his feats and weapons, he is prepared for life - he meets every situation in a similar manner and excels in his area of expertise. In contrast, the thaumaturge requires a great deal of advance planning and careful consideration regarding what tools he will need day by day. Like the sorcerer and wizard, both classes are excellent additions to a party, but both bring their own unique style and appeal to different types of players.

The new options presented in this book broaden the thaumaturge's options considerably. With new aspects and legends, he can fill more roles than he previously could. With the new Legendary Thaumaturge class variant, these holy warriors can combine their aspects in legends in more powerful ways than ever before.

The History of Thaumaturges

There are as many different sorts of thaumaturges as there are cultures in Aden, and each has their own rich history and tradition. If there is one threat that unifies the many different sorts of spirit-warriors, it is a reverence for the past. Aden is a land of mighty heroes and terrible villains, and each of these individuals has left his or her mark on the world in a very real way. Echoes of their deeds reverberate through the souls of those who honor them and linger in the places where they changed the world.

The oral traditions of Aden's oldest nomadic tribes gave birth to the first thaumaturges. Without written word to record history, the people of Aden would have lost their cultural identity without myths and legends. These legends grew with the telling and, perhaps with a bit of influence from the ambient magic so prevalent in Aden, took a life of their own.

The storytellers discovered that, by exercising certain meditative rituals and restructuring one's thoughts in a manner that reflected a legend, they could assume literal - and powerful - aspects of that legends. Wonder Worker. Beast channeler. Saint adept. Nearly every culture in Aden tells the same tale, each in a different manner and with a different name. These were the first thaumaturges.

Though in many lands the practice of thaumaturgy was eventually overshadowed by more recent forms of magic, it still remains quite prevalent.

Public Perception

As there are many different sorts of thaumaturges, public perception of them can vary wildly depending on their origin. As a rule, these individuals are deeply respected in their home cultures, as they represent a living connection between the present and the glorious past.

Thaumaturges who embrace the more primitive aspects of their power, such as those who hail from the Mislands or High Steppes, are often regarded as dangerous savages in Aden's more civilized areas. Such thaumaturges often manifest their power in primal ways (such as ghostly weapons forged of blood or armor forged of shrieking spirits)

Legends are not Ghosts

Though the legends that empower a thaumaturge often represent the deeds of a specific individual, it is important to remember that a legend is not that entity. A legend is merely a reflection, a pattern etched in living memory that carries some hint of the original. So while a thaumaturge might draw upon the legend of Tirrian, Chandrey, or the Leviathan, he does not bear their memories and his will is still his own. Despite this fact, many thaumaturges don't make this distinction, and believe they are literally possessed by figures of legend.

That being said, as legends tend to resonate in areas where an individual performed mighty deeds, many legends reside in the same areas where the lingering spirits of those individuals can be found. The Church of All Saints is built upon this ideal, as their thaumaturges often importune spirits of the dead directly in return for the aid of legends. Because a legend is not the spirit it represents, many different thaumaturges can channel the same legend simultaneously.

or act unpredictably in order to maintain their connection to their fickle legends.

In contrast, Carrite Saint Adepts, who manifest their connection to their legends in a very rigid and structured manner, are accepted as holy men in civilized areas but often sow fear and suspicion in more primitive tribal cultures. After all, Saint Adepts are agents of a powerful organized religion with a history for absorbing less powerful cultures into its own.

Vanoran thaumaturges mix these perceptions in a peculiar manner. Though the Way of Ten Beasts is embraced by Vanoran culture, most civilized Vanorans consider it an abstract philosophy. Vanoran beast-shamans embrace the Ten Beasts in a more primal fashion, and believe that the Ten Beasts are literal forces worthy of respect and reverence. So while some Vanorans regard beast-shamans as embarrassing throwbacks, others revere them as important holy men, protectors of a powerful and ancient tradition.

Since the Darkfall, thaumaturgy has seen a great resurgence throughout Aden. Though not much is truly understood about the Darkfall, it is known that this malevolent force frequently draws upon the fears of mankind, giving literal form and power to nightmares. Through its sinister power, horrible beasts of myth and legend have returned to life as nocturnals. Time and again during this dark period, thaumaturges have been the ones to drive these monsters back into the shadows. While some may merely attribute this to a thaumaturge's great prowess, perhaps there is something more.

Perhaps the best weapon against an enemy that embodies our greatest fears is a hero that embodies our greatest triumphs.



Thaumaturges Throughout Aden

Aramyst

In the time directly preceding the Darkfall, thaumaturges were almost unknown in the lands of Aramyst. Its people had long since gravitated toward newer, more advanced forms of magic and considered thaumaturgy an ancient historical curiosity at best. Ironically, the destruction of Aramyst has brought about a rebirth in thaumaturgy. An order of Aramystian thaumaturges known as the Kindled has sprung up in recent years, who claim to channel the legends of Celestial College wizards who perished in the once great land's devastation.

Arasteen

While the practice of thaumaturgy is not unknown in the Radiant North, it is eschewed as primitive. Some critics would suggest that Arasteen looks down on thaumaturgy merely because such practices reflect those of the Church of All Saints. Arastinians scoff at the idea that they could be so intolerant - but the fact remains that there are no thaumaturges in Arasteen other than a few isolated individuals.

Carraway

No discussion of thaumaturges would be complete without mentioning Carraway. The Church of All Saints serves as both religion and government in Arasteen, and count Church-trained thaumaturges (whom they refer to as Saint Adepts) as among the most honored members of their order. For a child to be born with talent in thaumaturgy is seen as a great blessing from the Saints. The Church of All Saints richly rewards such families in return for the right to take permanent custody of the child so that they can be raised and educated at the Academy of Saint Illovich. While such a transfer is not mandatory, it is rarely refused. Not only is the Academy considered one of the finest educational institutions in Aden, but to have a true Saint Adept in one's family is a matter of enormous prestige.

Saint Adepts serve as priests, judges, and warriors within Carrite society and frequently work beside Arbiters. Even small Carrite villages often have at least one resident Saint Adept, charged with channeling the Saints to protect and guide the people.

New Legends

Though a thaumaturge can use his importune class ability to acquire new legends, he need not do so to fill out his arsenal. Any time a thaumaturge's maximum number of bonded legends increases, he may bond with a new legend immediately. This legend doesn't just come from nowhere; it represents a legend that the thaumaturge knew of, but that he didn't understand well enough to truly draw upon now. In this manner, a Saint Adept adventuring in Yzeem can bond with new Saints despite being far away from the Church.

Importune, in the meantime, can be used to exchange legends from the thaumaturge's current collection for those he discovers in his adventures. A wise thaumaturge should take note of any areas he discovers that echo with such legends. Even if he does not need them now, it's good to know where he can find them if he needs their aid at a later time.

Keep in mind that most of these areas will represent a specific flavor of legend, like a Misani loa, a Carrite saint, one of the Ten Beasts, or whatever is appropriate to the area's history. While any thaumaturge can bond with such legends, some individuals may be pickier and prefer only to dabble in those that fit their own belief system.

The High Steppes

Thaumaturgy is extremely prevalent among the barbarians of the High Steppes. The Kurzaks, in particular, embrace a strong oral tradition and thus legend-channelers. These thaumaturges are extremely powerful members of Kurzak society and often serve as chieftains or advisors to chieftains.

Ionara

The Ionarans generally distrust thaumaturgy. Ionaran nobility views thaumaturges as charlatans who use magical parlor tricks to trick others into believing they represent great heroes, and thus serve as a disruptive influence upon an orderly society. In contrast, thaumaturgy is quite popular among the Ionaran snowmads, who use the power of ancient tribal legends to defeat highly trained Ionaran soldiers with surprising regularity. These two differing outlooks are unlikely to be coincidental.

Kyan

While thaumaturgy is not a common practice in Kyan, neither is it shunned. The idea that legends of the past continue to resonate in the present is, in many ways, similar to the hive memory possessed by the insects that Kyanites revere.

Le'Ciel

As expatriate Aramystians, the Exarches of Le'Ciel shared their former countrymen's general disdain for thaumaturgy. They took things a step further by branding thaumaturgy as an illegal and heretical magic, punishable by death, as a means of robbing their slaves of a sense of identity and history. Since the Exarches vanished, thaumaturgy has slowly begun to return to Le'Ciel despite its illegality, though many continue to fear and distrust it due to Exarch propaganda.

Misland Republics

The Misari tribesman practiced a strong thaumaturgical tradition that continues to influence the Mislands to this day. The Misani refer to their legends as loa, abstract spirits that represent various facets of existence ranging from types of weather to illnesses to human vices and virtues. Many who honor the loa become thaumaturges, and paint their bodies with elaborate tattoos that represent the spirits they channel. As a Misari thaumaturge channels different legends, these tattoos change as well, moving into prominence and taking on vibrant colors or receding into obscurity as they withdraw or are consumed.



The Rhanate

In the Sundered Desert, many followers of the War of the Sky become thaumaturses. These Yerzan thaumaturses believe that their legends are manifestations of Brother Sun and their aspects are the blessings of Sister Moon. By using these forces of the Sun and Moon in proper harmony with one another they come to a greater understanding of creation and one's place within it.

Urbana

Before the Darkfall, the people of Columbey held a somewhat disdainful attitude toward primitive thaumaturgy but were respectful toward Carrite Saint Adepts and Vanoran Beast Channelers. Though some traditionalists continue to maintain these prejudices, Lord Urbane has largely disposed of them within the Shadow Army. The Iron Tyrant will not overlook any weapon against the Darkfall, especially one as potent as thaumaturgy.

Vanora

Most thaumaturses in Vanora are devout followers of the Path of Ten Beasts. Such individuals refer to themselves as beast-shamans. Some beast-shamans acknowledge only a single Beast and view each of their legends as a manifestation of a different facet of that Beast's power. Others acknowledge the pantheon as a whole, regarding each different legend and aspect as the blessing of a different Beast.

Yzeem

Thaumaturgy is rare in the lands of Yzeem. Those who practice thaumaturgy generally adopted it via interaction with Misari culture, and share their tradition of vibrant and ever-shifting tattoos to represent their legends. Misari thaumaturgy is particularly prevalent among the nomadic tribes that dwell in Yzeem's eastern regions.

THAUMATURGE MECHANICS

Thaumaturge Legends

The following legends are available to be drawn upon by the thaumaturge class.

The Arcadian

You can draw upon the legend of a great fey hero, or perhaps some living embodiment of the fairy realm itself.

Requirements: The GM may determine a random requirement for your behavior. This must not cause harm to anyone else, and should generally be petty or random in nature. (You must wear your clothing inside out, you must not touch cold iron, or you must always speak in rhyme are some good examples.) The GM may change this requirement, if he wishes, whenever you choose your aspects for the day.

Base Attack: Medium

Good Saves: Reflex, Will

Weapon Proficiencies: Shortsword, shortbow

Armor Proficiencies: None

Feats: Combat Expertise, Improved Feint

Spirit Points: 2+1 per level after 1st

Special: You gain ranks in the Bluff skill equal to your class level and you can speak Arcadian (or any fey language, in non-Aden campaigns). Select a number of 0-level spells equal to your Charisma modifier. You may cast these spells at will.

Once per day you may reroll a single attack roll, skill check, or saving throw. You must declare your intent to use this ability after the die is rolled, but before the results of the roll are known. You gain an additional use of this ability every four levels after 1st (5th, 9th, 13th, and 17th).

When drawing upon this legend, you are considered to be a fey, rather than a creature of your normal type.

The Beast

You may draw upon the beast, a legend infused with the power of a fierce animal. Whether this is literal - a bestial animal spirit - or figurative - a savage hero considered to be bestial in nature - varies by the individual legend.

Requirements: The Beast withdraws if you speak, use any Charisma, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, Ride, or Stealth) or use any ability that requires patience or coordination. (Speaking to animals, if you possess such an ability, is acceptable.)

Base Attack: High

Good Saves: Fortitude

Weapon Proficiencies: None

Armor Proficiencies: Medium armor

Feats: Weapon Focus (pick one natural attack)

Spirit Points: 4+2 per level after 1st

Special: Each time you draw upon this legend you decide upon a type of beast you wish to emulate and then gain a bestial nature trait (see Ferran racial abilities, Chapter One, *Thunderscape Campaign Setting*). You gain an additional bestial nature trait at 8th level and 14th level.

You count as a ferran for the purposes of these traits. The razor sharp bestial nature trait can affect any natural attacks granted by your race or by *aspect of ferocity*. You may only take one trait that grants class skills, but these traits also grant ranks in those skills equal to your level. You may select a different set of traits each time you call upon this legend.

The Champion

This legend could be the spirit of an ancient paladin, a benevolent spirit, or a pure embodiment of positive energy.

Requirements: The first time you draw upon this legend, you must determine its code of honor as if it were a paladin (see *Thunderscape Campaign Setting*, Chapter 2). If you ever violate this code while drawing upon the Champion, it will withdraw until you redeem yourself in its eyes. (In non-Aden campaign settings, the thaumaturge must behave as if he possessed a lawful good alignment while drawing upon the Champion.)

Base Attack: High

Good Saves: Fortitude, Will

Weapon Proficiencies: One martial or exotic weapon of choice

Armor Proficiencies: Medium Armor, heavy armor, all shields (except kite and tower shield)

Feats: None

Spirit Points: 4+2 per level after 1st.

Special: You gain a +2 morale bonus vs. fear effects. At 5th level, you gain immunity to fear.

Once per day you may declare a smite attack against an evil target. You may add your Charisma bonus to all attack rolls and your thaumaturge level to all damage rolls against that target, and your attacks automatically bypass any DR the creature might possess. The smite remains in effect until the target is dead or you rest and regain uses of this ability.

You gain additional uses of this ability every three levels after 1st level. If you possess levels in the paladin class, your thaumaturge levels stack for the purposes of your smite evil ability while drawing upon this legend, replacing this legend's smite ability.

The Demon

This legend embodies a tale of infernal conquest - perhaps the tale of a powerful demonic creature or a cautionary fable against the dangers of such power.

Requirements: The demon will withdraw if you take a truly selfless action (helping allies is allowed since maintaining their favor benefits your own interests). Consciously good actions cause the demon to withdraw until you redeem yourself in its eyes.

Base Attack: High

Good Saves: Reflex, Will

Weapon Proficiencies: Greatsword, spiked chain

Armor Proficiencies: Medium and Heavy Armor

Feats: None

Spirit Points: 4+2 per level after 1st

Special: You gain ranks in the Knowledge (the planes) skill equal to your class level and you can speak Planar (or any demonic language in non-Aden campaigns).

When drawing upon this legend, you are considered to be a native outsider with the evil subtype, rather than a creature of your normal type.

You gain a pair of semi-transparent demonic wings, granting you a perpetual *feather fall* effect. At 10th level, these wings grant you a fly speed equal to your normal movement speed (perfect maneuverability).

You radiate an aura of terror and misfortune, causing enemies within 10 feet to suffer a -1 penalty to all saves (this penalty increases to -2 against fear effects).

The Faceless

You may draw upon the legend of a great master of disguise or a trickster spirit with a thousand faces.

Requirements: The Faceless will withdraw if anyone sees through one of your disguises without your permission (allowing allies to recognize you is acceptable).

Base Attack: Medium

Good Saves: Reflex, Will

Weapon Proficiencies: None

Armor Proficiencies: None

Feats: Skill Focus (Disguise)

Spirit Points: 2+1 per level after 1st

Special: You gain ranks in the Disguise skill equal to your class level. You may cast *disguise self* at will. This counts as an extraordinary ability, rather than a spell-like ability.

At 10th level, you instead may cast *alter self* at will, as an extraordinary ability.

The Fencer

This legend can represent the legacy of a dashing swashbuckler, a spirit of raw agility, or the legend of a mighty sword.

Requirements: The Fencer withdraws if you intentionally wield any weapon except a light or one-handed melee weapon in combat.

Base Attack: High

Good Saves: Fortitude, Reflex

Weapon Proficiencies: One light or one-handed exotic or martial weapon of choice.

Armor Proficiencies: None

Feats: Weapon Finesse

Spirit Points: 4+2 per level after 1st.

Special: When wielding a light or one-handed melee weapon, you may add your Dexterity bonus (as well as your Strength bonus) to damage rolls. This counts as precision damage. You do not gain this bonus if you wield the weapon in both hands, or if you wield a shield in your off-hand.

You gain a +2 dodge bonus to AC when you have at least one hand empty. This bonus increases to +4 at 10th level.

The Haunt

You are empowered by the legend that cannot be constrained even by death. This might be the legend of a hero who returned from the afterlife for vengeance, a powerful necromancer, or a spirit of unlfe itself.

Requirements: The haunt will withdraw if you suffer spirit damage in excess of your current spirit points and that damage is inflicted by positive energy, even if the thaumaturge has enough hit points remaining to absorb the damage himself.

Base Attack: Medium

Good Saves: Will

Weapon Proficiencies: One martial or exotic weapon of choice.

Armor Proficiencies: Medium armor and shields (except kite and tower shield)

Feats: Iron Will

Spirit Points: 4+2 per level after 1st

Special: When drawing upon this legend, you detect as an undead creature (such as with *detect undead*, though *true seeing* will reveal your natural form with the legend superimposed upon it). You are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, as well as other affects that specifically target undead. You are immune to poison, disease, and nonlethal damage. Mindless undead will ignore you unless you act aggressively toward them.

At 10th level, you become immune to energy drain, and mind-affecting effects.

The Holy

This legend represents a primal force for good - an angel, a divine saint, or perhaps a more nebulous yet ultimately benevolent force.

Requirements: This legend will withdraw if you fail to observe a lawful good alignment. If you perform a truly heinous act (such as the murder of an innocent) this legend will withdraw until you redeem yourself in its eyes.

Base Attack: Medium

Good Saves: Fortitude, Will

Weapon Proficiencies: Longsword and longbow

Armor Proficiencies: Medium and Heavy Armor, shields (except kite and tower shield)

Feats: None

Spirit Points: 4+2 per level after 1st

Special: You gain ranks in the Knowledge (the planes) skill equal to your class level and you can speak Planar (or any angelic language in non-Aden campaigns).

When drawing upon this legend, you are considered to be a native outsider with the good subtype, rather than a creature of your normal type.

You gain a pair of semi-transparent angelic wings, granting you a perpetual *feather fall* effect. At 10th level, these wings grant you a fly speed equal to your normal movement speed (perfect maneuverability).

You radiate an aura of hope, causing allies within 10 feet to gain a +1 sacred bonus to all saves (this bonus increases to +2 against fear effects). You do not gain this bonus.

The Kraken

This legend represents a warrior - or perhaps a terrible monster - from the depths of the ocean.

Requirements: The kraken withdraws if you spend more than one hour out of the water.

Base Attack: High

Good Saves: Fortitude

Weapon Proficiencies: Trident and net

Armor Proficiencies: Medium

Feats: None

Spirit Points: 4+2 per level after 1st

Special: You gain ranks in the Swim skill equal to your class level. You gain the aquatic (amphibious) subtype and a swim speed equal to your movement.

You may use your thaumaturge *Speak with Dead* ability to instead communicate with aquatic animals, as if using *Speak with Animals*. Each question you would normally be allowed using *Speak with Dead* instead grants one minute of this effect.

The Magister

This legend embodies the power of a great mystic, or perhaps a spirit of raw magical energy.

Requirements: None

Base Attack: None

Good Saves: Will

Weapon Proficiencies: None

Armor Proficiencies: None

Feats: Combat Casting

Spirit Points: 2+1 per level after 1st

Special: You may cast *detect magic* at will as a spell-like ability.

When you first gain this legend, select a number of 1st level cleric, druid, or wizard spells equal to your Charisma modifier + 1. You may cast each of these spells as a spell-like ability, once per day. If the spell has a costly material component, you must provide it when using these spell-like abilities. You may select the same spell multiple times, gaining multiple uses of it. When you select your aspects for the day, you may change these spell-like abilities.

At 7th, 13th, and 19th level you may select an equal number of spells from up to the 2nd, 3rd, and 4th level spell lists of these classes, respectively.

Additionally, any active aspects or folk magic traits that grant spell-like abilities grant additional uses of those abilities equal to your Charisma modifier while this legend is active.

The Martyr

This legend embodies the spirit of selflessness and sacrifice.

Requirements: The martyr withdraws until you redeem yourself in its eyes if you take any spirit damage due to your own actions, such as if you intentionally cause yourself harm by action or omission (or knowingly allow your allies to harm you) with the goal of forcing it to withdraw. The GM has the final word in whether the Martyr is being abused, but summoning it in combat in hopes that an enemy will damage it is not abuse - that's what it's for.

Base Attack: None

Good Saves: None

Weapon Proficiencies: None

Armor Proficiencies: None

Feats: None

Spirit Points: 6+3 per level after 1st

Special: Any time an enemy causes the Martyr to withdraw due to damage, all of your spirit damage is immediately healed (the Martyr still withdraws for the day, but other legends may be used). Up to three of your aspects that were previously active that day, but were at some point consumed, are immediately reactivated as if they were never consumed. (Aspects that can be used multiple times before being consumed regain all of their uses.)

Alternately, you may regain the use of one legend that has withdrawn for the day due to damage and can draw upon that legend as an immediate action.

You may only bond to one instance of the Martyr at a time.

The Master

This legend represents the legacy of a mighty martial arts master, or any warrior spirit who eschews weapons in favor of his own two fists.

Requirements: This legend withdraws if you willingly wield any weapon without the monk trait.

Base Attack: Medium

Good Saves: Fortitude, Reflex, Will

Weapon Proficiencies: none

Armor Proficiencies: none

Feats: Improved Unarmed Strike, Weapon Focus (unarmed)

Spirit Points: 2+1 per level after 1st

Special: You gain ranks in the Acrobatics skill equal to your class level. Your unarmed damage is equal that that of a monk of equivalent level, and you gain the monk's flurry of blows ability. Your monk levels stack with your thaumaturge levels for the purpose of determining unarmed damage and flurry of blows while you draw upon this legend.

The Sage

You draw upon the legend of a brilliant sage, a wise elder ancestor, or an abstract spirit of pure knowledge.

Requirements: None

Base Attack: None

Good Saves: Will

Weapon Proficiencies: none

Armor Proficiencies: None

Feats: Skill Focus (any Knowledge skill) - unlike most legend feats, this feat may be changed once per day when the legend is drawn upon.

Spirit Points: 2+1 per level after 1st

Special: Once per day when drawing upon this legend, you may select a number of skills equal to your Charisma modifier + 1. These skills must be Knowledge skills, Craft skills, Profession skills, Heal, Spellcraft, or Use Magic Device. This legend grants you ranks in each of these skills equal to your class level. You may make all knowledge skill checks untrained.

For every four levels after 1st, this legend allows you to gain ranks in an additional skill.

At 10th level, you may take 20 on any Knowledge skill check once a day as a standard action.

The Sentinel

The Sentinel represents the spirit of a vigilant bodyguard, an ancestral warden, or a spirit of protection.

Requirements: The Sentinel will withdraw if you allow your charge to be reduced to 0 hit points or less. It will withdraw until you redeem yourself if you allow your charge to be killed.

Base Attack: High

Good Saves: Fortitude, Will

Weapon Proficiencies: One martial or exotic weapon of choice.

Armor Proficiencies: Medium armor, heavy armor, all shields (including kite and tower shield)

Feats: Combat Reflexes

Spirit Points: 4+2 per level after 1st

Special: Once per day, you may name one individual as your charge as a standard action. Any enemy that attacks your charge provokes an attack of opportunity from you. This enemy must be within your reach. At 10th level, if your attack of opportunity hits an enemy who has attacked your charge, you become the target of the attack instead of your charge.

Legend Management

Many legends, such as the Woodsman and Warrior, require a thaumaturge to make specific selections regarding their bonus feats or other abilities. Once chosen, these abilities are set in stone. The only way to change them in the future is to find and importune a different instance of that legend.

However, keep in mind that the GM may determine that some case legends found in the wild (rather than those selected immediately when leveling up) may already have these choices made in advance. If the Woodsman can be importuned in a sacred grove that houses the grave of a great archer, for instance, it wouldn't make sense for that legend to provide melee feats instead of archery feats.

Legends that make different choices are considered to be different legends entirely. For instance, a single thaumaturge could bond himself to two different versions of the Warrior, each with different bonus feats. A thaumaturge can only bond to one version of a wild legend (a legend he gains with importune) at a time - such as the Woodsman in the above example. As noted in their description, some legends, such as the Martyr, cannot be bound more than once by the same thaumaturge.

The Woodsman

You are empowered by the spirit of an ancient ranger, a fierce predator, or a feral fey spirit.

Requirements: When drawing upon this legend for the first time, you must select an archery or melee specialization. This affects many of the legend's abilities.

Base Attack: High

Good Saves: Fortitude

Weapon Proficiencies: longbow or shortbow (archery legend) or one light weapon of choice (melee legend).

Armor Proficiencies: Medium armor

Feats: Precise Shot (archery legend) or Two-Weapon Fighting (melee legend)

Spirit Points: 4+2 per level after 1st

Special: You gain ranks in the Survival skill equal to your class level. When you first draw upon this legend, you declare enmity against a particular type of creature. You gain the use of the ranger's favored enemy class ability against creatures of this type. At 5th level and at each five levels thereafter, your favored enemy bonus increases by +2.

Thaumaturge Aspects

While generally not as anthropomorphized as legends, aspects are an important part of a thaumaturge's power. Like the aspects described in the Thunderscape Campaign Setting, all of the aspects in this section are available to thaumaturges each time they select their aspects for the day.

Aspect of Acumen

Passive Effect: Any time you draw upon a legend, you are automatically equipped with a shimmering pair of light weapons forged of spectral energy. These weapons are always of a type in which you or your currently active legend are proficient, and have a +1 enhancement bonus per three class levels (maximum +5).

These weapons are composed of pure force, and thus apply their damage normally against incorporeal creatures. If you drop or throw these weapons, you can summon both of them to your hands once more as a move action. You must have a free hand and the ability to perform simple gestures with that hand for each spectral weapon.

Consume Effect: You can consume this aspect to cast *divine favor* as a spell-like ability.

Aspect of Allure

Passive Effect: Enemies attempting to attack you in combat must succeed at a Will save (DC 10 + 1/2 your level + your Charisma modifier) or suffer a -2 penalty to their attack roll. This penalty increases to -3 at 8th level and -5 at 14th level.

Consume Effect: You can consume this aspect to cast *charm person* as a spell-like ability.

Resonance (The Diplomat): If you draw upon the Diplomat while this aspect is active, that legend's base attack becomes Medium. **Passive effect:** The save penalty is increased by 2. **Consume effect:** When using the spell-like ability, you can simultaneously affect a number of targets equal to your Charisma modifier.

Aspect of Bloodlust

Passive Effect: Any time you damage an enemy, you heal yourself by an amount equal to your Charisma modifier. You must have taken this damage since the beginning of your last turn.

Consume Effect: You may consume this aspect as a swift action to make a terrifying battle cry. All enemies within sixty feet must make a Will save vs. DC 10 + 1/2 your level + your Charisma modifier or be shaken for 1 minute.

Resonance (The Berserker): If you draw upon this aspect while the Berserker is active, your number of rounds of rage per day is increased by six and you negate the normal AC penalty when raging. **Passive/Consume Effect:** As per the normal effects, except that they are determined by your Strength modifier rather than your Charisma modifier.

Aspect of Conquest

Passive Effect: Any weapons you currently wield count as both cold iron and silver for the purposes of damage reduction.

Consume Effect: You may consume this aspect to sheath your currently wielded weapons in a gleaming magical aura, causing them to count as adamantite weapons, as well as good weapons (if you are good) or evil weapons (if you are evil) or either (if you are neutral) for a number of rounds equal to your thaumaturge level.

Resonance

Resonance is a new feature possessed by many of the aspects described in this book. An aspect's resonance represents a particularly powerful synergy between that aspect and one or more legends. All aspects with a resonance offer, at the very least, an ability that changes the benefits of a legend if it is drawn upon while the aspect is active. This effect persists until the legend withdraws or the thaumaturge selects new aspects for the day, even if the aspect that granted the ability is consumed. Some resonances also offer an additional passive ability, an alternate consume ability, or both. While all passive abilities are cumulative, if a resonance offers a different consume ability, the thaumaturge must choose between that one or the default consume ability when consuming the aspect.

Resonance abilities are only in effect if the thaumaturge is using one of the legends described under that aspect's Resonance.

Aspect of Divinity

Passive Effect: You continually radiate the effects of a *bless* spell (if you are of good alignment) or a *bane* spell (if you are of evil alignment). If you are neutral, you may choose either effect each time you select this aspect.

Consume Effect: You may consume this aspect to channel energy as a cleric of your current thaumaturge level. You channel positive energy if you are good and negative energy if you are evil. If you are neutral, you may choose either effect when you select this aspect.

Special: If you have ever drawn upon this aspect, you may take feats as if your class had the appropriate channel energy class feature.

Resonance (The Champion, The Holy): The first time per day that you draw upon the Champion or the Holy while this aspect is active, you gain an additional uses of channel energy equal 2 + your Charisma modifier.

Aspect of Firepower

Passive Effect: Once per round as a swift action, you may treat your gun's ammunition type as any other type of ammunition until the beginning of your next turn (armor piercing, bull shot, heavy shot, rubberized shot, sniper shot, standard shot, or wounding).

Consume Effect: You may consume this aspect make a single ranged attack as a standard action against any target up to your maximum range. You gain your Charisma modifier as a bonus to attack and damage and suffer no penalties for range, concealment, or cover (except for total cover).

Resonance (The Gunman): If you draw upon the Gunman while this aspect is active, you may use any firearm to make ranged trip attacks. You gain a +4 bonus to your CMB when making such an attack.

Aspect of Genius

Passive Effect: If you naturally possess ranks in a skill and any of your currently active legends or aspects provide bonus ranks to that skill, those aspects or legends instead provide an insight bonus to that skill equal to your level.

Consume Effect: You can consume this aspect as a standard action to take 10 on any skill roll regardless of danger or distraction. This aspect may be consumed three times before it becomes inactive.

Resonance (The Sage/The Seeker): If you draw upon the Seeker or the Sage while this aspect is active, you gain good Fortitude and Reflex saves. **Consume Effect:** You can consume this effect as a free action upon failing a skill roll to immediately reroll that skill roll.

Aspect of Guile

Passive Effect: You gain ranks Disable Device and Perception equal to your class level.

Consume Effect: You can consume this effect to cast knock as a spell-like ability.

Resonance (The Assassin, The Faceless): If you draw upon the Assassin or the Faceless while this aspect is active, you can use Disable Device to disarm magical traps. **Consume effect:** You may consume this aspect as an immediate action to automatically succeed on your Reflex save against a trap.

Aspect of Horsemanship

Passive Effect: You gain ranks in the Ride skill equal to your class level. You ignore all penalties due to armor when making Ride checks, and the speed of any mount you ride is increased by 10.

Consume Effect: You can consume this aspect to cast *mount* as a spell-like ability.

Aspect of Inspiration

Passive Effect: The bonus you grant through use of the aid another action is increased by +1. This bonus increases to +2 at 8th level and +3 at 14th level.

Consume Effect: You may use the aid other ability as an immediate action, after a roll has been made but before the results are determined. This consumes your standard action on your next turn.

Resonance (The Poet): If you draw upon the Poet while this aspect is active, you can use your rounds of inspire courage to use any bardic performance available to a bard of your current thaumaturge level. **Passive effect:** You can aid another in combat as a move action.

Consume effect: You may consume this aspect a number of times equal to your Charisma modifier + 1 before it becomes inactive.

Aspect of Nature

Passive Effect: You gain the ranger's favored terrain ability for one type of terrain, selected when this aspect is chosen for the day. The favored terrain bonus increases to +4 at 8th level and +6 at 14th level.

Consume Effect: You may consume this aspect to cast summon nature's ally I as a spell-like ability.

Resonance (The Arcadian, the Woodsman): If you draw upon the Arcadian or the Woodsman while this aspect is active, you leave no trail in natural surroundings unless you wish to. **Consume Effect:** At 5th level and every two levels afterward, the power of your summon nature's ally spell-like ability increases by one spell level. (Summon nature's ally II at 5th level, III at 7th level, etc.)

Aspect of Poison

Passive Effect: You do not risk poisoning yourself when applying poison to a weapon. When you apply poison to a weapon, it retains its poison for two hits, rather than one (effectively doubling the dose).

Consume Effect: You can consume this aspect as a swift action to instantly poison the weapon (or paired weapons) you are currently wielding. The Fortitude DC of this poison is determined as any thaumaturge ability and inflicts 1d2 Dexterity damage for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. The poison persists for a number of successful hits equal to your Charisma modifier, or until you drop the weapon.

At 8th level, the poison inflicts 1d3 damage, and you can choose Dexterity or Strength damage.

At 14th level, the poison inflicts 1d4 damage, and you can choose to inflict Constitution damage.

Aspect of Potency

Passive Effect: Any effects or spell-like abilities granted by the thaumaturge class have their save DC's increased by 1.

Consume Effect: You may consume this aspect as a swift action to increase the DC's of all effects you generate by +2 for a number of rounds equal to your Charisma modifier.

Aspect of Punishment

Passive Effect: You gain a +2 bonus to damage rolls against any enemies that have damaged you since your last turn.

Consume Effect: You may consume this aspect to declare a punishing smite against any enemy that has damaged you since your last turn. Until the start of your next turn, all of your attacks against this enemy gain an attack bonus equal to your Charisma and a damage bonus equal to half your level.

Resonance (The Demon, The Destroyer): If you draw upon the Demon or the Destroyer while this aspect is active, you gain the Power Attack feat. **Passive Effect:** This benefit applies to any enemies you have damaged since your last turn as well. **Consume Effect:** You may declare the punishing smite against any enemy that you have damaged since the start of your last turn.

Aspect of Resolve

Passive Effect: Any time you draw upon a legend, that legend's spirit points are increased by +1 per level. This effect persists for your current legend even if this aspect is consumed.

Consume Effect: You can consume this aspect to grant temporary hit points equal to 1d6+your Charisma modifier to all allies within 10 feet. This increases to 3d6+Cha at 8th level and 5d6+Cha at 14th level.

Resonance (The Martyr, The Immortal): The first time per day that you draw upon the Martyr or the Immortal while this aspect is active, you are immediately healed for 6d6 spirit damage.

Aspect of Solitude

Passive Effect: You gain a +2 dodge bonus to AC if there are no allies within 30 feet. This bonus increases to +4 at 8th level and +6 at 16th level.

Consume Effect: You may consume this aspect as a swift action to cast sanctuary as a spell-like ability. The DC of this effect is increased by 4 if there are no allies within 30 feet.

Resonance (The Assassin, the Fencer, the Master): The first time per day that you draw upon the Assassin, the Fencer, or the Master while this aspect is active, you gain a preternatural sense of combat awareness. Once per round, you may select one enemy within your reach as a swift action. You are considered to be flanking this enemy until the start of your next turn. This ability functions only if there are no allies within 30 feet.

Aspect of Steadfastness

Passive Effect: Any time you draw upon a legend, you may automatically equip yourself with a shimmering shield. This shield is considered masterwork, of a type of your choice, and composed of normal materials. You or your currently active legend must be proficient with this shield. This shield has a +1 enhancement bonus per three class levels (maximum +5). If you drop this shield, you can summon it to your hand as a move action. You must have a free hand and the ability to perform simple gestures with that hand for each spectral weapon. This shield is composed of pure force, and thus applies its armor bonus vs. incorporeal creatures. This shield will overlap but not stack with a buckler.

Consume Effect: You can consume this aspect to cast *shield* as a spell-like ability.

Resonance (The Protector, The Sentinel): If you draw upon the Protector or the Sentinel while this aspect is active, you suffer no attack penalty when using a tower shield.

Consume Effect: You may consume this effect as a standard action to cause your shield to hover in midair beside you for a number of rounds equal to your level, allowing you to gain its benefits while leaving your hands free. If using the shield granted by the passive effect, it remains in existence until the duration expires.

Aspect of Vigor

Passive Effect: Any time you consume an aspect and that aspect becomes inactive, you recover 1d10 spirit damage.

Consume Effect: You can consume this aspect as a standard action to heal yourself for 1d6 hit points of damage per level, to a maximum of 10d6.

Resonance (the Immortal): If you draw upon the Immortal while this aspect is active, its Spirit Points are increased to 4+2 per level. **Passive effect:** The passive healing effect is increased to 2d10 spirit damage. **Consume effect:** You may draw upon The Immortal as a free action if it is currently inactive, replacing any other currently active legend. (Obviously, in this case the resonance takes effect even if you do not currently draw upon the Immortal.)

Greater Aspects

The following greater aspects become available to all thaumaturses upon reaching 10th level.

Aspect of Arcana

Passive Effect: You may choose to increase the duration of any spells or spell-like abilities that affect you as if the caster level was increased by your thaumaturge level. If the effect encompasses multiple targets, this only affects you.

Consume Effect: You can transfer the effects of one spell or spell-like ability currently affecting you to another target by touch as a standard action. This can be done only with spells with a target of "You" or a saving throw with the harmless descriptor. The effect persists for the remainder of its duration on the new target.

Resonance (The Magister/The Magekiller): If you draw upon the Magekiller or the Magister while this aspect is active, you gain a +2 bonus on all saves against spells and spell-like abilities. **Passive effect:** If an ally's spell or affect targets you, and targets multiple targets, you do not count against the maximum number of targets. **Consume effect:** You can transfer the effects of any spell or spell-like ability currently affecting you to another target with a ranged touch attack. The new target is entitled a save against the original DC to resist this effect.

Aspect of Death

Passive Effect: You continually radiate the effects of a *desecrate* spell. You may only draw upon this aspect if you are not of good alignment.

Consume Effect: You can consume this aspect to cast *animate dead* as a spell-like ability.

Resonance (The Haunt, The Demon): If you draw upon the Haunt or the Demon while this aspect is active, your level for the purposes of *animate dead* is doubled.

Aspect of Defiance

Passive Effect: You gain DR X+1/-, where X is equal to half the number of adjacent squares occupied by enemies (round up). This does not stack with other forms of damage reduction.

Consume Effect: You may consume this aspect as a full round action to make a single attack at your highest base attack bonus against every enemy within your reach. You gain a damage bonus on each attack equal to the number of enemies within your reach.

Resonance (The Beast): If you draw upon the Beast while this attack is active, you gain a bonus to all attack rolls with natural weapons equal to the number of enemies currently threatening you.

Aspect of Eternity

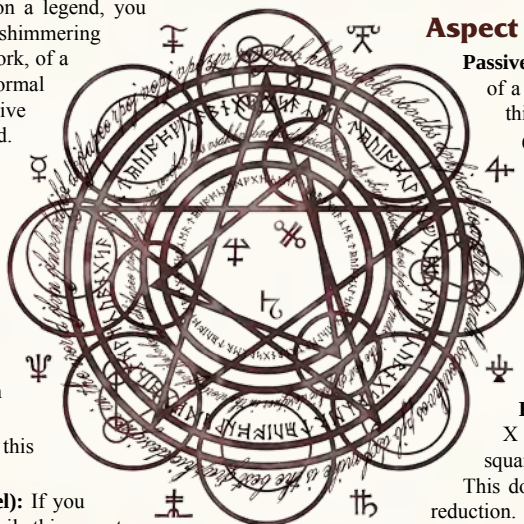
Passive Effect: You gain a +8 bonus on concentration checks. This bonus increases to +16 at 14th level.

Consume Effect: You may consume this aspect as a free action when consuming any other aspect. If you do so, you continue to gain that aspect's passive bonuses for a number of rounds equal to your Charisma modifier before they become inactive (the aspect may not be consumed again during this time). You may consume this aspect three times before it becomes inactive.

Aspect of Intangibility

Passive Effect: While this aspect is active, you may make any attack as an incorporeal touch attack as a standard action.

Consume effect: You may consume this aspect to become incorporeal for a number of rounds equal to your level.



Aspect of Invincibility

Passive Effect: Any time you draw upon a legend and are wearing armor with at least a +1 enhancement bonus (including the spiritual armor summoned by *aspect of defense*), that armor gains a single magic armor special ability (see Chapter 15, *Pathfinder Core Rulebook*). This special ability must be equivalent to a +1 enhancement bonus. At 15th level, it may be a +2 ability, and at 20th level it may be a +3 ability. This bonus lasts until this aspect is inactive or until the armor is removed from your possession for longer than one minute.

Consume Effect: You may consume this aspect to cast *stoneskin* as a spell-like ability.

Resonance (The Protector): If you draw upon the Protector while this aspect is active, you may also grant a special ability to a wielded shield with at least a +1 enhancement bonus (including the spiritual shield summoned by *aspect of steadfastness*).

Aspect of Lightning

Passive Effect: When charging, you gain an additional bonus to your attack roll equal to your Charisma modifier.

Consume Effect: You may make a charge attack that passes through squares currently occupied by enemies. When you do so, make an attack roll against any enemy whose square you pass through. If your final attack roll is also successful, you inflict half damage on every other enemy you struck during the charge.

Resonance (The Warrior, the Kraken): If you draw upon the Warrior or the Kraken while this aspect is active, you suffer no AC penalties when taking the charge action. **Consume Effect:** As the normal version of this aspect, except that you provoke no attacks of opportunity for your movement.

Aspect of Mediation

Passive Effect: When this aspect is active, Diplomacy checks made to bond with a new legend (using *Importune Legend*) are always successful and require only a standard action to perform.

Consume Effect: You may consume this aspect as a free action when bonding with a legend to immediately draw upon that legend.

Resonance (The Diplomat): If you draw upon the Diplomat while this aspect is active, you may importune any legend within 100 miles of your current location.

Special: A soulless thaumaturge may not draw upon this aspect.

Aspect of Mourning

Passive Effect: When this legend is active, you gain additional uses of your *speak with dead* ability equal to your level, and may use the ability on the same corpse any number of times. You can automatically perceive undead creatures as if under the effects of a perpetual *true seeing* spell.

Consume Effect: You may consume this aspect as a free action to deny a target its saving throw vs. your *speak with dead* ability.

Aspect of Power

Passive Effect: Any time you draw upon a legend and are wielding a weapon with at least a +1 enhancement bonus (including the spiritual weapons summoned by *aspect of warfare*), that weapon gains a single magic weapon special ability (see Chapter 15, *Pathfinder Core Rulebook*). This special ability must be equivalent to a

+1 enhancement bonus. At 15th level, it may be a +2 ability, and at 20th level it may be a +3 ability. This bonus lasts until this aspect is inactive or until the weapon is removed from your possession for longer than one minute.

You may change the weapon's special ability each time you draw upon a new legend.

Consume Effect: You may consume this aspect to cast *keen edge* as a spell-like ability.

Aspect of Precision

Passive Effect: When using a bow, you gain a +1 damage bonus for each time you have successfully hit your target this turn.

Consume Effect: You can consume this aspect to reroll an attack with a bow. This aspect may be consumed three times before it becomes inactive.

Resonance (The Archer): If you draw upon the Archer while this aspect is active, your penalties due to range are decreased by 1 per range increment. **Consume effect:** You may consume this aspect to make an attack of opportunity using a bow; your first range increment counts as your threatened area. The target cannot have concealment or cover. (If you ignore concealment or cover due to other abilities, you may ignore this restriction.)

Aspect of Purity

Passive Effect: You continually radiate the effects of a *consecrate* spell. You may only draw upon this aspect if you are not of evil alignment.

Consume Effect: You can consume this aspect as a standard action to cause all undead within 60 feet to make a Will save or flee in panic for 1 minute. Intelligent undead receive a new saving throw each round to end the effect.

Resonance (The Holy): If you draw upon the Holy while this aspect is active, you are affected by a continual *sanctuary* effect that applies only to undead. If you attack a particular undead, the effect is dispelled for that target alone.

Aspect of Radiance

Passive/Consume Effect: Any time your legend is forced to withdraw due to damage, you instead heal double your level in spirit damage and radiate light as if affected by a *light* spell. If this healing is sufficient that the legend's spirit points are greater than your current spirit damage, the legend does not withdraw. This aspect is immediately consumed.

Resonance (The Master): If you draw upon the Master while this aspect is active, you may activate or cancel the light affect at will as a free action. **Passive/Consume Effect:** When the Master is forced to withdraw due to damage, you gain the normal effects of this aspect but are also infused with a burst of sudden strength. You may immediately make a new saving throw against any negative conditions affecting you that originally allowed a saving throw. In addition, for the next ten minutes you may add your Charisma modifier to all attack and damage rolls against the enemy whose attack caused this effect to occur.

Aspect of Transference

Passive Effect: When this legend is active, you automatically succeed on your saving throw vs. all spells cast by allies, and take half damage from such effects.

Consume Effect: You may consume this aspect as an immediate action to redirect any spell with a single target that targets a creature within 60 feet. You become the new target. (You may attempt to use Spellcraft to identify the spell before using this ability.)

Resonance (The Magekiller): If you draw upon the Magekiller while this aspect is active, you gain a +2 bonus to all saving throws vs. spells. **Consume Effect:** If you successfully identify a spell with a Spellcraft check, you may redirect that spell to any target within 60 feet of yourself.

THAUMATURGE NPCs

Gudrun

Gudrun's family can trace their ancestry back to the days before the Great War wrought havoc throughout the Known Lands. His people once dwelled high in the Wall Mountains, somewhere near where Burcham's Pass now stands. There are mentions in his family's oral histories of an ancient stronghold created by an enemy who must not be named, and Gudrun spent much of his youth alongside his parents delving into written historical records, comparing them to his oral histories in an effort to determine the source of that mystery.

Two centuries ago, Gudrun's family members were ardent supporters of the Tarello dynasty of Columbey. When the Warrain family seized control in a bloodless coup, they read the proverbial writing on the wall and abandoned their meager holdings in the capital city to take up a more reclusive lifestyle. By the time Gudrun was born, his parents had a modest estate in the wilderness south of the Charred Peaks, where they enjoyed a life of quiet solitude and scholarly pursuits within their personal libraries.

Gudrun was raised in relative isolation, with books his only friends. Much to the concern of his parents, he did not find this existence sufficient, and on more than one occasion his parents were forced to ride for days to find him where he had snuck away to play with children in other villages. No matter what kind of punishment they threatened, his parents were never able to quell Gudrun's desire for exploration and the companionship of others. Fortunately his love of learning was enough to placate them on most occasions.

When the Darkfall occurred, Gudrun was far from home on one of his trips to explore the libraries of his family's former home in Tarello. The city was besieged and shortly thereafter fell to a massive horde of nocturnals; Gudrun barely escaped with his life, managing to save a small number of other refugees and escorting them to safety behind the lines of the king's reclamation forces. Declining the opportunity to remain and help retake the city, Gudrun fought his way across a nocturnal-plagued landscape for more than two weeks before he was finally able to reach his parents' home. As he feared, the estate was in ruins and there was no sign of his parents. For ten years he has carefully searched for any hint that they may have survived, but in his heart he knows that they are lost.

Gudrun refuses to put down roots in any one place for very long. He has spent more time in Arasteen than anywhere else, due in large part to the close friendship he shares with a young paladin named Alastrina, whom he views as the sister he never had. The two travel together extensively, but there are many occasions when Alastrina's duties to the Radiant Order take her away on crown business, and during these times Gudrun indulges in his wanderlust. He has many allies across the Empire, as far east as Carraway and in even the most desolate of landscapes, such as the Sundered Desert of the Rhanate.

Gudrun's love of learning fuels his ability to channel the spirits of his people's greatest legends. He reveres the heroes of past ages and gladly allows them to guide his actions, granting him an ease with the transition between them that few other thaumaturges can match.

Gudrun is a peaceful man who eschews bloodshed whenever possible, but he never hesitates to take up his weapons against the minions of the Darkfall or anyone who would prey upon the weak. He prefers to travel lightly armed, relying on his legends to provide more suitable weapons and armor when needed. This allows him to discard his guise as an unremarkable traveler and become a terrifying vessel of legends when the need arises. Though too humble to call himself a hero, Gudrun never fails to step forth and be counted as an enemy of those that would threaten the innocent.

His wrath, once aroused, is the stuff of legends.



Gudrun (low-level)

Male jurak thaumaturge 1

CG Medium humanoid (orc)

Init +3; Senses low-light vision; Perception +4

Defense

AC 18, touch 15, flat-footed 13 (+5 armor, +3 Dex)

hp 10 (1d6+4)

Fort +2, Ref +3, Will +0

Offense

Speed 20 ft.

Melee greataxe +4 (1d12+6)

Ranged pistol +3 (1d8+1)

Bound Legends

Feats marked with an * are granted by the Ancestral Guidance feat

• The Berserker (Karghashi)

Spirit Points 4

Base Atk +1, CMB: +5; CMD: 18

Improved Saves Fort +4

Weapon Proficiencies all martial

Armor Proficiencies Medium

Feats Power Attack*

Melee greataxe +5 (1d12+6)

Ranged pistol +4 (1d8+1)

Special berserker rage (+2 Str/Con, 9 rounds/day)

• The Gunman (Indari the Insane)

Spirit Points 2

Base Atk +1, CMB: +5; CMD: 18

Improved Saves Ref +5

Weapon Proficiencies all firearms and sniper rifle

Armor Proficiencies Medium

Feats Point Blank Shot, Precise Shot*, Rapid Reload (all firearms)

Melee greataxe +5 (1d12+6)

Ranged pistol +4 (1d8+1)

Aspects Typically Prepared

Aspect of Bloodlust (improves berserker rage and heals self on hit, or consume for a fearsome battle cry)

Statistics

Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Base Atk +0; CMB +4; CMD 15

Feats Ancestral Guidance

Traits Cosmopolitan Education (+1 Survival and counts as class skill), Ruffian (+2 hp)

Skills (*Armor Check Penalty: -4) Knowledge (religion) 1 (+4), Perception 1 (+4), Survival 1 (+7)

Languages Jurakti, Western Common

Racial Abilities Orc Blood, Survivalist, Throwback (alternate trait), Wastelander, Weapon Familiarity

Class Abilities Draw upon legend

Favored Class Bonus skill points (+1)

Weapons and Armor greataxe, pistol and 20 standard pistol ammunition, dagger, spiked gauntlet, scale mail

Miscellaneous Equipment backpack, belt pouch, waterskin, cooking pot, blanket, 50 feet of hemp rope and grappling hook, 5 torches, flint and steel, compass, 5 bags of caltrops, 2 smokesticks, 1 week's trail rations

Wealth 27 gp, 9 sp, 3 cp

Gudrun (mid-level)

Male jurak thaumaturge 6

CG Medium humanoid (orc)

Init +3; Senses low-light vision; Perception +9

Defense

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 deflection, +1 natural)

hp 40 (6d6+14)

Fort +5, Ref +6, Will +3

Offense

Speed 40 ft.

Melee spiked gauntlet +8 (1d45)

Ranged javelin +6 (1d6+5)

Bound Legends

Feats marked with an * are granted by the Ancestral Guidance feat

• The Berserker (Karghashi)

Spirit Points 14 (+6 hp when raging)

AC 23, touch 14, flat-footed 20 (+8 armor, +3 Dex, +1 deflection, +1 natural)

Base Atk +6, CMB: +11; CMD: 24 (+1 CMB and CMD when raging)

Improved Saves Fort +8 (+9 when raging)

Proficiencies all martial weapons, medium armor

Feats Power Attack*

Speed 30 ft.

Melee +2 greataxe +14/+9 (1d12+9) or +15/+10 (1d12+12) when raging

Ranged javelin +10 (1d6+5, 1d6+6 when raging)

Aspect Equipment +2 greataxe and +2 breastplate

Special berserker rage (+2 Str/Con, 14 rounds/day)

• The Gunman (Indari the Insane)

Spirit Points:7

AC 21, touch 14, flat-footed 18 (+6 armor, +3 Dex, +1 deflection, +1 natural)

Base Atk +6, CMB: +11; CMD: 24

Improved Saves Ref +9

Proficiencies all firearms and sniper rifle, medium armor

Feats Point Blank Shot, Precise Shot*, Rapid Reload (all firearms)

Speed 40 ft.

Ranged +2 pistol +11/+6 (1d8+4)

Special Ignores concealment with firearms

Aspect Equipment +2 rifle and +2 chain shirt

• The Sentinel (Sir Khansir)

Spirit Points 16

AC 25, touch 12, flat-footed 24 (+11 armor, +1 Dex, +1 deflection, +1 natural)

Base Atk +6, CMB: +11; CMD: 24

Improved Saves Fort +8, Will +6

Proficiencies Medium and heavy armor, shields

Feats Combat Reflexes, Weapon Focus (greataxe)*

Speed 30 ft.

Melee +2 greataxe* +15/+10 (1d12+9)

Ranged javelin +9 (1d4+5)

Special can protect an ally

Aspect Equipment +2 greataxe and +2 full plate

Aspects Typically Prepared

Aspect of Bloodlust (improves berserker rage and heals self on hit, or consume for a fearsome battle cry)

Aspect of Defense (summons +2 *armor* or consume for *magic vestment*)

Aspect of Warfare (summons +2 *weapon* or consume for *greater magic weapon*)

Aspect of Honor (+1 to attack or consume for *true strike*)

Statistics

Str 21, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Base Atk +3; CMB +8; CMD 21

Feats Ancestral Guidance, Expedient Inspiration, Powerful Aspect

Traits Cosmopolitan Education (+1 Survival and counts as class skill), Ruffian (+2 hp)

Skills (**Armor Check Penalty*: -4) Climb 3 (+11), Knowledge (religion) 3 (+6), Perception 6 (+9), Survival 6 (+12)

Languages Jurakti, Western Common

Racial Abilities Orc Blood, Survivalist, Throwback (alternate trait), Wastelander, Weapon Familiarity

Class Abilities Draw upon legend, speak with dead (DC 15) - 5/day, manifest legend - 2/day, importune,

Favored Class Bonus skill points (+6)

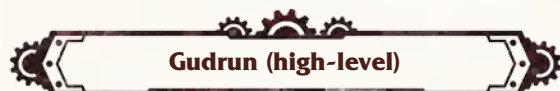
Ability Score Increases Strength (4th level)

Weapons and Armor dagger, 4 javelins, spiked gauntlet, leather armor

Other Magic Items *amulet of natural armor* +1, *boots of striding and springing*, *ring of protection* +1, *belt of giant strength* +2, *cloak of resistance* +1

Miscellaneous Equipment backpack, belt pouch, climber's kit, waterskin, cooking pot, blanket, 50 feet of hemp rope and grappling hook, 5 torches, flint and steel, compass, 5 bags of caltrops, 2 smokesticks, 1 week's trail rations, riding horse and gear

Wealth 127 gp, 9 sp, 3 cp



Male jurak thaumaturge 12

CG Medium humanoid (orc)

Init +5; **Senses** low-light vision; **Perception** +15

Defense

AC 24, **touch** 18, **flat-footed** 19 (+4 armor, +5 Dex, +3 deflection, +2 natural)

hp 88 (12d6+38)

Fort +10, **Ref** +12, **Will** +7

Offense

Speed 40 ft.

Melee masterwork spiked gauntlet +16 (1d45)

Ranged dagger +13 (1d4+5)

Bound Legends

Feats marked with an * are granted by the Ancestral Guidance feat

• The Berserker (Karghashi)

Spirit Points 26 (+12 hp, +12 more hp when raging)

AC 26, **touch** 16, **flat-footed** 21 (+7 armor, +5 Dex, +3 deflection, +1 natural)

Base Atk +12, **CMB** +19; **CMD** 44; (+2 CMB and CMD when raging)

Improved Saves Fort +14 (+16 when raging)

Proficiencies all martial weapons, medium armor

Feats Furious Focus*, Toughness*, Weapon Focus (greataxe)*

Melee +4 *greataxe* +26/+21/+16 (1d12+14) or +28/+26 (1d12+17) when raging

Ranged dagger +19 (1d4+7, 1d4+9 when raging)

Special berserker rage (+4 Str/Con, 20 rounds/day)

Aspect Equipment +4 *greataxe* and +4 *studded leather*

• The Gunman (Indari the Insane)

Spirit Points 13

AC 31, **touch** 16, **flat-footed** 26 (+7 armor, +5 shield, +5 Dex, +3 deflection, +1 natural)

Base Atk +12, **CMB** +19; **CMD** 44

Improved Saves Ref +16

Proficiencies all firearms and sniper rifle, medium armor

Feats Deadly Aim*, Gutshot*, Point Blank Shot, Precise Shot*, Rapid Reload (all firearms),

Ranged +4 *pistol* +23/+18/+13 (1d8+5)

Aspect Equipment +4 *pistol*, +4 *buckler*, and +4 *studded leather*

Special ignore concealment and cover less than total with firearms

• The Sentinel (Sir Khansir)

Spirit Points 26

AC 36, **touch** 14, **flat-footed** 35 (+13 armor, +8 shield, +1 Dex, +3 deflection, +1 natural)

Base Atk +12, **CMB** +19; **CMD** 44

Improved Saves Fort +14, Will +13

Proficiencies medium and heavy armor, shields

Feats Combat Reflexes, Weapon Focus (battleaxe)*, Iron Will*, Skill Focus (Perception)*

Skills Perception 12 (+21)

Melee +4 *battleaxe* +26/+21/+16 (1d8+11)

Speed 30 ft.

Ranged javelin +19 (1d4+11)

Aspect Equipment +4 *battleaxe*, +4 *full plate*, and +4 *tower shield*

Special can protect an ally

• The Martyr (Mazbak Deruhl)

Spirit Points 39 (+12 hp)

AC 32, **touch** 18, **flat-footed** 27 (+7 armor, +6 shield, +5 Dex, +3 deflection, +1 natural)

Improved Saves Will +9

Feats Shield Proficiency*, Iron Will*, Toughness*

Melee +4 *battleaxe* +19/+14 (1d8+11)

Aspect Equipment +4 *battleaxe*, +4 *studded leather*, and +4 *heavy shield*

Special Can restore other aspects/legends when it withdraws due to damage

• The Faceless (Marko the Fade)

Spirit Points 13

AC 31, **touch** 16, **flat-footed** 26 (+7 armor, +5 shield, +5 Dex, +3 deflection, +1 natural)

Base Atk +9, **CMB** +16; **CMD** 41

Improved Saves Ref +16, Will +11

Feats Skill Focus (Disguise), Improved Initiative*, Studied (Stealth)*, Skill Focus (Stealth)*

Skills Disguise 12 (+21), Stealth 12 (+26)

Melee +4 *dagger* +22/+17 (1d4+11)

Ranged +4 *dagger* +20 (1d4+11)

Aspect Equipment +4 *dagger*, +4 *studded leather*, and +4 *buckler*

Special *disguise self* and *alter self* at will

Aspects Typically Prepared

Aspect of Agility (+4 Dexterity or consume for ranged bonus, 3/day)
Aspect of Bloodlust (improves berserker rage and heals self on hit, or consume for a fearsome battle cry)
Aspect of Defense (summons +2 *armor* or consume for *magic vestment*)
Aspect of Freedom (+10 to CMD or consume for *freedom of movement*)
Aspect of Honor (+2 to attack or consume for *true strike*)
Aspect of Steadfastness (can summon +4 *shield*, or consume for *shield* or *floating shield*)
Aspect of Warfare (summons +4 *weapon* or consume for *greater magic weapon*)

Statistics

Str 25, Dex 20, Con 16, Int 10, Wis 10, Cha 10

Base Atk +6; CMB +13; CMD 38

Feats Ancestral Guidance (X3), Expedient Inspiration, Power Attack, Powerful Aspect

Traits Cosmopolitan Education (+1 Survival and counts as class skill), Ruffian (+2 hp)

Skills (*Armor Check Penalty: -4) Climb 6 (+16), Knowledge (religion) 6 (+9), Perception 12 (+15), Survival 12 (+18)

Languages Jurakti, Western Common

Racial Abilities Orc Blood, Survivalist, Throwback (alternate trait), Wastelander, Weapon Familiarity

Class Abilities Draw upon legend, speak with dead (DC 15) - 5/day, manifest legend - 4/day, importune, saving grace

Favored Class Bonus skill points (+12)

Ability Score Increases Strength (4th level, 8th level, 12th level)

Weapons and Armor dagger, 4 javelins, masterwork spiked gauntlet, +1 *studded leather*

Other Magic Items *amulet of natural armor* +2, *boots of striding and springing*, *ring of protection* +3, *belt of giant strength* +4, *cloak of resistance* +3, *channeler's icon (lesser)*, *channeler's icon (greater)*, *book of saints and sinners (greater)* - currently contains the Kraken and the Haunt), *ioun stone (pink rhomboid)*, +2 *Con*)

Miscellaneous Equipment backpack, belt pouch, climber's kit, waterskin, cooking pot, disguise kit, blanket, 50 feet of hemp rope and grappling hook, 5 torches, flint and steel, compass, 5 bags of caltrops, 2 smokesticks, 1 week's trail rations, riding horse and gear

Wealth 427 gp, 9 sp, 3 cp

Ivana Vetrov

The Saint Adepts of Carraway are extraordinary individuals, born with unique talents and given the finest education and training. Even for one of their number, Ivana Vetrov showed unique promise. She was one of the finest students of her class at the Academy of Saint Illovich. Her affinity for the Saints was prodigious, even by Carrite standards. By the age of twelve she had already formed a bond with Saint Gregole, a legendary hero who distinguished himself during Carraway's war against the Silent One. Like many adepts, she also formed a bond With Saint Chandrey the Theocrat. Vetrov's manifestation of Chandrey was particularly potent, causing many to believe that she carried the true blessings of Carraway's founder.

Like all Saint Adepts, Vetrov adopted a unique set of holy vows. She took a vow of loyalty - to serve the Church of All Saints and enforce their laws. She vowed to be courageous - to never surrender to cruelty or evil. She took a vow of brotherhood - to be forever loyal to her friends and comrades. As she stepped forth from the musty halls of the academy and took her place as one of her nation's defenders, her teachers and colleagues expected great things.

Ivana's first assignment was under Zan Chazra, a high-ranking arbiter charged with hunting High Steppes bandit clans out of the city of Sentinel. Ivana earned Chazra's respect not just for her power to channel the Saints, but for her extensive knowledge of Carrite law. Vetrov was soon granted command of her own squad. This, at last, was her chance to live up to the high expectations placed upon her.

During a routine patrol, her squad stumbled over a band of raiders led by the notorious rapacious bandit lord, Quex. Vetrov surrounded Quex's bandits in a ruined fort. Though Vetrov was confident that her men could prevent Quex from escaping, she knew she could not assault the bandit position without placing her men's lives at undue risk. Rather than embark upon a costly attack, she sent for reinforcements and waited.

The situation changed for the worse when the sun set - and the nocturnals came. A pack of vile creatures, part reptile and part machine, descended on her squad from the shadows. Over half of her soldiers died within the first minute. The rest might have perished as well, had something extraordinary not happened. The bandits opened their gates. Ivana Vetrov and her surviving soldiers retreated to the ruined fort. The nocturnals pursued, but the Carrite soldiers and Quex's raiders fought side by side against them. Though the battle was long and difficult, these unlikely allies ultimately vanquished the monstrous creatures.

Quex and his men attempted to depart shortly thereafter, but Ivana convinced them to remain. She believed that the bandits had redeemed themselves in their battle against the nocturnals, and believed she could use her influence to earn them a place among the defenders of Carraway. Though uncertain at first, Ivana's sincerity quickly convinced him. Two days later, Arbiter Chazra and fifty Carrite soldiers finally arrived in response to Vetrov's earlier request for aid. She went out to meet them, to inform her commanding officer of Quex's unexpected heroism. She made a case for mercy, insisting that her troops owed the raiders their lives.

Chazra ignored her pleas and executed Quex and his men immediately.

Ivana was startled not only by Chazra's cruelty, but by how little he cared for the circumstances of the situation. Rather than embrace a potential ally against the Darkfall, the arbiter was consumed by single-minded devotion to the law. Vetrov did not violate her own vows by interfering, but neither could she continue to serve Carraway in good conscience. She resigned her post, as well as her duties as Saint Adept. Chazra, certain that the inexperienced Vetrov was merely overwhelmed from the stress of her first battle against the Darkfall, accepted her resignation and smugly informed her that her position would be waiting in Sentinel when she inevitably realized her mistake.

Since that time, Ivana Vetrov has wandered Aden as an adventurer in hopes of finding peace. She knows she has broken her vows, but was her greater sin when she abandoned her people or when she refused to side with Quex against them? Was a single act of compassion and bravery insufficient to redeem a lifetime of banditry? She does not know. The fact that she feels such doubt makes her wonder if she was ever worthy to serve the Church that she still loves.

Ivana Vetrov (low-level)

Female elf thaumaturge (saint adept) 1

LG Medium humanoid (elf)

Init +3; Senses low-light vision; **Perception** +6

Defense

AC 16, **touch** 13, **flat-footed** 13 (+3 armor, +3 Dex)

hp 7 (1d6+1)

Fort +1, **Ref** +3, **Will** +1

Offense

Speed 30 ft.

Melee longsword +2 (1d8+2)

Ranged: longbow +3 (1d8)

Bound Legends

Feats marked with an * are granted by the Ancestral Guidance feat

• The Archer (Saint Gregole)

Spirit Points 4

Base Atk +1, CMB +3; CMD 16

Improved Saves Ref +5

Feats Point Blank Shot, Rapid Shot, Precise Shot*

Special +1 to hit per hit with longbow each round

• The Holy (Saint Chandrey)

Spirit Points 4

Improved Saves Fort +3, Will +3

Proficiencies Medium armor, shields

Feats Extra Channel*

Skills Knowledge (the planes) 1 (+4)

Languages Planar

Special angelic wings, aura of hope

Aspects Typically Prepared

Aspect of Divinity (radiates *bless*, can consume to channel 1d6 positive energy 1/day DC 12, or 6/day when drawing upon the Holy)

Statistics

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 14

Base Atk +0; CMB +2; CMD 15

Feats Ancestral Guidance

Traits Folk Magic (*cure light wounds*, 1/day), Indomitable Faith (+1 to Will saves)

Skills (*Armor Check Penalty: -1) Diplomacy 1 (+6), Knowledge (local) 1 (+5), Knowledge (religion) 1 (+5), Perception 1 (+6), Sense Motive 1 (+4)

Languages Eastern Common, Sylfanic

Racial Abilities Elven immunities, Elven magic, Keen Senses, Weapon Familiarity

Class Abilities Draw upon legend

Favored Class Bonus bonus legend (1/8)

Weapons and Armor longsword, dagger, longbow, studded leather armor

Miscellaneous Equipment backpack, belt pouch bedroll, Carriate holy cross (iron), vial of holy water, hooded lantern, 5 lamp oils, hand mirror, 50 feet of hemp rope, waterskin, 1 week's trail rations

Wealth 21 gp, 3 sp



Female elf thaumaturge (saint adept) 6

LG Medium humanoid (elf)

Init +5; Senses low-light vision; Perception +11

Defense

AC 22, touch 15, flat-footed 18 (+5 armor, +2 shield, +4 Dex, +1 deflection)

hp 32 (6d6+6)

Fort +4, Ref +7, Will +4

Offense

Speed 30 ft.

Melee longsword +6 (1d8+2)

Ranged longbow +9 (1d8)

Bound Legends

Feats marked with an * are granted by the Ancestral Guidance feat

• The Archer (Saint Gregole)

Spirit Points 14

Base Atk +6, CMB +7; CMD 20

Improved Saves Ref +10

Feats Rapid Shot, Deadly Aim*, Weapon Focus (longbow)

Melee longsword +9/+4 (1d8+2)

Ranged +2 composite longbow (+2 Str) +14/+9 (1d8+3)

Aspect Equipment +2 composite longbow (+2 Str)

Special +1 to hit per hit with longbow each round

• The Holy (Saint Chandrey)

Spirit Points 14 (20 with *aspect of resolve*)

Base Atk +4

Improved Saves Fort +7, Will +7

Feats Extra Channel*

Proficiencies Medium armor, shields

Skills Knowledge (the planes) 6 (+11)

Languages Planar

Melee longsword +6 (1d8+1)

Ranged +2 composite longbow (+2 Str) +11 (1d8+4)

Aspect Equipment +2 composite longbow (+2 Str)

Special angelic wings, aura of hope, saintly benefactor (bonus aspect)

Aspects Typically Prepared

Aspect of Divinity (radiates *bless* or consume to channel 3d6 positive energy 1/day DC 15, or 6/day when drawing upon the Holy)

Aspect of Warfare (summons +2 *weapon* or consume for *greater magic weapon*)

Aspect of Honor (+1 to attack or consume for *true strike*)

Aspect of Resolve (the Holy only, grants bonus spirit points or consume to grant temporary hp)

Statistics

Str 14, Dex 19, Con 12, Int 12, Wis 10, Cha 14

Base Atk +3; CMB +5; CMD 19

Feats Ancestral Guidance, Point Blank Shot, Precise Shot,

Traits Folk Magic (*cure light wounds*, 1/day), Indomitable Faith (+1 to Will saves)

Skills Diplomacy 6 (+11), Knowledge (local) 6 (+10), Knowledge (religion) 6 (+10), Perception 6 (+11), Sense Motive 6 (+9)

Languages Eastern Common, Sylfanic

Racial Abilities Elven immunities, Elven magic, Keen Senses, Weapon Familiarity

Class Abilities Draw upon legend, Speak with dead (DC 15) - 5/day, Saintly benefactor (the Holy - extra aspect), Importune

Favored Class Bonus bonus legend (6/8)

Ability Score Increases Dexterity (4th level)

Weapons and Armor masterwork longsword, dagger, longbow and 10 arrows, +1 mithral chain shirt, +1 buckler

Other Magic Items belt of incredible dexterity +2, cloak of resistance +1, channeler's icon (lesser), wand of cure light wounds (50 charges remaining), ring of protection +1

Miscellaneous Equipment backpack, belt pouch bedroll, Carriate holy cross (silver), holy text of Saint Chandrey, 3 vials of holy water, 3 alchemist's fires, everburning torch ring, pocketwatch, hand mirror, 50 feet of silk rope, waterskin, 1 week's trail rations, alchemist's kit, riding horse and saddle

Wealth 120 gp, 6 sp

Ivana Vetrov (high-level)

Female elf thaumaturge (saint adept) 12

LG Medium humanoid (elf)

Init +6; Senses low-light vision; Perception +16

Defense

AC 32, touch 27, flat-footed 19 (+7 armor, +4 shield, +6 Dex, +3 deflection, +2 natural)

hp 62 (12d6+12)

Fort +6, Ref +11, Will +6

Offense

Speed 30 ft.

Melee masterwork cold iron rapier +15/+10 (1d8+4)

Ranged: masterwork composite longbow (+4 Str) +17/+12 (1d6+4)

Bound Legends

Feats marked with an * are granted by the Ancestral Guidance feat

• The Archer (Saint Gregole)

Spirit Points: 38

Base Atk: +12, CMB +16; CMD 32

Improved Saves: Ref +15

Feats: Snap Shot*, Rapid Shot, Deadly Aim, Manyshot*, Improved Precise Shot (benefactor feat)

Melee: masterwork cold iron rapier +21/+16/+11 (1d8+4)

Ranged: +4 flaming composite longbow (+4 Str) +26/+19/+14 (1d8+8 plus 1d6 fire)

Aspect Equipment: +4 flaming composite longbow (+4 Str)

Special: +1 to hit per hit with longbow each round, saintly benefactor (bonus feat)

• The Holy (Saint Chandrey)

Spirit Points 38

Base Atk +9; CMB +13; CMD 29

Improved Saves Fort +10, Will +9

Feats Extra Channel, Improved Channel*

Proficiencies Medium armor, shields

Skills Knowledge (the planes) 12 (+15)

Languages Planar

Melee masterwork cold iron rapier +18/+13 (1d6+5)

Ranged +4 flaming composite longbow (+4 Str) +23/+18 (1d8+8 plus 1d6 fire)

Aspect Equipment +4 flaming composite longbow (+4 Str)

Special angelic wings (fly 30 ft., perfect), aura of hope, saintly benefactor (bonus aspect)

• The Sage (Saint Delghan)

Spirit Points 25

Improved Saves Will +9

Feats Skill Focus - varies by the day, typically Knowledge(local), Skill Focus - Perception*, Skill Focus (Use Magic Device)*

Typical Skills Craft (alchemy) 12 (+17), Heal 12 (+18), Knowledge (arcana) 12 (+15), Knowledge (local) 12 (+21), Perception 12 (+22), Spellcraft 12 (+15), Use Magic Device 12 (+23)

Ranged +4 flaming composite longbow (+4 Str) +20/+15 (1d8+7 plus 1d6 fire)

Aspect Equipment +4 flaming composite longbow (+4 Str)

Special Gain use of 5 skills each day.

• The Assassin (Saint Xerxes)

Spirit Points 25

Base Atk +9; CMB +13; CMD 29

Initiative +10

Improved Saves Ref +15

Feats Improved Initiative, Skill Focus (Stealth)*, Weapon Focus (rapier)*

Skills Disable Device 12 (+17), Stealth 12 (+27)

Melee +4 flaming rapier +22/+17 (1d6+8 plus 1d6 fire)

Ranged masterwork composite longbow (+4 Str) +20/+15 (1d8+4)

Aspect Equipment +4 flaming rapier

Special sneak attack +4d6, saintly benefactor (bonus skill)

Aspects Typically Prepared

Aspect of Divinity (radiates *bless* or consume to channel 6d6 positive energy 1/day DC 18, or 6/day DC 20 when drawing upon the Holy)

Aspect of Warfare (summons +4 *weapon* or consume for *greater magic weapon*)

Aspect of Honor (+2 to attack or consume for *true strike*)

Aspect of Resolve (grants bonus spirit points or consume to grant temporary hp)

Aspect of Might (+4 enhancement bonus to Str or consume to double Str on one damage roll, 3/day)

Aspect of Power (grant +1 special ability to magic weapons or consume for *keen edge*)

Aspect of Purity (the Holy only, radiates *consecrate* and grants *sanctuary* vs. undead, consume to turn undead)

Statistics

Str 18, Dex 23, Con 12, Int 12, Wis 10, Cha 14

Base Atk +6; CMB +8; CMD 23

Feats Ancestral Guidance X2, Point Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (longbow)

Traits Folk Magic (*cure light wounds*, 1/day), Indomitable Faith (+1 to Will saves)

Skills Diplomacy 12 (+11), Knowledge (local) 12 (+15), Knowledge (religion) 12 (+15), Perception 12 (+17), Sense Motive 12 (+15)

Languages Eastern Common, Sylfanic

Racial Abilities Elven immunities, Elven magic, Keen Senses, Weapon Familiarity

Class Abilities Draw upon legend, speak with dead (DC 15) - 11/day, saintly benefactor (the Holy - extra aspect, the Archer - bonus feat, the Assassin - bonus skill), call upon ancestors, saving grace

Favored Class Bonus bonus legend (1 plus 4/8)

Ability Score Increases Dexterity (4th level, 8th level, 12th level)

Weapons and Armor masterwork cold iron rapier, dagger, masterwork composite longbow (+4 Str) and 20 arrows, +3 mithral chain shirt, +3 buckler

Other Magic Items *amulet of natural armor* +2, *belt of incredible dexterity* +4, *cloak of resistance* +1, *channeler's icon (lesser)*, *channeler's icon (greater)*, *bracers of archery (lesser)*, *wand of cure light wounds* (50 charges remaining), *ring of protection* +3

Miscellaneous Equipment backpack, belt pouch bedroll, Carrite holy cross (silver), holy text of Saint Chandrey, 3 vials of holy water, 3 alchemist's fires, *everburning torch* ring, pocketwatch, hand mirror, 50 feet of silk rope, waterskin, 1 week's trail rations, alchemist's kit, healer's kit, masterwork thieves' tools, riding horse and saddle

Wealth 430 gp, 2 sp



APPENDIX

ITEMS

Equipment

• Infected Outfit

Among the many tragedies that have befallen Aden, plague and misery are a constant danger. Many infected individuals wear outfits of tattered rags and bandages, marked with a red X on the back, to indicate their status. At first glance, this appears to be such an outfit, but in actuality is a standard explorer's outfit modified with an outer layer of artfully arranged bandages and tattered strips of cloth designed to conceal one's appearance.

Any use of the Disguise skill to merely conceal one's appearance gain a +4 bonus when wearing such an outfit (though obviously the wearer is likely to be mistaken for a plague victim and treated accordingly, many fallen prefer such a reaction than to be mistaken for a corrupted. This outfit can be selected as a starting outfit by any character. (Most plague victims in civilized areas also carry a bell to alert others of their approach, so you may want to purchase one to complete the disguise.)

At the GM's option, certain stigma may be too dramatic to be concealed, even by such drastic measures.

Cost 15 gp; **Weight** 2 lbs.

• Relics

These items can be small statues, totems, or any other small token intended to represent a legendary person, spirit, or ideal. Thaumaturges often wear such items woven into their clothing or carry them on their person to help them focus during their meditations. The price given here is for a simple relic of wood or stone, but can vary dramatically for more expensive materials or more elaborate craftsmanship. For an individual of the appropriate faith, a legendary relic can also be used as a holy symbol.

Cost 1 gp; **Weight** -

• Riicani Incense

This potent incense is milled from the riicani plant, found throughout Yzeem and in parts of Kyan, and then mixed with a variety of alchemical reagents. Riicani is treasured for its rich, fruity scent as well as its mild sedative effect. When inhaled for at least one minute, it brings a sense of calm well-being over its user. A single stick of riicani incense burns for eight hours and grants a +1 equipment bonus to any skill checks that require a great deal of concentration or focus (such as a thaumaturge's attempt to importune a legend) so long as the user remains within the smoke the entire time. The effects are dispelled by adrenalin, and vanish quickly if the user becomes afraid, angry, or enters combat.

Crafting Alchemy DC 20; **Cost** 30 gp; **Weight** -

• Taxidermist's Kit

This portable crafting kit contains a few simple tools for drying out and tanning small trophies. These kits are sometimes carried by thaumaturges of a more primal bent for the preparation of religious relics, or by fallen who wish to proudly display trophies of their personal crusade against the nocturnals. Craft (leatherworking) can be used to prepare such trophies and fetishes but even an unskilled roll and a few hours' work is generally sufficient to turn a creature's remains into a small trophy.

Cost 5 gp; **Weight** 20 lbs.

• War Paint

These pigments come in a variety of colors, and are commonly used by tribal shamans and warriors for religious purposes or simply to intimidate their foes. A bottle of war paint contains enough pigment to color a Medium creature's face six times or their entire body once. Half the amount for each size smaller than Medium and double it for each size larger.

Crafting Alchemy or Survival DC 10; **Cost** 5 sp; **Weight** -

Magic Items

Magic Weapon and Armor Special Abilities

• Mythwrought (Armor Ability)

This armor resonates with the might of legends. When worn by a thaumaturge, its appearance will shift depending upon the current legend - perhaps appearing as leathery hide when drawing upon the Beast or as shining golden metal when drawing upon the Champion. A thaumaturge can wear this armor without normal proficiency penalties so long as any of his currently bonded legends possesses proficiency with armor of its type. However, if the armor is of a type with which the thaumaturge is not currently proficient, its armor bonus is reduced by 3.

When wearing mythwrought armor, the duration of any effects generated by a legend or aspect is increased by a number of rounds equal to the armor's enhancement bonus. Permanent or instantaneous effects are not affected.

Aura strong abjuration; **CL** 6th; **Craft** Magic Arms and Armor, *heroism*; **Price** +1 bonus.

• Mythwrought (Weapon Ability)

Weapons with this ability are extraordinarily beautiful, as befits their status as conduits of legendary power. A thaumaturge is considered to be proficient with such a weapon so long as any of his currently bonded legends grant proficiency with a weapon of its type. This weapon inflicts 1d6 additional fire damage for one round after its user consumes an aspect.

Aura strong transmutation; **CL** 6th; **Craft** Magic Arms and Armor, *heroism*; **Price** +1 bonus.

• Terrifying (Weapon Ability)

A weapon with this ability radiates an unearthly chill and never seems to catch the light, lingering forever in shadow. When such a weapon strikes a foe suffering a fear effect (including the tormented condition) it inflicts 1d3 cold damage and extends the duration of all fear conditions (shaken, frightened, panicked, or tormented) by a number of rounds equal to the weapon's enhancement bonus.

Aura strong necromancy; **CL** 8th; **Craft** Magic Arms and Armor, *cause fear*; **Price** +1 bonus.

Other Magic Items

• Channeler's Icon

Aura strong conjuration; **CL** 15; **Slot** none; **Cost** 2,000 gp (basic), 18,000 gp (greater).

These items are typically coins, small figurines, or other portable tokens. Once per day on command, any character that can use thaumaturge aspects can draw upon the icon's power to draw upon any aspect that he could previously draw upon that day but since became inactive due to use. The aspect becomes active again, as if it were freshly drawn upon for the day.

A basic channeler icon can restore only basic aspects. A greater channeler icon can restore basic or greater aspects.

Construction Requirements Craft Wondrous Item, *commune*; **Cost** 1,000 gp (basic), 9,000 gp (greater).

• Darkforged Bindings

Aura moderate divination; **CL** 9th; **Slot** eyes; **Cost** 4,000 gp

This curious magic item was created by the mysterious fallen brotherhood known as the Darkforged to aid them in hunting corrupted mages. It appears to be a blindfold crafted of black silk, but allows its wearer to see normally when equipped. The wearer can also clearly see any individual they have successfully affected with a fear effects (including torment) within the last hour regardless of concealment, disguise, or stealth. The bindings also grant their wearer a +8 circumstance bonus to any Survival skill checks to track such individuals.

Construction Requirements Craft Wondrous Item, *see invisibility*; **Cost** 2,000 gp.

• Elixir of Normality

Aura minor necromancy; **CL** 9th; **Slot** none; **Cost** 250 gp

A fallen who drinks this syrupy tonic will take on a normal appearance while still being able to call upon his dark blessings, as if using the *veil stigma* class ability. The effects last for one hour. The potion has no effect upon those without fallen stigma, other than an intense paranoid sense that someone or something is constantly watching them from the shadows.

Construction Requirements Craft Wondrous Item, *nondetection*; **Cost** 125 gp.

• Hide of Hellish Fury

Aura moderate necromancy; **CL** 9th; **Slot** body; **Cost** 16,000 gp; **Weight** 2lbs.

This unsettling leather tunic appears to be stitched together from numerous screaming faces. When worn by a fallen, its design will change to reflect their stigma (the default appearance is how it appears on a horror fallen). The wearer is considered to be three levels higher for the purposes of determining what stigma powers he can use and their effects.

Construction Requirements Craft Wondrous Item, *bestow curse*; **Cost** 8,000 gp.

• The Book of Saints and Sinners (enhanced)

Aura strong conjuration; **CL** 12th; **Slot** none; **Cost** 4,000 gp (lesser), 16,000 gp (greater), 36,000 gp (superior).

In its mundane form, Saints and Sinners is a sacred text of the Church of All Saints. It details the tales of great Saints as well as notorious

criminals, presented not as a historical or legal record but rather as an allegory intended for meditation upon right and wrong. Carrite arcanists were the first to create magically enhanced versions of these books nearly a century ago. Though originally intended as meditation aids for saint adepts, the usefulness of such items has caused them to spread to every land with strong thaumaturgical traditions. Many alternate versions replace the Carrite histories with tales appropriate to their own culture, the name "Saints and Sinners" seems to have stuck despite little resemblance to the Carrite holy text.

A thaumaturge can spend one hour per day meditating upon the book (this can be done while meditating to draw upon aspects for the day). At the end of this time, the thaumaturge can transfer any of his currently bonded legends into its pages and bond with any legends contained within the book (his maximum number of bonded legends is unchanged). Any permanently determined features of a legend (such as bonus feats and the like) remain set for legends stored within a book.

Legends contained within a book can only be retrieved by the thaumaturge who stored them there - a book is useless to others (except perhaps as a religious text) while it still contains legends. If the thaumaturge who placed a legend within the book does not meditate upon the book at least once a day (whether he actually exchanges legends with it or not), its currently bonded legends fade away and the book may be used by other thaumaturses once more.

A lesser book of saints and sinners can contain one legend at a time while a greater book can store two and a superior book can store three.

Construction Requirements Craft Wondrous Item, *legend lore*; **Cost** 2,000 gp (lesser), 8,000 gp (greater), 18,000 gp (superior).

• Ring of Mystic Proxy

Aura minor evocation; **CL** 6th; **Slot** ring; **Cost** 7,000 gp

Clerics and wizards sometimes create these simple enchanted manite bands so that their thaumaturge allies can focus their magical energies in more conventional ways. Such rings come in both arcane and divine varieties. Any character that can draw upon aspects who wears a ring of mystic proxy can use scrolls of appropriate type and level as if the scroll's spell was on his spell list. To do so, he must consume one of his currently active aspects as part of casting the spell (the aspect does not have its normal effect; it merely powers the spell). The scroll is not consumed when used in this manner.

Consuming a basic aspect allows for the use of scrolls of up to 3rd level. Consuming a greater aspect allows for the use of scrolls of up to 6th level. The user's caster level for the purposes of using the scroll without mishap is equal to his thaumaturge level (or other aspect-using class).

Construction Requirements Forge Ring, *imbue with spell ability*; **Cost** 3,500 gp.

Major Artifact

• Garquorin's Terrible Puzzle Box

Aura strong necromancy; **CL** 18th; **Slot** none; **Weight** 5 lbs.

This fiendish box of black iron and manite was created by the archdemon Garquorin after he was released into the mortal world by the Darkfall. Garquorin immediately cast the artifact into the world after creating it, trusting his creation to corrupt and torture the poor individuals who would inevitably find it without further intervention on his part.

To this end, the puzzle box has succeeded. At least two dozen different owners have discovered the item in the ten years since the Darkfall. All of them have succumbed to its promises of power and met unfortunate ends. Some have been killed or spirited away by demons. Others have become monsters.

The box is intelligent and of chaotic evil alignment. It can *teleport* itself at will, and tends to put itself in places where it will be found by the curious. If an intelligent creature touches the box, they are immediately bound to it as its owner and remain so until killed or released by one of the box's curses. While bound to an owner the box can only teleport to locations where its owner will find it. It cannot teleport to escape

its owner - they are bound together until one of them is destroyed. The puzzle box cannot speak, but it can communicate with its owner through surges of emotion and can influence their dreams. The box is driven by an implacable hatred of all life and an unflinching desire to corrupt or destroy its owner. It cannot be reasoned with, bargained with, or redeemed.

The cube will immediately begin urging its owner to solve it. The cube's owner can attempt to solve the puzzle box once per day - for anyone else, all attempts to solve the box automatically fail (see table). Attempting to solve the box requires a standard action and an Intelligence check vs. DC 20. If this check is successful, the owner can immediately cast *wish* as a 20th level caster. Though the puzzle box's malicious intelligence will usually seek to pervert the user's wishes, it will sometimes grant a wish sincerely if it believes such an act would dupe the user into attempting to solve it again. The DC to solve the puzzle box increases by 2 each time it is successfully solved by that owner.

After solving the puzzle, the user will inevitably notice previously unseen flaws and imperfections within the box, and be compelled to solve it again. Whether or not the cube's owner attempts to solve it, for each day that passes they make a Will save vs. DC 15, +1 per additional day. If the owner fails this save, he will suffer 1d4 Constitution damage that cannot be healed by any means unless he solves the box within twenty-four hours.

If anyone attempts to solve the box and fails, roll on the following table.

Puzzle Box Failure

d100	Effect
01-20	The user suffers a random curse, as per <i>bestow curse</i> . This curse cannot be removed until the user solves the puzzle box at least one more time.
21-30	The box summons 2d4+3 random demons of higher CR than the user. These demons ignore the user and set off to cause pain and mischief (particularly among the user's friends and family). The user is released as owner. The puzzle box immediately resets and can be solved again, but does not teleport away.
31-40	The user suffers bleeding wounds that cannot be staunched. He loses 1d2 hit points a day. This effect can only be removed by a <i>wish</i> until he successfully solves the puzzle box. The box may choose to release the user as owner with this result.
41-50	The user is afflicted with madness. This is a permanent <i>confusion</i> effect that can only be cured by a <i>wish</i> . The user is released as owner, but only when the user holds the box in his hands can he act normally again.
51-60	The user's face and voice are altered permanently. A corpse resembling the user is found somewhere else nearby and the user's new identity is somehow implicated as the killer. The puzzle box immediately resets and can be solved again.
61-75	The user is immediately killed and his soul drawn into the box. He cannot be resurrected by any means until the box is solved at least three times by one of his loved ones. (The box will then place itself somewhere someone who fits that description will find it. The user will return as a ghost to goad his loved ones into taking up the box.)
76-95	The user immediately becomes a fallen, replacing all of his current class levels with levels of the fallen class (his ability scores may also redistribute, at the GM's option). His new stigma will always be something darkly ironic (a baker would become an incinerator, for instance). If the user fails a Will save vs. DC 20, his alignment permanently shifts to chaotic evil. He is then released from ownership and the puzzle box teleports away.
96-00	Nothing happens. The user is freed from ownership and the box teleports away.

Destruction: The puzzle box can only be destroyed if brought before the Archdemon Garquorin at his infernal chapel in Aramyst and he is forced to solve it successfully. (Garquorin does not need to be the current owner to solve his own box - but he will not do so willingly.)

CHARACTER OPTIONS

Feats

• Agonizing Wave (Fallen)

You can unleash a wave of unnatural power upon those around you.

Prerequisite: torment class feature.

Benefit: You can inflict the tormented condition upon all adjacent enemies as a move action. Unlike the torment class ability, this does not impose any other conditions. The tormented condition persists until the end of your next turn.

Special: The manifestation of this effect varies by your stigma, but should always be obvious. A horror might unleash a horrific shriek. An incinerator might unleash a wave of heat. A cataclysm might release an unnerving tremor.

• Ancestral Guidance (Legendary)

Your bonded legends are particularly versatile.

Prerequisite: Draw upon legend class ability.

Benefit: Each of your bonded legends gains an additional bonus feat. This may be any feat that you qualify for when drawing upon the legend, but once chosen, the choice is permanent for that particular legend. If you bond with a new legend, they immediately gain the benefit of this feat.

Special: You may not choose Legendary feats with this feat. You may not take this feat more often than once every five levels (round down).

• Extra Legend (Legendary)

You may draw upon the guidance of an additional legend.

Prerequisite: Thaumaturge level 7th

Benefit: You may bond with one additional legend; you may choose a new legend when you select this feat.

Special: You may gain this feat multiple times, but may not take it more often than once every six levels (round up).

• Greater Tormentor (Fallen)

Your torment and suffering are even more potent.

Prerequisite: Torment class feature, Tormentor

Benefit: The save DC of your torment and suffering abilities is increased by 1. This bonus stacks with the bonus from Tormentor.

• Hungry Torment (Fallen)

Your pain yearns to be shared.

Prerequisites: Suffering class feature

Benefit: When you reduce a creature with the tormented condition to zero hp or less, you may use your torment class feature immediately as a free action.

• Nightmare Smite (Fallen)

You can infuse a melee attack with the power of suffering.

Prerequisites: Suffering class feature.

Benefit: You may make a single melee attack as a standard action. If your attack hits, you may expend two uses of suffering to use your suffering class ability against the target as a free action with a +1 bonus to the save DC.

You gain one additional use of suffering per day.

● Soul of Sacrifice (Legendary)

You can suppress your dependence on legends to gain greater mastery over aspects.

Prerequisite: Thaumaturge level 7th

Benefit: Select one of your legends when you draw upon aspects for the day. This legend withdraws for the day. You may draw upon two additional aspects today.

● Stigmatic Mastery (Fallen)

You can draw more power out of your fallen stigma.

Prerequisite: stigma class feature.

Benefit: Select an ability granted by your fallen stigma with limited uses per day. If the ability is usable once per day (including abilities usable once per day every few levels) you gain an additional use per day. If the ability is usable more often than this, you gain additional uses per day equal to your Charisma modifier.

Special: You may gain this feat multiple times, and its effects stack. You may apply it to the same ability or to different abilities each time you gain it.

● Terrible Charge (Fallen)

You can channel your suffering into a barrage of melee attacks.

Prerequisites: Suffering class feature

Benefit: You gain one additional use of suffering per day. You may spend a use of suffering as a free action to make a full attack instead of a single attack at the end of a charge.

● Thaumaturgical Focus (Legendary)

Your powers as a thaumaturge are particularly potent.

Prerequisite: Aspects class ability.

Benefit: Add +1 to the DC for all saving throws against your thaumaturge class abilities, including spell-like abilities granted by aspects.

● Torment's Reach (Fallen)

You can share your pain through ranged attacks.

Prerequisites: Scourge class feature.

Benefit: You may apply your Scourge damage bonus to ranged damage rolls against tormented enemies as long as they are within the range of your Torment ability.

● Withering Glare (Fallen)

Your torment causes your enemies to hesitate.

Prerequisite: torment class feature

Benefit: You gain a +2 dodge bonus to your AC against tormented enemies. A condition that makes you lose your dodge bonus to AC also makes you lose the benefits of this feat.

● Wrath of the Fallen (Fallen)

The negative conditions imposed by your suffering are more powerful than normal.

Prerequisite: Suffering class feature

Benefit: You gain one additional use of suffering per day.

Any creature affected by a condition due to your suffering also incurs the following effects:

- Entangled targets are rooted in place.
- Fatigued or exhausted targets suffer an additional -2 penalty to saves and skill checks.
- Frightened or panicked targets suffer clouded vision - creatures beyond 20 feet have total concealment.
- Nauseated or dazed targets are wracked with vomiting and suffer 2d6 nonlethal damage if they take a move action.
- Blind targets are also deafened.
- Stunned targets fall prone.

Targets suffering any other conditions suffer a -1 penalty to attack rolls, saves, and AC.

Legendary Feats

Certain feats that modify aspects of thaumaturge feats are given the "Legendary" descriptor in this book. Expedient Inspiration and Powerful Aspect, from the Thunderscape Campaign setting, should also be considered to have this descriptor.

Bonus feats gained by legends can never be legendary feats.

Traits

While the following traits are available to all Thunderscape characters, they are of particular interest to fallen and thaumaturses. All traits in this guide are part of the new "Background" category. (As detailed in the *Advanced Player's Guide*, each character can select two traits during character creation, but no more than one from each category.)

● Horrifying

All Fallen wreak terror in their enemies but there's something about you that's just unnatural. The DC of your torment ability is increased by 1. This does not affect your suffering DC.

● Keen Aspect

Select one thaumaturge aspect. You are particularly talented in the use of this aspect. Your effective level and all save DC's for effects produced by this aspect are increased by 1. (This may be a greater aspect, though you will not gain any benefit from this trait until 10th level.)

● Martial Harmony

You are bonded to a unique manifestation of a legend, one with heightened martial prowess. Select one of your bonded legends and one martial or exotic weapon. You gain proficiency with this weapon when drawing upon that legend. You are permanently bonded to the chosen legend and cannot replace it by any means.

● Medium

You are particularly adept at communicating with spirits of all varieties. You gain a +2 bonus to all Diplomacy checks with ghosts, spirits, and legends. When using the thaumaturge *speak with dead* ability you may ask an additional question per dead entity before they become immune. When using divinations with a random percentage of success (such as *augury* and *divination*) the chance of success is increased by 5%.

● Morphic

Due to a minor magical trick, or perhaps the blood of a shapeshifting ancestor, your features are highly malleable. You do not suffer the usual -2 penalty to Disguise checks when pretending to be a member of another race. (If you are a fallen, you also suffer no penalties when you attempt to conceal your stigma.)

● Soul of Slaughter

You show great potential as a killer. Select any one feat. You are treated as if you have a +1 base attack bonus for the purposes of qualifying for this feat at 1st level.

● Spirit Beacon

Each time you wield the power of legends, you glow with sublime power. Every time you draw upon a legend or consume an aspect you shed normal light in a 10 foot radius for a number of rounds equal to your Charisma modifier.

● Vicious

You quietly revel in the misery your dark blessings bring to others, and seize the chance to make them suffer. You gain a +1 bonus to your scourge damage any time you attack an opponent that failed their save against the effect that inflicted the tormented condition upon them. (This trait has no effect until you gain the scourge ability at 2nd level.)

Archetypes

Fallen Archetypes

• Chimeric Fallen

The Darkfall manifests in many forms. While some can be divided neatly into categories, others are inexplicable. The chimeric fallen is just such a miserable creature. He bears not one stigma, but two, blended together in a strangely unique perversion. One chimera could be both incinerator and rimeweaver, his body torn by constantly conflicting energies. Another might be a scrapheap and a horror - a heap of walking metal sculpted into a terrifying countenance. A third might even combine such unlikely components as the bloated and the seducer - a sack of diseased poison that holds eerily irresistible beauty.

Fused Stigma (Ex): At 1st level, you choose two stigmas instead of one. You gain all 1st level abilities of both stigmas. Each time you would normally gain a stigma ability, you may choose the abilities offered by either of your stigmas at that level. You may choose the abilities from a lower level stigma that you previously did not choose, if you prefer. If one of your stigmas offers multiple abilities with the same name, or an ability that relies on the use of an earlier ability, you must take the lower level ability before you can take the later one.

You suffer an additional -2 penalty to Disguise checks when attempting to conceal your stigma.

This ability replaces all fallen bonus feats and toughened.

Chimeric Seducers

The chimeric fallen looks even more bizarre than a regular fallen - but a seducer fallen is normal, even beautiful, for his race. What happens when these combine? The two stigma blend in such a way that the end result is no longer quite so beautiful, but not quite so noticeably monstrous either. (A seducer/behemoth is just unusually muscular. A seducer/horror bears his scars in an elegant, dashing manner. A seducer/scrapheap could be mistaken for a handsome golemoid.) The end result gains no special bonuses to Diplomacy or Intimidate for its stigma. *Conceal stigma* and *veil stigma* only serve to make the already relatively normal looking fallen completely mundane in appearance.

• Carnivore

All fallen carry the Darkfall in their souls. Some of them feed upon it. By devouring the essence of the dead, the carnivore adds their power to his own. This could involve literally consuming the dead, merely absorbing their power via touch, or some more dramatic display related to your stigma - incinerator might burn his target and inhale the fumes, midnight fallen consume a body in darkness, madcap fallen eviscerate a corpse with daggers while cackling maniacally, etc. (When deciding how a fallen character expresses this ability, keep the sensibilities of your play group in mind. Yes, fallen are supposed to be gruesome, but try to be considerate of others.)

Carnivore Abilities

Option	Benefit	Requirement
Spell-like ability	Gain one spell-like ability possessed by the target, 1/day. Caster level is your level. (DC 10 + 1/2 your level + your Cha modifier)	Your level must be at least twice the spell level.
Spellcasting	Gain one spell currently known by the target as a spell-like ability, 1/day. Caster level is your level. (DC 10 + 1/2 your level + your Cha modifier)	Your level must be at least twice the spell level.
Darkvision or low-light vision	Gain this ability as per the creature	None
Feats	Gain one of the creature's feats that you qualify for.	None
Natural Armor Bonus	Gain a natural armor bonus of up to +1/3 levels, no greater than your target's.	None
Natural attacks	Gain one of the following if the creature has them, but with standard damage for your size: bite, claw, gore, slam, sting. These become primary attacks.	None
Skills	Gain ranks in one of the creature's skills equal to the creature's, but your total ranks may not exceed your level.	None
Land Speed	Gain the target's land speed, no more than twice your base speed.	Minimum 3rd level
Climb or Swim Speed	Gain the creature's movement type and speed - may not be greater than your speed.	Minimum 5th level
Aquatic Subtype	Gain this subtype, amphibious.	Minimum 6th level
Energy resistance	Gain one of the creature's resistances, but an amount no higher than twice your level (minimum 5).	Minimum 5th level
Damage reduction	Gain the creature's DR, but an amount no higher than your level.	Minimum 9th level, counts as two benefits.
Fly speed	Gain the creature's fly speed and maneuverability - may not be greater than twice your speed.	Minimum 9th level, counts as two abilities
Fire or cold subtype	Gain this subtype.	Minimum 11th level, counts as two abilities
Blindsight, tremorsense, all-around vision	Gain this ability as per the creature.	Minimum 14th level, counts as two benefits.
Regeneration or fast healing	Gain fast healing, no more than your level divided by 5.	Minimum 14th level, counts as two abilities
Angel, Demon, or Devil subtype	Gain this subtype and all associated abilities.	Minimum 16th level, counts as three benefits.
Elemental subtype	Gain this subtype.	Minimum 16th level
Other abilities	GM's option	GM's option

Feast on the Dead (Ex): At 1st level, you gain the ability to feed on the dead. As a full round action, you may absorb the essence of an adjacent corpse no more than an hour dead. When you do so, you consume a fraction of that creature's power.

You may select one ability possessed by your target and listed under "Ability" in the Carnivore Abilities Table. You then gain the benefit listed under "Benefit," so long as you meet any possible requirements in the right hand column. All of these abilities also confer cosmetic changes, causing you to adopt unmistakable aspects of the target's appearance. This ability and its cosmetic effect last until you absorb another ability in its place.

You may have one absorbed ability at a time, and gain the ability to absorb another at 6th, 11th, and 16th level. This ability replaces the fallen's bonus feats.

Thaumaturge Archetypes

• Saint Adept

In the holy lands of Carraway, the saint adepts make their home. These are the most famous thaumaturges in all of Aden, sacred servants of the Church of All Saints. These individuals follow ancient teachings as written by the First Theocrat, Saint Chandrey. They believe in an eternal connection between the living and the dead. They believe that the souls of the ancestors continue to guide their descendants in the present. They believe that by living a life where one honors tradition, embraces the common good, and pursues justice one may take their place among them.

A true Saint Adept does not follow these beliefs out of some selfish desire for immortality, but rather so that by taking her place among the saints she can continue to guide, serve, and protect those who follow. While these individuals have a certain reputation for being rigid and unforgiving agents of Carrite law, this is only because of their selfless dedication to the Saints. Tradition has made Carraway great. Who are they - or anyone else - to question it?

In return for their unswerving loyalty, the saint adept is granted a number of holy powers, emphasizing their religious tradition.

Code of Honor: Much like a paladin, a Saint Adept must adhere to a code of ethics or risk losing the favor of his ancestors. They must adopt at least three vows as if they were a paladin (see Chapter 2 of the *Thunderscape Campaign Setting*). In addition, they may not bond with legends that require them to behave in an evil or selfish manner, such as the Destroyer or the Demon.

In non-Aden campaigns, Saint Adepts must observe a lawful good alignment.

The Saints

Though many thaumaturges refer to their legends in broad or general terms, a Saint Adept does not. Every legend she bonds with when leveling up has a specific identity, and always represents a specific guardian saint. A few examples are: Chandrey (the first Theocrat), Lee of Karstan (Saint of Fortitude), Albrecht (Saint of Justice), Deighan (Saint of Wits), Illovich (Saint of Sacrifice), and Leera (Saint of Music). The Church of All Saints pantheon is large and diverse, and players are invited to create their own saintly benefactors. Two thaumaturges could even bond with different legends representing the same Saint, each representing a different manner in which that Saint guides their descendants.

Wild legends that the saint adept importunes later on do not require such definition. While a saint adept is perfectly capable of communing with and bonding to such legends, she generally regards such entities with disdain and prefers to rely upon the Saints whenever possible. (Though, on rare occasion, some wild legends may also *be* Saints.)

The Path of Saints (Ex): A saint adept gains 4 skill ranks + a number of skill ranks equal to her Intelligence modifier at each level, instead of the thaumaturge's normal skill rank allocation, to represent her advanced education. Additionally, they are more focused in their study of their ancestors, preferring the guidance of a select few. The number of legends they are bound to is half that of a normal thaumaturge, round down, plus one. (Legends gained from traits or feats do not count against this maximum.)

This ability modifies, but does not replace, the draw upon legend class ability.

Saintly Benefactor (Ex): At 3rd level, the saint adept develops a deeper bond with a specific legend. Select one of her currently bonded legends - this legend becomes her saintly benefactor. The saint adept can permanently improve that legend's abilities. Select one of the following: improved saves (pick one saves - improve that save from None to Good or gain a +2 bonus to it if it is already Good), improved feats (gain a bonus feat), improved spirit points (by +1 per level, can be taken only once), or improved skills (gaining ranks in one skill equal to her class level), or improved aspects (granting one bonus aspect that is active only when the legend is drawn upon).

Once this choice is made, the saint adept is permanently bonded to that legend and can never replace it with another. A saint adept may only bond in this manner with a legend that represents a Saint.

At 7th, 11th, 15th, and 19th level the saint adept's saintly benefactor gains an additional improvement, which can be applied to any of her legends (making them saintly benefactors that cannot be replaced). Alternately, the saint adept can select a bonus feat instead. This must be a legendary feat.

This ability replaces manifest legend at 3rd level.

Call Upon Ancestors (Ex): Once per week, the saint adept of at least 9th level can enter a state of deep meditation, in which she turns to the spirits of the Saints for guidance. She may cast *commune* as a spell like ability, turning her questions directly toward the combined wisdom of her currently bound saints. When using this ability, she makes a real connection with the actual spirits of the dead Saints, rather than the legends that represent them, and can gain answers to any questions that these wise spirits would reasonably know.

This ability replaces saving grace.

Invoke Ancestor (Ex): At 17th level, a saint adept gains the power to directly channel the essence of his saintly benefactor. As a full round action that provokes an attack of opportunity, the saint adept can become a living vessel for her benefactor's might. For a number of rounds equal to her level, the saint adept gains the half-celestial template (see the *Pathfinder Bestiary*). This ability may only be used while drawing upon her saintly benefactor.

This ability replaces greater saving grace.

Beyond Aden - Archetypes

Although the new thaumaturge archetypes presented in this book are closely tied to Aden's history and setting, there is no reason they cannot be adapted for use in other campaigns. The soulless could represent any shaman or wild hermit who communes with savage and unpredictable spirits. The saint adept could represent an individual directly guided by divine spirits. Their increased skill base fits particularly well with any background that represents membership in a large and well-organized priesthood.

The fallen archetypes are somewhat easier to deal with. Chances are, if your campaign setting has already laid the groundwork for creatures such as fallen to exist, the chimeric and carnivore fallen won't make things any stranger than they already are.

● Soulless

In the wild wastelands of Aden, many barbaric tribes practice raw and primal thaumaturgy. The Kurzaks of the High Steppes and the Misani of the Republics both believe that the great spirits that guide and shape the world cannot be commanded - only temporarily contained. A mortal soul, with all of its desires, whims, and ambitions, only gets in the way and makes it more difficult for these legends to find purchase. Kurzak shamans thus practice extensive rites of self-mortification to suppress their identities, leaving themselves as close as possible to an empty husk in which the spirits can reside. Misani take a gentler approach, meditating to free themselves entirely from ego and desire. The end result is similar - men and women with little will or identity of their own. They are merely empty vessels awaiting the guidance of legends. These strange spirit-channelers are called the Soulless, and while they are blessed with great power, some would rightly say they are cursed with madness.

A Soulless commands incredible power and can call upon a much wider variety of legends than a normal thaumaturge. Unfortunately, this power comes at a price and the Soulless often finds himself controlled, by the whim of fickle and unpredictable spirits. Physical and behavioral differences when drawing upon legends are even more dramatic for a soulless than for other thaumaturses - some may even mistake him for an entirely different person from one day to the next.

House of Spirits (Ex): A soulless is possessed by powerful spirits that constantly vie with one another for control of his body. The number of legends to which the Soulless is bonded is doubled, but he can only access some of these legends at a time. The legends that can currently be drawn upon comprise the soulless' house of spirits.

Each day, when the soulless meditates to select his aspects for the day, his current house of spirits abandons him and are replaced by new legends. These new legends are always selected randomly from all the legends currently bonded to him (and some of them may be the same from day to day). The thaumaturge need not choose which aspects do draw upon until he knows what legends are in his house of spirits on that day.

The number of legends in the house of spirits is equal to the number of legends a normal thaumaturge of equal legend can be bound to, plus one. The soulless adds another legend to his house of spirits at 10th level.

A soulless' legends each have their own personality, goals, and alignment. While all legends will be protective of the thaumaturge (he is their home, after all), some of them may get along better with his allies than others. The legends are aware of one another, and though only the currently bonded legend has control, the others are aware of the thaumaturge's actions and will voice their opinions mentally when they are in disagreement. From an outsider's perspective, this means the soulless will often seem to enter one-sided discussions - or even arguments - with himself. A soulless player should work with his GM to develop a pool of interesting and quirky legends.

When not drawing upon any legends, the soulless is disconnected with reality and stumbles about in a fugue state. He is permanently afflicted with the staggered condition. When unbound to any legend, soulless thaumaturses are always neutral in alignment.

This ability modifies the default draw upon legend class ability.

We Are Legion (Su): A soulless is possessed by numerous spirits that sometimes agree only on one thing - they don't want any more competition. The jealously territorial nature of these spirits leaves the thaumaturge unable to importune spirits (he only gains new legends by leveling up) but also makes him a dangerous presence - as he cannot always contain the spirits.

Three times per day, the soulless can project one legend of his choice at an enemy within sixty feet. This effect is identical to a *hold person* cast at the soulless' level. The projected legend must be in his house of spirits and neither withdrawn nor being drawn upon. The DC of this effect is $10 + 1/2$ the soulless' level + the soulless' Charisma modifier with a special bonus of +1 to the DC for every two legends in the soul-

less' house of spirits. The effect is quite dramatic as a shrieking mist enters the target's body, the target trembles in agony for the duration and speaks with the legend's spectral voice as it holds the victim's body paralyzed for the soulless to finish off. Whether successful or not, the legend used by this ability withdraws for the day.

At 10th level or higher, the *hold person* effect is replaced with a *dominate person* effect. The target is controlled by the legend, and speaks with its voice and personality while affected.

This ability replaces importune.

Crowded House (Ex): The soulless' cluttered mind makes him particularly difficult to control. He may use saving grace any number of times per day (so long as he has uses of manifest legend remaining), but the legend that is drawn forth is selected randomly from the active legends in his house of spirits.

This ability modifies saving grace.



Options For Other Classes

Legends Domain (New Cleric Domain)

The Legends domain represents divine reverence for the same mythical forces that grant a thaumaturge their powers, and how the power of legends can infuse ordinary individuals with extraordinary power. Though a cleric cannot draw upon the power of a legend directly, he can use its influence to bolster his magic. This domain is appropriate for clerics of any culture that has a strong tradition of thaumaturgy.

Granted Powers: You can call upon a fraction of the power that resides within legends.

Aspect Channeling (Su): When you prepare your spells for the day you may draw upon one basic thaumaturge aspect as a thaumaturge of your level. You gain the benefits of this aspect until you consume it or until you prepare spells again.

Legend Incarnate (Ex): Upon reaching 8th level, you may select one thaumaturge legend. You may draw upon this legend as a move action and gain its abilities as if you were a thaumaturge of your level for a number of rounds equal to your level (these rounds do not need to be consecutive and you can dismiss the legend as a free action).

This process is identical to a thaumaturge's draw upon legend class ability, replacing your own base stats with the legend's, except that you retain your own base stats if they are greater (clerics are considered to have Medium base attack and good Fortitude and Will saves) and you gain no spirit points. Your legend cannot withdraw due to damage. Like a thaumaturge, options such as bonus feats are permanent for that legend once selected.

You must obey the legend's other requirements or it withdraws in the usual manner.

Domain Spells: 1st - *divine favor*, 2nd - *aid*, 3rd - *heroism*, 4th - *imbue with spell ability*, 5th - *commune*, 6th - *greater heroism*, 7th - *legend lore*, 8th - *vision*, 9th - *miracle*

Nightmare (Sorcerer Bloodline)

The Darkfall has shrouded the world with preternatural terror and twisted magic that changes everything it touches. The fallen are one example of this, but they are not alone. Your sorcerous powers were awakened by contact with the Darkfall, and while you are not corrupted, there can be no doubt that your magic is forever tainted.

Class Skill: Sense Motive

Bonus Spells: *cause fear* (3rd), *scare* (5th), *deeper darkness* (7th), *shadow conjuration* (9th), *nightmare* (11th), *symbol of fear* (13th), *shadow conjuration, greater* (15th), *trap the soul* (17th), *weird* (19th)

Bonus Feats: Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Intimidate), Quicken Spell, Skill Focus (Sense Motive) Spell Penetration, Toughness



Bloodline Arcana: Whenever you cast a spell that creates a fear effect or has the fear descriptor, increase the save DC by 2.

Bloodline Powers: The power of nightmares flows through you. Be careful that you don't become one.

Palpable Fear (Su) At 1st level, you radiate supernatural terror that unnerves all who meet you. This gives you a +6 bonus to Intimidate checks and a -6 penalty to Diplomacy checks. As a standard action you may actively suppress this ability for one minute. You may suppress this ability a number of times per day equal to 3 + your Charisma modifier. When unsuppressed, you bear minor physical disfigurements reminiscent of fallen stigma.

Withering Terror (Su) At third level, each creature affected by one of your fear effects is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus your Charisma modifier (if positive) for the purposes of that effect (minimum 1 HD).

Nightmare Monsters (Su) At 9th level, you can bring nightmares to life. Any creature you summon with a summon monster spell gains the Frightful Presence (See Pathfinder Bestiary) ability, with a radius of 30 feet and a duration of 3d6 rounds. The save DC for this ability is 10 + ½ your sorcerer level + your Charisma modifier. Additionally, such summoned creatures deal an additional 1d4 damage against any creature suffering from a fear effect. Your summoned creatures tend to resemble twisted nocturnal versions of their normal selves.

True Terror (Su) At 15th level, the horror you wield is unmatched. Any fear effect you create (including using the Intimidate skill) can affect creatures immune to fear or mind-affecting effects unless the creature is mindless.

Walking Nightmare (Su) At 20th level, your presence inflicts crippling terror. Any creature within 30 feet of you must make a Will saving throw or begin cowering in fear. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. Each round, creatures may attempt a new saving throw against this ability. A creature that succeeds on this saving throw is immune to this ability for 24 hours. This is a mind-affecting fear effect. You may omit targets from this effect at your whim, such as your fellow party member... or not... and let them suffer through a very awkward breakfast each morning while you wait for them to make their save. You may activate or deactivate walking nightmare as a free action.

ROLE-PLAYING TIPS

Fallen and thaumaturges are both complex characters - and not merely because of the vast array of character options they present. Building a fallen or a thaumaturge is merely the first step of the process in creating an interesting and memorable character. Next, you must ask yourself: who is this character? What are the defining qualities that make him who he is? How does he relate to his fellow party members and what part will he play in the story to come? Think of your character as the hero in a story that has not yet been told. Though this applies to any character, these stories can be especially deep and complex with a fallen or a thaumaturge.

The tale of every fallen is a tale of redemption. These characters have been brutally scarred and shackled with a mantle of dark power. Will they rise above such unseemly beginnings and defeat the Darkfall by rising above it to become a hero? Or will they be consumed by temptation and truly fall into darkness?

The story of every thaumaturge involves, at least in some small part, a tale of responsibility. These spirit-channelers are not just mighty warriors - they are symbols. They carry the power of legends within them, but how they wield that power can change how that legend is perceived. Will the thaumaturge treat his legends with courtesy and reverence, striving to live by their example? Or will he merely revel in their power, uncaring of the damage he causes?

The following section gives a few suggestions on how to determine the personality and back story of your character. These are not meant to be entirely comprehensive, but merely to help you find inspiration in the creation of your own unique story.

The Darkfall

At the present time in Thunderscape's history, the Darkfall is still recent enough to have had a major impact upon the lives of every player character. How did this affect you? Was your character young enough to remember it?

Keep in mind that, for a fallen, this means that you have probably not born your curse for longer than ten years. A handful of fallen may have derived their curses from demonic bloodlines or magical pacts, but the vast majority of them were created after this mysterious cataclysm. So who were you before the Darkfall? Does your fallen regret the loss of his previous life?

For a thaumaturge, there are different considerations. Thaumaturges have been common throughout Aden's history, but they have risen to particular prominence of late. The Darkfall frequently draws upon mortal myth and folklore to create creatures that prey upon fear. Thaumaturges, meanwhile, draw upon the great heroes, legends, and guardian spirits of mankind. While the Darkfall represents fear, a thaumaturge represents hope. How has your character adjusted to such an important burden?

Who Are You?

Your character does not exist in a vacuum. While it may be quick and easy to create an orphan or amnesiac character (and such characters are not without potential) consider a more complex background. Where did you come from? How were you raised? Do you have a family, spouse, or children? Did you become an adventurer to protect your loved ones - or to get away from them?

For a fallen, your background can serve to give depth to your character's tragedy. How did your friends and family react when they learned what you have become? Do they even know about it, or did you flee rather than face them with the truth? Also keep in mind that determining where your character is from can also change your tale dramatically. A fallen from the High Steppes might not consider his existence tragic at all - his curse has made him strong and he doesn't understand why all these other cowards are so squeamish about it. Meanwhile, a fallen from Urbana or Arasteen is likely to have experienced nothing but hatred and mistrust, and has long since learned to hide what he truly is.

For a thaumaturge, you will want to determine not just who you are but who your legends are. Are they specific individuals, like the Saints? Are they nature spirits or abstract concepts? Your background will certainly play a large part of this. A Saint Adept, for example, is almost certainly from Carraway (or, at the very least, trained in Carrite traditions) and views his legends as Saints. A soulless is likely from the High Steppes or the Misland Republics and practices their primal traditions. Where your thaumaturge came from and how he came to learn his skills will help determine the nature of his starting legends, and how he perceives the legends he bonds with later on.

What are Your Goals and Beliefs?

Religion, background, and education can play an important part in determining a character's personality and beliefs. Their long term goals also play a significant role. The former determines where your character has been, while the latter determines where he'd like to go. Like two points drawn between a line, the interaction between these influences can help determine what sort of person he is at this point in his life.

Most fallen did not ask to be what they are - they were just regular people, once. A fallen who is deeply religious and follows the Saints or the Radiant Path may loathe the monster he has become, viewing himself as little better than a nocturnal or demon. A fallen with an

Sharing the Burden

The fallen present a particularly interesting conundrum when joining a new party - does the fallen character let his new friends know what he really is? Aden is a land where magic can take many forms, so a clever fallen might be able to use Disguise to hide his deformities while explaining his strange powers as a form of sorcery. Trust can be difficult for a fallen, as those who gamble and lose might pay with their lives. For this reason, it is perfectly understandable that a fallen might not wish his new allies to know what he is.

If this is part of a fallen character's back story, the easiest way is to make sure that the other players know. Players should be mature enough to differentiate between their own knowledge of the game's classes and their player characters' experiences, and not have their player characters immediately accuse a fallen of witchery the first time he summons a gout of eldritch flame.

All the same, make sure that the fallen player knows that he treads a fine line. Many of his class abilities produce terrifying and unnatural effects, effects that may lead the other player characters to realize what he is. He should realize that, inevitably, the time and place will come when his mask will slip and the party will realize what he is. Whether they demonize him for his curse or accept their friend for what he is will depend largely on how the fallen has acted thus far.

If you want to make things easier for your fallen character, consider involving some of the other player characters in your back story. Perhaps one or more of them knew you before you were cursed. Perhaps one of them witnessed the events that led you to become what you are. These individuals already know that your character is a fallen - and accept you as a comrade nonetheless. This can make things much easier for a fallen player character, as he will begin the campaign with an ally willing to help hide his secret, watch his back, and leap to his defense.

When things are at their worst - it's good to have friends.

The Cure

As there is not a single manner in which an individual can become a fallen, there is also no cure. It is known that spells such as remove curse, or even the mighty wish and miracle, have no effect in removing a stigma. Even though a fallen player character may have the ultimate goal of becoming normal again, you should not feel any obligation as a GM to make this a reality. For such a player, it should be the struggle against what he is that is truly important.

Cures for fallen stigma should be exceedingly rare and always unique. If such a thing ever happens, it should be the culmination of an entire campaign, the ultimate reward for a fallen player before their character is retired at the end of an illustrious career.

amoral or criminal background might revel in his abilities, but regret how his disfigurement has complicated his life. Perhaps the most important thing to consider in this regard is - does the character enjoy being a fallen? Does he want to be normal again? Or does he merely want to kill as many nocturnals as he can before someone finally destroys him for the monster that he is?

As a thaumaturge, religion is extremely important. Many such individuals learned their abilities as part of some religious tradition and are deeply respected in their home communities. For this reason, you'll want to consider why your thaumaturge became an adventurer. Was he disgraced or cast out? Or does he still serve - perhaps he ventured out into the world in pursuit of a great quest, bestowed upon him by

his legendary patrons. If your adventures lead you back to your home, such decisions will influence whether you are welcomed as a hero or shunned as a pariah.

Quirks and Eccentricities

A detailed history can make a compelling back story, but fleshing out that character's personality can help you determine how to portray that character in the present. No one is perfect, and determining a character's vices and eccentricities will make them feel well-rounded.

As always with negative personality traits, try to avoid disadvantages that don't contribute much to your character. "I just want to make a lot of money!" or "I just can't seem to avoid trouble," for example, don't really do much to distinguish an individual from other adventurers. Other alleged disadvantages, such as "I have a lot of enemies because I'm secretly the crown prince of Columbey," are not only outlandish and disruptive to the campaign (unless that's what you're going for) but it's not even really a disadvantage, considering the vast number of powerful allies that would readily spring to such a character's defense.

Here are a few suggestions for quirks appropriate to fallen or thaumaturses.

- **Condescending (Thaumaturge):** The legends chose your body as a vessel to house their power. You were chosen. You are special. And you can never resist the urge to remind people about it. Any time you win a great victory due to your legendary patrons, you'll be quick to boast of your prowess. Any time you face a failure or setback, you'll quickly change the subject out of overwhelming embarrassment

- **Curious (Thaumaturge):** You possess a boundless desire to learn more about the myths and culture of the world - as well as its legends, of course. Any time you venture to a new place, your first priority is to learn as much about its history and folklore as possible. You are particularly delighted to learn about areas that are strong in legends, even when (perhaps especially when) they hail from belief systems quite unlike your own. You might even seek to use your importune ability to collect as diverse and unique a collection of legendary patrons as you possibly can - a loa here, a beat spirit here, a dour old Saint there.

- **Fascinated (Fallen):** You want to understand the power that changed you. While you aren't corrupted, you can't help but entertain a perverse fascination with the Darkfall. After all, for all its evil, you can't deny that it is a uniquely powerful entity. You're living proof of that. While you may be just as eager to destroy nocturnals and corrupted as any other hero, you're also always eager to learn more about them. Maybe this is due to a desire to cure yourself - or maybe you're just morbid.

- **Hot-Headed (Fallen):** Maybe you're so angry at what you've become that you project it at the world. Maybe you've been hounded for what you're always ready to fight. Whatever the reason, you frequently jump the gun and meet any potential threats head on. Sometimes they turn out not to be threats, sure, but better safe than sorry.

- **Nostalgic (Thaumaturge):** As a student of legend, there's one thing you've come to realize: the past is just better. It's all done. It's all set. Everything fits together. The present, in contrast, is random and chaotic. Nothing makes sense. There aren't any real heroes anymore, and that's a shame. You aren't arrogant or dismissive about it. After all, you're part of the present, too. You just regret that you weren't born in a better time. You spend a lot of time morosely communing with your legends in hopes that they'll help you sort out the tangled, confusing, flawed world you're forced to live in.

- **Reclusive (Fallen):** Your stigma separates you from normal people. You aren't one of them anymore, and you prefer to avoid their terrified reactions rather than try to take part in the world. You try not to get attached to anyone, because it rarely ever goes well once they find out the truth. While you may let a few trusted friends (such as the other player characters) into your circle, you will generally avoid strangers and try to hide what you are.

What Are Your Origins?

Every character has a story, but perhaps you haven't determined yours yet. Your fallen acquired his stigma somewhere. Where? Your thaumaturge learned how to commune with ancient legends. How? The answers to such questions frequently rely upon the nature of the campaign, so you should be sure to check with your Game Master to

find out if he has any special requirements or can help you find inspiration. If nothing else, you can use the following tables to randomly determine one of several common "starter" origins for members of these two classes. Don't feel constrained to the random die roll - merely use these suggestions as a starting point, or perhaps combine several of them into a story all your own.

Fallen Origins

1d10	Description
1	Demonic Pact - You willingly agreed to become a vessel for infernal power. Perhaps the power was its own reward, or perhaps this was in return for some other reward (that was likely filled in an ironic manner, such as restoring a terminally ill family member who then died shortly after for some other reason). Either way, the results were not what you anticipated.*
2	You disturbed an ancient ruin haunted by an unknown power, and were cursed for your transgression.*
3	You were captured by a Darkfall cult and subjected to horrible dark rituals. Your stigma was the result.
4	You were attacked by a nocturnal monster that infected you with its dark energies. The encounter should have killed you; instead it turned you into this.
5	You had a near death experience in an area strong in the Darkfall's power. When you recovered, you bore a stigma related to your experience. (A blazing fire ignited by a dark sorcerer turned you into an incinerator fallen, being dragged overboard by sea zombies transformed you into a drowned fallen, etc.)
6	A Darkfall-empowered artifact (such as Garquorin's Terrible Puzzle Box) transformed you into a fallen. You are now obsessed with finding this artifact again, either from an urge to destroy it or in hopes it can be used to restore you to normalcy.
7	You did this to yourself. You dabbled in dark magic, but things went too far. Though you realized your error and turned your back on the Darkfall, it was too late, and you were forever changed.
8	You were near death from illness or injury, and a loved one used dark magic to save your life. When they saw what you had become, they fled. You hope to find them once more, either out of concern for their safety, or a desire for revenge.
9	Your family has a heritage of dark magic, and one of your ancestors was a powerful necromancer or evil sorcerer. Due to the rise of the Darkfall, this heritage has manifested itself in a cruel and disfiguring manner.
0	You have no idea what happened. You merely woke up this way, a cruel and unexplained victim of the Darkfall. You would like nothing more than to learn why this happened to you. (The GM might wish to roll again and keep the results secret, but use them to determine your origins for discovery at a later time.)

**In very rare cases, a fallen with this origin may have existed prior to the Darkfall.*

Thaumaturge Origins

1d10	Description
1	You discovered your abilities by accident, unlocking the voices of legends in a dream or in some other enlightening moment of epiphany. Your abilities might have been mistaken for madness, at first, until someone finally recognized your powers for what they were.
2	You were apprenticed and trained to be a thaumaturge from an early age. You should determine whether your original teacher is still alive and your relationship with them. Are you a beloved student or a renegade?
3	You were the guardian of a sacred grove, holy temple, or other area sacred to a culture rich in thaumaturgy. The legends that fill that place strengthen you. You should decide whether this holy site still exists. If it does exist, decide why you left. If it was destroyed, decide how was it destroyed and what you intend to do about it.
4	You were severely injured or driven near death from illness. When you recovered, you could hear the voices of legends. You haven't quite figured out whether it was destiny or just a random accident.
5	One of your ancestors was a Saint or some other extraordinary figure. Now they speak to you as one of your legends (or perhaps as all of them - each legend is a different manifestation of the same entity).
6	You were visited by a divine force and granted these abilities for some unknown purpose. Each of your legends represents a different angel, spirit, or other aspect of the benevolent force that empowers you.
7	You were present at a great battle or victory against the forces of darkness. Somehow, the weight of history transfixed itself upon you and transformed you into a living vessel for the legend to which you bore witness.
8	Your coming was prophesized. At an early age, members of the Seer Order came to you and told you what you would become. They helped you find appropriate training, and assured you that one day your connection to the legends would be of extreme importance.
9	You witnessed a terrible tragedy, such as a city wiped out by the Darkfall. Now the remnants of those whose deaths you witnessed - perhaps former friends or loved ones - resonate within you as legends.
0	You performed a heroic deed in an area strong with the power of a legend, sacrificing yourself for the life of another. At the brink of death, that legend bonded with you and granted you a measure of its power.

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Saints & Sinners

A guide to Thaumaturges and Fallen

CLOAK YOURSELF IN FAITH AND DARKNESS!

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