City of 7 Seraphs

Pathfinder® Roleplaying Game Compatible

Christen N. Sowards, et. al.

City of 7 Seraphs

A Planar Keystone Setting for the Pathfinder Roleplaying Game

cityof7seraphs.com

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For James, my Light in the Dark

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AB	*Advanced Bestiary*, Green Ronin Publishing
ACC	*Advanced Class Compendium*, Kobold Press
ACG	*Pathfinder Roleplaying Game: Advanced Class Guide*
ACS	*Aethera Campaign Setting*, Encounter Table Publishing
AM	*Akashic Mysteries*, Dreamscarred Press.
APG	*Pathfinder Roleplaying Game: Advanced Player's Guide*
ARG	*Pathfinder Roleplaying Game: Advanced Race Guide*
B#	*Pathfinder Roleplaying Game: Bestiary* through *Bestiary 6*
BoB	*Book of Beyond*, Lost Spheres Publishing
BoD	Divine magic sourcebook, 4 Winds/ Purple Duck Games
CLSSW	*Classes of the Lost Spheres: Shadow Weaver*, Lost Spheres Publishing
CME	*Covenant Magic Expanded*, xxx
CoB	Paizo Inc's player's guide to neutral champions
CoC	Paizo Inc's player's guide to evil champions
CoLSP	*Classes of the Lost Spheres - Paramour*, Lost Spheres Publishing
CoLSZ	*Classes of the Lost Spheres: Zodiac*, Lost Spheres Publishing
CoS	Drop Dead Studios' champions book
DA	Paizo Inc's player's divine collection
DM	*Deep Magic*, Kobold Press.
DTT	Paizo Inc.'s player guide to dirty tactics
GG110MSV	*The Genius Guide to 110 Spell Variants*, Rogue Genius Games
GGtLI	*The Genius Guide to the Living Item*, Rogue Genius Games
GGtTT	*The Genius Guide to the Time Thief*, Super Genius Games
GGTW	*The Genius Guide to the Time Warden*, Rogue Genius Games.
GMG	*Pathfinder Roleplaying Game: GameMastery Guide*
HA	*Pathfinder Roleplaying Game: Horror Adventures*
ICoD	*In the Company of Dragons*, Rite Publishing
ISM	Official regional magic campaign setting book, Paizo Inc.
LCI	*Legendary Classes: Illuminatus*, Purple Duck Games
LHS	*Legendary Hybrid: Skinchanger*, Legendary Games
LM	*Book of Beyond: Liminal Power*, Lost Spheres Publishing
LoD	Paizo Inc's player's guide to draconic heritage
LV	*Liber Vampyr*, Necromancers of the Northwest.
MA	*Pathfinder Roleplaying Game: Mythic Adventures*
MC	*Pathfinder Roleplaying Game:Monster Codex*
MHH	*Mythic Hero's Handbook*, Legendary Games
MPLS	*Mythic Paths of the Lost Spheres*, Lost Spheres Publishing
MTT	Paizo Inc's player's guide to martial tactics
OA	*Pathfinder Roleplaying Game: Occult Adventures*
PA	Paizo Inc's player's psychic collection
PC:F&P	Paizo Inc's player's guide to faiths
PG	*Path of the Genius*, Legendary Games
PoW	*Path of War*, Dreamscarred Press
PU	*Psionics Unleashed*, Dreamscarred Press
SoM	*Spheres of Might*, Drop Dead Studios
SoP	*Spheres of Power*, Drop Dead Studios
UC	*Pathfinder Roleplaying Game: Ultimate Combat*
UI	*Pathfinder Roleplaying Game: Ultimate Intrigue*
UM	*Pathfinder Roleplaying Game: Ultimate Magic*
UP	*Ultimate Psionics*, Dreamscarred Press
UW	*Pathfinder Roleplaying Game: Ultimate Wilderness*

Introduction

Welcome to Hyraeatan, the City of 7 Seraphs. It's been a long road getting here and the manifestation of many, many wills to make this place visible to you. It is our hope you will find the City as strange and alien as a new world, and yet familiar as the bars of a song you can't quite remember all of. And if that experience moves between those poles, never quite settling on one, the job may have been done well.

The City is a magical keystone location set between an apex in the Etheric currents of the Inner Planes and the drawn breath that is the Shadow Planes flowing as a darkened river, returning reality to its source. Like a leaf spinning in an eddy, Hyraeatan spirals in a motionless movement making little headway, a gear in the clockwork of the greater multiverse. A

balanced moment on the tip of a needle. There are things that can only be seen from such a vantage and wonders that can only be wrought in such a forge.

Stories flow from the fourteen Towers of Parity. Intrigues for the would-be architects of reality and the places you will find them. And while many may come to call the portage of the Docks a safe berth or to confidently walk the edges of the Bright Lands from the luminous gloom of the Glarewood, few will ever know the whole of the gift that is Hyraeatan. But we do hope that you will try.

The City and its guardians are hidden around you already. Its Anchors slid into the ancient vaults long explored and adorn the edifices well familiar, calling their echoes to stand next to the smokestacks of the Slag or flickering in the timeshadows of the Fracture. Its Wardens haunt the back alleys of your capitals erasing threats to Hyraeatan and nudge the discovery of doorways into the gloom.

It would be hubris to call the City the heart of Shadow, or the fall of Last Light. You should avoid such words for Hyraeatan for they will only bring you enemies.

You have never been here. You have always stood near.

Welcome home.

"How does one record the history of a lie? Embellish the words to perpetuate the fallacy or fold its lengths around the contours of truth?"

—Quantal Molean, Bookbinder of the Parity Council

The Place that Was

Hyraeatan once was perhaps a simple village or the echo of one. Yet, above it hung a strange, shifting light—the Radia. A storm where Ether touches the Shadow Plane. It was a place where the Fade came to seek balance between their origins in Light and their journeys through Dark. There they raised a temple, modest in style where the Radia first cast light into Shadow. The Dark raged. The Occlusion bubbled furiously against this touch point of Light but never could they two fully close. The sages say that this was deep magic because both place and Shadow stood as one. A truth in a world half lies. Others say that it is the Dark that gathers strength there against the intrusion of Light. Perhaps both.

Radia and Occlusion.

There was bounty in the strange light from Creation. A splendor of the seeds of distant worlds and shadows of green things from brighter realms formed a strange wood of thriving trees—heavy with fruit the Fade came to rely on but did not understand. They sang songs through the shadows to the Bright Lands and the other Prime Worlds. And those songs were answered. Druids came to care for the weird wood that had taken root and fey slipped into Shadow to dance the new grown boughs.

Many born beyond the Dark came, pilgrims in walking a liminal road they called the Lattice. The Fade took steps to building a holy city yet soon noticed something troubling. They were beings born of shadow, and the Light and Dark knew them as such. The newcomers, however, were bright things of sun-drenched worlds and the Occlusion began to seethe against them. The first shadowtides came and the Darkness reacted stirred by the Light, and death was its roar. Shadows bred nightmares to life and the Fade were nearly destroyed in the balancing.

Their mystics confirmed that the spiritual plane of the newborn City was out of balance. Those of Shadow needed to gather those of Light and Dark to meet the need of Parity. And if outsiders of daylight came to care for the Grove and there also would need be those that craved the Dark. They began to seek umbral dancers, hooded masters, and whispering fiends to sate the Occlusion.

The Circle of Six

Taken from the Prime World perspective, the Circle of Six could have been seen as adventurers. By their own worlds they were known as scholar-explorers with a reckless passion. And to the Fade they represented a possible Balance to the various outside influences the City was suffering from. When seeking magic found them, they were originally five in number: the feyborn elf Hyandil, the hungering twins Aphos and Aphora, the physical prodigy Ceradon, and the dispassionate Duxandus.

The nameless druid who would form the Ashborn joined them some time before they stood as one under the Radia's light. It is unclear as to the timeline of her completion of the Circle. Many suspect both she and Hyandil had been to Hyraeatan before the Circle formed. They were likely allies. Some say it was at the behest of the Temple of Parity, others that it was an attempt to right what her druidic order had wronged. Regardless, the Six arrived and were awestruck by the light of the Radia, cowed by the churn of the Occlusion, and intrigued by the nature of the Lattice.

The Circle was consumed by their desire to understand Hyraeatan and master its magical nature. The Fade encouraged this. Despite this, a complete grasp seemed elusive as the magic reacted to their presence and shifted both as subtly as a blooming flower and violently as a geyser. But some progress was made. Hyandil and the Daughter of Ash applied the mastery of life and light to bring forth the tradition of the Radiant—mystics who could hold the essence of life beyond the limits of one form and could radiate its power forward to creatures they chose to imbue.

Aphora and Ceradon saw minute energies from across all of creation, caught between Darkness and Light, and began to experiment with their applications creating another type of planar science. The first explored radical expulsion of energy while the latter sought to internalize the power awakening in them and their followers, these would become the powers of the Nexus, and eventually paving the way for the Eternals of the City.

"All viewpoints matter. The thing you hate, that you disagree with at every level. That thing can still be the thing that saves you."

—Keeper Atosa Harmagli, Leader of the Hands of Onus

Aphos and Duxandus set to studying the depths of the Occlusion trying to understand how and what appeased and calmed the darkness. Some of their students became able to call forth a deeper shadow from the Dark. These occultations fused with their own essence and became the balancing Eclipse of the Radia's bright childer.

More and more resources were procured, peers approached, and sages lured into the growing settlement. Still the insights into the Radia and Occlusion were slow in the revelation. Not so their reactions. The presence of new, hungry wills and ignorant minds began to tilt the balance the Fade of the City had so desperately maintained. The Radia intensified and the Occlusion began to rage, destroying the valley where herd-animals and other livestock had been cultivated and boiling a deep chasm into the City's side.

The Resolution

Taking radical action in the face of the Occlusion's path of destruction, the Fade demanded the Circle of Six and their masses of followers to organize. They were to codify their beliefs and intentions along the basic lines of Balance and Parity. Members of each group were required to take mystical oaths and swear their wills to creating the shared supernatural stability required to quiet the raging planar phenomena.

During this process both Aphos and Duxandus created a large number of undead spawn that were compelled by their creators to focus on driving the shadowtides back into the Occlusion. It is unclear on whether this early generation of the dead was lost to the Dissolving Black or if they later returned to their masters. Most are assumed to have been used in the later construction of the Icetomb—but some sages say there are ancient wills still lost to the Occlusion's darkness. As the wills of the dead drove back the Occlusion, the rent in the ground was filled with the glossy black of the Sea of Shadow.

Adding voidships to the Lattice's roads, the expanded community of the growing settlement soon swelled to dwarf the Fade of the original village. Elders of the Church of Parity called the leaders of the various factions and commanded them to limit their number and stand in clear balance, one to the other. During this period fourteen groups called the Parities emerged. Seven who declared their interests in the power of the Radia, seven who found strength in the sheltering dark of the Occlusion.

Having achieved a balance that calmed both Occlusion and Radia, the newly minted Parities were able to resume the research started by the Circle of Six, now vastly diversified by the Resolution's codifications. More progress was made in harnessing the Radia's storms, shaping the Occlusion's pseudo-realities, and capturing the raw essence of creation. The Icetomb was created to hold the City's dead, and other radical breakthroughs occurred, such as the path of the Aethernaut—elite explorers into the Planes. The more the newborn Parities studied the paired phenomena, the more they realized they needed more time. Hyandil's fey bloodline and elven heritages ensured her nearly unlimited windows of study, but the rest of the Circle began to consider other means of extending their lives.

GM Advice: Imperfect Narrative

GMs and players will notice that a lot of the lore of the *City of 7 Seraphs* is couched with terms like "perhaps", "speculated" or "assumed." This is a deliberate choice of design to reflect both the quasi-real influences of the Plane of Shadow and the unstable magics of the Radia. But more importantly, it allows you and your tables to seize opportunities to bend the history of the City to touch your own settings and other published products in ways that you might find interesting or supportive.

The presentation of canonical facts and history of the setting is always intended to leave room for the personal fictions of the players and GM in each gaming group. Illusion and reality blur in the *City of 7 Seraphs* and players are warned to be suspect of what they take for granted and GMs are challenged to find the shadows and half-truths of their own campaigns and where they might dip beneath the Seraphs' wings.

"Choosing to fear to a step into the Future is to a choice to ever to walk the Past."

—Aphora, the Founder of the Steamwalkers

"Deceived for centuries, we toiled to harm humanoids, their kin, and this City—that Debt must be repaid."

—Xigzix, veryx mystic of the Wardens and Hand of Onus

The Death of Aphora

Ceradon and the rest of the Circle disagreed on the best ways to achieve an Eternal state. The House of Heights began construction of the Loci of Eternity to pursue immortality. The slow imbuing of the powers of the Loci would take decades to centuries to instill longevity. Unlike Ceradon, the others sought faster means to live forever. Duxandus had already discovered the magic to become an ice lich, and Aphos had secured control of the Kalovol bloodline.

Aphora on the other hand desired a more complex transformation. Citing the limits physicality placed on her spellcasting potential, she resolved to translate her flesh into pure arcane energy. Her secret goal was none other than to merge with the Radia itself, gaining limitless planar energy, and exceeding even the Eternals of Ceradon's designs. She devised her variant copy of Ceradon's new forged Loci of Pyres in the Vaults of the Colleges District at the very edge of the Occlusion.

At the apex of the empowerment, Aphora's body was immolated in front of her Steamwalker acolytes and a pleading Ceradon. Her death cry was amplified by the power of the energy unleashed so greatly it destroyed glowglass windows in every District. The Occlusion released the most powerful *shadowtide* in the recorded history of the City. The devastation took years to recover from.

The Runeweb and the Birth of the Wardens

Decades after the progress of the Resolution, the Parities noticed a steady drop in the intensity of the Radia's output. Investigations into the draining power led to the discovery of massive sheets of enruned webbing at junctures of the Lattice, each of which drew power along artificial ley lines and siphoned through the Plane of Nightmare into the Void. Many of these installations were defended by aranea, chelicerae and other arachnid creatures including the mystical symbionts known as veryx. All of these creatures formed a collective body called the Runeweb. It was clear their advanced understanding of the Lattice was endangering the City and its magical resources.

Facing its first organized enemy, the Parity Council created a joint force called the Wardens of the Lattice to begin the systematic destruction of the Runeweb sheathes that were draining the power of the Radia and to mount a campaign into the depths of the Splinter Realms, the Leng Plateau, and other broken realms to locate the Runeweb leadership. The Wardens fought their way into the heart of the Runeweb's territories and delivered the leader of the Descendants of Dream, a young musician, to the Lair of the Archweaver. It is thought that the Song of the Dreamer turned the creature's loyalties from the Runeweb to Hyraeatan and led it and the veryx to the City to join its defense.

The power of the Radia restored, some of the Parities began summoning and binding large numbers of inevitables with the intention of using the creatures' obdurate dedication to Order to reinforce the City's reality. Eventually they even created an altered subrace of the creatures through magical transmutation called the Judges. Arcane theory stated that this could lead to greater oscillations in the Balance of Radia and Occlusion

Vampirism, Undeath, and the City of 7 Seraphs

Undead were created to balance the energies of the Radia and Occlusion. As such, vampires and other undead have a relatively high presence in Hyraeatan as presented in this book. The possibility of player characters that have ties to, or are directly impacted by this fact, is much higher than usual. Undead bloodlines, class features, and racial options fit well with these ideas. With the possibility of xodai necromancers draining evil energies away from their spells, it is entirely possible for non-evil vampires to exist.

With the release of the *Pathfinder Roleplaying Game Horror Adventures* handbook, the default game setting accounted for *animate dead*, vampirism, and most forms of undeath as tied nearly exclusively to Evil alignments. For games wishing to honor those rules exclusively, consider using the vampiric corruption as outlined in *Pathfinder Roleplaying Game: Horror Adventures* for those wishing to run non-evil vampire-themed characters. It may also be in such games dhampir racial options may be the best fit.

While it is easy enough to run the City as tied to these rules as written, the addition of xodai mystics and similar characters to the setting does allow for the possibility of undead who are not exclusively evil. This in turn could give rise to non-evil lineages of vampires, ghouls, and other types of creatures. Undead feature prominently in the Icegrave Enclave, Sanguine Sovereignty, and Temple of Coin and it is very likely that key NPCs may be or have connections to the undead.

Gamemasters wishing to use vampiric options such as the revenant character mechanics (presented in *Liber Vampyr*) from Necromancers of the Northwest, *Lords of the Night* from Dreamscarred Press, or the rules from *In the Company of* series from Rite Publishing might find the setting and its environs a suitable place to experiment with allowing these rulesets for a broader range of characters including non-evil aligned ones.

Considering such options, the social climate within the City is extremely Lawful when it comes to feeding as a vampire, ghoul, or other undead. Laws against Wanton Consumption (feeding to the point of death) or Savage Consumption (feeding on unwilling, nonconsensual, or illegally purchased victims) are criminal and carry dire consequences. Any vampire or similar undead PC would have its actions in Hyraeatan scrutinized and held to high behavioral standards.

without the either raging as they had, allowing for increasing windows of power to be harnessed. While the plan worked to great effect and the City experienced massive growth, sages noted a mounting chaotic presence within the Radia.

The Grand Consumption

In a sudden surge of violent activity, the Sanguine Sovereignty moved as one against the Church of Parity. Some speculate that the efforts of the Steamwalkers and Hands of Onus with the Judges gave the vampire hierarchy the confidence to pursue such aggressive action. Others claim that Aphos commanded his childer to take the Fade mystics for some other reason.

The Grand Consumption lasted less than two days. Nearly every priest of the ancient order was turned or bleed to their last. Rumors persist that some of the priests sought refuge among sympathetics in the Glarewood. The Temple of Parity was seized and the disciples of Aphos took on a new name.

Shortly known as the Church of the Faith Devoured, they constructed a new temple around the shell of the ancient fetchling structure. Strangely many of newborn vampires immediately returned to the duties of their former religion. So completely did the operations of the old church blend into that of the Devourer the Parity Council was uncertain how or even if the Sovereignty should be reprimanded for the startling act.

Alarmists among the Ashborn proclaimed that the rashness of the Grand Consumption would doom the City, but when this doom never came their concerns were dismissed. In fact between the Judges inviolate will and the new care of Aphos' flock the Radia seemed more stable than ever.

"When the Radia is at Zenith, nearly anything is possible... but during the Wonder Wars, EVERYTHING was possible."

—Oswi PonPon, Steamwalker Aethernaut

The Wonder Wars

Under the influences of the Judges, the Radia's power began to infuse wild magic deeply into its energies and to allow practitioners of chaos and primal magic to wildly exceed their limitations. The Steamwalkers led efforts to harness these effects with the creation of the Orbs of Wonder—Artifacts able to channel the up-swell in chaotic power to effortlessly achieve miraculous results. This secret was shared with the Descendants of Dream and other allies, soon the imbalance again elicited a response from the Occlusion this time sending its power outward into shadow as a calling.

The gazes of the Kyton Exarchs were drawn by the Occlusion to the City and they sent forth their armies to take Hyraeatan. The Dark Choirs heard its song like a siren. Filled with lust for the dark power it promised, Axajja and her peers began abducting soldiers and citizens from the Latticeways near the City as they prepared to lay siege. Inevitable-spawned Judges became a particular target of the Exarchs as they sought to breed a new race of willful visualizers that could twist the City into an echo of the Vile Geometries themselves by projecting terror and darkness. These experiments led to the birth of the judrai and the judow, hybrids of humanoid captives, inevitable sentinels, and the kytons themselves.

It is said that the City's landscape became a battleground of conflicted realities. The kytons managed to capture some of the Orbs themselves and attempted to engage the warping artifacts to horrible ends for all involved. Some postulate that this was the original manifestation of the Fractures and Schism in the Crown's District. Others say it was this period that first saw the Rhyzala flow into being, claiming to be from a glorious future. Detractors can produce records conflicting both of these assertions and with the Xenthis Bookbinders destroying the majority of what was recorded from this era the truth slumbers in the minds of Aphos and a handful of other Eternals.

Wielding strange weapons drawn from the Occlusion, the Blackblades joined the Wardens and Ashborn in an assault against the mounting kyton forces. These weapons, including the *ebon staff* that would come to symbolize the leadership of the Blackblades, quickly shifted the tide of battle and the armies drove into the Exarch's own domains. A Steamwalker was believed to collide two of the Orbs of Wonder into one another in the kyton Shadow Realm of Cognos devastating Axajja's forces, shattering the kyton alliance, and freeing most of the judow. The Parity Council, satisfied with the blow dealt to the kyton armies, decreed that the remaining Orbs be secreted into the Prime Worlds away from the City to once more normalize the cities balances. The judow were accepted into Hyraeatan as a counterpoint to their Judge ancestors.

"The City sang to our kyton forebears calling them to crash upon it, and we were left behind as the wreckage."

—Ersha Loss, Judow Nihil of the Blackblades

"Rhyzala bloom when they are needed... ...and we needed a lot of them back then.

—Oswin the Mad, Sign of the Foreseen

The Lightbringer Exodus

All would have been well if not for the death of Hyandil's son during the closing days of the Wonder Wars. The child was cursed with vampirism that caused the Flowered Queen to confront Aphos. Fresh with anger from the hubris of the Grand Consumption and enraged by the apparent corruption of her child Hyandil even went so far as to strike the vampire demigod in Parity Hall. When he did not react other than to reassert his innocence in the boys transformation she was forcibly restrained.

The Parity Council exonerated the Devourer after findings of no guilt in the affair. Enraged by the lack of action, Hyandil left the City and commanded the Lightbringers to leave with her. The Parity left en masse through the boundary of the Glarewood into the Bright Lands. Her plan, it seemed, was to imbalance the City enough to cause the Radia and Occlusion to destroy Hyraeatan and return to recreate it in her own image.

The fortuitous arrival of a planar crusade thwarted her. Known as the Eternal Dawning, the wandering champions arrived just in time to counter the imbalance of the Lightbringer's Exodus. It seemed an act of fate. The Dawning took their place in the hierarchy of the City with a swiftness that many attributed to the Foreseen and their manipulation of future information. Hyandil's vengeance was denied and the City experienced little to no reaction from the Occlusion or Radia. Despite rapid acceptance, the Daestari and their allies continued to operate out of their satellite settlement Outstar, placing only a cursory representation at the renamed Tower of Jewels.

The Moongate War

In the wake of the Lightbringers abandonment of their duties, the Eternal Dawning could not assume their new duties with a speed equal to every task. Among the Lightbringer's derelictions was that of monitoring the Lattice for new threats to the City. The Jeweled Lords scrambled their trinity knights and angels to each threat they detected but we unprepared for the danger posed via the Prime World of Hanar—a world long sought after by extraplanar forces including the hive priests of Nyarlathotep.

Mi-go and other unspeakable horrors became obsessed with seizing Hyraeatan's shadow reflections of the world, a known Anchor statuette site for the City. And agents of the Crawling Chaos began to flood through the Lattice from a number of Prime Worlds and damaged void-gates.

The House of Heights used its influence to martial as many native Eternals as possible and reached out to allies in the divine communities of the multiverse. The efforts were more successful among those pantheons of the Trine Libria. Aesir, Vanir, and even a small number of Olympians sent aid to the City. Soon the air above the streets was flooded with the battlecries of Valkyr and the thunderbolts of the divine making war against the fungal terrors of the God of Thousand Forms. The battle was fought to a standstill for days.

The Foreseen cautioned that all would be well. Against these words the Descendants of Dreams sought aid among the Planes of Nightmare and Dream. It was then that across the City rhyzala rose in numbers previous unheard of. Speaking of the coming of the Bloom, the futureborn race helped turn the tide of the conflict.

Arriving to a City already saved, the Descendants informed the Parity Council of the new ally they procured with a promise made. Shortly thereafter agents from deep within Leng began to appear within the Pacts District.

The Sarrossian Infiltration

Sometime later the Radia's energies drew the attention of a mysterious group of entities known as the Eyes of Sarros, rulers of a Mirror Realm known as the Broken Map. Unknown to the City at large, the creatures began a slow effort to infiltrate Hyraeatan. Their agents in this effort were a created servitor race that came to be called the mirrorkin. These shapeshifters had the ability to bond to multiple creatures to become a hybrid entity that was essentially similar to those who surrounded them. This ability allowed them to mimic skills, languages, and to the eventual chagrin of their masters, feelings. So few of its people came to Hyraeatan by accident, and even fewer remain against their will, that loyalty and citizenship infected the mirrorkin.

Experiencing a shift in loyalty from their newly adopted emotions, the mirrorkin slowly revealed themselves to the City. Exposed by the defecting of its own agents, Hyraeatan was made aware of the Sarrossian threat. The creatures chose to reveal themselves. Advocates of the Hands of Onus took up the cause to protect the exposed shapechangers. They indicated that in showing their own reflective natures the mirrorkin had changed. Having interacted with the duality of the City caused them to be able to choose the nature of their bonds.

Some of the citizenry found this sudden revelation and treachery to be reason enough not to embrace the shapeshifters. Others found that the magical bonds of the race felt too much like the slavery of the judow and sought to embrace and emancipate the mirrorkin. When hundreds of the creatures revealed themselves and their hidden kin the Parity Council passed a decree of amnesty.

Despite the near success of the infiltration, the Sarrossian have never overtly engaged the City in War. Mirrorkin and their allies throughout Hyraeatan fear the reprisal of the Five Eyes, masters of the Sarrossian realm. Indeed most interactions of a violent nature have been carried out against the shapeshifters by other shifting agents of the Broken Map.

"Thank you my friend for your love of the Orchard District and its sunset-hues, they reflect in my heart and I will forever defend them."

—Uthamathu, mirrorkin Earthspark of the Ashborn

"Afraid of the vampires? They're down right civil... now redcaps and boggins they will teach you fear!"

—Mym Lersim, Reborn Warrior

The Lightbringer Incursion

The rage of the Flowered Queen returned upon the City in recent decades when a full scale invading force of magical behemoths, fey, and other supernatural creatures stormed through the Glarewood into the City. Battle raged for weeks through that District and into the Seraph's Ring itself.

The Eternal Dawning rose to the head of the defense with both the Ruby and Sapphire Ladies battling in the City Streets and flights of jeweled angels driving the enemy fey from the air. While the resistance was impressive, the armies of the Bright Lands and the umbral allies of the Seilenos Prince, Maelwyn, were nearly the end of the Parity Council. The Dead of the City were called to aid by Duxandus the Everfrozen and his Icegrave Enclave and the battle entered a stalemate.

Once more the shifting of a single heart saved the City as Uptersi, an Eternal of the Descendants of Dream, convinced Maelwyn to turn on his Queen. Offered the Glarewood as a prize the powerful fey lord tipped the scales and vanquished the Flowered Queen. While the City at large cried out in glorious victory, others whisper of a more quiet battle, and a boy freed of a curse who begged his mother to leave his home.

Current Events

The City is still recovering from the massive damage of the Lightbringers' attack. Districts are healing and the balance of power has shifted toward a stable norm once more. The Eternal Dawning's successful defense at the Tower of Jewels has lent them greater prominence in the City and they have begun a campaign to recover the Tower of Jewels in earnest.

The Parities have again settled into a rhythm of Balance. Each taking the age of recovery as a time to rethink alliances, solidify their positions, and plan for the future. For more on current events in the City see **Chapter 2: "The Districts"** and **Chapter 3: "Parities of Hyraeatan"**.

City Overview

Set on the site of the ancient Fade city of Hyraeatan, the City of 7 Seraphs rose up beneath the planar twin energy phenomenons of the Radia and Occlusion. The first, an ethereal storm and planar vortex contacting as a tangency on the Shadow Plane. The storm radiates what may be a nearly limitless source of power. The energies emitted are nearly as difficult to control as they are to exhaust. This also agitates the surrounding Shadow Plane into a second effect called the Occlusion which forms in a ring around the Radia's storm. The tides of the two forces create a safe "eye" wherein the City lies. Magic users of various traditions wishing to study these paired mystic forces settled in the periphery of Hyraeatan with the blessing of the native Fade. They were allowed to remain as long as they adhered to strict mystic laws.

Hyraeatan exists within the "eye" of the Radia, a single space of calm in the heart of the otherwise deadly reality maelstrom only accessible by a strange, dark road called the Lattice. The Fade built the settlement around their temple to the Law of Parity. They lived by that code of balance and taught it to the newcomers. Despite the differences in beliefs and intentions, all who would live beyond the Occlusion and under the Radia tap their power. Limitless wonder and abundance exacted a price. Their series of traditions and rules maintained the relative calm of the storm's center.

The modern era City of Seven Seraphs is at the heart of a crossroads in the Lattice, a major Shadow Plane travel network of unknown origins. The Walls of the City are built to cordon off the roads of the Lattice themselves as they move into the City. This creates a series of grand "halls" and tunnels that constitute the defensible portions of the City. It has no true outer wall as that the end of the Seraphs' stabilization of the Radia results in a churning area of the Occlusion's warping reality—too lethal or otherwise dangerous to traverse for any length of time. Only the tunnel-walls of the Latticeways allow access from the Shadow Plane itself.

The City of Hyraeatan is huge. The dividing walls bearing Lattice's roads carry the speed acceleration effects of the Shadow Plane and can be used to move out or into the city very quickly, only within the Districts themselves is the metropolis' size a daunting factor. The walls cut the City into Seven Districts and the inner ward of the Seraph's Ring. The Districts of the City are:

"When we first saw the Radia, we were certain we had slipped from Shadow into the Heavens. But what we found was far more precious and strange, the energies of light and Dark balanced on a pin..."

—Duxandus of the Circle of Six

- **The Orchard District**: Known mostly for its namesake orchards, the District provides for the cities inhabitants with bounty from fey-touched forests of ever-plentiful trees. At the surface, it seems paradisaical but endless food means endless toil. The area is still recovering from a recent incursion of fey that attacked the city. Some parts of it have become dangerously liminal, crossing freely into other fey Realms, such as the Bright Lands.
- **The Irons District:** The industrial heart of the city, it contains most of the Thunderchildren's portals to areas of Elemental Earth—the hanging Vesicle Moons that shift in its sky and the Vacuole Nodes deep within True Earth, as well as multiple facilities for processing ore and minting coin. It also contains several oread ghettos, elemental magic towers, and small martial arts academies.
- **The Colleges District**: Home to several colleges of the bardic arts and magical academies, the College district is strangely skewed by the Bookbinders who shirk such open sharing of information. The Steamwalkers, on the other hand, partner with the Descendants of Dream to patron many of the schools here in the effort to find the innovators, explorers, and artists of tomorrow.
- **The Archives District**: Originally called Lowtown or Poortown, the Archives was reinvigorated when the run down and ramshackle District started being a favorite hiding place for the secret libraries of the Bookbinders. Still home to the City's most desperate denizens, the area is now dotted with strange stone fastnesses, beautiful trap-laden storage buildings, and labyrinths of underground tunnels. Such biblio-dungeons are rife with secret shelving, trapped vaults, and hidden caches.
- **The Pacts District:** The trade center of the City, the Gates have rarely closed since the fey incursion of the Flowered Queen. In the markets of the District the Temple of Coin does its best to ensure any need, vice, or secret can be bought and sold. Pacts also houses the Loci of Eternity, many mage towers, and redoubts belonging to creatures of no small power. Full of significant extraplanar connections, its Deep and Bright portals reach to nearly any plane of the multiverse flickering seemingly at random.
- **The Docks District**: The Sea of Shadows intrudes deeply into the City in this District. The bay is divided into Seaside, a relatively mundane portage for ships able to cross into the Sea of Shadows and

Starside, a shimmering spectacle of the shifting nightsky of a thousand worlds. It also holds the Icetomb Isle, a massive mausoleum island where the dead of the City are frostwelded into place in a frozen necropolis.

- **The Crowns District**: The Sanguine Sovereignty once proclaimed that all royalty of all worlds were welcome to settle the Crowns, and a surprising amount of nations took them up on the offer. Originally used for clandestine meetings by rulers and nobility needing to conduct business their subjects might find unseemly, at some point in recent years the majority of the District has been the entrapped in a chronal phenomena that is manifesting shattered timelines and alternate realities.

The Districts themselves each fall into three general areas due to the proximity of the stability of the Seraphs and their protection from the Occlusion and Radia's most violent effects. These areas are:

- **The Nearring**: The neighborhoods closest to the Seraph's Ring. Magically stabilized, these are generally the nicer areas of the City and contain most wealthy areas, important structures, and older monuments. Living in such an area comes with status and safety craved by many.
- **The Midstreets**: These transitional neighborhoods are often as safe as any major City in the Prime Worlds but tend to experience more of the Radia's uncontrolled energies and often experience strange expressions of power like the Portals of the Pacts District and the glowing clouds above the Verge in the Orchard.
- **The Farring**: These neighborhoods are the first to feel the uncontrolled planar effects of the Radia and Occlusion, these areas are often poorer areas of the City that have strange and unusual phenomena or powerful magical installations that help regulate the reality of the District.

The Lattice

The Lattice (often called the Lattice of the Dark, the Shadow Roads, or the Black Lattice) is a planar highway of indescribable size and complexity. Its glossy ebon lengths resemble a darkly iridescent crystal or metal of varying widths, but always wide enough for two medium creatures to pass by one another. This material seems to focus the distance distortion of the Shadow Plane allowing for speeds somewhat-like that of the *shadow walk* spell (often faster on the same world) and allowing access to other Prime Worlds. The Lattice also presents the only safe entry into the City proper due to plane-shifitng magic considering the Occlusion part of the City and subjecting travelers to its dissolutions. The Occlusion itself appears to avoid the surface of the Lattice and corridors exist along its lengths.

Plazas of portals have been built by various cultures that have discovered the Lattice through the ages. Magics of the Lattice slow travelers to normal speeds in the vicinity of these structures. Often clusters of portals all lead to a specific Prime World, but Plazas are as often the portals to nexuses of interplanar commerce. Uncounted worlds have one or more portals linking them to the Lattice in this manner though none of these worlds claim to be the Lattice's creator.

No one can truly mark where the origins of the Lattice lie. Some claim it is the shadow of Bifrost or the silhouette of mighty Yggdrasil. Some claim it is the underside of the celestial rivers or the dark belly beneath Styx or Lethe. None can say for certain. But then there are legends of the Weavers—Artifacts of massive power that are capable of a slow progress that alter or repair the paths of the Lattice. They seem to suggest a creator or power capable of such massive cosmological shaping. Modern efforts have resulted in the Annexi, a set of artifacts allowing for a measure of control similar to the Weavers power to add small walkways to the Lattice within Hyraeatan or repair small breaks in the Lattice.

And repair is needed. Centuries ago, a planar cataclysm severely damaged the Lattice. This caused many worlds to be cut off from locations within their own spheres, their planar trading partners, or the Planes completely. The Wardens have been charged with guarding the Annexi as they slowly repair this damage in the vicinity of the *City of 7 Seraphs* in addition to patrolling its length to keep the peace.

Evidence exists that at one point the Lattice could be shaped or grown like the vines of a vineyard or garden trellis. Numerous points of flourish exist with near root-like fractal curves that fuse into the substance of nearby matter. Perhaps it is that the Lattice has matured to the point of full grown, or mature strength, but for whatever reason this phenomena seems to have ceased almost entirely. Sages have claimed this is not because the Lattice ceased to grow, but rather that its source in creation has settled or ceased. Perhaps they say Yggdrasil has stilled or the Great Rivers run their courses.

A more likely possibility is that the growth (if any) of the Lattice is far beyond the location of the City of Hyraeatan. Some speculate that the City of Seven Seraphs is at the "root" of the Lattice and that it is only natural its growth slows to a nearly imperceptible crawl there. Some of the Lattice's nearest pathways have five and six surfaces that each function as lanes for various travelers. These braided paths branch into distinction at later distances. Most lattice travel happens too fast to notice these attributes and by the time the outer reaches of the Walls are reached, the roads seem to be reduced to a few flat and even paths.

Lattice & Latticeway Travel

Table 1–1: Travel Times and the Lattice

Travel Destination	Time Range†
Between Hyraeatan and an affiliated Prime World Portal	1d8 hours
Between Hyraeatan and a known Prime World Portal	1d6 days
Between Hyraeatan and an affiliated Planar Portal	2d12 hours
Between Hyraeatan and a known Planar World Portal	1d12 days
Between two known Prime World Portals	1d10 days
Between Hyraeatan and a known Void Splinter World	2d12 days
Latticeway Travel within Hyraeatan	
Within a the same District‡	1d6 minutes
In an adjacent District	2d12 minutes
Two Districts Away	1d10x10 minutes
Districts across the City	1d4 hours

† A successful Will save vs. a DC of 25 or a Knowledge (planes) check at the same DC with a verified Lattice map can apply a -1 to each die rolled when determining travel time. A result of zero or less creates a greatly accelerated travel experiences dropping minutes to seconds, hours to minutes, and days to hours.

‡ Not all buildings in a District are accessible by an Annexi crafted Latticeway. It is not unheard of for a building to be hours from a Latticeway, especially in the Farring areas of a District. The availability of nearby Latticeways increases as you draw into the City and by the time you reach the Nearring most buildings are within a short walk of a Latticeway or a gate to the Lattice itself.

The Lattice and its derivatives can vastly accelerate travel times between locations across the planes without the use of additional magic. Its early discoverers (or creators) made planar portals and arranged many in entire plazas of linked locations that dot the glossy dark lengths of the Lattice. The people of Hyraeatan made even more alterations using the Annexi and Anchor statuettes to shift the City's relative position in reality in regard to these worlds. Many locations are considered "Affiliated" or "Known." Locations that are affiliated benefit from strengthened magical connections to the City while those that are known have mapped branch routes available to the Wardens and other agents of the City.

Portals to other Planes on the Lattice outside the Prime Material tend to take more time to travel to. Sages don't completely agree as to why but many think that the Prime Worlds exhibit a stronger tangency to the Plane of Shadow. Due to the quasi-reality of the plane, travel times are rarely perfectly consistent. Anchors, portal plazas, and other magical enhancements can be made to strengthen connection and shorten the relative distance but no means seem to directly or reliably grant a specific time. Strong wills and good maps of recorded successful journeys do seem to help shorten travel times but some argue this is an effect of perception rather than a true success of applied knowledge.

The only disruption to these travel times occurs when travelers move in opposite directions along a single length of Lattice. Many pathways have two, three, or more ways to the same destination but when a single length is traveled in opposite directions both parties are slowed to allow them to move out of one another's way. Magics of the Portal Plazas try to divert these slowdowns to platforms constructed for the purpose but this is not always the case.

The same efforts that produced the Annexi have had some limited success creating smaller roads of accelerating quality. These lengths of smaller quickpaths have been created by Steamwalkers or Bookbinders with an ambition to solve the puzzle of the Lattice's origins. To the layperson they are mostly indistinguishable. Such paths are almost exclusively one way as that the effort to combine braided "lanes" of potential traffic more than doubles the costs involved.

Efforts to increase the resonance of certain sites in the Planes and Prime worlds have resulted int relative compression of the shifting distances of the Shadow Plane. These enhancements are most often tied to Anchor statuettes and modifications to the portals of key plazas along the Lattice's length that result in shorter times to Hyraeatan. These resonances rarely relate to one another however and it is often more expedient to travel from one an attuned portal to another by first journeying to Hyraeatan. This makes the City stopover for caravans.

Why Not Fly?

Flight more than a creature's own height above the Lattice seems to interrupt the ability of its power to accelerate speed, this coupled with the requirement of visualization to find specific locations make navigating the Lattice complex for flyers since most locations require feet planted firmly to egress the Lattice. Lastly, creatures flying too high above the Walls away from the Seraphs face direct exposure to the energies of the Radia and are likely to meet a strange and terrible end.

The Great Latticeways

The Great Latticeways are the seven (some argue eight) major branches of the Lattice that lead through the Occlusion and into the City of Seven Seraphs. Each latticeway has numerous barely visible pathways in its surface some leading into and some leading away from the City. Each of the names and the Districts they border are labeled below (with their bordering Districts):

- **Mistway (Crowns/Docks)**: Forming the division between the Crowns District and Docks this Latticeway is named for the blankets of thick fogs that gather in the road from the Sea of Shadow and Stars and sometimes roll past it into the private gardens of the Crowns District. Most gates are in the Docks side of the walls. The privacy of the Crowns is only violated by three gates though two of these are past the temporal distortion and generally used only by those wishing to risk being shunted into the Breachway.
- **Roseway (Crowns/Orchard)**: The eponymous blooms that decorate this stretch were nearly burned away until the Ashborn illustrated their usefulness in defending the corridor from invaders and in preventing unauthorized flight over the walls themselves. The Crowns claims this corridor is practically inviolate but rumors of extensive systems of secret passages and labyrinthine connections are said to lead from the Crowns into the Verge and Glarewood.
- **Smeltway (Orchard/Irons)**: Running between Irons and the Orchard this Latticeway is mostly intact defensively with nearly no gates along the Walls. Primarily this is to limit potential escapees from the Blackblades Prison but it also serves to limit fey interference in the Irons District. The Thunderchildren in particular have no love for Maelwyn's court and have taken steps to limit member interactions with the Mithral Throne. Large cold iron plates stud the Iron's district side of the Walls and cause discomfort to fey beyond the Orchard.
- **Swordway (Irons/Colleges)**: The Swordsway is one of the most busy segments of the Lattice due to its location opposite the Docks, most non-seaborne trade comes through this length of the Dark Road and as such a great revolving series of lockable enormous turnstyles stays in motion most of each day. Members of the Foreseen assist the Ashborn and Wardens at this location in identifying when and which locks to activate to trap potential dangers to the City in place.
- **Pagesway (Colleges/Archives)**: This strip of Lattice splits shortly after the boundaries of the Farring to the Brightway and Felway, each being a major path to several portal plazas linked to the Outer Worlds—In particular the homes of angels and devils. Ancient lore holds that when such beings had need to mediate, they would come to Old Hyraeatan as a place of Balance where none held sway over another. Since the Grand Consumption this practiced seems to have waned. Internals and Celestials alike condemning the Sovereignty for overstepping its bounds. The walls are mostly intact here save for several secret ways into the Archives known mostly only to the Bookbinders.
- **Runeway (Archives/Pacts)**: The corridor between Pacts and the Archives is second only to the Coinway for perforations, Gates and passages. Mostly protected by magic and the relatively obfuscated nature of the Archives, the Latticeway still finds heavy use from nearby Portal Plazas seeking to get things to market in the Pacts District.
- **Coinway (Pacts/Docks)**: Jokes are made about chastity that refer to the amount of traffic and gates the Coinway has into both the Docks and the Pacts Districts. In any but the direst of times, the major gates between these areas stand open to allow trade to flow smoothly between the Docks and its lesser markets and the shops and bazaars of the Pacts District. Arches of artificial quickpaths have been created to allow those visualizing travel to the Coinway Ring Gate to bypass the trading apertures that otherwise would slow traffic to a crawl.
- **The Blackwreath (The Seraph's Ring)**: Though technically not a road, the ring of interwoven Latticeway at the heart of the City is the center of the network. Anything let through the Ring Gates can take the Blackwreath to the Seraph Gates and into the Nearring of each District proper or arrived at another checkpoint to pass through another Ring Gate. Only the Swordway keeps up with the exit process. The rest of the exit gates tend to pile up with waiting travelers and most locals know to stay away during high traffic periods of traffic.

Petitions to create new Turnstyles have been circulating the Parity Council, yet the Temple of Coin seems invested in shutting these efforts down. Most citizens think that there is something sinister behind that motive, but other speculate that the Parity leaderships just like looking down from the Towers on throngs of travelers. For this reason many travelers try to utilize District to District crossgates or plan for Noontide reversals where their path to a destination can also become their road back.

The Great Walls of Hyraeatan

A defensive measure for the City, massive amounts of Elemental Earth and metal were brought into the area by a joint effort of the Ashborn and Thunderchildren to erect lengths of dark stone walls around each of the seven major Latticeways into the City. The Occlusion and destabilized areas of the Radia provide all the "outer" boundary the City needs for its defense, so it is here along the lengths of the great Shadow Roads that the walls of Hyraeatan stand.

The walls themselves stand no less than three storeys in height at any point. Their width varies but contains dozens of barracks for Ashborn guardians, Wardens and other details as assigned by the Parity Council. Where staffing is thin some mid-wall posts are often temporarily staffed with "well-behaved" Blackblade prisoners who are kept in murderhole cells and used to reinforce the Walls in time of attack. The cells open to reveal chained occupants who are armed with deadly weapons and allowed to attack anything they see.

Each wall terminates in a massive dual-channel gate called a Ring Gate (named after the Seraphs Ring they grant access to). Only travelers with an official writ of trade are allowed to enter the Seraph's Ring in this manner. Otherwise they are turned away to meet the processing agents from the Wardens and the Temple of Coin outside the Coinway. These travelers often have to backtrack several branches of Lattice to find their way around or to make use of Prime World portals that enter from one Lattice portal and exit to another on a different Latticeway. Bandits often times learn to observe strange comings and goings from portals even if they don't understand their true nature.

The Stars of a Thousand Thousand Worlds

An interaction between the Radia and the Occlusion causes the space between them to shift subtly between the skies of various Anchor-locations. These skies are nearly always those of nighttime hours painting the Midstreets, Farring, and surrounding areas with stars of impossible orientations and more moons than one sky should hold. This unfortunately renders stellar navigation nearly useless unless one is in the Farring of the Docks District were such oscillations slows and present larger sections of singular starfields which experienced navigators can utilize to guide them beyond the District into the Shadow Plane proper and on to the worlds of the Prime Material Spheres.

As an additional quirk, compasses do reliably point to the edge of the Crowns District as though it were a Prime World's True North. Historians suppose that this conceit may have been a construct by Aphos and Hyandil to put their followers at ease in the alien environs of the City. Modern day arcanists instead assert that the effect is one of mass expectation. The perception that North should "be" makes it so, and that communal perception is perpetuated as more individuals accept the reality as truth.

Within the Seraph's Ring the sky is nearly always lost to the shifting multicolored lights of the Radia far above, sheltered from its strange precipitations by the magic of the Great Seraph statues. Despite the radiance above, very few natives to the Plane of Shadow find the light uncomfortable and nor does it harm vampires or other creatures susceptible to sunlight.

The Orchard District draws Radia-related energies deeper into its reaches than most places in the City, but these energies seem to be diffused by a silvery misting of clouds resulting in striking hues similar to those of sunsets on Prime Worlds. This causes many newcomers to the City to take refuge in the shanties of the Crusttown and to take work on the harvest crews of the Forts and Verge neighborhoods.

Places Familiar & Strange

Due to the use of Anchors (see **"General City Realities"**) to stabilize the quasi-reality of the City, the streets of Hyraeatan are often found to be familiar to those who visit. Frequently in the distance one may see a home hauntingly similar to one they once lived in or a monument known to be unique to their nation's capital. Sometimes these perceptions fade or turn out to be tricks of the eye, but at other times a person may find strangers playing in their childhood rooms complete with toys they happened to recently find.

Some find this too much to bear, especially when the City carries echoes of places long abandoned, forgotten, or burned from their worlds of their origins. Many such souls end up in the care of the Hands of Onus, the worst of which being taken to the Great Sanitarium.

General City Realities

Hyraeatan is a magical reflection of many other cities from across the multiverse. First time visitors to the city often recognize a building here or there from their own world put to some other purpose. By extension, much is familiar. However, there are facts about the City's unified whole that are unique to its central position within the Lattice, under the Radia, and within the Occlusion.

Shadow Outside of Shadow

Many of the ambient qualities of the Plane of Shadow are present within the City of Hyraeatan. Light is impacted by the normal ambient lighting of the plane in Farring neighborhoods and in the Midstreets. The Nearring and Seraph's Ring are generally normal light with some variation depending on the Radia dominant emissions. The shadow magic of the plane is enhanced per standard (increase the reality of spells with *shadow* or *false* in the title by 10% when appropriate.) Oddly, perhaps due to collective will and mnemonic influence of generations of Prime World natives, the City does experience darkness indoors rather than the ambient dim lighting of the plane.

Light sources are still halved in radiance. Glowglass is a strange exception to this rule, lighting dim radiance outdoors to normal to a distance of 10 feet and dim to 30 feet (but never raising above these levels) while being completely non-luminous in non-Shadow Plane environments. While vital to the daily function of the City and in constant need of maintenance (especially in poorer parts of the City due to Radia storms and *shadowtides*), the expense of simulating the Shadow Planes ambient energies makes it cost prohibitive to make the substance as an export.

The morphic nature of the Shadow Plane is evident in the City, but most sites specifically crafted from truestone (Elemental or Prime Material stone imported to the City) or those with their own dedicated Anchors tend to be quite stable. Distances still shift from day to day and most maps of the City are symbolic or extremely general in nature.

Anchors

Arriving in Hyraeatan, early settlers found the quasi-real nature of the City to be a boon in many ways. It allowed for impressive feats of mystical augmentation and shadow-conjurative effects that provided foodstuffs, construction and other necessities. These phenomena could be drawn on with some reliability. However, the nature of its instability proved a difficulty for those wishing to build under the site of the Radia and adjoining dissolution of the Occlusion. Reflected architecture would vanish and fade, while constructed buildings erupted or dissolved under the forces of both phenomena. The answer came from the Church of Parity, the now dead religion of the Fade who first settled the area.

They commanded that seven great statues be created to form a ring around the nascent settlement. Additionally they called for seven sets of seven replicas to be crafted of each great statue. And they charged each of the groups that would come to be the modern Parities to partner a member with an opposite group, Light and Dark. These pairs in turn were required to pair again each member with another pair of differing Parities, a total of six. These groups each carried a set of seven statuettes on pilgrimages to the most stable, sacred places of the Prime Material Plane. Seven sets of six wings carried to seven spaces by six souls. The Church claimed this sacred geometry of magic would anchor the City to the Prime Worlds. It did, as each set's placement began securing the City's reality as they were hidden in the greatest places in the mortal realms.

In time the Parities would discover that more sets of statuettes expanded the stability of the City allowing it to grow. Always created seven by seven, always carried six by six. But whatever mysteries beyond this were most likely lost when Aphos commanded the Grand Consumption.

Wardens of the Lattice

After facing the first organized attack on the City, the Parity Council created a joint force to protect the Lattice, watch for new threats, and expand the stability of the City via the placement of Anchor statuettes. The height of cooperation and mutual assurance, each Warden patrol is composed of "balanced" memberships of single representatives of the Parities of the City called a Circle (after the Circle of Six).

While the ideal Circle membership emulates the founders by requesting six members, the reality often varies in assembly and execution. The only hard rules are that no single Parity may have more than a single representative in any one Circle, and no Circle may have a commanding officer of the same Parity as a reporting member. Each Circle reports to the Circle above it and are ranked from Unar Command downward: Duar, Trinar, Quanar, Pentar, Hextar, and Heptar. A theoretical level of Octar is in use for civil servants or during times of extreme crisis while the "Ninth Circle" is often suggested for assignments that as undesirable as the similarly named layer of Hell.

Wardens are assigned tasks by their relative experience and seniority with some exceptions made "as the needs of the City dictate." Promotion is merit-based via recommendation of commanding Circle. During times of crisis Wardens are sometimes recruited in the field but even so they are generally required to declare an allegiance to a Parity for sake of procedure (and the magical concerns of Anchor placement or maintenance).

Vert Eye Detachment

In the City of 7 Seraphs the Ashborn stand ready to fight but the Wardens stand ready to both protect and serve. A specialized civil branch of the Wardens, the Vert Eye, watch over the safety of travelers and keep an eye on the condition of the Lattice, keep it free from obstructions, and aid in the event of a disaster. Typically a dozen Vert Eyes oversee the Watchpoint, one of them serving as the senior warden and a second serving as their lieutenant (both of them have keys to floor four and the chest of potions on floor three). Another few dozen serving as civil servants. Many oversee restoration, excavation, or construction works for public works projects, serve at medical clinics, and aid on "recovery teams". Recovery teams are small teams of wardens who go out when a group has gotten lost in the Lattice and helps find them and guide them back or at least recover their bodies for the sake of posterity. These recovery team wardens are often some of the most seasoned explorers.

The barracks of the Wardens are situated around the Latticeway gates of the Seraph's Ring. Each maintains priority access to the Latticeways and can reach any area of the City as though it was in adjacent District. Smaller towers called Watchpoints are located in strategic areas throughout the City.

Radia Storm Planar Effects

The Radia is a churning storm of wild planar energy rooted in the Ethereal Plane but touching the whole of the Axis Liminus. So great is its power that it strains the boundaries of the Planar membranes that separate reality. It bleeds the energies it interacts with from across the entire multiverse into weather-like effects throughout the City of 7 Seraphs.

The stabilization magic of the Great Seraphs shields the City from the worst of these effects but as its protection fades toward the edge of the Farring these effects grow in intensity. The worst neighborhoods require truestone structures, warding magic or more to survive some storms. Midstreets areas of each district often find themselves flooded with storm refugees during some events.

Radia effects are assigned an Intensity Level as determined by the table below. Each level usually increases bonuses, penalties and saving throw DCs by 1. The DC of a Radia effect should be 12 + the current intensity modifier unless a specific effect states otherwise.

A character who has taken time to familiarize themselves with Hyraeatan may make a DC 20 Knowledge (planes) or DC 25 Knowledge (nature) check to recognize a Radia weather phenomena as it occurs. Such checks gain a bonus equal to the current intensity modifier the character is exposed to (if any). Some characters learn to harvest Radia effects but generally they dissolve leaving no more impact than normal weather after their stated durations.

GMs should consider these tables guidelines and utilize Radia storm effects to add exciting elements to events throughout the city. Unless otherwise stated effects are assumed to have a caster level of 5 times the current intensity level.

Radia Storm Phenomena

1. **Ashmotes of Muspell**: Thick flakes of black ash and soot from Muspell swirl down. Reduce light conditions one step. If the ashmotes persist for more than ten minutes, any lawful evil creature remaining in them for that time receives the benefits of a *bless* spell while chaotic good creatures are affected as per *bane*. If the rains persist for 10 hours the area is *desecrated*.
2. **Brightrain of Valhalla**: Warm rain falls from a shining sky. Increase light conditions one step. If the brightrains persist for more than ten minutes, any chaotic good creature remaining in them for that time receives the benefits of a *jump* spell while lawful evil creatures are affected as per *bane*. If the rains persist for 10 hours the area is *consecrated*.
3. **Nightwind of Pandemonia**: Howling winds echo through the street and winds carry tatters of the phantasmal dark. Reduce light conditions one step. If the nightwinds persist for more than ten minutes, any chaotic evil creature remaining in them for that time receives the benefits of a *bless* spell while lawful good creatures are affected as per *cause fear*. If the rains persist for 10 hours in the area any creature left exposed is deafened as though by a *blindness/deafness* spell unless they make a Fortitude save.
4. **Rays of the Fifth Heaven**: Shining lances of celestial light break the Radia's clouds. Increase light conditions one step. If the rays of heaven persist for more than ten minutes, any lawful good creature remaining in them for that time receives the benefits of an *aid* spell while chaotic evil creatures are affected as per *bane*. If the rains persist for 10 hours the area is *consecrated*.
5. **Blood Rains of Revenge**: Demiplanar sparks from Anger fall softly to the ground kindling vengeance against those who have wronged you. Any creature exposed to the rain gains a +1 morale bonus per intensity to attack and damage against those they have felt wronged them. They suffer a -1 penalty

per intensity to Will saves against emotion-based or mind-affecting effects. If the rains persist for 1 hour or more, creatures exposed for at least 1 hour need to make a Will save or be affected by a *rage* spell.

6. **Single-minded Solipsism Snow**: Drifting snow blows in from the dreams of arctic imaginations. Any creature exposed to the snow gains a +1 morale bonus per intensity to Craft skill checks and other rolls to create things. They suffer a -2 to Perception checks involving actions they don't initiate and that don't involve their creations. If the snow persists for 1 hour or more, creatures witnessing it for at least 1 hour may make a DC 16 Will to create an object made of snow or ice as though by a *minor creation* spell.
7. **Oppressive Resolutions**: Fine sized geometric constructs of pitted black iron form hovering in the streets. Words that are spoken near them experience mystical reinforcement when they involve an action taken on another creature. The constructs grow in size in category with intensity and duration. At 10 minutes they become Diminutive. At 1 hour they become Small. Kytons and other lawful evil creatures experience a +1 morale bonus to skill checks and saving throws of +1 and increasing with each size category. They increase in size once per hour, fusing with one another if areas do not have open spaces. The constructs move around the City at 5 ft. each round and require a creature of two size categories larger to move them from their course. This limit is supernatural and has nothing to do with weight.
8. **Shadows of Prima**: Dry leaves begin to blow through the streets fading in and out of sight. Animals left outside for 10 minutes gain the benefits of a *fox's cunning* spell and considered self-aware. Animals left for 1 hour or more may make a DC 25 Will save to become aware as though the target of an *awaken* spell for 1d10 days. If they have been left exposed for more than 10 hours they may make a second Will save at the same DC to make this *awaken* become permanent.
9. **Acidic Abrasion of Salt**: Harsh and abrasive, this rain is hot and sulfurous. Creatures exposed to the effects take 1 point of acid damage per minute in the rain. If the duration is over 10 minutes, complex machines and constructs must make saving throws or suffer from the effects of building corrosion. Machines failing this save gain the broken condition. Constructs suffer from the effects of a *slow* spell. At 10 hours the machines suffers instead the destroyed condition.
10. **Sleet of Stygia**: Freezing rain descends in sheets, rapidly coating the environment in ice. Creatures moving outside must make Reflex saves if they move their full land speed or fall prone. Doors and windows become encased in layers of strong ice. The ice covering things takes a DC 15 Strength check to break open. Lawful evil people find the ice cracks for them easier, and need only a DC 12 Strength check to break open doors and windows.
11. **Hail of Jotunheim**: Giant size crystals of ice fall dealing 1d6 of bludgeoning damage per point of intensity level. Creatures may negate this damage with a Reflex save but if they fail also take 1 point of cold damage. Weight may accumulate on surfaces not intended to deal with it dealing additional damage at the GM's discretion.
12. **Eddies of Edification**: Snow marked by the energies of the Grand Machine descends in columns of white. The flakes fall in orderly rows being disturbed only by the natural winds of the City. When the snow melts, structures find themselves reinforced gaining temporary boosts to their hardness scores. Each level

GMing Anchors, Wardens, and Party Composition

The numerology and mysticism of the setting strongly suggests a number of six Wardens to escort, maintain, and place Anchors for the City. Some play groups might fall short or exceed these numbers. GMs wishing to stay within the classic Warden paradigm should consider the following ideas:

- **Balance**: The core ideal behind the membership of a six member Circle of Wardens is one of balance. Traditionally this balance is between members of each three Dark Parities and three Light Parities. Due to this a functional pair of each is preferred but could easily represent a circle where two, four or even eight were present.
- **Friends and Cohorts**: Many Parities are not known for roughing it. Sanguine Sovereignty bodyguards and Temple of Coin porters are common sights beside Warden patrols that have members from those Parities and can provide places for off-count Warden patrol PCs. Similarly research assistants for Steamwalkers and peers or understudies for Descendants of Dream are likely additions.
- **Semoxa Veryx**: As a curiosity of magical numerologies, symbiotic bond-pairs of semoxa veryx are able to count both as one or two creatures for certain magical effects. This reality was verified to the point that the Tribunal Courts of Hyraeatan ruled that a semoxa can belong to two Parities so long as it serves both equally. This can allow a semoxa to count for Warden variations of one or two and in many combinations of balancing a Parity.

The Watchpoint

In the middle of the Iron District there sits an unassuming tower made of red brick, dwarfed by the buildings around it. It has arched windows, double doors left open on the ground floor large enough for five men abroad, and plaque that contain a single brass eye about ten feet in diameter adorning the otherwise unremarkable structure. Upper levels have no windows and nothing of note on the exterior unless you make a DC 25 perception check to notice a small crystal orb the size of a fist in the shape of an eye on the front of the very top of the tower. Still, it is in fair form- an air of utility and years of polishing and repairing can be discerned. There are several such small towers; one in the College District and one in the Crowns District. Each is perfectly identical making it a familiar sight to many eyes. These three buildings open into the same space- three physical entrances that all open to the same place. Within this four storey tower are the emergency operations as well as search and rescue services of the Wardens. It is overseen by a specially trained group of Wardens called the Vert Eye Detachment.

Floor One: Entrance

The entrance to the Watchpoint Tower is round, as the entire tower is, and four large doors open into it equally spaced apart. Externally there appears to only be one door and each of the three you can see internally are open into a different district (Crown, College, or Iron). The center of the room, which is 200 feet in diameter has two Wardens who are on call twenty-four hours a day in shifts to help relay emergency information to the relevant authorities. There is also a number of emergency medical supplies, stretchers, blankets, and a small one person jail cell where lawbreakers can be held prior to the Blackblades picking them up for transfer. A guard dog (or similar creature) is on watch at all times as well and has been trained to sound an alarm if anything fishy starts happening. A sizable fire burns in the center of the room, which the Wardens warm themselves with and provides heating for the upper floors. Wardens are on hand to prevent unauthorized use of the doors for travel.

The walls are two layers of truestone brick of fine quality. Simple adornments (public notices, awards, a small painting or two) dot the wall but otherwise they are quite spartan. A spiral staircase of wide stone steps leads up, curving naturally with the wall and two poles run up into a hole in the ceiling. One pole is brass and the other silver. The brass pole is a typical sliding pole (or "tom") used by Wardens to get from upper levels to the lower levels quickly. The silver pole is a magic rod that, when gripped, reverses the creature's personal gravity, allowing Wardens to ascend just as quickly. The holes in the ceiling are only large enough for a medium sized creature so it can only be used for personal transport.

Floor Two: Clinic

The second floor has a small clinic. It has bed space for up to ten patients and a Warden with magical medical training on at all shifts. A small office for the on shift healer is in one floor but otherwise is an open space with beds and a number of medical supplies against the walls on shelves. The two poles and stairs are present on this floor as well.

Radiants and clerics of many good-aligned faiths (particularly those of young Eternals or new ones to the City) offer to donate time at this station as a form of charity. The Vert Eye provides simple first aid (a bandage to stop bleeding, stabilizing a dying person, etc) to those in need free of charge they are not equipped to deal with major injuries. They simply provide triage until transport to a better medical facility can be arranged or a healer can be called for.

The clinic also serves as a community outreach center, providing a space for basic medical programs for the poor (checks ups, educational classes, antidotes to plagues, certifications, etceteras). A details of the Hands of Onus is always on hand and coordinates referrals and transfers to the Chrysalis Covenants Hospice and their own facilities. Finally, the clinic is often the first stop for injured Wardens and many will stop by for a free checkup after a long trip into the Lattice just to make sure they didn't pick anything up.

Floor Three: Storage and Living Space

The Watchpoint is staffed by about twelve people. Two Wardens on shift at the entrance, a healer (one at all times, though they change frequently) and a Warden helper in the clinic, four off-shift Wardens (typically on the third floor), and four on the observation floor. When not on duty, they come to the third floor. Unlike the other floors which have very open spaces, this floor is divided into five areas. The center, about 50 feet in diameter, is open and contains two poles going up and down.

To the north a large storage room houses search and rescue supplies (See supply). This unlit room is well organized, meticulous checked each day, and it's contents cleaned and cycled out if they get too old. Objects are arranged and clearly labeled on shelves, in cabinets, and on racks.

To the east a room with two bunk beds and unlocked cupboards for storing personal gear while on shifts (these typically have 10 gp or less in mundane personal effects, though a key to the chest in the supplies can be found there). Glowglass lights this room but they are typically dimmed as the people inside are sleeping after a long shift.

To the south is the communal room where one can find a small kitchen, a hearth with food always cooking, a small library of literature on topics, and a large map of Hyraeatan and each districts on the wall. There are notes scribbled on it and crossed out denoting places where incidents have occurred in the past and information on the current deployment of some of the Warden's civil service efforts. It has no windows but is lit by glowglass.

Supplies

This floor typically has the following mundane supplies:

- 20 days worth of trail rations per staff member, 1,000 ft. of rope in 100 ft. lengths, 60 ft. of chain in 10 ft. lengths, 3 pairs of manacles, 3 maps of Hyraeatan and 1 map of each district in individual scroll cases, 12 backpacks, 10 barrels (2 filled with wine, 4 with water, 1 with salt, and 3 empty), 12 bedroll, 12 blankets, 2 chirurgeon's kits, common coffin, 10 compasses, 3 cooking kits, 8 crowbars, 2 drills, 6 days worth of firewood, magnifying glass, 3 lbs of oil in jugs, 12 shovels of exceptional quality, 2 signal horns, 12 waterskins (empty), and 12 cold weather outfits.

And the following potions are stored in a locked (DC 20) chest with a medical insignia on it:

- 3 potions of *cure light wounds*, 1 potion of *cure serious wounds*, 2 potions of *stabilize*, 1 potion of *remove disease*, 3 potions of *delay poison*, and 1 potion of *neutralize poison*

Floor Four: Observation

Floor four is dark, lit by green glowglass set into the wall. The wide stairs on this floor end in a large, thick, metal door that is locked (DC 20). Within is a room that has four windows, each depicting a different scene. Under each window can be found a small crystal orb. A DC 15 Use Magic Device check can allow one who manipulates the orb to switch to a different view, though the view is fixed. Muted sounds can be heard, though never enough to make out language. The windows can show:

- The area outside each of the Towers of Emergency from a small crystal embedded in the top of the tower.
- Twelve places in the Lattice.
- If a Warden team is carrying a special Vert eye (a fist sized crystal orb shaped like an eye that costs 1,000 gp) the view of one of these windows can be attuned to it.

Four Wardens work this area in shifts of two, monitoring for signs of emergency or people in need of help. They typically do not take action themselves but report it to the relevant authorities by having one of the off-duty Wardens run a message to the relevant authorities.

Table 1–2: Radia Storm Effects—Intensity Levels

d%	Intensity
01–10	No significant Radia emissions currently.
11–20	**Minor**: Farring Neighborhoods only at level 1.
21–50	**Medium**: Farring Neighborhoods hit Intensity level 2. The Midstreets are considered level 1. The Nearring and Seraph's Ring are considered level 0.
51–80	**Major**: Farring Neighborhoods hit Intensity level 3. The Midstreets are considered level 2. The Nearring is considered level 1. Seraph's Ring are considered level 0.
81–90	**Severe**: Farring Neighborhoods hit Intensity level 4. The Midstreets are considered level 3. The Nearring is considered level 2. Seraph's Ring are considered level 1.
91–95	**Fluxstorm**: Roll again ignoring rolls above 90. Roll 1d8 Districts (Roll 1d8 per District indicated. 1=Crowns, 2=Docks, 3=Pacts, 4=Archives, 5=Colleges, 6=Irons, 7=The Orchard, 8=Seraph's Ring) Increase intensity levels in those Districts 1d4-2 steps step.
96–98	**Wildstorm**: Roll 1d4 times on the Effects Tables and combine results.
99	**Legendary Storm**: Increase roll again ignoring results of 99 or higher, increase all storm intensity by 1d12 levels. GMs are encouraged to creative when interpreting results of this strength.
00	GM's choice.

of intensity increases structures harness scores by 2 for 1 day per level of intensity.

13. **Anglia Downpour**: Hot rain from Phylia descends in a quick series of downpours. The liquid love of the Plane of Amorous Intent improves attitudes of everyone failing a will save by one to anyone they currently see. If the person is already someone that the affected creature would find appealing, their attitude is increased by two categories. If they remain exposed for 10 minutes they must make another will save of be affected as though by a *charm monster* spell to anyone they would normally find attractive. Creatures that do not experience attraction are immune to these effects.
14. **Helpful Zephyr**: Winds from the heights of Elysia bring benevolent support to those they touch. All creatures who are exposed for at least 1 min game a +1 morale bonus per intensity level to Skill and Ability checks for the same duration but only as long as they remain outside. Creatures exposed for 1 hour or more get this bonus to AC and saving throws as well.
15. **Golden Light of Lumina**: The energies of the Sleeping Twins invigorate those who would help one another. After 1 minute of exposure creatures using aid another actions gain a +1 circumstance bonus per intensity level. After 10 minutes of exposure creatures that have teamwork feats may treat allies as though they had the same teamwork feats. After 1 hour of exposure, these creatures benefit as though they had those teamwork feats themselves.
16. **Irontongue Ash**: A fine metallic powder shimmers and chokes the sky. Creatures exposed at least a minute must make a Will save or suffer a compulsion to be deceitful. At intensity 1, you must Bluff that you are lying if you tell the truth. At intensity 2 or higher you cannot speak simple truth any longer and must lie to the best of your ability with any statement you communicate. This effect is reversed on fey creatures, whom must succeed on a Fortitude Save or be sickened.
17. **Smoke of the Hard Word**: Creatures smell a simple honest wood fire that promises confession long overdue. Creatures hiding information from others must make a Will save after 1 minute of exposure or begin to admit their dishonest intent. Creatures hearing a hidden truth receive a +1 morale bonus per intensity level to attack or damage against a creature that admitted something to them during this effect.
18. **Rain of Revealing**: Astral energies flood the slamming downpour with power. Psionic energy suffuses the eyes of creatures that are exposed for at least 1 minute granting them a +1 insight per intensity level bonus to Perception and Sense Motive checks. At 10 minutes of exposure creatures gain sensory enhancement equal to the effects of a *see invisibility* spell and at 1 hour it becomes a *true seeing* spell effect.
19. **Mists of Concealment**: Ethereal mist coats and sticks to the forms of creatures moving in the streets. Dark ectoplasmic mist sticks to creatures that are exposed for at least 1 minute granting them a +1 insight bonus per intensity level to Stealth and Disguise checks. At 10 minutes of exposure creatures gain concealment equal to the effects of a *blur* spell and at 1 hour it becomes equal *greater concealing amorpha*[UP] psionic power.
20. **Liquid Fire**: This luminous rain surprisingly does not burn but rather invigorates energy channelers. After 1 minute of exposure characters that cast or manifest an effect with an energetic type descriptor they gain of +1 bonus to caster or manifester level per intensity level. Characters in the storm gain the benefit of a *channel the gift* spell or 5 power points

replenished for each hour they are exposed to the weather so long as they can manifest a spell or power with an energy descriptor.

21. **Necrotic Flows**: This tar-like rain surprisingly does not burn, but rather imbues Negative Energy in creatures that it touches. After 1 minute of exposure characters that cast a necromancy spell or manifest an anathanatism effect with an negative energy damage type they gain of +1 bonus to caster or manifester level per intensity level. Characters in the storm gain the benefit of a *channel the gift* spell or 5 power point replenished for each hour they are exposed to the weather so long as they can cast a necromancy spell or manifest an anathanatism effect with an negative energy damage type.
22. **Psychic Snow**: This shower of shimmering silver flakes strengthens the minds who reach out to others. After 1 minute of exposure characters that cast an enchantment spell or manifest a telepathy effect with an mind-affecting descriptor they gain of +1 bonus to caster or manifester level per intensity level. Characters in the storm gain the benefit of a *channel the gift* spell or 5 power point replenished for each hour they are exposed to the weather so long as they can cast an enchantment spell or manifest a telepathy effect with an mind-affecting descriptor.
23. **Spore Motes of Evolution**: Demiplanar energies from the Becoming Place seep into the flesh of creatures exposed to these bright green lights. If exposed for 1 minute, the creatures may make a Fortitude save to control a bodily transformation. For each level of intensity the creature gains one evolution point as though it were an eidolon belonging to a summoner of a level equal to their HD. If they fail their saving throw, the GM determines the appearance and nature of these evolutions and any social consequences. The effects of the transformation last for twice the duration of the exposure.
24. **Fuelflame Sluice**: Wet rains of a jelly-like luminous muck descend in warm cascades. The stuff ignites on impacting a creature providing light like a torch for 1d10 minutes per intensity for each medium size creature it hits. The jelly does not harm a coated creature. A coated creature may make a Will save to prevent the jelly from igniting. Ignited jelly may be used to burn other creatures or objects intentionally inflicting 1d6 of fire damage per intensity level to creature and objects deliberately attacked by it. Unignited jelly can be harvested and stored with a DC 20 Craft (alchemy) check otherwise it evaporates in 1d4 hours or is immediately denatured in a like amount of water.
25. **Essence Irridia**: A fine powder of glowing white dust comes down settling like sand. Any veilweaver can drain this powder in a 10 ft. radius to gain up to 1 temporary essence per ten minutes of accumulation. A veilweaver can never gain more temporary essence than their veilweaving modifier this way. This powder loses 1 point of essence per hour and dissolves when the essence is totally depleted. A DC 20 Knowledge (arcana) check (+5 to the DC per point of essence) can be used to store the powder in a manner than slows its decay to 1 day per point of essence.
26. **Weaponized Will**: Wisps of shining soft colors coalesce into spirals of light at the hands of each creature. These spirals can resolve into the shape of any weapon the creature is capable of wielding or ammunition a wielded weapon needs and treat the wielders highest mental ability score as though it were Strength and Dexterity for attacks made using the weapon. These spirals increase in power for every 10 minutes the storm effect continues gaining +1 cumulative enhancement bonuses. At 10 minutes wielded constructed weapons and natural weapons that are non-magical become magical temporarily. For each 10 minutes beyond the first they also begin to accumulate enhancement bonuses. At 1 hour the spirals become capable of harming creatures with DR/epic.
27. **Easements of the Espersea**: Soft droplets of water of faintly luminous natures coat the area in water and blooming algae. This algae coats surfaces in slick sheets of red, yellow or green growth within 1 minute, acting as a *grease* spell. Creatures may make Acrobatics or CMB checks against a DC of 15 to increase movement speeds by 5 ft. for every 5 they beat the DC. At 1 hour areas where the algae pools begin to function as *entangle* spells. At 10 hours or more the algae has grown to the point of crusting, losing the *grease* quality and instead becoming difficult terrain.
28. **Boneyard Bluster**: This flurry of thunderbursts cast a rainy drear over the street of the City with a cemetery's pall. At the edges of perception, dark images of death lurk. At 1 minute of exposure, the character must make a Will save of be shaken as fear of death begins to loom in their minds. At 10 minutes the sensation becomes palpable, phantasmal touches and caresses from unseen ghouls and dead things draw at the character, they are dazzled in

Table 1–3: Radia Storm Effects—Duration

d%	Duration
01–30	**Flurry**: 1d10 Minutes.
31–60	**Burst**: 1d100 Minutes.
61–99	**Storm**: 1d10 hours.
95–99	**Greatstorm**: 1d100 hours.
00	**Legendary**: GM's choice.

addition to shaken. At 1 hour, the character becomes fatigued from the constant starts and stops. This is a mind-affecting fear effect.

29. **Dust of Days**: The Edges of Elemental Earth cast a crumbled, fine powdery dust that has been swept into the Radia like a sandstorm. After 1 minute of exposure, Small size manufactured objects must make a Fortitude save or gain a -1 penalty per intensity to skill checks using the object. After 1 hour objects of Medium size and smaller must make a Fortitude save or gain the broken condition as they age to brittle disuse. After 10 hours, Large or smaller objects failing Fortitude saves are destroyed as per *disintegrate*.
30. **Gravity Warp Motes**: Pulsing dark motes thrum with violent and pink discharges that distorting gravity locally. Roll a d10 to determine the relative "down" of gravity in the area.

d10	Direction
1	North
2	Northwest
3	West
4	Southwest
5	South
6	Southeast
7	East
8	Northeast
9	Up
10	Subjective

Creatures under the effect of subjective gravity can choose which direction is effectively down. A creature may make a Will save to resist this effect.

31. **Silver Mist of Mirrored Intent**: A wet and shimmering fog settles across these areas of the City. Exposed creatures must make a Will save or begin speaking statements contrary to their natures. Gentle souls curse, misers offer up beneficial sales and so on. At 1 hour of exposure, the creature must make a second Will save or suffer a temporary reversal of alignment. At 10 hours, a final save determines if this change becomes permanent on a third failure.
32. **Orbs of Aqueous Accommodation**: Strange blue orbs drift down from the Radia, avoiding regular strictures of gravity. In **Undertow** and **The Bay of Shades**, similar bubbles of air bubble up from the streets. The orbs vary in size 1d10 inches in diameter. Visibly, the appear to be clear, pure water. Creatures exposed for at least 1 minute have gain the effects of a *water breathing* or *air breathing* spell (as may benefit the creature) when coming into contact with the orbs. This effect lasts as long as the creatures' exposure continues and for a like time after the exposure ends. At 10 minutes of exposure, creatures gain the capacity to understand aquan if they did not have it. At 1 hour, they may also speak aquan.
33. **Timestorm**: Flickering images of alinear moments, echoes of past and future join into those of Temporal origins. For each minute in this effect, a Temporal origin character can do one of the following
    - regain a 1st level spell slot, boost their next initiative roll by +2
    - cast their next spell with a +2 circumstance bonus to caster level

    Alternatively, the character can remain for 10 minutes and make a Will save of DC 25 + current intensity level. If they succeed, they may regain a spell slot of up to 3rd level, 1d4 motes of time, or regain a use of an aevum class feature. Each attempt that succeeds increases the DC for the next attempt by 2. A failed Will save exhausts the creature with no benefits, and a second failed save will make it unconscious and age it 1d4-2 years.
34. **Mirrormist of Masks**: Silvery mist from the Mirrorstorm of Sarros floods into the City. After 1 minute, characters must make Will saves or be shrouded in an illusion of their ideal traveling companion as per a *disguise self*. While often the guise takes the appearance of a paramour, it is also sometimes that of a dear friend, or family member. After 1 hour, a new save is required to prevent the illusion from becoming more like a *major image* effect masking other sensory information about the target. At 10 hours the illusion can become permanent as per *permanent image*.
35. **Burden of Sin**: The air has a tang of metallic residue and ozone as footfalls begin to echo as though every boot was steel shod. Creatures with neutral alignments become encumbered by as though by a medium load. Creatures of evil alignments suffer a heavy load instead. A successful Will save will reduce these weights by one category. A creature can ignore them entirely by confessing acts of evil and vowing to make amends in a loud voice. There is no compulsion enforcing this. After 10 minutes creatures become subject to a load one category higher per 10 minutes exposed.
36. **Moonmist**: A thick fog rolls into the City, functioning much like *obscuring mist*. This fog also triggers lycanthropy like full-moonlight. After 10 minutes, exposed silver objects begin to glow like softly like candles illuminating 5 ft. around the wielder of any silver object. Natural lycanthropes or have other abilities to control their shapeshifting may use them to interact with the mist as if it was full moonlight. Other magic that requires full moonlight responds similarly.
37. **Pyrestorm Stream**: Rivers of brilliant energy flow through the City recharging those of arcane

origins. For each minute in this effect, an arcane origin character can do one of the following: regain a 1st level spell slot or cast their next spell with a +2 circumstance bonus to caster level. Alternatively, the character can remain for 10 minutes and make a Will save of DC 25 + the current intensity level. If they may regain a spell slot of up to 3rd level, 1 arcane pool point, or regain a point of arcane reservoir. Each attempt that succeeds increases the DC for the next attempt by 2. A failed Will save exhausts the creature with no benefits, and a second failed save will make it unconscious.

38. **Trees of Trueheart**: Swirling leaves cascade in the hues of autumn, swirling in gentle breezes. When a creature faces a challenge greater than themselves, the leaves conspire to aid them. Creatures facing a CR of at least 1 higher than their level gain a +1 per intensity level luck bonus to all d20 rolls they make as swirled leaves highlight targets, block enemy magic, and otherwise swirl about them in helpful ways. If a creature flees or succumbs to a fear effect the golden leaves turn ash gray and inflict penalties from unhelpful presences.
39. **Pearls of Peace**: Soft balls of gentle shimmering white drift through the air and shoot past on streams of wind that smell of pleasant spices. Though they look like pearls they burst when touched or contacting a surface. Creatures exposed must make Will saves or find themselves unable to harm other creatures. After 10 minutes of exposure all weapon damage dealt becomes non-lethal as though the weapons had the *merciful* weapon quality.
40. **Bloodstorm**: Thundering drums begin to echo through the City streets as a scent of copper begins to flood the senses and awakens those of Incarnate origins. For each minute in this effect, an Incarnate or Primal origin character can do one of the following:
    - regain a 1st level spell slot
    - gain a +2 circumstance bonus to their physical ability scores

    Alternatively, the character can remain for 10 minutes and make a Fortitude save of DC 25 + current intensity level. If they succeed they may regain a spell slot of up to 3rd level, gain +4 circumstance bonuses to all physical ability scores for 10 minutes, or regain a use of a daily use class feature (such as grit, panache, martial adaptability, or rage). Each attempt that succeeds increases the DC for the next attempt by 2. A failed Will save exhausts the creature with no benefits, and a second failed save will make it unconscious.
41. **Motes of Fertility**: Drifting in like clouds of luminous pollen, these motes interact with plants in beneficial ways, granting all plants, fungi, and rhyzala fast healing 1 at 1 minute of exposure. At 10 minutes of exposure, areas of vegetation become equal to *entangle* effects. After 1 hour, plants experience the effect of a plant growth spell beginning with overgrowth effect (impacting the early *entangle*) and adding the enrichment effect at 10 hours of exposure.
42. **Honor's Overarch**: A nearly perfect rainbow of color arches in every direction and on every horizon. A strange awe settles over creatures exposed to the phenomenon for more than 1 minute. Each word spoken seems to have a strange weight. Those creature will find that every deal or promise made under that light is subject to a Will save to be made binding. If any creature party to an agreement made in the arches light breaks the agreement then all others will know. If creatures make an agreement after 1 hour exposure or more they are then subject to a *geas/quest* spell to uphold it.
43. **Mists of Abandonment**: A gray fog poor in thick and cloying, whispers of indistinct words fill the air. Creatures feel their minds beginning to fuzz and thoughts become sluggish. At 1 minute of exposure, the creature begins to make Will saves of experience a memory lapse effect every round. At 1 hour the creature begins to experience random modify memory effects.

d6	Result
1–3	Forget all memory of GM's choice of subject
4	Perfect recall
5	Altered memories
6	False memories

    At 10 hours, creatures must save versus Fortitude or experience an *energy drain* effect (they may still save against the negative levels as normal if they survive).
44. **Mirror Haze**: Strange mists rise upward to a strangely quiet Radia. Creatures see shadows shift and reflection move of their own volition. Creatures exposed for 10 minutes or more exhibit *mirror images* that even allies must treat as an active defense. At 1 hour, these images begin to randomly act as though they are independent. They speak hurtful truths at the original and proceed to mock them for their flaws. Characters must make a Will save or be demoralized.
45. **Soulstorm**: Columns of shining power descend in brilliant shafts or multi-hued splendor empowering those of divine origins. For each minute in this effect, a Divine origin character can do one of the following:
    - regain a 1st level spell slot
    - cast their next spell with a +2 circumstance bonus to caster level.

    Alternatively, the character can remain for 10 minutes and make a Will save of DC 25 + the current intensity level. If they may regain a spell slot of up

to 3rd level, 1 channel energy attempt, or regain a use of a smite class feature. Each attempt that succeeds increases the DC for the next attempt by 2. A failed Will save exhausts the creature with no benefits, and a second failed save will make it unconscious.

46. **Crystals of Synchronization**: Strange floating crystals swirl through the streets drawn by those with the power to use elemental attacks. After 1 minute of exposure a creature accumulates a small cloud of these crystals that shift colors in response to the elemental magics around them. If a creature casts a spell or uses a power, with an energy type that has a opposed type (cold for fire, acid for electrical) and then follows with an elemental attack with its opposed element, the crystals unleash their oppositional power to at +1 per die to elemental damage for the second attack. This effect can oscillate between opposed elements a number of times equal to the current intensity level for the area.
47. **Runeweb Remnants**: Whispers of strange languages, tatters of spent web, and flickers of half wrought runes and circles of magic hang in the air. A momentary exhibition of the Runeweb's once dominant control magic of the Radia allows a strange echo of magic to form for you for every 2 ranks in Spellcraft a character possess they gain access to a temporary spells lot that may be cast or prepared as normal. No more than one spell of any single level can be cast or prepared in these bonus slots. This spell slot fades away when the character next rests.
48. **Dissolving Drops**: Acrid warm drops of a liquid drip slowly from the sky. Creatures exposed to the drops must make a Reflex save or take 1 point of acid damage. Magical effects are not immune to the acid effects taking a -1 penalty to their effective caster levels per 10 minutes of exposure to the rain. If a magical effect (spell, power, etc) is exposed for at least 1 hour per the effect is subjected to a *dispel magic* effect with a caster level of 5 per intensity level. This effect targets all spells on a creature simultaneously.
49. **Professing Prisms**: Small winged prisms of delicate crystal hover lazily around the City streets. If light shows through them, the other side projects runes in the Celestial language of the positive thoughts of others about nearby creatures. These feelings do not need to have been openly stated but rather can be positive sentiments actively hidden by a creature who thinks them. Hints and clues to the nature of the person who thinks them may be evident. Creatures who read the signs as a move action benefit from a morale bonus equal to the current intensity level to all d20 rolls of the duration they remain in the crystals. A creature may resist this effect by making a Will save. If two creatures are near each other and have such thoughts revealed to one another, increase the total morale bonus by +1.
50. **Vacuous Venting**: A sulfurous wave of air rolls through the City. Creatures exposed to the fouled air for 1 minute must make a Will save or become weakened taking a –2 penalty on all Intelligence-based skill checks and ability checks. At 10 minutes, this becomes impaired instead moving these penalties to -4. If exposed for 1 hour another save is required or the creatures become mentally hindered as per a *feeblemind* spell. A creature left in the rain for 10 hours will require a final Will save or die.
51. **Aundil's Rain**: A strange rain like red wine and similar in flavor flows down. This rain stains the clothes of any who are engaged in infidelity (as defined by the creatures marriage vows or promises made to a lover, if any) a dark blood color while invigorating those in love. It is possible for both effects to impact the same creature. Creatures amorously involved with another creature experience a +1 morale bonus to saves and gain 1d8 temporary hit points. Lovers who drink of the rain after at least 10 minutes of exposure gain the benefits of a *lesser restoration* spell while those who are being unfaithful must make a Fortitude save of be blinded by the staining of their own eyes.
52. **Golden Mead**: Sweet floral smells cloy the air with a humid and heady scent as sticky sweet golden rain falls down. Creatures touched by the fluid must make a Fort save or become intoxicated. After 1 minute of exposure creatures must make a Will save or find their attitudes toward all others increase by one positive step (see the Diplomacy skill in the *Pathfinder Roleplaying Game Core Rulebook*). After 1 hour or more of exposures creatures must make Will saves or be affected as though by an *irresistible dance* spell. The golden rain if collected is nearly indistinguishable from mead but vanishes harmlessly if not bottled within 1 hour of the storm.
53. **Ink of Secrets**: This dark fluid is a midnight-blue that slips effortlessly off of all substances other than paper. If the paper is blank or mostly blank, the ink begins to stain the page with words of random languages. These words always spell out secrets. A creature who has sat within the rain for 1 hour or more may unfurl a new page and make a Will save against a DC 20 to trying to force a secret to be revealed about someone they know or are aware of. A DC 25 will let them target a specific person with this effect.
54. **Cleansing Phoenix Fire**: These burning droplets raise light harmlessly where they fall giving off only a gentle radiance. Creatures exposed to them for at least 1 minute benefit from a *cure light wounds* effect and lose any shaken or daze conditions. Creatures that are exposed for at least 10 minutes are cured of the nauseated and paralyzed conditions. At 1 hour of exposure the burning droplets will cure poison and

disease. If a legendary intensity is rolled, creatures that die or died within 1 day and are left in the fire droplets are impacted by a *breath of life* or *raise dead* effect the following round.

55. **Guided Insight**: Shimmers of silver light slowly drift up and down in the air. The minds and bodies of those exposed find themselves more ready to grow and learn. Any skill checks made after 1 minute of exposure gain a +1 bonus per intensity level to their results. Challenges defeated or overcome during exposure grant experience as though the CR was one higher as the lessons and insights taken away from the experience are effortlessly and indelibly marked on the creatures exposed.
56. **Depletion Downpour**: Cold droplets of pounding rain nearing freezing descend in relentless cascades. Creatures exposed to the rain must make a Fortitude save or take 1 point of cold damage per minute. A successful save ignores this damage for 10 minutes. The damage does not penetrate hardness. If a magical item is exposed for at least 10 minutes it must make a Will save (or the wielder must do so if attended) or lose a charge or daily use. Creatures exposed for more than 1 hour who have taken cold damage must make a second Fortitude save or become exhausted.
57. **Prayers of the Fallen**: Tatters of scrolls and clouds of burned incense drift through the City. The whispers of an indeterminate number of priests echo from the Prime Worlds. A willing creature may open themselves to these whispers to receive the echoed magic. For each 10 minutes a creature is exposed the GM may roll off of the scroll table for a minor magic spell effect suitable to a priest casting a spell. These spells may be harmful or beneficial and a random reflections from the Prime Worlds without deliberate intent. For every hour beyond the first a creature is exposed, increase the effective scroll level and roll again.
58. **Quicksilver Rain**: This silver slick rain surprisingly seems to cause melting ripples in the flesh of those it contacts. After 1 minute of exposure characters that manifest or cast a spell with the polymorph descriptor or metamorphosis power, they gain of +1 bonus to caster or manifester level per intensity level. Characters in the storm gain the benefit of a *channel the gift* spell or 5 power point replenished for each hour they are exposed to the weather so long as they can manifest or cast a polymorph descriptor spell or metamorphosis power.
59. **Manifest Mana**: Sustenance falls from the sky! Roll again for one of the following:

d%	Result	Description
01–25	Goblin Gruel	A warm, thick greyish porridge drizzles and drops from the sky. The sludge is edible (barely) and will sustain any creature eating it in a manner similar to the *goodberry* spell. Creatures consuming it must make a Will save of be cursed to only speak or understand the goblin language for 1 day. After 10 hours, the gruel has turned and begins to emit odor similar to a *stinking cloud* spell.
25–50	Elan Repletion	Sparkling shimmers of purple and blue settle into the flesh of those exposed. These creatures benefit from a loss of hunger and thirst for 24 hours. They must make a Will save against the effect to gain an aversion to food and water. If a creature fails it may make a new save each day to end the effect. Creatures failing to eat or drink begin suffering starvation and dehydration after the first 24 hours as normal.
51–75	Orcish Tenacity	A steamy jungle breeze rushes through the streets. Creatures feel a basal urge to consume and devour all living things and a few rocks too. If a creature fails a Fortitude save, it gains a bite attack appropriate to its size. A creature failing this save must make a Will save or be compelled to eat the nearest living thing to it. Anything the creature can physically consume seems to offer sustenance for 1 day.
76–99	Bulging Beetles	Thick-bodied black beetles drop in cascading waves from the sky. While the creatures are harmless, they smell slightly of sulfur and oil. Creatures can eat the beetles to gain sustenance but must make Fortitude saves to avoid gaining the nauseated condition. Creatures consuming 10 beetles in this fashion gain a +4 enhancement bonus to Constitution for 10 hours.
100	—	GM's choice of random sustaining phenomena.

60. **Dreamless Droning**: Winds of soft indecipherable moaning echo and blow through the City streets. Creatures hearing the sounds for at least 1 minute must make a Will save vs. a mind-affecting effect or find themselves unable to sleep. Creatures exposed to this effect for more than 10 minutes after a failed save will be fatigued regardless of the amount of rest they get until they get a full 8 hours of rest without hearing the wind. At 1 hour, the upsetting effects of the wind cause restless thrashing requiring a second Will save to resist an exhaustion effect.

61. **Effervescent Essences**: Sparks of raw Eternal essence drift through the streets in shimmering columns and vortices. Creatures contacting the energies for at least 1 minute must make a Will save or be imbued with the essence of the one Eternal sources. Roll a d6 to determine the essence's nature:

d6	Essence	Nature
1	Pyre	Arcane
2	Union	Divine
3	Temporal	Temporal
4	Umbral	Entropic
5	Incarnate	Physical
6	Mental	Psychic/Psionic

Creatures failing the save are staggered by the energy as the sudden influx of power is incongruent with their current state. Creatures saving may instead benefit from a +1 effective level bonus to any ability matching that source. Creatures not matching that source can consider other abilities they possess to be of that source in addition to their own sources for the duration. At 1 hour, the effective bonus becomes +2.

62. **Dark Mirror Dirge**: A sad mournful cry echoes over the City as the Radia grows dim over **Seraph's Ring**. Creatures exposed to the dark motes blotting out the light for more than 1 minute must make Will saves of find their alignment reversing. Lawful good switches with chaotic evil, lawful evil with chaotic good, lawful neutral switches with chaotic neutral, neutral good with neutral evil. If the creature takes action based on a new morality they receive a second save to break the reversal. This alignment shift lasts for twice as long as the Radia effect.
63. **Fool's Splendor**: This silvery rain coats metals in new surfaces that make them appear more valuable to a creature that was holding them. Generally copper becomes brass, brass becomes silver, silver becomes electrum, electrum becomes gold, and gold sadly turns to ashen lead. These effects are temporary lasting twice the durations of the Radia storm effect. Merchants are often suspicious for days after these events.
64. **Powder of Paranoia**: Sparkling flakes of chill moisture flurry from the Radia above, hitting skin and rapidly melting it a cool wetness. Creatures exposed to the wind for at least 1 minute must make Will saving throws or find themselves wary and suspicious of danger. They take a -2 penalty to Diplomacy and Bluff checks made for as long as they have been exposed, while gaining a +2 circumstance bonus to initiative checks. A creature who has been exposed for at least 1 hour must make a second Will save or become panicked, fleeing to the place it feels safest.
65. **Seeds of Bitter Fruit**: Small spiny spores and spiky seed pods blow in to coat the streets of the city. Wherever they land the burst into animate vines and begin to hinder those well thought of. The animate vines are Tiny plant creatures with 5 hit points. When anyone is near them that has an attitude better than indifferent from another creature in visual range, the vines harden and die, making squares between these creatures difficult terrain. For each intensity level there is another plant creature nearby that may fill another square with difficult terrain as it dies. At intensity 3 or greater the thorns on these vines also deal 1d6 of slashing damage to creatures moving through those squares. Other vine effects in line with the *prestidigitation* spell also have been known to happen.
66. **Mutagenic Mist**: A fecund fog forms on the city streets full of softly burbling near-voices. Creatures exposed to the mist for at least 1 minute must make a Fortitude save vs. a polymorph effect. If they fail they randomly gain the GM's choice of effect of either a *monstrous physique I* or two points of evolutions of a eidolon. Creatures exposed for 1 hour or more must save again of continue to evolve gaining 1 evolution point an hour of the GM's choice or moving the next level of *monstrous physique* spell every two hours after the first.
67. **Isolating Iridescence**: Pearly sheets of light and color ripple through the air of the City. Creatures exposed to the light for 10 minutes may make a Will save to resist them; if they fail they are phased into a personal version of the City streets, utterly alone until they exit the Iridescence. The cannot perceive or affect people in the true Hyraeatan. Other creatures can perceive them but interact with them as though they are incorporeal. At 1 hour of exposure they may no longer be perceived at all. After 10 hours, the creature must make another Will save; if it fails it is instead sloughed off into a demiplanar echo of the City isolated as though in the GM's choice of a *maze* or *create demiplane* spell.
68. **Whispers of Envy**: A wind picks up and hisses dark sentiments of avarice and desire into the ear. Creatures exposed to the wind for at least 1 minute must make Will saving throws or find themselves dissatisfied with their own possessions. They take a -2 penalty on all attacks, Skill checks or other rolls involving one of their own possessions. After one hour a creature who failed the initial save must save again of be drawn to the possessions of others strongly enough to attempt to steal them, similar to the effect of a *suggestion* spell. At 10 hours, a final save must be made to resist the penalty becoming permanent.
69. **The Rain of Cups**: Shining green rain droplets of varying temperatures strike across the City. Any

creature exposed for more than 1 minute must make a Will save of exchange forms (as a *possession*[OA] spell) with the nearest other affected creature that has not been exchanged. This effect always happens in twos and never at more than medium range. The effect's duration begins to end when either impacted creature is out of the Radia effect (see the *possession*[OA] spell for more information).

70. **Difference Drifts**: A soft rain that runs into sleet and rapidly shifts to fluffy wide flakes and back to droplets descends on the City. Creatures exposed to the moisture may make a Will save to avoid the effects. Creatures that are multiclassed or creatures with more than one archetype gain a +1 bonus per intensity level on all ability checks, attack rolls, CMB, CMD, saving throws, and skill checks. Single class creatures take -1 per intensity level penalty to these checks instead.
71. **Seeds of Synergy**: Small drifting blooms and seed pods blow in to coat the streets of the city. Wherever they land the burst into animate vines and begin to help those around them. The animate vines are Tiny plant creatures with 5 hit points. When anyone is near them they use actions (readying in combat as needed) to use aid another actions on behalf of nearby creatures. For each intensity level there is another plant creature nearby that may aid. Normal limits on aid another checks apply as usual at the GM's discretion. Other vine effects in line with the *prestidigitation* spell also have been known to happen.
72. **Smoke of Sensory Awakening**: A hot and burning smoke drifts in coils reducing visibility by half for all lighting conditions. Creatures breathing in the fumes for at least 1 minute must make a Fortitude save vs. a poison effect as they experience rapid expansion of awareness. Creatures failing the save are sickened by the smoke as it triggers a violent bout of coughing fits. Creatures saving may instead benefit from a +2 alchemical bonus to Wisdom. At 1 hour, this becomes +4, but a new Fortitude save is necessary to resist becoming nauseated.
73. **Flurries of Frozen Might**: Blowing snow swirls in from the Radia clinging to the bodies of those who are wielding power. Creatures casting spells, manifesting powers, or using spell-like or supernatural abilities find this snow begins to harmlessly cling to them after any such use of power. At 1 minute of exposure where a creature has used a power, spell or ability they during the exposure the will find their effective level increased by 1 per intensity for repeated uses of that power, spell or ability. Activating a different ability ends this effect causing the snow to instantly melt away.
74. **Dimensional Drifts**: Strange purplish particles drift through the City energizing creatures that come into contact with them. Creatures energized by these particles for more than 1 minute of exposure can warp a short distance (25 ft. + 5 ft./per HD). If they do not warp for more than 10 minutes they can instead warp as though *dimension door*. At 1 hour of exposure they may instead *teleport*. A creature that accumulates a charge for 10 hours (assuming the effect lasts that long) may *plane shift*. A creature may accumulate a new charge after any of the above jumps until the effect ends. A creature may only have one charge build at a time.
75. **Falling Filth**: Viscous and sticky droplets of warm, foul fluid fall from the sky. At 1 minute of exposure creatures must make Fortitude saves or gain the sickened condition from odor and accumulated filth. After an hour, creatures that fail a Fortitude saving throw contract one of the following diseases.

d10	Disease
1	blinding sickness
2	bubonic plague
3	cackle fever
4–5	filth fever
6	leprosy
7	mindfire
8	red ache
9	shakes
10	slimy doom

At 10 hours of exposure a second save with a +4 to its DC is required. Diseases gained from Falling Filth become normal diseases after the event ends and are still contagious.

76. **Shocking Spirals**: Motes of crackling lightning drift down in spirals of arching energy. Creatures exposed to the spirals must make a Reflex save or take 1 point of electrical damage (2 if they are wearing metal). The damage does not penetrate hardness. A magical item modified by a Use Magic Device check (DC 15 + the item's caster level) and left unattended for 1 hour per its highest spell level equivalent in hours, the item gains a phantom charge or daily use for 24 hours.
77. **Flakes of Fond Memory**: Soft falling flakes drift down blanketing the area in white. Memories of fond experience raise to the surface of the minds of those exposed to the flakes. Knowledge, Craft and Profession skill checks or Will saves that tie to memory gain a +1 circumstance bonus per intensity level. After 1 hour exposed to these drifting memories, a character may make a new Will save against any existing mind-affecting magic or power that alters memory or long-term behaviors.
78. **Mists of Unfamiliarity**: Light rain and fog with a faint acrid odor settles down on the area. Creatures exposed for 1 minute may make Will saves for any

companion animals, familiars, eidolons or other class-based creatures. These creatures become hostile to their masters on a failed saving throw. At 1 hour of exposure, these creatures lose loyalty and other similar features that grant bonuses to resist attacking their own bound owner. At 10 hours, the creature must make a final Will save or be severed from their master. The creature's master suffers any penalty as though the companion had died.

79. **Poisonous Precipitates**: Noxious yellow-green drops of fetid foulness drizzle from above. Creatures exposed to the poisonous rain for 1 minute must make a Fortitude save or become weakened taking a -2 penalty on all Fortitude saves and Constitution checks. At 10 minutes this becomes impaired instead moving these penalties to -4. If exposed for 1 hour, another save is required or the creature becomes unconscious. A creature left unconscious in the rain for 10 hours must succeed at a final Fortitude save or die.
80. **Pinpoints of Petrification**: A cascade of warm sparks swirls down in radiant spirals. Creatures exposed to the sparks for at least 1 minute must make a Fortitude save vs. a petrification effect as the motes begin to transform their flesh to a rocky calcified consistency taking a -1d4 penalty to Dexterity. This penalty increases by -1 point per minute to a maximum penalty equal to their Dexterity. After 1 hour, the creature must make a second Fortitude save or be turned to stone as per a *flesh to stone* spell.
81. **Scents of the Singular Mind**: A dry wind carrying warm spices and the scent of dried flowers wafts around the City. Creatures exposed to the wind may make a Will save to avoid the effects. Creatures that are multiclassed or creatures with more than one archetype take -1 per intensity level penalty on all ability checks, attack rolls, CMB, CMD, saving throws, and skill checks. Single class creatures gain the same amount as bonuses to these checks instead.
82. **Shadowstorm**: Shards of agitated shadow matter plunge downward exploding with quasi-real power and infusing those with umbral or entropic origins. For each minute in this effect, an Umbral or Entropic origin character can do one of the following:
    - regain a 1st level spell slot
    - cast their next spell with a +2 circumstance bonus to caster level.

    Alternatively, the character can remain for 10 minutes and make a Will save of DC 25 + current intensity level. If they may regain a spell slot of up to 3rd level, 1 influence ability, or regain a use of a weave reality feature. Each attempt that succeeds increases the DC for the next attempt by 2. A failed Will save exhausts the creature without benefit, and a second failed save will make it unconscious.
83. **Mindstorm**: Pale arcs of psychic lightning blast downward from the Radia empowering those of mental origins. For each minute in this effect, a Mental origin character can do one of the following:
    - regain 1 power point,
    - regain 1st level spell slot.

    Alternatively, they character can remain for 10 minutes and make a Will save of DC 25 + current intensity level. If they may regain a spell slot of up to 3rd level, 5 power points, 1 phrenic pool point, or regain a point of mental focus. Each attempt that succeeds increases the DC for the next attempt by 2. A failed Will save exhausts the creature without benefit, and a second failed save will make it unconscious.
84. **Graupel of the Genius**: Soft cool pellets of snow collect into mounding piles. Creatures holding the pellets for at least 1 minute must make a Will save versus a mind-affecting effect as they experience a sudden and jarring epiphany. Creatures failing the save are dazzled by the pellets as they melt and spark random and distracting moments of thought. Creatures that succeed their saving throw may instead benefit from a +2 alchemical bonus to their Intelligence score. At 1 hour, this becomes +4, but the cold of the melting ice pellets begins to inflict 1d6 of nonlethal damage per hour.
85. **A Maddening of Mists**: Hazy mist filters into the streets of the City filled with strange knocking and clicking sounds. Creatures hearing the sounds and breathing the mists for 1 minute must make a Will save or become weakened taking a -2 penalty on all Will saves and Wisdom checks. At 10 minutes this becomes impaired instead moving these penalties to -4. If exposed for 1 hour another save is required or the creature becomes confused. A creature left unconscious in the rain for 10 hours will require a final Will save or go insane as the *insanity* spell.
86. **Essence of Peace**: Pale ribbons of raw akashic power drift from the storm in soft-spun circles. The luminous loops add 1 temporary essence to the essence pool of any creature that is exposed for at least 1 minute. If this essence is invested in an essence receptacle the character must make a Will save with a DC equal to 15 plus the Radia storm's intensity. If they fail, they cannot commit acts of violence and become immune to other morale and emotion effects. Temporary essence from essence of peace cannot be burned until all other essence the character has is burned first. Uninvested temporary essence fades after the exposure has ended for more than a minute. After 10 minutes of exposure another temporary essence is gained that must be invested in a different receptacle. At 1 hour or more a third point of essence is gained that may be invested in a third receptacle.

87. **Rays of Reversive Resistance**: Shafts of shimmering light radiate the City in various hues distorting distances. A Will save can be made to resist the rays each minute. Creatures that fail and take move actions must roll a d6 each round.

d6	Minute	Hour
1	Speed x1/2	immobile
2	Speed x1/3	immobile
3	Speed x1/4	immobile
4	—	—
5	Speed x2	*teleport*
6	Speed x3	*teleport*

The rays' teleport effect allows the creature to move any where that does not have a blocked line of effect. A creature that is in this storm's effect for 10 hours must make a Fortitude save or be torn apart by conflicting speeds.

88. **Essence of War**: Crimson sparks of raw akashic power burn down in curling spirals. The burning lights add 1 temporary essence to the essence pool of any creature that is exposed for at least 1 minute. If this essence is invested in an essence receptacle the character must make a Will save vs. 15 + the storm intensity. If they fail they must attack the nearest creature with their veil abilities or a nearest effective weapon as long as the essence remains invested. Temporary essence from essence of war cannot be burned until all other essence the character has is burned first. Uninvested temporary essence fades after the exposure has ended for more than a minute. After 10 minutes of exposure another temporary essence is gained that must be invested in a different receptacle. At 1 hour or more a third point of essence is gained that may be invested in a third receptacle.
89. **Horns of Valhalla**: A cold wind blows through the City's streets. After 1 minute of exposure anyone with a base attack bonus of 3 or higher who falls below 0 hit points is immediately stabilized. After 1 hour anyone with a +7 base attack bonus or higher is immediately subjected to a *breath of life* when dropped below 0 hit points. After 10 hours of exposure, anyone's corpse who has died with a +7 base attack bonus or higher in the last 7 days will be affected as though by a *raise dead* spell.
90. **Binding Blots**: This dark fluid is a blood-red that slips effortlessly off of all substances other than paper. If the paper is blank or mostly blank, the ink begins to stain the page with words of random languages. These words record promises and magically bind creatures making them. A group of two or more creatures speaking oaths in the blood rain will know when one of the creature making an agreement breaks it regardless of time or distance. A creature resisting the effect may make a Will save to do so. If they do the blood-ink runs and the paper becomes a worthless mess. If all creatures involved wait for at least 1 hour in the rain, they are bound to action as per a *geas/quest* spell additionally.
91. **Essence of the Infinite**: Shining motes of raw akashic power shoot down like fine falling stars. The shimmering most add 1 temporary essence to the essence pool of any creature that is exposed for at least 1 minute. If this essence is invested in an essence receptacle all essence, including the temporary essence becomes locked at the current amount and cannot be shifted or redistributed for 1 hour. Temporary essence from essence of the Infinite cannot be burned until all other essence the character has is burned first. Uninvested temporary essence fades after the exposure has ended for more than a minute. After 10 minutes of exposure another temporary essence is gained that must be invested in a different receptacle. At 1 hour or more a third point of essence is gained that may be invested in a third receptacle.
92. **Solitary Sunmotes**: Drifting cascades of light crown the heads of those who stand with no adjacent creatures. After 1 minute of exposure creatures with no one closer than 10 ft. to them gain the benefits of aid another on all applicable d20 rolls. Creatures are incapable of receiving any aid another bonuses while exposed and adjacent to another creature. At 1 hour, the aid another bonus increases by +1 per intensity level beyond 1. This bonus can be increased by +1 if the creature currently considers no one within sight an ally.
93. **Clouds of Cascading Completion**: A bank of golden clouds spreads outward from the City center showering soft waves of sunset light. These waves help those who build or create things. At 1 minute or more exposure add the intensity level as a bonus to skill checks for Craft and Profession skills already in progress. At 10 minutes, this bonus also applies to caster level or manifester level when determining meeting the requisites for creating a magic item. At 1 hour or more the crafter can ignore the requisite spells or powers of an item exposed to the light that are of a level equal to or less than the total number of hours exposed. This effect lasts even if the crafting takes more days than the that of the Radia effect.
94. **Weakening Wind**: A numbing cold blast of glacial wind rips through the City. Creatures exposed to the chilling wind for 1 minute must make a Fortitude save or become weakened taking a -2 penalty on Strength-based attack rolls, damage rolls, skill checks, and ability checks. Their carrying capacity is divided by 3. They are always considered to be carrying at least a medium load. At 10 minutes, this becomes impaired instead moving these penalties to -4. If exposed for 1 hour another save is required or

the creatures becomes unconscious, immobile, and helpless. A creature left unconscious in the rain for 10 hours will require a final Fortitude save or die.

95. **Mucosae of Mercy**: Thick, ropey droplets of bioluminescent muck drizzle downward in strands. Creatures holding weapons exposed to the mucosa for 1 minute must make a Will save versus prevent their weapons (natural and manufactured) from being coated in the sticky substance. Creatures failing the save find themselves only able to deal nonlethal damage with their weapons. At 10 minutes this becomes so thick as to give creatures still exposed the entangled condition.
96. **Surgeon's Sweat**: Humid fronts of hot air bloom across the City, and moist clinging sweat coats the faces and skin of those exposed. At 1 minute of exposure the sweat begins to heighten the focus of those who focus on tasks. Creatures wishing to resist the effect may make a Will save. Those who fail find that they have a +1 per intensity level bonus to mental ability checks, mental skills, Will saves and concentration checks. Precision damage is increased by +1 or +1 per die. They suffer a -1 penalty to physical ability checks, physical skills, Fortitude and Reflex saves. At 1 hour, these effects become +2 or +2 per intensity level.
97. **Calls of the Prima**: Rustling winds carry the calls of distant hunting cats. Primal energies invest creatures exposed to the winds for at least 1 minute. Creatures wishing to resist the effect may make a Will save. Those who fail find that they have a +1 per intensity level bonus to physical ability checks, physical skills, Fortitude and Reflex saves. Morale bonuses to Strength increase by +2 (even if the current bonus is 0). They suffer a -1 penalty to mental ability checks, mental skills, Will Saves and concentration checks. At 1 hour, these effects become +2 or -2 per intensity level.
98. **Shades of the Futures Past**: Temporal echoes filter along dappled rays of cloud-stuttered light. Creatures with lifespans under 150 years exposed to 1 minute of this light must make a Will save or experience an age shift. For each failed Will save roll 1d4.

d4	Effect
1–2	Gain the young creature template
3-4	Advance one age category

Creatures already venerable must make a Fortitude save or die from being aged to dust.

99. **Vengeful Vendetta**: The Shadows lengthen as dark rain drips into ebon pools. Creatures exposed to the rain for 1 minute must make Will saves to prevent their unconscious mind from manifesting harmful shades to attack those they are angry with. At 1 minute, the creatures summoned are 1d3 creatures from the *summon monster I* spell list. At 10 minutes, these creatures double in number. At 1 hour, the creatures summoned are from the *summon monster IV* list. Summoned monsters from this effect have the shadow template.
100. **Motes of the Miraculous Moment**: The sparkling energy of the Radia begins to infuse any with its reach with raw universal energy. After 1 minute of exposure, a creature can make a DC 15 Will save to shape this potential energy into any spell or power effect of 1st level or lower. After 10 minutes of exposure, a creature can attempt a DC 20 Will save to manifest a spell or power of up to 2nd level or lower. At 1 hour of exposure the DC increases to 30 and effects created can be of 4th level or lower. After 10 hours of exposure, the DC of 40 can be made to enact a 6th level or lower effect. Use or attempted uses resets the time of exposure per creature. A failed save is wasted unless there is a roll of a natural 1 in which case the magic backfires as a wild effect of the GM's choice.

Some say the Radia is Creation's magic returning to its Source. I say it is its blood.

—Oriaseph, the King-in-Sackcloth

The Occlusion

The agitation of the Shadow Plane surrounding Hyraeatan is a sight to behold from the Lattice beyond the City. Inky clouds of shadow and negative planar lightning form a dome of raging shade around the burning "crown" of the Radia. Most unlearned travelers assume it is a violent storm and move by the Occlusion's borders. The morphic traits of the plane become deadly as creatures find their own forms invested by the quasi-reality of the plane destabilizing to the point that even Eternals and manifest Divinities struggle to muster the will required to remain coherent.

It is speculated that the Occlusion has three zones of response to the Radia similar to the Nearring, Midstreets, and Farring of the City but functionally only the area called the Fringe is survivable by beings without divine natures. The other theoretical layers of the Occlusion are called the Absence and Oblivion. Like the Radia, within the Occlusion there is a variation of intensity. A character who has taken time to study the Occlusion may make a DC 20 Knowledge (planes) to recognize its current intensity levels. Travelers attempting to use plane-shifting magic to travel to Hyraeatan are usually shunted into the Occlusion which counts as on-target for such effects.

Shadowtides are magical emissions that create effects randomly in areas bordering the edge of the Occlusion. They project the effects of various spells into open streets or unprotected buildings. Often time a closed door and some glowglass is all that is needed to prevent the *shadowtides* manifesting within a structure. But the streets of the Farring areas of the City can become quite dangerous during such an event.

The Danger of Instability

Both the Radia and Occlusion are highly sensitive to the general, psychic, and magical natures of the City. If the City or a particular District or even neighborhood is experiencing extreme unrest or a lack of balance (dominance by a single Parity, invasion, etc) the intensity level of both Radia and Occlusion should increase. This can make *shadowtides* and Radia emissions particularly devastating and is the principle reason behind the Anchors, City Walls, and Great Seraph statues.

The Glarewood's Shelter

For some reason, the strange trees of the Glarewood seem to shelter it from the Radia unlike other Farring areas. Most sages attribute this to the tangency and high instance of portals to the Brightlands, but others

"The Radia's light could not go unanswered."

—Ikoai Rainwell, Fist of the Thunderchildren

Occlusion: Why So Dangerous?

The Occlusion is not generally meant to be traversed for more than a few minutes without deadly consequences. Most of the mechanics presented here are to help GMs facilitate a daring rescue, add an environmental danger to a climactic battle, or otherwise challenge powerful PCs (high-level or mythic tiered).

Generally speaking low-level games should equate entering the area of the Occlusion with instant death and zero to no hope of retrieving the remains for any but the most important of individuals. Player characters with less than 20 points of Fame (if using reputation rules) should be considered forever lost if they perish in the Occlusion. GMs are advised to consider denying saves to low-level character who insist on exploring the Occlusion.

say that this is a symptom of a far more unusual truth: The flora there feeds on the Radia. This theory has proven hard to observe as that the trees seem to wither or collapse in a manner much like *shadow conjuration* when taken from the soil of the Glarewood.

Some Parities have taken this to indicate a possibility of drawing on the powers of the Radia and Occlusion simultaneously to create stable reality manipulations. The *Orbs of Wonder* were likely such artifacts but their creation seems to have been limited to the wild magic of the era. So far most other experiments to actualize this have resulted in failure.

The Sewers

Unlike the City above's relative order, the Sewers of Hyraeatan are a labyrinthine mess of cross-laid and contradictory architecture. Engineers blame the Anchor system for this, explaining that reflected Anchor areas rarely take into consideration the below ground consequences of the reflected structures. Often this mirroring effect does not catch the totality of underpinning structures and statuette sets must be given priority over one another carefully to make certain that this phenomena doesn't undermine existing structures.

While the Parity Council's engineers have a process that has been refined over centuries, they still can't possibly hope to perfect such strange deductions. As a result, the tunnels of the sewers are a disjointed hodgepodge of architectures often cluttered with broken remains from collapsed partial shadow matter or flooded by water that is mirrored from larger bodies than a section otherwise would have been able to contain.

Oddly it is the destabilization and quasi-reality that ends up ultimately rendering the Sewers functional.

Table 1–4: Occlusion Dissolution—Intensity

GMs needing to reference current intensity of with the Occlusion should choose a level or roll on this table as desired.

d20	Intensity Level	Effect
01–20	1	—
21–25	1	1st level *shadowtide* in Farring neighborhoods other than Glarewood
26–40	2	—
41–45	2	2nd level *shadowtide* in Farring neighborhoods other than Glarewood. 1st level *shadowtide* in Midstreets neighborhoods.
46–60	3	—
61–65	3	3rd level *shadowtide* in Farring neighborhoods other than Glarewood. 1st level *shadowtide* in Midstreets neighborhoods.
66–80	4	Critical failures on saving throws deal drain instead of damage.
81–85	4	4th level *shadowtide* in Farring neighborhoods other than Glarewood. 2nd level *shadowtide* in Midstreets neighborhoods.
86–95	5	Critical failures on saving throws deal drain instead of damage.
96–99	Legendary	Effects are at GM's discretion, all saving throws may be denied to non-Mythic/non-Divine characters.
00	GM's choice	

Pockets of unreality allow water, Radia storm run-off and waste to be eliminated from the system while it simply goes…somewhere else. If distortions cause these breaches to align with another occupied area it isn't unheard of for other Shadow planar creatures to trace the refuse back to the City. However, it seems clear that should one venture too deep, the Occlusion waits below Hyraeatan as it does around it.

For all of these reasons, the Wardens patrol the Sewers aggressively. This duty is considered one of the worst details in the City and is frequently used on a Circle that has failed to execute a mission, needs to be reprimanded, or is the unfortunate recipient of negative political maneuvers. Otherwise, the detail is staffed by the greenest or punished of the Circles the Wardens have

Table 1–5: Occlusion Dissolution—Effect

d100	Effect	Description
01–10	Physical Erosion	2d6 Constitution damage per minute of exposure. Creatures must make a Will save DC 20+5 per Intensity Level to half this damage. Creatures who negate effects on successful saves still take 1 point of Constitution damage. At 0 Constitution, the creature dissolves completely and is untraceable by any means less than a *wish* spell. If a creature is immune to Constitution damage re-roll this result.
11–20	Physical Crystallization	The creature suffers 2d6 Dexterity damage per minute of exposure. Creatures must make a Will save DC 20+5 per Intensity Level to half this damage. Creatures who negate effects on successful saves still take 1 point of Dexterity damage. At 0 Dexterity, the creature transforms completely into a non-magical statue of a Hardness of 0 and the same HP total. It cannot be restored by any means less than a *wish* spell. If a creature is immune to Dexterity damage re-roll this result.
21–30	Physical Liquefaction	The creature suffers 2d6 Strength damage per minute of exposure. Creatures must make a Will save DC 20+5 per Intensity Level to half this damage. Creatures who negate effects on successful saves still take 1 point of Strength damage. At 0 Strength, the creature collapses completely into a non-magical fluid evaporating in 1d4 rounds and cannot be restored by any means less than a *wish* spell. If a creature is immune to Strength damage reroll this result.
31–40	Mental Erosion	The creature suffers 2d6 Intelligence damage per minute of exposure. Creatures must make a Will save DC 20+5 per Intensity Level to half this damage. Creatures who negate effects on successful saves still take 1 point of Intelligence damage. At 0 Intelligence, the creature is replaced by an alien intelligence that is inimical to life and cannot be restored by any means less than a *wish* spell. If a creature is immune to Intelligence damage reroll this result.
41–50	Mental Crystallization	The creature suffers 2d6 Wisdom damage per minute of exposure. Creatures must make a Will save DC 20+5 per Intensity Level to half this damage. Creatures who negate effects on successful saves still take 1 point of Wisdom damage. At 0 Wisdom, the creature collapses completely into catatonic state begins whisper describing events of other worlds touching Shadow and they cannot be restored by any means less than a *wish* spell. If a creature is immune to Wisdom damage reroll this result.
51–60	Mental Liquefaction	2d6 Charisma damage per minute of exposure. Creatures must make a Will save DC 20+5 per Intensity Level to half this damage. Creatures who negate effects on successful saves still take 1 point of Charisma damage. At 0 Charisma, the creature becomes a mindless marionette suggestable by any command and cannot be restored by any means less than a *wish* spell. If a creature is immune to Charisma damage reroll this result.
61–70	Physical Reconfiguration	Creatures applies a racial modifier of 1d6-3 to all Physical Ability Scores and is subject to a *reincarnation* effect. They must make a DC 20+5 per intensity level Will save or lose all sense of self until subjected to a *wish* spell.
71–80	Mental Reconfiguration	Creatures applies a racial modifier of 1d6-3 to all Mental Ability Scores and is randomly retrained into a class of the GMs choice. They must make a DC 20+5 per intensity level Will save or lose all sense of self until subjected to a *wish* spell.
81–95	Roll Twice ignoring rolls of more than 80.	
95–99	Roll Three ignoring rolls of more than 80.	
00	GM's choice of strange or horrible fate.	

under the watchful eye of the Trinar Warden circle over the infamous Ninth District Patrol (also called the Ninth Circle or Pit after the lowest of the Nine Hells).

Echoing the City above, the Sewers seem to have their own versions of the Nearring, Midstreets, and Farring. The chaotic nature of Anchor-reflected architecture makes even the top-most layers of the sewer difficult to navigate with areas of progressive instability and danger as one moves deeper into the overlapping broken tunnels.

Rumors persist of another central structure supporting the City. Speculations of massive Bookbinder storage structures, secret Steamwalker research facilities, or necropolis crypt neighborhoods of various types of undead affiliated with the Sanguine Sovereignty and the Temple of Coin all are held. Even quieter some whisper of older things, the sounds of dripping water that no one seems to be able locate, patterns in the air of sourceless winds, and scratches bearing echoes of strange knowledge etched into the stone. Warden patrols often find unusual items of indeterminate age including intricately runed weapons, hand painted pottery, and black glossy feathers.

Table 1–6: Occlusion—Shadowtide Effect

GMs needing to resolve *shadowtide* effects should reference the relevant spell (roll below) and level (as determined above) to determine the current effect possibilities. These shadow magic spells are referenced in **Chapter 4**. GMs should feel free to alter results as to aid their stories.

d%	Spell
01–10	*false abjuration*
11–40	*false conjuration*
41–50	*false divination*
51–70	*false evocation*
71–80	*false necromancy*
81–90	*false transmutation*
91–95	roll twice ignoring rolls higher than 90, both effects occur
96–99	roll three times twice ignoring rolls higher than 90, all effects occur
00	GM's choice

Timekeeping in Hyraeatan

Given the relatively static light source of the Radia, only the Midstreets really experience much fluctuation of light and even then it is mostly random fluxes in the intensity and radiation of the Radia's light and power. And yet it seems to a visitor people have very little difficulty telling the passing of days and otherwise keeping time.

This phenomena generally has to do with the Lattice and its paths. Certain pathways of the Lattice in the City reverse direction every 12 hours of time. Steamwalker arcanists attribute this reversal to the expectations of initial settlers or perhaps some design of whatever force shaped the Lattice. The switch is presaged by a simple slowing followed by a single point of Stillness that the Lattice ceases altering speed. A simple step to a different lane or pathway usually fixes any inconvenience as that lanes most often run counter to one another and reverse at the same time.

These moments of reverse have become Noon and Midnight for the City and citizens who utilize the Lattice tend to adapt the temporal nomenclature of "Outwise" for mornings when Warden patrols generally set out for the day, and "Inwise" for evenings when they generally return. Enchantments have been developed to make shutters that close and windows that darken the glowglass in response to these phenomena allowing humans and creatures that crave diurnal light patterns to have them.

Oddly, this reversal becomes less consistent the further one moves away from the City. While some portal plazas stay on the reversal pattern even days from the City, others seem to merge Pathways in to a single flow that allows for travel in both direction. These stretches (called "Narrows" by the Wardens) still exhibit the slowing the Lattice normal exhibits for potential collisions. Unfortunately this safety is sometimes exploited to create ambushes and raids. Other branches lose speed regulation entirely and are dangerous.

Calendar of the City

Reconciling time itself is difficult in the City of 7 Seraphs, let alone an honest keeping of time. Still Anchor-worlds provide some sense of regularity. The City divides each "year" of Hyraeatan into twelve months, four seasons, and a number of days roughly consistent with those on many Prime Worlds. These months are believed to have been outlined by the original members of the Circle of Six and carry a nostalgia for their origins in the Prime Material. Expectation and collective will have led to the seasons mirroring those in those worlds. The months are:

- **Months of Winter**: Hunger, Slumber, Churn
- **Months of Spring**: Weep, Bloom, Thunder
- **Months of Summer**: Pyre, Thirsting, Turn
- **Months of Fall**: Harvest, Feast, Frost

Naming of days is tied to basic numerology of the City's first nine numbers (see **Numerology in Hyraeatan** on page 50) and the null of zero which serves as a tenth or Enday. This sequence of 10 days, often called a week, repeats three times per month. So a day might be named "the Third Ascension of the Churn" (Churn's 29th day) or "the First Order of the Pyre" (Pyre's 8th day). The year ends with a "half-week" consisting of five days called the Balancing. This half week is used to set the New Year into motion and to resolve past issues.

The numbering of years is a much more complicated affair, as that many people now use the Lightbringer Incursion as a reference point; Before Incursion (BI) or Post-Incursion (PI), starting at roughly fifty-two years ago. Others refer to the Resolution which happened a highly debatable amount of centuries ago and most calendars vary as much as 150 years. Equally common is the use of Prime World calendars from a neighborhood's immigrant population.

Holidays of Hyraeatan

While technically given to the Descendants of Dream to recognize and declare days of note, the City harbors refugees, immigrants, and travelers from countless realms and worlds. Quite literally, every day in the City is someone's to celebrate. With that in mind, a combination of the ancient Fade traditions, popular Prime World

"Our name is thought to be a prophecy and a misdirection, the Fade were ever duality made flesh."

—Azinar Mohr, a fetchling on his way to the Bleakstone

observances, and Planar calendar marks have become largely celebrated in Hyraeatan.

Major Holidays include:

- **The Gifting** *(Third Enday of Frost)*: A carryover from a Prime World festival, the Gifting is an occasion where celebrants all wear costumes and exchange gifts. The tradition revolves around two Eternals, Baeyat and Kethma, who are engaged in an extended game of courtship. Baeyat, a goddess of fortune, is said to hide among the populace of great cities in an attempt to confuse her would be suitor. Kethma, on the other hand, offers gifts to those he comes across trying to show Baeyat his feelings. Baeyat is said to bestow fantastic fortune on any who give her a gift as she flees Kethma on a mischievous chase. Celebrants accept gifts to prove to Kethma they are not the elusive Baeyat, while giving gifts in the hopes of earning her good favor.
- **The Glooming** *(Last Five Days of Harvest)*: One of many fey holdover festivals, the Glooming is often marked by the last major harvests of many Prime Worlds. The trees of the Orchard seem to conspire along with this time, presaging its days with golden leaves and heavy bows but many groves seem to ignore it. The solemn occasion is marked by long days of gathering, particularly for loved ones. Many give their day's takes to the Hands of Onus or other charities during the first few days. The last night coincides with frantic food preparation and readiness for the First Day of Feast, sometimes called Promise Day, when people are to remember that despite coming Winter, the world will return to better and more prosperous days.
- **Hugging Day** *(Third Source of Churn)*: Originally an offering by semxi veryx attempting to gain the trust of a nervous populace, the brightly colored arachnid ambassadors of apologetic affection eventually sold the greater populace of the city on this strange tradition. Now considered a celebration of consent and filial affection. People choosing to participate dress in bright colored garments and festive headwear. By social contract anyone doing both of these things is assumed to be willing to engage in physical acts of consensual casual contact (hugs, firm handshakes, etceteras). Descendant advocates of the holiday indicate that Warden reports of violence between species decline for weeks after Hugging Day and have even discussed making analogs for every season. Individuals dressed in grays, charcoal or other dark colors are assumed to desire not to be touched and are to be left alone without question.
- **The Jeweled March** *(Third Enday of Thunder)*: This annual march around the Districts of the City marks the arrival of the Eternal Dawning. While traditionally associated with that Parity both the Descendants own interpretations and the shifts in the popularity of the Dawning have led it be a celebration of immigrants and the diversity that they bring to the City. Often a time to reveal new advances in magical, physical, and psychic sciences to the City.
- **The Shining Day** *(Second Source of Turn)*: This occasion marks the liberation of the mirrorkin people from their Sarrossian masters. This festival celebrates the reflective natures of the shapechangers and they are encouraged to present their natural crystalline states or to form new bonds throughout the course of the festival flowing through forms one to the next. Other creatures are encouraged to dress in reflective and metallic costumes and body paint in order to reflect the mirrorkin's natures. Some shardborn find the festival upsetting and have been known to protest the event.
- **The Starflower Festival** *(First five days of Bloom)*: This fey celebration is believed to have come from the Bright Lands, this celebration of flowering is seen as an auspicious time to form new bonds, marriages, and alliances. Traditionally, a warming time of reconciliation between Unseelie and Seelie courts, this celebration is sometimes used to commit one's house irredeemably to a path of vengeance by breaking the laws of courtly civility and nonaggression during this time. Such overtures almost always end poorly for the aggressor who breaks with tradition.
- **Torch Day** *(First Source of Pyre)*: Originally a Fade holiday, this festival revolves around the concept of fear of the light and other cultural commonalities of light sensitive natives to the Shadow Plane. The Descendants elevated this to a celebration of facing fear and weakness. Celebrants participate by lighting torches and telling stories about creatures that only come out into the light or confessing fears of things they mean to overcome.

Numerology in Hyraeatan

Mysticism and symbolism are not just a habit in the City of 7 Seraphs, but also a matter of daily survival. The magical geometries of the Seraphs and Anchors, the Loci of Eternity, and the patterns of the Lattice itself all seem to acknowledge numerological truths. Here is a very brief look at the single digit numbers as seen by someone classically educated in Hyraeatan:

- **One (Source).** The Origin of energy, creation or being. A Cosmic beginning and heavily debated on planar attribution. The Eternal Font. Some attribute this to the Positive Energy Plane, others say that both Positive and Negative are but aspects of this singularity. Some Eternals claim it is the Source of Divinity.
- **Two (Duality)**. The concept of two forces acting together to create, bind or balance. The First Sacred Number of the long dead Church of Parity. This number is held in esteem by the romantic but as often derided as potentially stagnant and devoid of true progression. Some adhere that it is the last or only number of trust.
- **Three (Power).** The Trinity of alternating synergy is seen as the height of expressed power. Triads form the ruling bodies of most Parities for this reason. The Courts rely on three judges of three parities because of it. Many Eternals claim that three is the Number of Victory.
- **Four (Balance)**. Representing the crossed dualities and the most basic of systemic reality, four is the Elements and the Ethos. Four is the Seasons and the Ages. It is also considered the number of Fairness and the Courts have four levels as such: Communal, Civic, District and Council.
- **Five (Contended)** Entropy, Chaos, or Faith. This number is seen in a negative light by most in the City. The digits of the grasping hand of the Gods. The need for valor and compassion for a life other than the one lived. The Eternals see it as an incomplete Union and a sign that progress will come only through opposition as the thumb opposes the finger. They herald it as a sign of Entropy and indicate it as the first threat to Balance. It is unsurprising that most non-Eternal faiths find adherents only in the non-humanoid races of the City. Adherents of the Divinities claim the number is Faith and the division between mortal and God.
- **Six (Union)**. The drawing together of Many in One, this is the greatest spiritual ideal of the Eternal. It allows action between opposites and joins enemies as unstoppable alliances. The number of the Seraphs' wings is chosen for this force so claimed the lost Faith of Parity, so too claims the Faith Devoured. The Warden form Circles (their patrol structure) in groups of Six, each one selected from a different balance of three Parities for each Light and Dark.
- **Seven (Infinity)**. The highest expression of singular force, the number of expansion from nothing to forever. This aspect is why Hyraeatan has Seven Seraphs, each to take in the infinite before it. The City is meant to be Eternal and exceed the limits of the singular.
- **Eight (Order)**. The system of synergized balances. It represents an ideal that the City tries to emulate. The Districts and the Seraph's Ring form the Eight of the City and represent its Order. Eight is the number of the Lattice and represents the number of Shadow Roads that lead to the city (when counting the Brightway and Felway) and depicted on the eight legs of the Weaver.
- **Nine (Ascension)**. The number of omnipotence or zenith. Generally seen as transitory, and is often ascribed as the Goal of the Eternal. Power times Power it is the doorway into the next state. The experience of this state Nine times is express goal of many ascendant traditions and is highly popular in the House of Heights.

Religion in the City of 7 Seraphs

A very brief look at the ideals of religion generally expressed in Hyraeatan (it should be noted that this viewpoint is considered Inner Planes-biased by many scholars of Planar Esoterica):

The Eternals and the Divinities

Generally speaking, the inhabitants of the City of Seven Seraphs have a viewpoint that ascribes divine beings into one of two categories: Eternals or Divinities. Both can be considered Gods by the ignorant flocks of the Prime Material but the shadowed sages of the City know better.

The Eternals came first. Aspects of the first Sources of creation, the Eternals are beings of ascendant power that cultivate a pure expression of their related forces. Generally these attributes are expressed in one of six major distinctions: Incarnate (or Primal), Energetic (or Arcane), Mental, Temporal, Entropic, or Unifying (or Divine). Some radicals name Umbral as a seventh source of Eternity but the view is considered fringe. The Eternal expressions are as diverse as individuals that embrace the forces that empower them. The citizens of Hyraeatan count the Aesir and Vanir of Asgard and the Titanspawn of Olympus as Eternals. The Aesir in particular have a strange relationship with the City and priests of the powers of Thor, Odin, and their kin who are often displayed great respect if they visit the Shadow.

The Divinities arose later, congealing from the spiritual residues of creation. They are the beliefs and dreams of

Table 1–7: Eternals of Hyraetean

Eternal	AL	Domain	Max. Spell Level
Aphora (Deceased?)	CG	Fire, Forges, Water	7th
Aphos, the Devourer	LE	Aristocracy[CoB], Death, Nobility, Undead[APG]	9th
Artaea	CE	Destruction, Trickery	8th
Byvaxa	CG	Guardian – Artifice, Chaos, Travel	9th
Ceradon	N	Glory, Legend[DA], Self-Realization[DA], Strength	9th
Duxandus	LE	Death, Ice[APG], Undead[APG], Water	9th
Erayah, the Sapphire Lady	LN	Law, Psionics[UP]	5th
Ilohana, High Elder of Pyres	LG	Community, Healing, Law	8th
Inandi	CN	Travel, Trickery	6th
Kraea, the Ruby Lady	CN	Animal, Charm	5th
The Mother of Ash	N	Animal, Earth, Fire, Plant	9th
Onvi	LN	Strength, War	3rd
Rysia	LE	Contract†, Greed[CoC], Hedonism†, Law, Trickery	9th
Tharling	CN	Chaos, Knowledge, Madness	8th
Ultheoza, High Elder of Breaking	CN	Chaos, Healing, and Luck	9th
Uptersi	CN	Chaos, Charm, Knowledge	9th
Vorgnev	CG	Dragon, Scalykind, Strength	9th
Zeraldric, High Elder of Mind	LN	Law, Healing, Psionics[UP]	9th

men given form and require such belief to thrive and grow. Rarely these manifestations include spirits of mortals that are carried upward on the faith of their peers. These entities also include most Outer Planar expressions from outsiders such as demons and devils to the Gods of many Prime Material worlds.

An elusive third group of beings is said to exist, the so-called "Zenith Powers." These rarest of creatures are said to balance the divide of Eternal and Divinity and have aspects of both. This state is dismissed by most Eternals as transitory and a symptom of divergent theology in long ignored flocks. This in turn can ascend a Divinity the Eternals call a Mockery that claims the Eternal's identity with the "abandoned" flock. The Olympians are believed to have suffered this division, many of the Eternals of that pantheon having spawned uncontrolled Divinities that carry their likenesses.

Servants of the Gods then are reflective of their divine source. Eternals forge bonds with servants most often in a singular moment of divine impression. Granting their servitor with an echoed pattern of their own apotheosis—most often this expression results in oracles but is not limited to any one type of divine servant. Divinities on the other hand tend to have extended empowering relationships with their faithful rewarding sustained belief with morsels of extended divine energy as deemed fit to the faith received, most frequently creating the bond typical of clerics.

The Faiths of the City

Most people in the City do not consider affairs of the divine other than to avoid the wills of the Eternals. The Church of Parity was consumed by one such individual and is seen as a cautionary tale to most servants of the Divinities. Most churches active in the City then are bureaucratic organizations supporting the agendas of their affiliated Eternal or Eternals.

The greatest among these Churches then are those of the Faith Devoured, the oldest (surviving) faith in the City and the Holy Dividend of the Temple of Coin. Each of these faiths are considered vehicles of their respective Parities and are very confusing to non-natives of the City as to where one begins and its Parity ends. Both of these churches rely on excessive ritual and pageantry and many speculate that they are limited in popularity due to these tendencies.

After the Parity Faiths come the faiths of the Eternals. These faiths are as varied as their Eternal sponsors, but tend to reflect a more practical relationship with their laymen (some exceptions exist). A large number of Elder Eternals have their own temples within the Seraph's Ring. Generally these faiths tend to be administered by the highest ranking officials with rare appearances by the Eternals in question.

Not all Eternals are capable of granting spells of all levels. While it would be exhaustive to account for all the Eternals in the City, GMs who do not wish to use their own Eternals should consider using the following (some Fey and nature deities are listed separately in the Orchard District section).

Eternals of Hyraeatan

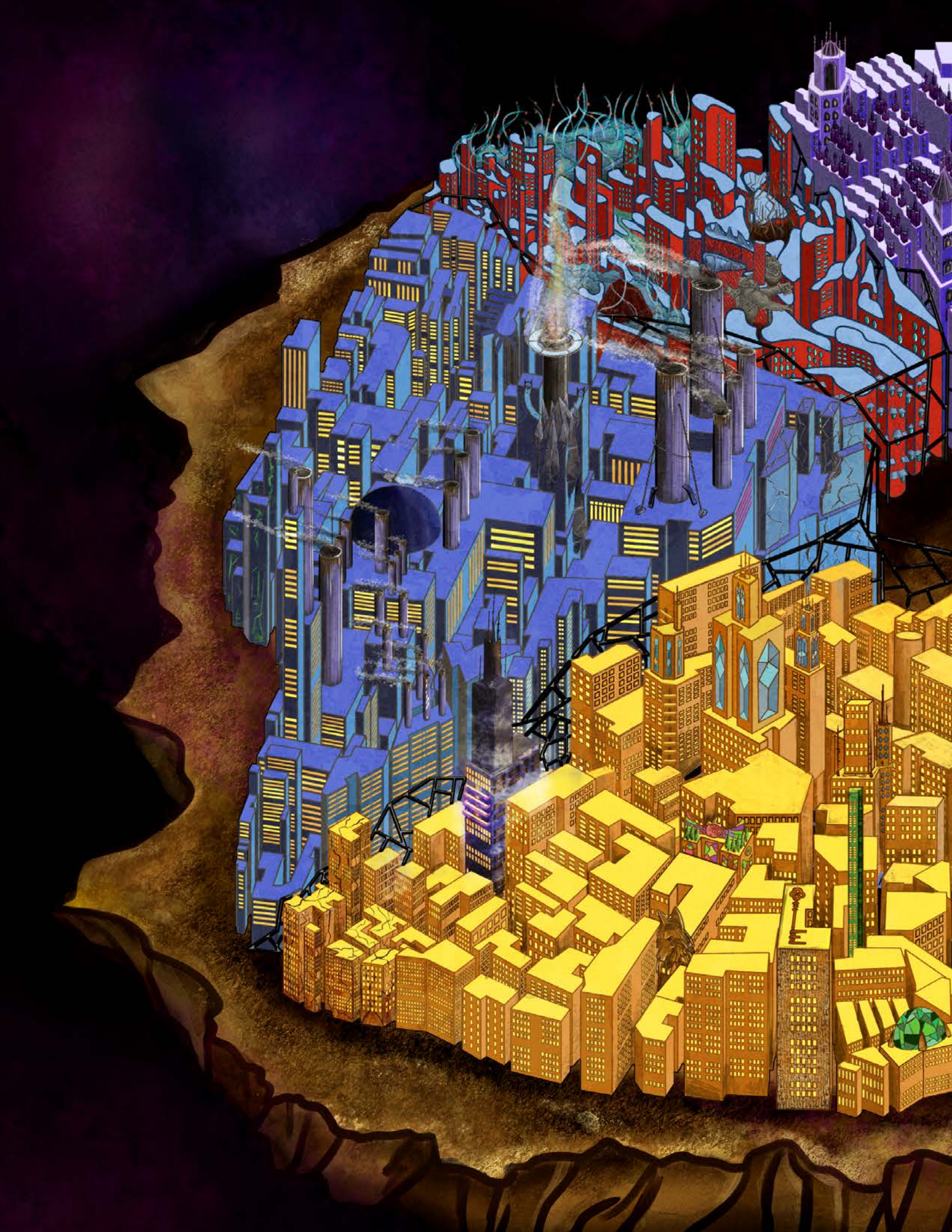
While the majority of the Parities have Eternals, not all do and a few have strange relationships with their clergy. The Blackblades do not openly number any Eternals among their ranks, but have been known to venerate Entropic Origin entities like Artaea. The Foreseen forbid their clergies from entering the City openly or building temples to them there, and the exact number of Eternals in among them is unknown. The Hands of Onus has the most inclusive and allowing policy regarding Eternal Worship, even allowing those of the Obliged who wish to worship Eternals like Uptersi or Inandi to do so, though few among such clergies ever join the Hands.

Other City Realities

Most other aspects of daily life vary greatly by the District one lives in or visits and the Parities with whom they affiliated. Each District has variations from general governance, livelihoods, and magical effects from the Occlusion and Radia as outlined in the next chapter. The roles of each Parity in the Cities day-to-day are further explored in **Chapter 3: "Parities of Hyraeatan"**.

GLOSSARY

- **Ascendant**: A candidate for Eternal apotheosis generally considered to only be beginning their transfiguration they cannot generally grant spells to followers but often display resilience and longevity.
- **Anchors** – Sets of seven statuettes used to focus the Great Seraph's stabilization of the Radia. Set up in the Prime Worlds and other planar locations.
- **District**: One of eight divisions of the City, each of the outer Districts is governed by two of the Parities.
- **Eternal**: An immortal being, often capable of granting spells. Born in the Loci of Eternity or created through interaction with one of six fundamental forces of the multiverse.
- **Fade**: Self-referential term for fetchlings in the City. They often consider the term fetchling offensive.
- **Glowglass**: This is the luminous glass that lights the City for those without darkvision when the light of the Radia is insufficient.
- **Great Seraphs**: The seven gigantic statues that focus the Radia and protect the City. Hyraeatan derives its title as the City of 7 Seraphs from them.
- **Incarnate (Source)**: Power derived from the primal nature of the Prime Material and the physical state of creatures or objects. Also called primal magic.
- **Inwise**: Time of the day thought of as Night. Usually paired with an hour. 5th Inwise would refer to the fifth hour of the evening.
- **Lattice, the**: A planar pathway system of ancient origins, able to accelerate travel through the Shadow Plane and to penetrate the Occlusion. It is said by some to be the shadow of the World Tree, Yggdrasil.
- **Mind (Source)**: Mental energy achieved through liminal consciousness with the Astral or Ethereal planes. This source includes psionicists and psychics.
- **Nearring, The Nearring**: From "Near Ring" indicating the area of magically stable City nearest the Seraph's Ring. These neighborhoods are often oldest, safest, and nicer than the rest of each Districts that grew outward from them.
- **Ninth District**: The Sewers.
- **Occlusion**: The agitation of the Shadow Plane caused by the Radia. Deadly to all creatures, and only travesable by the lengths of the Lattice.
- **Origin**: The plane, phenomena, or other generative element that empowers an individual with a Source.
- **Outwise**: Time of the day thought of as Morning. Usually paired with an hour. 10th Outwise would refer to the tenth hour of the day. See Inwise.
- **Path of Eternity**: The manner of ascension of an Eternal. Synonymous with Source.
- **Parity**: One of fourteen groups charged to maintain the spiritual balance in the City. Composed of and/or comprising opposed pairs.
- **Plaza or Portal Plaza**: Clusters of portals on the Lattice that lead to other worlds.
- **Primal**: The power other Prime Material Plane's state of balance. The resolution of greater cosmic forces into an even state. Revered by most natural orders such as druids.
- **Prymean**: Energy flowing from the Postitive, Negative, and Elemental Planes into and through the Prime Material. Thought to eventually resolve into the Outer Planes.
- **Prime World**: A specific world in the Prime Material, often used to generalize by natives of the City or other plane-born creatures.
- **Pyre (Source)**: Power achieved through the channeling of Elemental and Energy planes. Also called arcane magic.
- **Radia**: An energetic storm caused by the convergence of the Liminal Planes (also called Transitive Planes). This storm bleeds multiversal energy of varied and near endless capacity.
- **Source**: The nature of a creature's mystical power. Each corresponds to an Eternal path. The recognized Sources of Hyraeatan are: Incarnate (primal), Mind (psychic), Pyre (arcane), Time (temporal), Entropy (umbral), and Union (divine).
- **Sphere**: An area of Prime Material planar space defined by the area of influence of a cosmology of Eternals or Divinities.
- **Time (Source)**: Temporal energy collected from asynchronous junctions in linear time. Also called temporal magic.
- **Umbral (Source)**: Magic achieved through the reversive nature of the Shadow Plane, sometimes assumed to be the Entropic (Source).
- **Union (Source)**: Spiritual force that binds creatures and things together, heavily affiliated with Vegeant flow. Also called divine magic.
- **Vengeant**: Energy flowing backward from the Outer Planes toward the Prime Material, and presumably bay to the Energy and Elemental Planes. This energy is most often typified by the Divinities.
- **The Void**: Areas of broken reality between the normal boundaries of the multiverse. The War of Creation may have been the cause of these fractures or they predate the current state of Creation.
- **Voidships (Shiftships)**: Vessels capable of spaceflight and dimensional movement. Often the only way to reach a sealed world in the Void.
- **War of Creation**: The conflict between primal Eternals and newly manifest Divinities. Often also called a war between Titans and Gods.
- **Zenith**: A perfected energetic state balancing both Prymean and Vengeant flow. Zenith powers are rare beyond measure and generally are the most powerful entities in the multiverse.



The Districts

Hyraeatan is defined and divided by the Seven Seraph statues and the seven lengths of the Lattice that pass between them and interweave in the center of the City. The Grand Walls enclose each Latticeway and protect the only entryways through the Occlusion. Each section of City behind the Walls is nearly a settlement unto itself called a District. The Districts are: Archives, Colleges, Crowns, Docks, Irons, Pacts, and Orchard. The eighth area of the City stands at the center of the statues and is called the Seraph's Ring.

Each of the Districts are explored as follows in this section:

Settlement Block

Each District presented below is presented with its own settlement statistic block outlining its modifiers, as per the *Pathfinder Roleplaying Game: GameMastery Guide*. Species demographics have been omitted because the cosmopolitan nature of the City makes it rare for any one species population to compose more than 5% of a given district. Each district also outlines the two Parities that are given dominant control of the area

District Summary

Each District also presents a brief summary defining its Nearring, Midstreets, and Farring neighborhoods (See Radia and Occlusion in Chapter 1 for more info). Each neighborhood area is explained and the general character expanded on noting differences from the overall District.

Governance & Law Enforcement

Most of Hyraeatan is patrolled by the Wardens of the Lattice to some degree but their mission is generally to deal with specific threats to the Lattice, and the City as a whole. The Ashborn staff and defend the walls that contain the lengths of the Lattice entering the City. Each District calls out additional enforcement by neighborhood and the general means with which it interacts with the Wardens and/or Parity Council, if at all.

History & Current Events

The sections below outline historical events pertaining to the District, summarize specific points of the History of that District, and illustrate how they interact with the City as a whole. Additionally, any current events or situations that may be of note a called attention to.

GM Advice: Game Balance

Regarding game balance and the mechanics in the *City of 7 Seraphs*, it is best to keep in mind that roleplaying is the intended control gate for many of the mechanics presented herein. Characters should not generally have mechanics from more than one entry of the same section (District, Species, Parity, and so on.) GMs are encouraged to heavily weigh the story and intentions of anyone who asks to create a character with abilities from more than one of the same type of District or Parity (See Chapter 3) sections before approving a selection.

Locations of Interest

Each section below includes a list of locations and their relative neighborhood as identified in the district summary. Significant goings-ons, intrigues, or other adventure hooks may be mentioned for each location as well as specific lore when appropriate.

Personae of the District

The districts also include a list of relevant personalities with parity allegiances, species, and others statistical summarizations. The selection of NPCs is by no means exhaustive but intended rather to give GMs a general idea of the type of characters common to different neighborhoods.

New Game Mechanics

The end of each section includes new game mechanics present in NPCs that might be found in or PCs that originate in a particular District. While no strict prohibitions are present it should be likely that very few characters will possess more that a couple of these new options from differing districts or Parities.

The Seraph of Ebon Ice

Draping upon the City Wall, the narrow part of the robes of the Seraph of Ebon Ice leading into the District are no doubt a lingering reminder that even during the Resolution, the streets of the Archives were considered best kept from visitors. Historians claim that the textures of her wings and armor changed from a flowing pattern of stone to the jagged obsidian shards she now presents in response to unknown influences centuries ago. Whatever the reason for the change, the grim matron serves both Blackblades and Icegrave Enclave to help them forget the shanties and veryx warrens that lie beyond her in a haze of drug den smoke.

"Ah, the Archives... the Secrets best left Forgotten and the Forgotten best kept Secret."

—Urama of the Kraken

Archives District

CN large city

Bookbinders and Hands of Onus

Corruption +7, **Crime** +7, **Economy** -2, **Law** -5, **Lore** +7, **Society** +1

Qualities insular, magically attuned, notorious, secret libraries†, strategic location, wealth disparity[PCSDS]

Danger +20; **Disadvantages** impoverished, street warfare*

Government secret syndicate

Marketplace

Base Value 3,200 gp; **Purchase Limit** 20,000 gp; **Spellcasting** 5th

Minor Items 2d4; **Medium Items** 3d2; **Major Items** 1d3

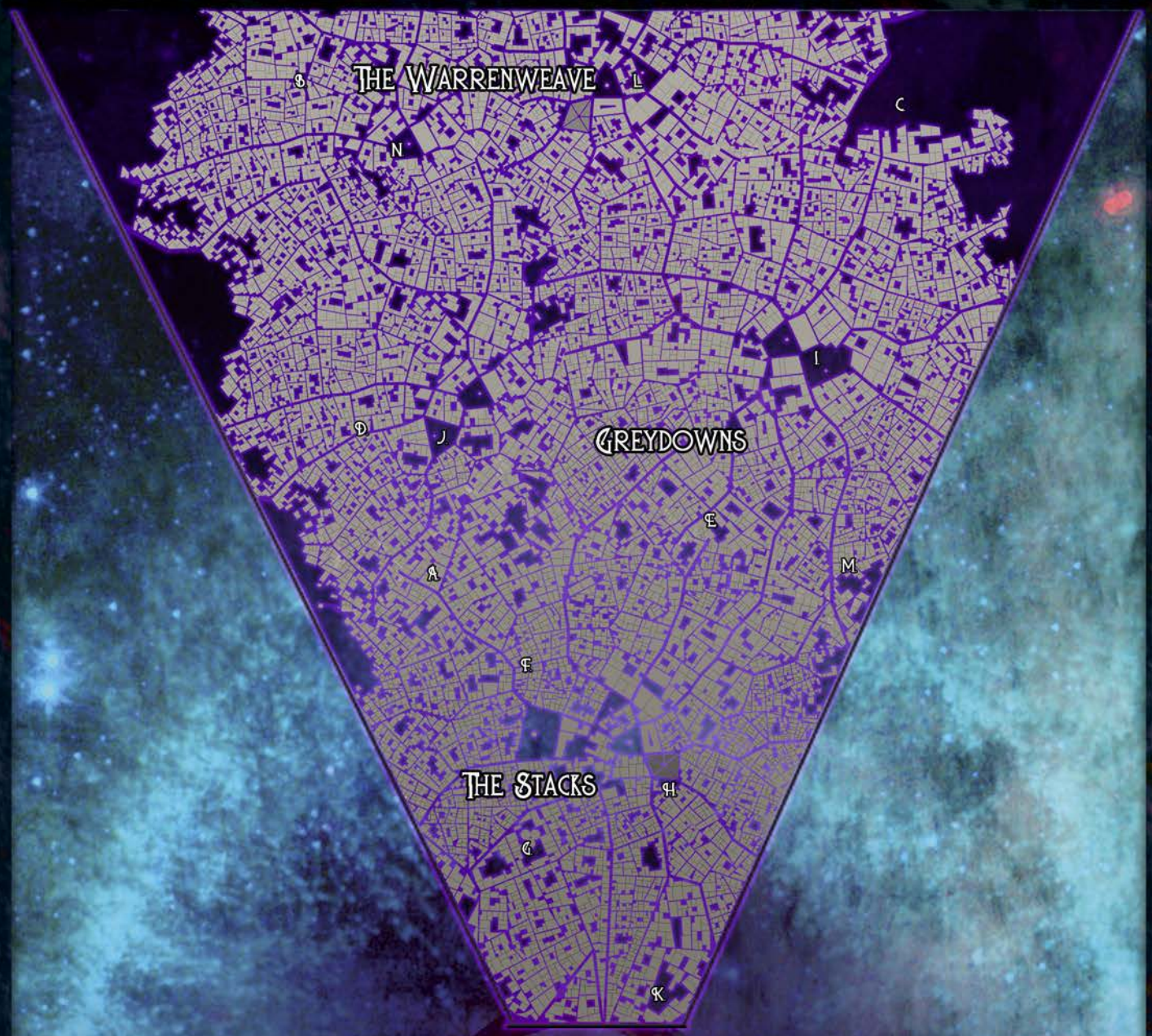
New Disadvantages

Street Warfare: The district is plagued by violence, illegal drug trade, and criminal activities. *(Economy –4, Law –2, Society –2; Danger +10; reduce base value by 10%)*

New Qualities

Secret Libraries: The district's scholars and sages are numerous but extremely reclusive and usually only meet briefly and always on the move unwilling to commit to a location or activity for any length of time. *(Economy –2, Lore +2; decrease spellcasting by 3 levels unless the adventurers have an in with a local gang or the Bookbinders.)*

Beyond the folds of the Seraph of Ebon Ice's sculpted robes, the shadows seem to reach just a little longer against the Radia from the Archives. Things are rarely all they seem in Hyraeatan's Archives District. A dirty, desperate place rife with danger and secrets, even the district's name can be perilously misleading. Historically a Fade ghetto known unkindly as "Poortown," the Archives were reinvigorated when they came into vogue with paranoid Bookbinders as an unexpected place to hide the rarest tomes from their collections. The short-lived insurgence of wealth that followed exacerbated the Archives' existing problems with poverty and inequality, sharpening the divide between a wealthy, magically-literate class and a gravely impoverished one.



A. Lheg's Bowl
B. Brietide's Vault
C. The Dark Corner
D. The Broken Chapel
E. Faraella's Kitchen
F. The Amoxa Rampant
G. The Great Sanitarium
H. Hotel Luxa
I. Shuttertown
J. Blinkmire Park
K. Mirrorkeep Row
L. Torchstone Towers
M. Paska's Distillations
N. Oracle of Dust and Stone

The Archives District

District Summary

The Archives' streets are twisting and broken, full of lightless houses, abandoned buildings, and the crumbled remains of destruction no one cared to repair, with labyrinthine dungeons and mysterious puzzles concealing lost Bookbinder libraries sprinkled throughout. Any door could lead to a trove of incredible treasures hiding amongst the drug dens and almshouses. Magical traps and tricky mazes aren't the only dangers in the Archives, though: gang wars regularly spill out into the streets and roving bands of illusionists torment and rob anyone unfortunate enough to fall to their tricks.

The Stacks (Nearring)

The Stacks were so named after the initial efforts of the Bookbinders to restore and invigorate the District by building library fastnesses wherein to gather the knowledges of the Multiverse. Initially lauded for being what was seen as philanthropic the plans quickly deteriorated into warring efforts of Pescolarrae Schema adherents and other factions. With too many hungry mouths and eager eyes the Nearring portions of the District quickly fell out of fashion with the Parity and they moved on to the areas that would become Greydowns and the Warrenweave. The half-finished efforts became the domains of self-serving academics and others seeking autonomy at an affordable price.

Greydowns (Midstreets)

The Midstreets of the Archives were once called "Lowtown," but since the introduction of Greyroot and other magical drugs the area has picked up the name of Greydowns. While mostly due to the popularity of the shadow magic enhancer, some also attribute it to the lingering Fade of the site where gangs using greyroot battle. Whispers of a fey-curse following the vine the drug was cut from persist claiming that the magic of the Glarewood is draining the Archives' life away slowly.

Warrenweave (Farring)

Oddly, many people think of this Farring neighborhood as the most welcoming neighborhood in the Archives. A fact that is almost entirely due to getting to know the veryx of the area. Between the efforts to ameliorate, "the Debt," and the subsequent acceptance by the Hands of Onus, the spiderkin have found their place within the city. The neighborhood's fiddle-song and mindchoirs cast the web-blanketed towers in a different light for those newly arrived from the Prime Worlds often striking them as nightmarish and alien despite the welcoming intent.

Governance & Law Enforcement

While many things have changed in the district since Hyraeatan's early days, lawlessness in the Archives has remained much the same. The locals are overwhelmingly anti-establishment, preferring to fend for themselves over having the Wardens push the agenda of whichever Parity that patrol happens to answer to.

Over half the seats on the district council are occupied by aristocrat wizards from tiny gentrified neighborhoods in the Nearring neighborhood of the Stacks, whose only interests lie in maintaining their personal status and autonomy. The remainder oscillate between gang cronies, Bookbinders hoping to regain control of lost libraries, and members of the Obliged. As a result, steep fines are the universal punishment for any transgression in the Archives, and those unable to pay must work off their fines by serving terms as indentured servants of the district.

In spite of their cold welcome, the Wardens still patrol a handful of communities in the Stacks, though they rarely venture farther than the Etherstorm's light. Deeper into the District locals like **Ralis Silverhand** (Hands of Onus CG male aasimar aethernaut 6) and his disciples patrol the district nightly, defending the vulnerable from assailants both magical and mundane, but they won't intervene for anyone who doesn't agree to join them on their next patrol. Local gangs enforce whatever laws they see fit in their own territories, but they compete constantly over areas likely to contain Bookbinder stashes, which can lead to stark shifts in rule whenever their borders change.

History & Current Events

Eccentric Bookbinders have been building hidden biblio-dungeons in the Archives for centuries, and it's largely the lure of those forgotten secrets that draw adventurers to the district. It's not hard to pick up leads on potential library sites, even from other parts of the city. Always eager to steal Bookbinder secrets for their academies in the College District, the Steamwalkers circulate all the information on cache locations they can find, even paying clever dungeoneers to delve the district on their behalf, exchanging gold and information for any uncovered tomes.

Traps and riddles left by ancient Bookbinders may not be the only trials prospective vault-seekers can expect to face. Local legends warn of a Bookbinder bogeyman dubbed "the Scriptkeeper" who combs the Archives around the clock, relocating compromised caches and killing anyone who threatens their safety and secrecy.

Adventurers and Steamwalkers aren't the only ones searching the Archives for archives, either. District locals

have been uncovering these secrets for ages and magical gangs empowered by looted spellbooks vie for control of the district. At the moment, the most powerful gangs in the Archives are the Kraken and the Glimwatchers. Their respective leaders, Urama and Ambelis the Weird, are bitter rivals said to have once been friends (or possibly even lovers), and their battles by proxy often lead to panic and destruction when their illusionists wield Hyraeatan's shadowstuff foundations as their weapons against each other. It wasn't until the last year that the Kraken were able to compete on a large scale when they inexplicably decupled in size and displaced the Page Prince Posse from their territory in the Midstreets. No one outside the gang can figure out how Urama pulled it off, and the mystery is said to have Ambelis on edge.

Locations of Interest

The Amoxa Rampant (Greydowns): A strange bar that tends to have little to do with the titular warrior-caste veryx, rather serves as a prospective meeting place for semxi veryx and humanoids who are seeking to start a semoxa symbiosis bond. The more traditional veryx avoid the place as that most semxi frequenting it are old enough the bond is less than guaranteed for either partner. Young hatchlings from the Warrenweave have been known to use webbing to vandalize the place as a prank.

Blinkmire Park (Greydowns): A lasting remnant of a conflict between radiant rhyzala factions, some favoring the Ashborn Parity and its agenda for cleansing a section of the Archives and a group of "blighted" rhyzala that defended a group of tenements known to harbor a large ring of greyroot dealers. The animate plant monsters of each side destroyed their radiant masters and then stood silent awaiting orders that would never come. In time the lingering life grew into a rare garden of vegetation said to be hazardous to non-rhyzala that venture there.

Brietide's Vault (Warrenweave): Everyone in the Archives knows Brietide's Vault; a permanent Magic Mouth loudly invites passersby to plumb the depths of its single stone room. What isn't known is whether or not there's still even treasure inside. Brietide was an eccentric gnomish Bookbinder who, according to legend, stashed her complete libraries and research in the Archives during a fit of madness in her twilight years. A master illusionist, Brietide left a dizzying array of permanent images, magic mouths, and other programmed illusions in the Vault. Together, they create a sequence of puzzles and riddles meant to test a body and uncover Brietide's worthy heir. Unfortunately, academics and wizard-adventurers unanimously agree Brietide's puzzles are nonsense. Some won't accept the answers graybeards insist are correct, while others don't pose coherent riddles at all. Opinions are divided as to whether Brietide's Vault is mad because Brietide was mad, or if perhaps a worthy heir already found the place and mischievously muddled the puzzles on their way out, confounding all those to come after them.

> *"Kettle. Coddle. Cat. Kit. Cradle. What number be it?"*
>
> —Riddle of the 37th Magic Mouth of Brietide's Vault

The Broken Chapel (Greydowns): The ruins of this massive cathedral in the Midstreets were once the site of an incredible bookbinder cache, destroyed when a series of layered glyph traps were triggered. It's said that none of the tomes or treasures survived the explosions and even the bodies of the would-be looters were never found. It is whispered an undiscovered basement level still remains, however, where the rarest volumes were hidden.

The Dark Corner (Warrenweave): Deep in the Farring, a cluster of destroyed buildings block off access to the abandoned streets known collectively as The Dark Corner. The only way in or out is to fly overhead or go below ground through an expansive network of mazes the Glimwatchers use for their hideout. Rumor has it the Dark Corner was destroyed when a group of Bookbinders orchestrated the demolition of three Anchor sites on the Prime Material Plane as part of a dastardly plan to destabilize the area and defend an especially important vault. The shadows of those who died in the carnage are said to still roam inside.

Faraella's Kitchen (Greydowns): One of the best-known soup kitchens in the Archives, everyday Faraella and her three sons feed as many of the district's hungry as they can out of their small home. As a long-standing member of the Hands of Onus, Faraella doesn't offer outright charity. Instead, she keeps a running tally of how much is owed to the family, though most of these debts are wiped regularly in exchange for errands and other favors. Some say the family isn't as generous as they seem, though. Rumor has it the soup kitchen is actually a front for Faraella's true business, selling illegal drugs, and the small favors she asks in repayment are part of her plan to use the district's homeless and hungry to run product.

The Great Sanitarium (Stacks): A monumental building of white stone and glass in the shadow of the Seraph's Ring, the Great Sanitarium is the largest Wellness House in Hyraeatan. Operated by the Hands of Onus, patients are expected to repay the debts they incur during their stays, preferably by serving a tenure on the sanitarium's staff once they're well. The convalescent

The Great Sanitarium

A solid-looking beige building amid a well-maintained garden, the Great Sanitarium might be mistaken for any other large estate in the Archives District. Three stories tall and capped with a trio of enormous stone domes, the building towers above surrounding structures. The Great Sanitarium is well-known and well-regarded as a house of healing, operated by the Hands of Onus, who insist that supporting the city's infirm and insane with care and compassion is a duty no one else will shoulder. The true operations of the Great Sanitarium are, of course, much darker and more convoluted than this carefully-crafted placid exterior.

The Great Sanitarium employs hundreds of individuals. The lowest stratum, and the greatest number by far, are the orderlies. The orderlies perform physical labor and thankless janitorial tasks, in addition to providing the facility's security. The staff includes doctors, therapists, and professional assistants; some of these live on-site—in accommodations far more lavish than most patients receive—and never leave the building. The Administrators are responsible for operating the Great Sanitarium and deciding who will be admitted and who will be released. The orderlies and the staff have little direct interaction with the Administrators, who often provide their instruction on pale white memoranda titled "Administrative Directives" posted throughout the Great Sanitarium's pink-painted hallways. Some posit that the Great Sanitarium's Administrators aren't humanoids, and are in fact multiple aspects of the same ageless, inscrutable being.

Most workers at the Great Sanitarium—but not all—are members of the Hands of Onus. A few members of the Chrysalis Covenant and other Parities hold support positions, but none are closely involved with the facility's administration or its secrets. Leaders within the Hands of Onus are often seen coming and going from the Great Sanitarium, despite having no official role at the facility, leading many to speculate that it serves as a back-up meeting place or repository to the Tower of Oaths.

The Great Sanitarium is a very old structure, its three domes piercing the sky of the Archives District for millennia. Most residents of Hyraeatan are unaware of the facility's history, as the Hands of Onus have worked diligently to obscure the building's origins, cultivating a sense that the Great Sanitarium has always been a house of healing. However, some of the city's oldest records and residents recall a time when the Great Sanitarium wasn't a mental hospital at all, but a temple to some forgotten entity of mindfulness and madness.

Strolling Grounds

Surrounding by a thick wrought iron fence 15 feet tall, the Strolling Grounds include all the exterior areas of the Great Sanitarium. Well-maintained gardens and copses of trees shelter gravel walking paths in sweeping curves and whorls designed to instill comfort and calm in those who walk the grounds. Behind the bulk of the Great Sanitarium, hidden from casual view by several rows of trees, stands an ancient hedge maze. Orderlies guard the entrance to the maze, admitting individual patients only under specific orders from the staff or, more rarely, the mysterious Administrators. Although navigating the hedge maze can be a salubrious experience—sometimes instilling mental breakthroughs that border on epiphanies—some who enter the hedge maze are never seen again.

The crushed gravel path from the main gate to the front doors of the Great Sanitarium are always under the watchful eyes of orderlies acting as guards and guides, quick to direct visitors or prospective patients into the sanitarium itself. They treat everyone calmly and politely, as though speaking to a patient, as they know some visitors are coming to be committed, and others might be involuntarily committed during their visit.

The most common encounters in the strolling grounds are patients out for a walk, some accompanied by visiting family members or friends. Most of these patients are docile, due to either the calming effects of the garden paths or because they are heavily medicated.

Able Verandas

The lower floor of the Great Sanitarium is ringed by several large porches and porticos covered with canvas or glass to provide protection from inclement weather. The largest of these are at the main entrance and features a large marble desk staffed with eternally smiling and cheerful receptionists. Patients spend most of their recreational hours in these open and airy rooms—called the Able Verandas—playing simple board games, meeting with visitors, or talking with each other. Furnishings here are simple, and often padded with

rounded corners so patients can't hurt themselves. Most patient meals are served in lofty chambers outfitted as dining halls, although food other than oatmeal or puddings are rare.

Therapists who meet with visitors usually do so in the Able Verandas, often in small alcoves designed for this purpose. Patients or visitors who act up in the Able Verandas are quickly subdued by watchful orderlies and bustled off to private rooms in the Halls of Wellness for monitoring, sedation, and—if demonstrating signs of mental instability—involuntary committal.

Halls of Wellness

The central chambers and upper floors of the Great Sanitarium consist of patient private rooms, doctor and analyst offices, operating theaters, and meeting rooms (including some reserved solely for members of the Hands of Onus). Long stone corridors painted a soothing pink color connect these rooms. Signs and direction markers are common but all in an obscure code, making navigation difficult for anyone that hasn't received training by the sanitarium staff. Throughout the Halls of Wellness, slate boards produce the missives of the mysterious Administrators when their wishes must be made known to the staff and the orderlies. Patient rooms range from sumptuously appointed apartments for well-funded patients to cramped, padded cells for dangerous inmates, although the padded cells are in the substantial majority. The Halls of Wellness also contain a surprisingly well-appointed theater, built for performances by and for patients; the sets allow for elaborate fantasy re-enactments that have proven effective in some patient treatments.

The center of the top floor of the Great Sanitarium, beneath its three enormous domed roofs, is the mysterious Administration Suite. The Administration Suite is inaccessible to most intruders, as its doors usually lead back into the pink-painted halls in a manner that defies logic. Although some staff members claim to have seen a white-coated Administrator in passing or at a distance down a long corridor, such sightings are generally deemed to fabrications.

Deepthought Catacombs

Beneath the Great Sanitarium are endless halls of dungeons, experimentation rooms, immersion tanks, soundproof chambers, and electroshock laboratories. The entrances to these levels from the Halls of Wellness are few and well-concealed, and guarded by specially selected orderlies. Most sanitarium workers aren't aware these levels exist or dismiss them as sensational rumors, although many patients believe in these Deepthought Catacombs and whisper to each other about friends or fellow patients who have been taken there.

If most workers at the Great Sanitarium are dedicated and selfless, it is because those with shades of cruelty or sadism are reassigned here. Here, doctors and scientists live in private rooms and pursue their own theories of mortal psychoses and brain function, reinforcing each other's cruelties with platitudes about how the suffering they inflict is a necessary evil, and that their unpleasant pursuits are burdens they alone are strong enough and noble enough to bear. Occasionally, truly significant advancements in psychiatric care are reached in these chambers of gibbering horrors, but most of the unfortunate patients here die in confusion and pain. These mad scientists regularly petition the Administrators for incurable patients that no one will miss to be transferred into their care, and the few orderlies that know of the Deepthought Catacombs deliver patients as the Administrators command—often while the patients are heavily sedated, so they never notice their passage from the pink corridors of the Halls of Wellness to the dripping, stained, gray-painted halls underground.

Personae of the Location

The following personae are well known in the Great Sanitarium and can frequently be encountered there.

Dr. Balient Rogrot (LN Hands of Onus old male human expert 12): The highest ranking physician among the staff of the Great Sanitarium, Dr. Rogrot is a compassionate therapist with a wide knowledge of physical and mental ailments. He has a fringe of gray hair, thick spectacles, and a wide, caring smile. The sanitarium's staff frequently take administrative concerns to Dr. Rogrot, who seems to have an uncanny ability to communicate directly with the inscrutable Administrators to enact policies or entice Administrative Directives. In truth, Dr. Rogrot knows of several stable entrances into the Administrative Suite and has a friend there—a white-coated secretary with a soft spot for the old doctor. Dr. Rogrot works with her, and he knows not to explore the Administrative Suite too much or to press his contact too deeply about the Great Sanitarium's secrets.

Dr. Aidana Astensetar (N Hands of Onus female half-elf alchemist 6/sorcerer 4): A severe woman with an encyclopedic knowledge of drugs and poisons, Dr. Astensetar is the quartermaster of the Great Sanitarium's dispensary—possibly the most expansive collection of drugs in the Archives

District. Her hand-picked orderlies deal out the required doses throughout the sanitarium with remarkable precision. Dr. Astensetar personally oversees the dispensation of drugs to the scientists working secretly in the Deepthought Catacombs, whose work she doesn't investigate too deeply.

Premm (LE Hands of Onus male half-orc brawler 7): A brutal half-orc with a good sense of doing as he's told to hide is preferences for beating on incapacitated patients, Premm is one of the most feared orderlies among the patients of the Halls of Wellness. His frizzy hair and scarred face make him both distinctive and fearsome.

Sharasa Rett (N Hands of Onus female bard 7/expert 4): A failed actor but superb therapist, Sharasa is the self-proclaimed "theater director" of the Great Sanitarium, helping patients work through their anxiety and neuroses by putting on performances in the sanitarium's theater. Sharasa recently learned that the outlandish rumors of the Deepthought Catacombs are probably true, but she isn't yet sure what to do with the information.

Gangs of the Archives

The Bookbinder's near complete surrender of the streets outside their various bibliodungeons and trap-laden storage facilities joins the overwhelm of the Hands of Onus to make the Archives the most lawless area of the City. In the Nearring organized crime swells to run the polite society and beyond it gangs rules the shadow-choked streets. Among the most notable gangs (with usual their areas of dominance) are:

The Anarchs of Annex Street (Greydowns Pactside): Dangerous and drug-addled the so-called Anarchs are only in-part from the Archives. Many of the members are scions of the Pacts Districts merchants and Temple of Coins officers looking to evade being corralled into the family businesses or shipped off to a College's District Academy. Rumored to have tokens to show local Warden patrols that let them slip free of consequences they tend to draw the ire of their fellow gangs as much or more than peace-keepers.

Glimwatchers (Stacks Central and Greydowns Collegeside): Predominantly a group of illusionists and sneak thieves, the Glimwatchers owe much of their success to their boss, Ambelis the Weird's investment back into new recruits. Young orphans, runaways, and other fringe kids are trained into an extensive network of spies, information brokers, and magicians with capacities in illusions rarely seen in the District.

The Kraken (Stacks Central Greyside) This gang struggled to maintain its territories and powers as one of the largest and most influential in the Archives over the past generation. Urama's fixations on searching the Archives for lore to endear her to the House of Heights were costly and reckless. Attrition and death claimed more and more of their turf until last year when their ranks began to swell with a steady flow of powerful and brutish new members.

The Powder Cats (Greydowns Central): A flamboyant collection of bandits, con-artists, and sharps famous for carrying packets of flour to help detect magical deception, the Powder Cats range all of the Greydowns. Their aggression led to enough success to get the current leadership nasty habits for more powders than just flour. Their officers tend to show off fluffy stoles of vibrant colors often alchemically treated to glow in Radia storms. Similar makeup and glowglass knives are almost always seen worn by Khandi Qwik (NE Unaffiliated female eclipse 12) when she and her occultation appear.

Some (Warrenweave-Greydowns Boundaries): This mysterious collection of anonymous individuals brokers jobs through the enigmatic fetchling No. The gangs "services" seem diverse and far-reaching though many have noted that for their subtlety, the body count of their operations and mysterious collateral damage (often without traceable causes) are disproportionately high. These tendencies toward violence may be rumor or conjecture but many suspect that these events are evidence that No bears a deep devotion to the Blackblades' philosophy of the Last Moment.

The Sticky Lads (Warrenweave Pactside): Despite their name, the Sticky Lads are not of any singular gender or for that matter species but are comprised of a large number of semoxa-paired veryx. The gang exploits the culture of the arachnoids and high regard they hold the semoxa bond in by luring semxi hatchlings seeking bonding and "convincing them" to bond to new members. **Lixxi Spet** (Temple of Coin NE male aranea sorcerer 10) conceals his true nature while running this aggressively expanding gang. He hopes to reclaim the lost slaves of his people and perhaps even the City they now call home.

The Wandwhips (Warrenweave Collegeside): Where exactly this gang gains a steady supply of its signature weapons isn't exactly clear. The Wardens have begun to wonder if a student ring in the Colleges district has been supplying wands in exchange for drugs or if one of the artificers is backing the gang. **Dolyn Meis** (Unaffiliated CE fetchling rogue 6/sorcerer 2) has kept control of the gang for a record length of three months.

The Scriptkeeper

Stalking the shadows unseen is a whisper of a rumor called the Scriptkeeper. A hushed argument or whispered bedtime tale as much as a known entity, few ever know the creatures passing save they fall prey to the traps of the undercity bibliodungeons and murderous repositories if secrets best left forgotten.

KAPILLARIX THE SCRIPTKEEPER CR 13

XP 25,600

Bookbinders

Semxi veryx rogue 1/arcanist (school savant) 5/arcane trickster 8

LN small magical beast (verminoid)

Init +14; **Senses** Darkvision 60 ft, *see invisibility*; Perception +21

Defense

AC 26, touch 17, flat-footed 20 (+4 armor, +2 deflection, +5 Dex, +1 natural armor, +4 shield, +1 size)

hp 122 (1d8+13d6+56)

Fort +10, **Ref** +15, **Will** +9

Defensive Abilities *anticipate peril*, *detect scrying*, *mirror image*

Immune *magic missile*

Offense

Speed 20 ft, climb 20 ft, fly 40 ft

Melee *+1 rapier* +10 (1d6+2/18-20)

Special Attacks arcane reservoir 8, impromptu sneak attack 2/day, intense spells +2, sneak attack +6d6, tricky spells 4/day

Arcane School Spell-Like Abilities (CL 7th, concentration +15)

11/day—versatile evocation

Arcanist Spells Prepared (CL 14th, concentration +22)

6th (4/day)—*chain lightning* (DC 24), *disintegrate* (DC 24), *mislead* (DC 24)

5th (5/day)—*overland flight*, *passwall*, *teleport*, *wall of force*

4th (6/day)—*detect scrying*, *greater invisibility*, *insect spies*UI, *resilient sphere*, *symbol of slowing*UM (DC 22)

3rd (6/day)—*arcane sight*, *gaseous form*, *twilight knife*APG, *vampiric touch*

2nd (6/day)—*acid arrow*, *blur*, *cat's grace*, *mirror image*, *scorching ray*, *see invisibility*

1st (6/day)—*anticipate peril*UM, *mage armor*, *shield*, *shocking grasp*, *true strike*, *vanish*APG

0th (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*

Opposition Schools enchantment, necromancy

Tactics

Before Combat Kapillarix casts *anticipate peril*, *cat's grace*, *detect scrying*, *mage armor*, *mirror image*, *overland flight*, *see invisibility*, and *shield*.

Base Statistics Without *anticipate peril*, *cat's grace*, *detect scrying*, *mage armor*, *mirror image*, *overland flight*, *see invisibility*, and *shield*, Kapillarix's statistics are:

Init +8, **Senses** darkvision 60 ft; **AC** 16, touch 16, flat-footed 12; **Defensive Abilities** none; **Speed** 20 ft, climb 20 ft.

Statistics

Str 14, **Dex** 20, **Con** 17, **Int** 26, **Wis** 8, **Cha** 12

Base Attack +6; CMB +7; CMD 22

Feats Accomplished Sneak AttackerDTT, Craft Wondrous Item, Extra Arcanist Exploit (dimensional slide), Extra Trait (magical knack, resilient), Improved Initiative, Quicken Spell, Toughness

Skills Acrobatics +21*, Appraise +24, Bluff +18*, Craft (Trap) +25, Disable Device +26, Escape Artist +14, Knowledge (Arcana, Local) +25, Perception +21, Sense Motive +9, Sleight of Hand +20, Spellcraft +25, Stealth +30; **Racial Modifiers** +2 Fly, +4 Stealth

Languages Common, Draconic, Elven, Infernal, Necril, Shae, Sylvan, Veryx

SQ arcane exploits (dimensional slide, potent magic), cantrips, consume spells, school focus (evocation [admixture sub-school]), trapfinding

Combat Gear scroll of *forceful hand*, scroll of *greater dispel magic*, scrolls of *mage's lucubration* (2), scroll of *shadow walk*, wand of *acid arrow* (50 charges), wand of *jolt* (50 charges), wand of *magic missile* (50 charges), wand of *scorching ray* (50 charges); **Other Gear** *cloak of elvenkind and resistance* +2, *eyes of the eagle and minute seeing*, *headband of vast intellect* +4, mwk thieves' tools, *ring of deflection* +2, spellbook, spell component pouch, 1108 gp

The Scriptkeeper's origins are unclear but rumors speak of a semoxa pairing among the brightest the Steamwalkers had ever seen. The brilliant symbiosis was said to end in a tragic mishap of failed experimentation. The surviving semxi was left unhinged, destroying all traces of the past work it had done as part of the semoxa whole.

The tales of the Scriptkeeper began shortly thereafter. An implacable spectre whispered to bring life to the traps around the Archives and to awaken the most ancient perils of the Labyrinth. Few that claim to have seen the creature and lived describe more than a fluttering cloak of tatters.

wing has been overflowing since the district's Greyroot epidemic began, with a never-ending stream of traumatized souls spilling in from the streets (see page 62).

Hotel Luxa (Stacks): Said to have taken off when Bookbinder elites needed a local place to stay while they set up their libraries, Hotel Luxa is an opulent oasis amid a desert of dirt and crime. With an anchor built into a fountain in the lobby, the hotel mirrors an extravagant work of Prime Material architecture completely unique in the Archives. Located in the Nearring where the Wardens still occasionally patrol, the hotel caters primarily to adventurers and vault-seekers who don't want to dirty themselves with the local fauna while they search for hidden wealth and lore. Those in the know can ask for the Illuminate Suite to be put into contact with **Jadrik Brightstone** (Steamwalkers TN male dwarf bard 7), a local fence and information broker. Jadrik can find a buyer—or a seller—for anything, and connect a body with anyone, but he's really in the Archives on behalf of his Parity, putting the locations of Bookbinder caches into the hands of adventurers keen to loot them.

The Labyrinth (All): A series of interconnected mazes and puzzle-rooms hidden beneath the streets of the Archives have been dubbed The Labyrinth by locals, and while most agree it must be the entrance to the greatest Bookbinder library of all, there are those who suspect the whole thing might be a decoy, created to distract treasure hunters from the real vaults. So expansive and treacherous that none have yet reached its end, The Labyrinth's walls shift on a randomized schedule, rendering any attempts at mapping the thing futile.

Lheg's Bowl (Greydowns): Another soup kitchen, though much less reputable than others, this establishment is run by **Lheg Armchain** (Steamwalkers CN male half-orc alchemist 12). Lheg will feed anyone who can stomach it, as much as they can eat, provided that they agree to wear a length of chain during the meal and subsequent hour, and allow Lheg to ask them up to ten questions. Sometimes the patrons don't make it that long. While the Greydown's Council has been made aware of the dubious food, their concern is outweighed by the pressure Lheg takes off of more legitimate kitchens.

Mirrorkeep Row (Stacks): An affluent, anarchic neighborhood of bohemians and artists in the Nearring, Mirrorkeep Row is populated by free-spirited dilettantes and self-styled gentlefolk magicians who overwhelmingly mistrust the law and prize personal freedom above all else. Magic and arcane lore are very much in fashion with the locals, and small-time diviners and hedge magicians make a tidy profit selling low-level scrolls to those unable or unwilling to learn the whole of the art. Mirrorkeep Row's houses are beautiful, unorthodox pieces of glowglass architecture, and the wealthiest augment their homes with whimsical permanent illusions. Warden patrols occasionally skirt the communities' borders, though Mirrorkeep's aristocrat-mages are often far more deadly than the district's gangs and thugs. All but above the law, their wealth affords them the freedom to use any magic they see fit, simply settling the fines for any property damage or injuries they've caused after the fact.

The Oracle of Dust and Stone (Warrenweave): In a corner of the Warrenweave, a small chapel to a forgotten god slowly rots under the weight of time. The roof has opened to the elements, the walls have crumbled, and opportunistic plants have begun to sprout. It is a home to vanished history and despair. It is a place where those who have nothing come to find solace—or, failing that, answers. The traditional offering is a hunk of sandstone, crumbled over the altar. The oracle does not always speak, and when it does, it is in the voice of sand and breeze—a message for the seeker alone. Those who do not mourn the passage of dead dreams may never hear it at all. The voice of the oracle is not always clear, and it does not offer hope. It gives answers and hard truths, certainties that will dissolve as even mountains erode over time.

Paska's Distillations (Greydowns): **Paska** (Temple of Coin CN female shadow-fey alchemist 9) is one of the most enterprising shadow-fey of the Greydowns. Using her vast network of rooftop Radia, collectors are maintained by Fade children and other orphans that Paska trains to operate the collectors. She turns these 'potions' into cheap cures and the like for natives of the Archives, and nets a tidy profit off the nature of the Etherstorm.

Shuttertown (Greydowns): An open-air market spanning the Archives' busiest thoroughfares in the Midstreets, Shuttertown has no standards or recognizable management controlling what's sold or who sells it, much to the frustration of the Temple of Coin. Anyone with something they want to get rid of is free to show up and peddle their wares to passers-by, and vendors range from craftsmen selling their best works to fences offloading hot goods to vagrants looking to make some coin off burned rats and Duskwine. Quality can be found in Shuttertown, but it could take years sorting through trash to find it.

Torchstone Towers (Warrenweave): A massive veryx warren, the name of the Towers comes from the large enchanted shards of paraelemental crystal suspended in the webs between the ruined towers of the area. This precaution was created to give safe haven to travelers who are afflicted by the Occlusion and its peculiarly strong shadow phantoms in the area. Fresh food and tea are kept prepared by the semxi and semoxa of the warren as an attempt to spread goodwill to those unfortunate enough to be caught so deep into the District's Farring.

Personae of the Archives

Ambelis the Weird (Descendants of Dreams TN female sylph illusionist (wind listener) 13): Leader of the Glimwatchers and one of the most powerful crime

bosses in the Archives, Ambelis takes apprentices from the disenfranchised cast-offs of the district and trains them in the arcane. Ambitious and largely unscrupulous, once her gang has uncontested control of the streets the illusionist hopes to have free reign over the Archives' namesake archives and all the magical knowledge hidden therein. As she tells it, Ambelis is completely self-taught in the arcane arts, empowered by a spellbook she found as a child and sheer force of will. There are those who contest her story, however, claiming Ambelis betrayed her master, killing them and stealing their work for herself.

Canto Miirsax (Descendants of Dream, CN male xodai bard 5/sorcerer 6): Canto is one of the last two members of his Sundering. He speaks apocalyptic poetry about the day his hellcore shatters and the Ashen King is returned to take vengeance on the Eternal Dawning and the City that harbors them. The fiend inside his prison is said to be a Lord of the Abyssal Trine and a power greater than many of the Eternals of Hyraeatan. Some cynics say this is all a ruse said to make his travels through the Archives safe for fear of releasing his deadly prisoner.

The Debtholder (NE Temple of Coin male tiefling conjurer 17): The Debtholder always delivers, they say. There's a dour tiefling who sits behind a plain counter in a dusty shop in the poor part of town. He takes requests, demands, pleas, individual hearings, and formal audiences. He scribbles them in his book, consults the tomes that line the walls behind him, calculates on the remainder of the page, and presents his findings: what the petitioner must give up to see her dream realized. For some, it is a week of their life. For others, it is the heist of a jeweled eye from a demon's throne. One ambitious seeker reported that the Debtholder demanded control of a world's treasuries. If the petitioner agrees to the terms, they sign the sheet… and in the course of achieving their dream, they must also complete the contract. Some accuse the Debtholder of being in thrall to a greater devil, but his contracts are always fair, the price commensurate with the cost.

Hesmemseh (Hands of Onus, NG female mirrorkin echo 9): Hesmemseh is a member of the Archraiders guild from the Halls area of Colleges but spends most of her free time in the Greydowns due to an inversive bond to Argismal, a mage who came from the a gang in the area called the Powder Cats. Her mirrorkin nature has reflected a love and sympathy to the hard-living citizens of the hive and she utilizes her abilities to extend the usefulness of curative items and restorative agents to help Archives citizens reach better lives.

No (Blackblades NE agender fetchling eclipse 11): The leader of Some, a predominantly fetchling syndicate of assassins and spies, No is a sly creature of infinite secrets. While undoubtedly not their real name, "No" is the only answer they're known to give when asked to introduce themselves. A master of disguise, it's said their true face has never been seen, and they've built their crew on anonymity

Ambelis the Weird

Greyroot, the Occlusion, and Shadowtides

Due to the drugs insidious illusory side effect, greyroot has a particularly strong interaction with Shadowtides emitted by the Occlusion. Raise the effective spell levels of any shadow magic spells manifest within range of the users modified hallucinations by one. Spell effects take on the aspects of the users hallucinations and shadow magic tends to target the user and those they have positive attitudes toward.

from the ground up. Some never recruit, instead accepting anyone claiming membership into their fold, and those who seek them out hire Some as a whole—services from individual members are never contracted.

Prantis Gornli (Icegrave Enclave LN female tiefling necromancer 12): Prantis was a member of a Warden circle tasked with patrolling the Warrenweave. Generally regarded as a death-sentence, her circle did as ordered. As members died off, Prantis did her best to fulfill her orders by animating the remains of her fallen fellows. She also began actively purchasing death contracts from the Icegrave Enclave and in time took over as a District agent for them. She roams the Warrenweave at the edges of the Occlusion commanding her creatures to destroy any manifestations that threaten the citizens though often times she is as terrifying to those she saves as the shades she rescues them from.

Scintil (Hand of Onus LG male fetchling paladin 9): One of several members of the Obliged working in the Archives, Scintil manages an almshouse in the Warrenweave where the streets are unstable and reality is thin. Though kindhearted and giving, he balks from outright charity, lending or trading his aid to the needy and accepting repayment in labor instead. Scintil's methods are abnormal for a paladin, favoring stealth and subterfuge to violence and killing, and many in the Archives question his motives. Rumors abound that the fetchling truly serves some fiendish master, only posing as a paladin to collect debts from mortals with little means.

The Scriptkeeper (Bookbinders LN male semxi veryx rogue/arcanist (school savant)/arcane trickster 1/5/8): Known to the Archives as the Scriptkeeper, Kapillarix is a Bookbinder zealot dedicated to defending his Parity's hidden libraries from looters. Patrolling the district under glamer and darkness, the veryx arcanist resets traps, bolsters wards, spreads false rumors, and creates decoy cache sites laden with considerably more deadly traps. Kapillarix's true identity is largely unknown; few in the Archives have survived a meeting with the Scriptkeeper, and many believe he is nothing more than an urban legend, a work of fiction invented to scare the weak away from the vaults.

Urama (House of Heights CE female human shadow weaver 11): Hungry for power and obsessed with eternal life, Urama is an aggressive shadow weaver and leader of the Kraken, one of the Archives' most violent gangs. Though the Kraken have been around as long as anyone remembers, their influence was always stunted by Urama's incredible lack of charisma, until one year ago when their numbers surged and they took control of a huge swath of territory seemingly overnight. A mystery to those outside the gang, the dark is that Urama's no longer the only power behind the Kraken: the shadow weaver found a portal in an underground cavern that leads to the lair of Eondairil (NE aboleth diviner 7), an aboleth that's looking forward to conquering a planar nexus. Recruits are now taken through the cavern to meet their master and ensure their loyalty, and what used to be Urama's gang has steadily transformed before her eyes into an aberration cult. Eondairil has been unable to dominate Urama, and Urama can't kill Eondairil, leaving the two with a fragile truce that could crumble at any moment.

New Game Mechanics

The following section details new mechanics for characters and creatures from the Archives District.

New Drugs

CHILL — **50 GP**

Type injury
Addiction high, Fortitude DC 20
Effect 1 hour; 2d10 temporary HP, +2 alchemical bonus on charisma-based checks
Damage 1d2 Str and 1d2 Dex

Overdose

If more than one dose is taken in a 24-hour period, or the crystals are ingested orally, the user experiences excruciating pain and takes 1d4 points of constitution damage.

Concentrated positive energy harvested from the elemental planes, Chill is a stimulant that provides a sudden burst of energy. Sold as glittering crystal shavings, users press the shavings over an open wound and seal it with magical healing or tight bandages.

DUSKWINE — **4 GP**

Type ingested
Addiction low, Fortitude DC 15
Effect 1 hour; +2 alchemical bonus on saving throws against fear
Damage 1 Con, 1 Int damage

Overdose

none

A tawdry spirit distilled in complete darkness away from the radia and the etherstorms, duskwine can be cheaply produced using weeds, regional berries and shadow detris from Hyraeatan's streets.

GLOOM — **750 GP**

Type ingested
Addiction high, Fortitude DC 25
Effect 1d4 minutes; whenever the user would be affected by a mind-affecting effect, there is a 25% chance that effect will treat them as though they possess the mindless trait
Effect 1d4 hours; -2 penalty on all initiative checks, -5 penalty on intelligence and wisdom-based skill checks.
Damage 1d3 negative levels

Overdose

If more than one dose is taken in a 12-hour period, the user immediately takes 1d6 points of constitution damage.

Harvested from the bodies of unliving shadows, Gloom is a dangerous narcotic that attacks the user's body and mind, driving them into coma-like states wherein they become increasingly incapable of thought.

GREYROOT — **500 GP**

Type inhaled or ingested
Addiction moderate, Fortitude DC 13
Effect 1 hour; +2 alchemical bonus on caster level checks when casting illusion spells, -2 penalty on will saving throws, -10 penalty on perception checks
Damage 1d2 Str and 1d2 Wis damage

Side Effect

The user's hallucinations manifest into the world around them as a Persistent Image, DC 17, affecting all creatures within a 40-foot radius focused on the user. The user automatically fails their saving throw against the effect, believing their hallucinations to be real. This shared hallucination lasts for 10 minutes.

Overdose

A dose taken while the user is under the effects of any other illusion effects (including previous effects of greyroot) doubles their durations and imparts a -5 penalty on all saving throws against illusion effects for 1 hour.

Metamagic Component

When used as a material component, greyroot instead applies the Persistent Spell and Silent Spell metamagic feats to an illusion spell of up to 6th level, in addition to giving the user a -2 penalty on will saving throws for 1 hour.

Table 2–1: Radia Distillate Shift

d%	Effect
01–60	Distillate has the effects of the longest exposure.
61–70	Distillate has the effects of the shortest exposure.
71–80	Distillate has the effects of the final exposure.
80–90	Distillate has the effects of both exposures but the alchemical extension is halved.
91–95	Distillate is synergistic, calculate intensity level as though 1 level higher for both exposures.
96–98	Distillate is reversive, apply bonuses as penalties and vis-a-versa.
99	Unexpected brew! Roll again on the Radia Weather Effects table for the effects of the distillate.
00	Distillate has random effects as per the GMs decision (may be permanent until dispelled, etc)

Synthesized originally as a spellcasting aid, Greyroot has become increasingly popular among the illusionist gangs of the Archives since being banned in the academies. A hallucinogenic that morphs the users' hallucinations into illusion effects in the world around them, each use of Greyroot is a shared hallucination experience for anyone within 40 feet and can lead to widespread mental and physical trauma for everyone in the vicinity.

LUSTER — **25 GP**

Type inhaled
Addiction low, Fortitude DC 10
Effect 1d4 hours; +2 alchemical bonus on intelligence-based checks
Damage 1d2 wisdom damage

Overdose

If more than one dose is taken in a 4-hour period, the user takes a -5 penalty on wisdom-based checks and may begin creating false memories.

Luster, when smoked from a pipe, calms the mind and aids memory and recollection. It's made with dried leaves from the shimmerrose, a bush that grows only where the Radia lingers in the Farring.

New Skill Use

Craft (Alchemy): Stabilize Radia Distillate

The Craft (Alchemy) skill can be used to stabilize collected Radia effects (See City Overview – The Radia) allowing for an Etherstorm effect to be contained and preserved for hours after the particular effect dissipates. Particularly skilled alchemists can extend this duration further.

- **Lesser Exposure**: The Base DC to preserve a 1 minute exposure effect to 1 hour is 15, you may successfully extend the effect by 1 hour per point you exceed the DC. The process takes 5 sp per hour you wish to extend the Radia effect's potency for this exposure effect to a maximum of 24 hours.
- **Standard Exposure**: The Base DC to preserve a 10 minute exposure effect to 1 hour is 20, you may successfully extend the effect by 1 hour per point you exceed the DC. The process takes 5 gp per hour you wish to extend the Radia effect's potency for this exposure effect to a maximum of 24 hours.
- **Long Exposure**: The Base DC to preserve a 1 hour exposure effect to 12 hours is 25, you may successfully extend the effect by 1 hour per point you exceed the DC. The process takes 20 gp per hour you wish to extend the Radia effect's potency for this exposure effect to a maximum of 48 hours.
- **Extreme Exposure**: The Base DC to preserve a 10 hour exposure effect to 1 day is 35, you may successfully extend the effect by 1 day per 5 points you exceed the DC. The process takes 500 gp per day you wish to extend the Radia effect's potency for this exposure effect to a maximum of 24 hours.

Action: 10 minutes are required to stabilize existing Radia Distillate.

Retry: Yes, but only if the desired effect is still manifest. Each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. If you exceed the value of your reagents with your check, your extension is still limited to value of the reagents you used.

Special: If the Radia storm shifts during distillation, roll on Table 2-1 (see page 69).

New Prestige Class: Spellwyle

Spellwyles are slippery spellcasters specialized in stealth and subterfuge. With an arsenal of spells and a variety of skills at their disposal, they make for versatile adventurers equally comfortable scouting ahead as they are working powerful incantations.

The spellwyle's path is attractive to spellcasters of all kinds. Full casters augment their defenses by hiding while they cast spells or fleeing to their ally's side if cornered, while more martial spellcasters can improve their offensive capabilities by rapidly moving between foes across the battlefield.

Role: Inherently sneaky and duplicitous, spellwyles often prefer to work alone, or at least from solitary hiding places. They are potent arcane casters that use stealth and guile to gain advantageous positions over their enemies.

Alignment: Spellwyles come from all arcane backgrounds and can be of any alignment, but their tendency to favor roguish tactics and trickery makes them predominantly non-lawful.

Hit Die: d8.

Requirements

To qualify to become a spellwyle, a character must fulfill all of the following criteria.

Skills: Knowledge (arcana) 7 ranks, Stealth 7 ranks.

Spells: Ability to cast arcane spells of 3rd level or higher.

Class Skills

The spellwyle's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

Spells per Day: At the indicated levels, a spellwyle gains new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a spellwyle, they must decide to which class they add the new level for purposes of determining spells per day.

Table 2–2: Spellwyle Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+1	+1	Dimensional agility, sideslip, trapfinding	+1 level of existing class
2nd	+1	+1	+1	+1	Sneakspell (+1 DC), versatile knowledge	
3rd	+2	+1	+2	+2	Fast stealth	+1 level of existing class
4th	+3	+1	+2	+2	Sneakspell (+2 vs SR), versatile knowledge	
5th	+3	+2	+3	+3	Spellsnipe	+1 level of existing class

Dimensional Agility: Spellwyles receive Dimensional Agility as a bonus feat at 1st level.

Sideslip (Sp): Starting at 1st level, a spellwyle can teleport themselves adjacent to a creature they can see that is under the ongoing effects of a spell they cast, as if using *dimension door*. This is a move action that does not provoke an attack of opportunity. At 5th level, a spellwyle can sideslip as a swift action. This ability can be used a number of times per day equal to 3 + the spellwyle's Dexterity modifier.

Trapfinding: A spellwyle adds their spellwyle level to Perception skill checks made to locate traps and to Disable Device skill checks. A spellwyle can use Disable Device to disarm magic traps.

Sneakspell (Ex): At 2nd level, a spellwyle adds +1 to the save DC of spells against opponents who are denied their Dex bonus. At 4th level they gain a +2 bonus on caster level checks to overcome spell resistance against such foes.

Versatile Knowledge (Ex): At 2nd level, a spellwyle can choose one type of Knowledge skill. They can use their bonus in that skill in place of their bonus in associated skills. When substituting in this way, the spellwyle uses their total Knowledge skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not they have ranks in that skill or if it is a class skill. At 4th level the spellwyle can select an additional type of Knowledge to substitute.

The types of Knowledge and their associated skills are:

- **Arcana**: Spellcraft, Use Magic Device.
- **Dungeoneering**: Acrobatics, Disable Device.
- **Engineering**: Appraise, Disable Device.
- **Geography**: Acrobatics, Linguistics.
- **History**: Linguistics, Sense Motive.
- **Local**: Appraise, Linguistics.
- **Nature**: Acrobatics, Appraise.
- **Nobility**: Diplomacy, Sense Motive.
- **Planes**: Linguistics, Use Magic Device.
- **Religion**: Diplomacy, Spellcraft.

Fast Stealth: At 3rd level, a spellwyle can move at full speed using the Stealth skill without penalty, as the rogue talent of the same name.

Spellsnipe (Ex): At 5th level, when using the stealth skill to snipe, a spellwyle can cast one spell instead of making one ranged attack.

"Lesser thieves often target jewels, coin, and other treasures. We of the Glimwatchers ply our trade stealing lost secrets, rare incantations, and the will to resist us."

—Ambelis the Weird

The Seraph of the Burning Tree

The Seraph of the Burning Tree stands as a foreboding welcome to what is one of the most vibrant and welcoming sections of the City. Its Towers while not bearing the oversight of the Colleges district do hold staunch allies with those who do and as such Parities of the District Gate rarely offer anything but support to the Steamwalkers and Descendants who run the Freeschools and Academies.

"I pity those who bring violence to the Colleges, they might upset the children before the Wardens can save them."

—Xes Allight, Headmaster of the Jade Rise

Colleges District

N metropolis

Descendants of Dream and Steamwalkers

Corruption +0, **Crime** +0, **Economy** +4, **Law** -1, **Lore** +7, **Society** +7

Qualities academic, broad minded[AP67], cultured, empowered populace, magically attuned, rumor mongering citizens

Danger +5; **Disadvantages** curious populace†

Government council

Marketplace

Base Value 19,200 gp; **Purchase Limit** 120,000 gp; **Spellcasting** 9th

Minor Items nearly any; **Medium Items** 4d4; **Major Items** 3d4

New Disadvantages

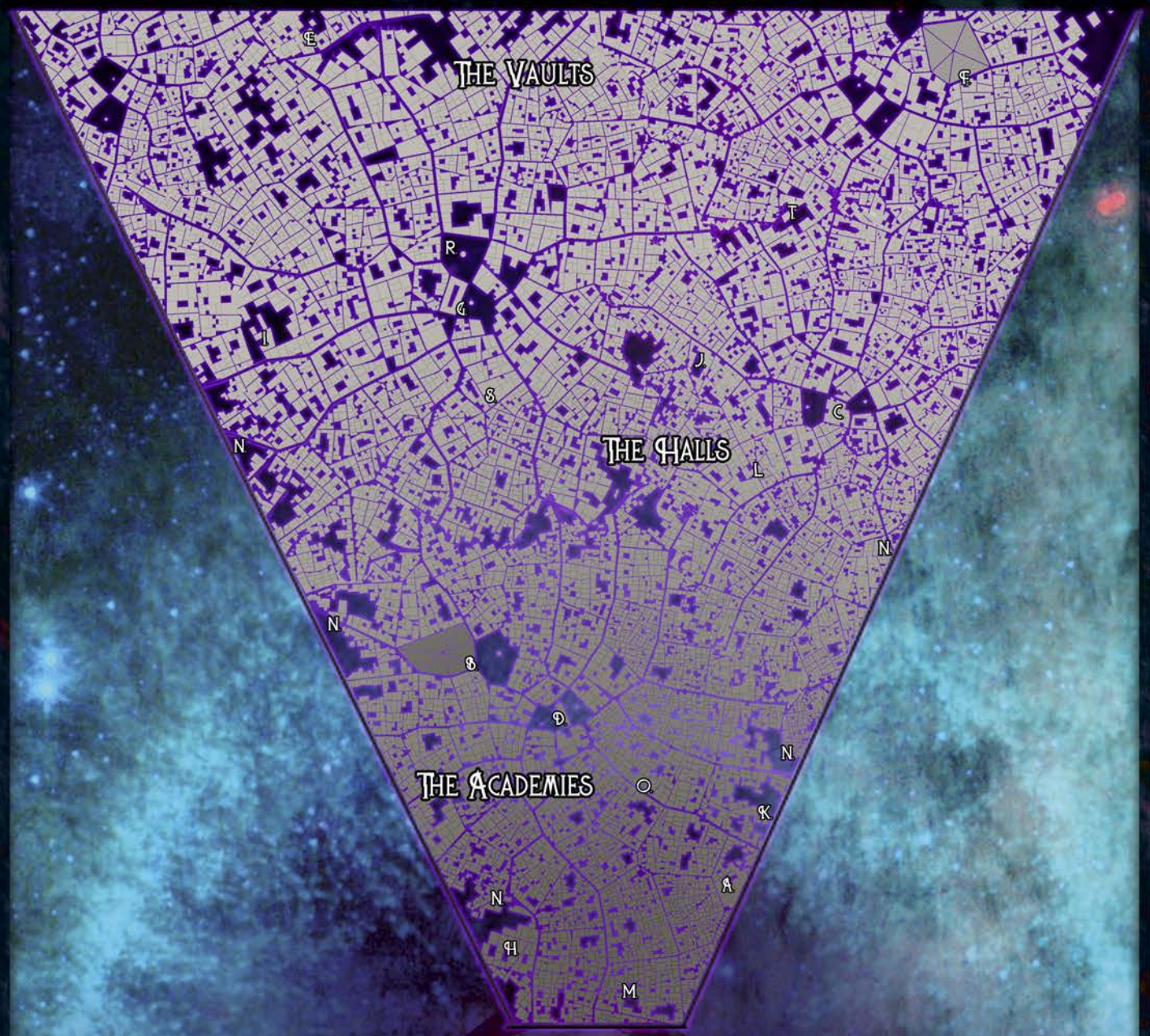
Curious Populace: This part of town is often interested in on another's work, well-being, and goings on. GMs should roll opposed rolls for NPCs witnessing Stealth and Bluff checks who are not their intended targets.

New Qualities

Empowered Populace: This area contains a high number of supernaturally empowered individuals (adventuring guilds, magical school students, etceteras). The populace can often protect itself from harm, deception, and incursion. *(Corruption -4, Crime -4, Law -2, Society -2; Danger -5)*

Some say that while the Seraph's Ring is the heart of Hyraeatan's government and faiths, that the Colleges District is its soul. It is a long held truth that the Circle of Six were all students and practitioners of magic that arrived in the City of Seven Seraphs to study the unique magical confluences of the Radia or to harness its agitated echoes in the Occlusion. The ground where the Colleges district stands was the place the Fade allowed them to settle first. The first Towers rose there before the Pacts or elsewhere, and the area housed all the magical orders and schools who would give birth to the modern Parities.

As the Parities rose, there were those who refused to choose a side, claiming that the lore possessed by each of the traditions was too valuable to surrender access to entirely and that some schools, guilds and organizations should be maintained to facilitate the sharing of ideas. This idea was met with opposition from the Fade holy-men of the site until the agreement was struck that any neutral institution had to be managed by two of the Parities directly and could still be an active participant in the Balance.



A. Astivar's
B. Montmore
C. Clockworks
D. Emerald Rise
E. Crucible Point
F. Neo-Locus One
G. The Ebon Addition
H. PonPon Academie
I. Guildhall of the Archraiders
J. Manse of the Mummer's Men
K. Kiredge School of Martial Mastery
L. Houndsmen
M. Legacy Hall
N. Freeschools
O. Harvest Hill
P. Keeper's Keep
Q. Lineage Academy
R. The Orb Theatre
S. Endukai Chapterhouse
T. The Great Spiral Guildhouse

The Colleges District

District Summary

As most of the city, the Colleges District follows the influences of the Nearring, the Midstreets, and the Farring. In Colleges these areas are called Academies, Halls, and Vaults. Most of the schools for the children of the City are held in the Nearring and comprise the bulk of the structures of Academies. A small market here provides sundries for the schools. Halls represents affiliated groups with patronage but no specific loyalty to any singular Parity. The Vaults are experimental edifices that attempt to utilize the Farring's destabilizations to either enhance magical experiments or to insulate the rest of the City from them. The namesake Colleges dot the Districts area depending on their original constructions.

The Academies (Nearring)

The Academies comprises one of the most congenial and "pleasant" neighborhoods to work and live in all the City. The Radia's light is strong enough in the Nearring to provide Academies with daylight levels of illumination for the majority of each day. Only the streets of Crowns have ever been considered safer and so it is little surprise that this is where the majority of the Free-Schools of the City and the college namesakes were constructed. Following suit the magical schools that train promising freeschoolers into scholars, mages and other professions were also built here granting the Nearring neighborhood its name. Between the Descendants' Kivas and the public parks kept by the nearby Tower of Ash, a Prime Worlds native can almost forget where they are.

The Halls (Midstreets)

The Halls are made up of the structures housing multiple non-Parity organizations that use the City of Seven Seraphs as a primary hub of operations. The vast majority of these are mage guilds and adventuring company houses that find the nearby accessibility of the Lattice too tempting to pass up. The tradeguilds of the Pact's district often resent these organizations as too flamboyant, dangerous, and ill-considered to do business. Each guild or organization is required to have a Parity that patrons them but they are not required to have strict membership affiliation with the parity. At times this can lead to stress between a Guild that finds itself in violation of its Parity Charter and must procure a new sponsor before being forcibly removed by the Wardens from the City.

The Vaults (Farring)

A neighborhood is primarily large structures designed for the most delicate or extreme of experimentation or discovery by the Steamwalkers and their allies. It is bordered internally by one of the few cross district walls in the city, primarily to protect the City from breached structures within the Vaults. Rumors persist of secret prisons and holding facilities where enemies of the Parity too dangerous to risk the Blackblade's prisons but too important to just kill are secreted away.

Governance & Law Enforcement

The streets of the Academies are generally allowed to be run by the Descendants of Dream, as that the Kivas of the area are numerous and each has a group of Descendants overseeing its daily schedules. These groups only escalate issues to the Wardens when violence, theft or property damage is involved and often only if they can't handle it themselves. Otherwise issues are settled as each Kiva administrator deems fit. Given the natures of the arbiters, this process can be confusing or upsetting as that conflict resolution can range from dreamweed pipe smoking trance to public debate with peer review. The highly trained students of the magical academies of the neighborhood defend themselves as often as not.

The Halls find even more individualized autonomy in that each sector of the area is given over to its collective guilds to police. Warden patrols that find their assignments here often lament that they spend as much time policing the Guild agents from coming into conflict with one another as they do actual keeping of the peace. Adventuring and mage guilds are as prone to rivalry and violent conflicts as any external threat the district faces.

The Vaults are patrolled by rare Warden patrols who keep a strict rosters of visualizer-specialist that can deal with mounting instability in the Farring areas. Otherwise owners of structures in the Vaults are expected to manage the risks of their own experimentation and held accountable for damage and other issues caused if, and when, things move beyond their ability to contain them.

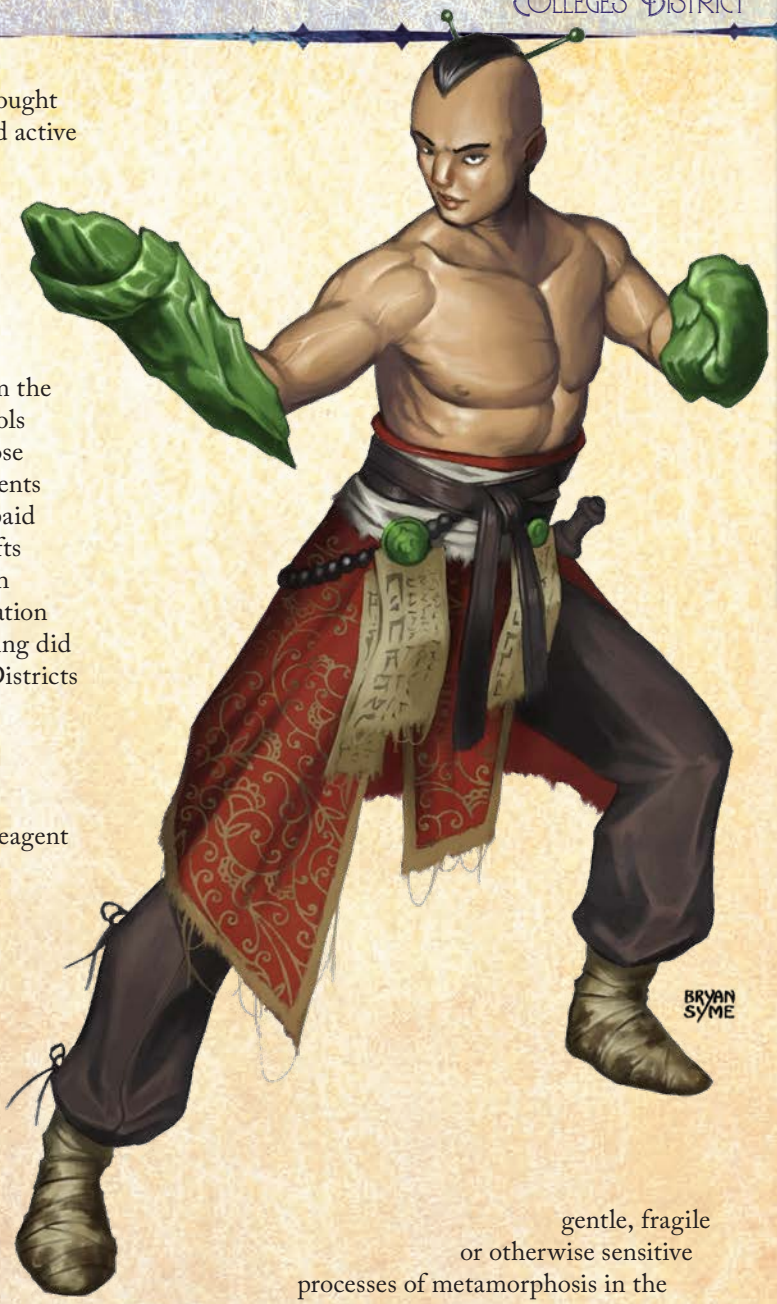
The District Council is comprised of seven seats determined as follows: an elected official from each of the Academies, the Guilds, and the Vaults. Two Guild representatives are determined by annual Tournaments, as are two Academies seats. A Circle of Hexar Wardens is assigned to the District Council as normal.

History & Current Events

The Colleges District has remained relatively stable since the end of the Wonder Wars and the formation of the Modern parities. Some of the original mage towers of the Circle of Six were said to stand where the Colleges stand and some of the older structures claim to incorporate parts of those buildings. Far too many of the schools and guildhalls that claim this exist for it to be the truth but remnants of the first town of outsiders are still evident to those who know where to look.

Recent increases in Archives trafficking have brought increased amounts of greyroot into the District and active efforts are being made by the District Council and the Wardens to reduce the threat of the drug impacting the children of the Freeschools and the Academies. Some students who moonlight as raiders in the Archives may be the connection the greyroot gangs are using to move their product from the Orchards and back after it is processed.

During the Lightbringer Incursion refugees from the Orchard District were housed in many of the schools and guildhalls and from resulting relationships those institutions have seen a massive influx of new students from the recovering District. Many workers have paid for their children's enrollments by taking extra shifts in harvest crews and increasing the amount of fresh produce to reach the district, heightening the sensation of prosperity for the entire area. While some fighting did reach the Colleges, it was minimal and of all the Districts only the Pacts district bears fewer scars.



Locations of Interest

Astivar's (Academies): An elite bookstore and reagent vendor, Astivar's is a family-run business founded by Constance Astivar, a one-time adventuring companion of the PonPon Académie's founder. Her efforts to supply the school in its earliest years were rewarded generously. Her daughter invested the earnings and formally opened the store generations ago. The current owner, Emi, keeps a staff of adventurers dedicated to supplying the District with things too expensive to buy outright from the Temple of Coin. This organization has grown large enough to have a guildhall in Guilds.

Clockworks (Halls): One of the most advanced mechanical institutions outside the laboratories of the Steamwalkers themselves, this unlikely facility began when a Descendant of Dream frustrated with his actors requested a friend named Elian of his to build him "perfect" actors able to deliver lines and execute actions with a perfect skill. The effort turned out to be too much for Elian so he hired help from failed Steamwalker students and Academy dropouts. In time he took the vows of the Hands of Onus and charged himself to bring an understanding of machinist techniques to the entire City. Apprentices can work in the Fabrication Chamber to pay for their lessons but rumors of a supplemental firearms trade have begun to be too difficult to deny.

Crucible Point (Vaults): The Chrysalis Covenant uses the Tower of Change for the majority of their guided evolutions, and the Grand Hospice serves to recover those failed cases, but after a time they realized some of the transformations that their membership pursued were too violent and dangerous to conduct so near some of the gentle, fragile or otherwise sensitive processes of metamorphosis in the Tower. Crucible Point was constructed in the Vaults Section of the Colleges to host these changes. Rumors of kyton-influenced transformation techniques have been vehemently denied.

The Ebon Addition (Halls): There was a brief period where the Icegrave Enclave was feared to eventually block the Docks off with their Icetomb. Their demonstration of animating the corpses below the ice to "swim" the Isle deeper into the Bay of Shades did not satisfy the Parity Council. The Enclave's second offered answer was the anchoring of a vacuole from the Void to build a second Icetomb within. Shortly thereafter the Steamwalkers had a drastic reversal of opinion and convinced the Council that Icetomb would still be an effective solution for centuries. The Ebon Addition was turned over to the Wardens as a special tomb for their honored dead.

Emerald Rise (Academies): This academy was founded by retired members of a Warden circle. The

duo, a Thunderchild named Veius Khul and an Eternal Dawning empyrean named Xes Allight, used an artifact recovered from the Plane of Earth to create the Emerald Rise. While technically containing a microportal to Earth, the jade construction functions like worked stone to all elementals that are not of good-alignment. Unlike many buildings in the City, the Rise is not Seraph-dependent and tends to be incredibly stable even during the most extreme of Radia events.

The relative safety of Emerald Rise and its emphasis on a "total being" approach to education makes it popular with families from Irons. Students of the Rise are often interested in approaching the Ladies and Lords of the Eternal Dawning to pursue one of the eight Virtues on graduation but out and out recruiting by any of the Parities is prohibited by the Rise's charter. Students are encouraged to find their own interests and only when they feel comfortable with the surety of self to consider joining a Parity.

Endukai Chapterhouse (Halls): This school appears to be a school for young boys and girls from the outside. Those with some awareness of the underworld of Hyraeatan and Criminal activities at large understand that it is in fact a safehouse and training center for an interplanar league of Assassins. The Endukai order is old beyond even the City's recollection and is believed to have its roots in the fiends of the chained demons of Tartarus. Some speculate that children are given a form of immortality that ceases the aging of the body and that the assassins of the order are far older than they appear.

Freeschools (Academies & Elsewhere): Considered one of the greatest achievements of the collaboration of the Descendants of Dream and the Steamwalkers was the institution of the Freeschools, a public elementary education system for the City of Seven Seraphs. Six schools were established formally: Hammer (near a gate to the Irons), Ring (just past the District Gate), Book (at a gate to the Archives), Jewel (near a Portal to the Crowns), Coin (near a Latticeway leading to the Pacts District) and Beach (near a delivery Latticeway from the Docks). While technically not required to go to the Freeschool sponsored by their District, it is encouraged due to "tailored curricula" offered at each school.

Great Spiral Guildhouse (Halls): A prime material mage guild that takes jobs for hire, the Great Spiral is one of the few founding era guilds that did not originate in the City. Now nominally patroned by the Foreseen, some denizens of the City suspect the members of this guild share their own curious insights into the future. Unlike the Foreseen, the Great Spiral Mages cannot actually speak freely of their missions or much at all for that matter. This earns them their nicknames as "Lockjaws" and "Grimkeys." Each Great Spiral mage is said to have a magical key that appears to be their only magical item. Speculations as to the key acting in proxy of large collections of powerful artifacts or a greater magical bond are unclear. The keys themselves appear to be intangible to anyone but their owners though claims that they can be impacted by force effects have been made.

Guildhall of the Archraiders (Halls): The need to track down particular tomes of value that have been lost in the organizational wars of the Bookbinders is frequent and not limited to just that Parity itself. Groups of mercenary adventurers have long entered service to track down tomes of great importance when necessary. Among the most successful of these are the Archraiders. Short for "Archive Raiders" the large, loose affiliation of the Archraiders was started by a group of Academies students who met at an Academy Cup and found their prospects among the Parities unappealing. Banding together they began taking dangerous jobs aimed at high ticket items from patrons in the Bookbinders, the Seraph's Ring faiths, or even Crown's nobles. A combination of luck, bravado and circumstances led them to a wildly successful initial outing. They haven't looked back yet, delving the most dangerous parts of the Archives for fun and profit.

Harvest Hill (Academies): Once Ossi Lestinar got the idea in her head that she was to train heroes, her fate was cast. A former wedding officiant of the Hands of Onus, Ossi realized that with the help of the Foreseen she could train the heroes of the City's future before they were needed. She appealed to see the Triad Eyes and the story goes that she received a pure Accordance. The Foreseen immediately put the full measure of their resources behind her plan revealing that a building had already been purchased for the purpose. Refurbishing the old granary into the school that would become Harvest Hill, Ossi set about recruiting the first class that would save the City before anyone knew of their importance. Initially, Foreseen seers attended Ossi but when she grew older she requested that the Parity provide her with an artifact that could seek out the "seeds" of next generations Heroes. She also approached the Hands of Onus to make certain that the school would always have a headmistress or headmaster.

Houndsmen (Halls): Specialists in planar missing persons searches. Rumored to have been started by two Wardens who were bet they could not find a prime-material Child who wandered off onto the Lattice, the Houndsmen have become one of the most skilled groups of bounty hunters and reclamation agents in the multiverse. A reciprocal agreement for unspecified future services provides them with a triad of seers from the Foreseen Parity at all times and many of the members are not without their own mystical tracking abilities. Their fees are steep but their results seems worth the cost.

Kiredge School of Martial Mastery (Academies): In a City steeped with magical traditions and supernatural power, it is easy to overlook the truth of simple steel. With the Thunderchildren presenting a single minded focus to a single weapon or single fighting style, the premier martially-minded Parity does little to support

the general study of weapons and war. As the Ashborn expanded beyond merely guarding the grove to manning the walls of the City they sought out the Jailers of the Blackblades to found a martial training academy to use for both training and recruitment ground. Both Parities approached the incarnate eternal Kiredge Astonier and offered him a place to shape the generations of warriors in the City. Access to radiant and druidic healing provided by the Ashborn paired with the first-offense forgiveness of the Blackblades, the popularity of Kiredge skyrocketed. Reforming troubled youth and training eager soldiers Kiredge and his staff have brought a greater level of skill to the blades that guard the City and the Guards that keep its worst criminals in check.

Legacy Hall (Academies): Legacy Hall was created during a lull in Warden enlistment to provide a steady stream of capable agents for the Wardens. Given the blessing of the Parity Council, the Hall was created by a joint taskforce of the Steamwalkers and Warden Unars. Each student is chosen to be trained in the manner of a successful and fallen Warden. This homage is so complete as to provide initiation into their Parities as well as training in their skills and powers. Some critics of Legacy Hall say that it exposes children to the politics and agendas of the Parities at far too young an age. Others say that it fast tracks them to early graves and lives of violence. Despite detractors, the hall has produced some of the most skilled and capable Wardens in the history of the City.

Lineage Academy (Academies): Originally founded to train, curate and carefully cultivate unique lineages of feeding stock for the Sanguine Sovereignty, the Parity Council installed members of the Chrysalis Covenant to oversee this school after an incident of Mass Wanton Consumption left over a dozen students dead. The early efforts of the Sovereignty allowed families baring generational powers to be granted or to earn perpetual enrollment for later generations if verifiable heritage could be confirmed. The Academy keeps extensive generational libraries for various gifts which it provides to a new student after verifying inheritance. Generational powers from across the multiverse have come to patron Lineage Academy as a cosmopolitan, if relatively obscure place, to raise children outside of their own kingdoms in the Prime Worlds. As this tradition has continued, some of those families have come to care for the City of 7 Seraphs and even consider it home purchasing their way into estates in Crowns or making themselves useful to the Parities, Wardens or other City-Organizations.

Keepers' Keep (Academies): The House of Heights understands more than most the value of keeping accurate records. When a powerful Eternal suffered a period as an amnesiac, the Parity was particularly troubled to sort through the wreckage of an immortal lifetime to help restore for the parity they recognized the need to keep transcribed records of the lifetimes of their members. They joined forces with the Bookbinders and codified a standard that would allow for reference to their ageless bands.

The codification of the Librams of Lives for even a single Eternal can be more than any single Bookbinder can manage and so they founded this school to begin training the children of willing families as historians, librarians, and personal assistants to the long-lived Patrons requiring their aid. As most Eternals progress the accumulation of wealth becomes less significant to many of them, and no small number of them choose to divert their resources to the patronage of this school.

Manse of the Mummer's Men (Halls): Some operations in the Prime Worlds benefit from discretion and a subtle touch. Founded by a graduate of Montmore, the actor turned infiltrator has crafted a troupe of consummate deceivers, grifters and con-men specializing in Prime operations. A favorite of the Parities due to their abilities to maintain low profiles and their flexible morality. The current guildmaster is said to be on a lengthy mission smuggling the eggs of a lizardman shaman away from its swamp kingdom. While he is gone his wife, Imisial, takes jobs for the Mummers.

Montmore (Academies): It is commonplace for the Temple of Coin to find themselves supporting a performer or poet who's gift has caught the eye of Hyraeatan. Sold out plays and parties with readings provided profitable ventures too quickly to not yield a common partnership between the Descendants of Dream and the Temple, or at least the Temple's gold. It should be unsurprising then, that a half-fiend investor approached the Descendants with an offer they simply couldn't refuse: a school for training the artistic and musical prodigies of the City. Montmore became more successful than its founders dared imagine. Producing an elite of expression artists and tastemakers that have grown to be semi-independent. The school has opened two major Theaters, the Highmont Round and the Orb Theatre.

Neo-Locus One (Vaults): Aphora's Pyre was considered to be the inciting event that diverged her followers from Ceradon. While it was Ceradon's House of Heights that created the Loci that gave birth to the Eternals of the City, it was Aphora's research that led them there (or so claim the Steamwalkers). As such a small contingent of the Steamwalkers has never truly given up on the goal of energetic immortality. This Vault's facility is currently at the leading edge of their efforts. Instead of fearing the destabilizing nature of the Farring, Neo-Locus One attempts to harness its mutability into an empowering force. The Steamwalkers who operate the facility claim that their initial efforts have displayed success at mirroring the empowerment of five of the Eternal Paths. Their initial efforts also seemed to have yielded a generation of kineticists and nexuses whose powers are tied to similar forces as those produced in the Pacts District.

PonPon Académie

The *crème de la crème* of education in Hyraeatan is PonPon Académie; it is the most elite boarding school for the most talented, deserving, children. Young nobles rub elbows with child-geniuses and the most fantastic souls the Lattice has ever brought in. Run by an ancient and powerful family of gnomes, the PonPons, it started out as an all-girls boarding school for nobles but soon flourished into the egalitarian elite education institution it is today. Each year only 100 new students age 6-8 are let in. Those who pass the qualification round, a sort of open academic audition with a number of spaces open to be purchased, then must face off against three rounds of "audition" to get into the school itself. The three audition rounds change from year to year but there is generally a combat round, an intelligence round, and one based on morality (empathy, loyalty, etceteras). A council of teachers then judges who will be let in each year.

The PonPon family is associated with the Steamwalkers, who now bankroll the entire institution. They are happy to do so because it gives them a chance to evaluate the brightest minds of the generation and they snatch many of them up after graduation. However, students are expected to pay their own tuition, a hefty fee of 500 gp per year. Many have patrons and some promise to work for one of the great Parities when they graduate for a period of time in exchange for tuition. Each year however, there is a grand tournament, the "Clash of the Sun and Moon" where students from each year face off against their fellow classmates. This is a wildly popular spectator sport and the Steamwalkers charge and entrance fee and get a cut of the bets. Those who win have their tuition paid for by the Parity.

Students are overseen by year. Each of the 100 students are broken into 10 classes of 10 students and overseen by a teacher who will be with them for their entire tenure. This teacher, called a mentor, comes from some fantastic walk of life. Many are retired Wardens or adventurers but it's not uncommon for other retired people of great renown to take up the position. The students are drilled hard on both academic and physical tasks throughout their education by various subject matter experts.

During their 4th year students are given special "paths" they can take, allowing them to specialize in a discipline that interests them. This generally constitutes 1-2 extra classes a week and a mentor who has done something similar (typically a teacher, sometimes an external contractor) who works with the student on this path. The most common paths offered are: magic, war, technology, logistics, and diplomacy. The magic students, who have to pass a rigorous magical aptitude test, are immersed in the study of a college of magic of their choosing (often a Steamwalker master from the College District). Those who study the art of war are immersed in even more punishing physical challenges and taught tactics. While expected to be competent fighters, they are being primed to become officers and military geniuses- not grunts. Technology students are always snapped up by the Steamwalkers and are put to work studying both mundane and magical technologies, often becoming the head of research labs after they graduate. Logistics students, though it seems an odd choice for one so young, are taught important civil matters like law, economics, mercantilist theory, psychology, mathematics, and politics. These students often become extremely rich when they graduate, holding key positions of power or going into an extremely lucrative field of business. Many noble children who get in are sent here take this path. The diplomatic path is not as focused on court politics as one might expect, the diplomat path focused more on exploration, the history of the Parities, layout of The Lattice, and travel. They are used as ambassadors, explorers, inter-dimensional merchants, etceteras.

Beyond that, there are always more "unique" paths. The most famous ones are the Path of the Warden and the Path of the Heart. The Path of the Warden is a special path offered by the Wardens of the Lattice to students they believe would be of exceptional value to the organization. They are treated as a Warden-in-training and all of their apprenticeships in their 5th year are to them. When they graduate they are already skilled generalists and given a high position in the wardens upon completing the Path.

The Path of the Heart is for a rare few, selected by the headmaster on a special occasion. The headmaster of the PonPon has a powerful trinket known as the "PonPon Coin" that they alone know how to forge. Those who show exceptional bravery, empathy, courage, and a sense of justice are trained as heroes, directly by the headmaster. In the last 100 years only 11 students were given this option. These characters enter the henshin hero[G2] or magical girl[G2] class and the acceptance of a new PonPon hero is heralded as a sign of good luck for the school. Their tuition is covered entirely by the PonPon family and they are expected to do great things upon graduation. Many join the wardens but many others become vigilantes, civil law-enforcement officers, or world traveling protectors of the weak. The PonPon heroes are automatically given a teacher spot if they want one and are honorary members of the PonPon gnome clan.

By the time a PonPon Académie student is in their fifth year they are challenged to apprentice themselves to an organization for one year. Students are typically assigned to these organizations in teams (often from the same class and numbering 3–5) and serve part time (2–3 days a week) for a period of one year. Each year after this they are expected to apprentice under another organization, never repeating the same one more than once. It is common for most students to take at least one year's worth of apprenticeship with the Wardens. Sometimes, particularly for senior students (8th-10th year) these teams of students are dispatched to fulfill contracts the school gets. These might include scouting, developing or evaluating some magical technology. Students are encouraged (and sometimes forced) to take jobs that don't fit their skill set to test their skills.

Weekly sessions in the "Dungeon of Trials", a morphic pocket dimension, keeps students on their toes and exposed them to a variety of creatures, locations, and dangers without the threat of death. As students progress into their senior years, most lessons take place in these locations without the safety features.

For their final two years PonPon Académie students are tasked with a great quest, in addition to their other tasks. This is something assigned to them by the same council that accepts them into the school. It is often a great, character building, assignment and each one is different- fitted to each student individually. A proud noble might be asked to protect the farm of a lower-class family for 6 months, a student with a fear of the dark might be sent out in the Lattice to recover a powerful artifact thought lost to time, a devout student might be challenged to barter with angels, a weak student might be tasked with moving a mountain, and a uninspired student might be asked to paint a masterpiece portrait. This test, referred to as one's "Crowning Achievement" says a lot about a student and those who fail to meet the expectations of the PonPon council are graduated but are forever called "uncrowned students". This means they passed their academics but failed to master themselves. There are no second chances-just victory or defeat.

The Pillar of Edaiho (Halls): Barely across the Academies boundary from the Seraph's Ring, the Pillar of Edaiho is one of the most exhaustive generalist colleges of magic and supernature in the multiverse. Its viziers, mystics, and sages are said to command the wealth of nations in the Prime Worlds. Expansive courses in every arcane science and mental discipline are taught to those with talent enough to apply. Merit based scholarships are the only way to enter the school's rosters which include daeva and infernal creatures beyond its mortal student body. Whispers of a staircase leading far below the City deep inside the pillar abound, but not one faculty member has ever responded to questions regarding it.

PonPon Académie (Academies): Among the most exclusive school in the City, the PonPon Académie is funded by the richest families of the City (see page 78).

The Tower of Woe and Loss (Halls): A shambling, jagged tower stands in the midst of a dead lawn. Those who enter its grounds feel time's grip, an existential emptiness that defies even the strongest hopes with the truth of the ending of all things. Inside the tower, drooping beams and sagging floors attest to its age—dust covers all, mold devours the tapestries. Climbing to its peak, one sees the world laid out, and the ruin of rulers' plans. It is said that if you can focus on a place, you can see the passage of time there… and some have used this vision to make their fortune. Others, of course, see their inevitable failure.

It is a place of grief and mourning for many, for when they emerge, the weight of their sadness has been lifted—whether by seeing the world a fresh perspective, or due to *some dweller* devouring it, none will say. Some say that the Tower was an attempt to understand the Fracture of the Crown District and claim the tower can see into the worlds lost to the people of those areas.

Personae of the Colleges

Annys Meshra (Hands of Onus LG female human echo 17/trickster[MA] 4): The headmistress of Harvest Hill is an outwardly severe woman dedicated to shaping the heroes Hyraeatan will need tomorrow. She is frequently found leading young adults through the Academies or watching over a student that another school found before she did. She has been known to recruit from active student bodies or to offer a dire warning to a student that did not accept her school's invitations. She honors Ossi's original intentions but trusts prophecy only to guide her to prospective students, the rest she insists is hard work.

Ish Greybane (Ashborn LN female judow eclipse 9/ranger 4): Scarred by lingering ancestral memory of her grandmother's tortures at the hands of Gorrobreth the Dirge Eternal, Ish is an expert hunter of kyton. She consults for any school who will pay her modest rates to teach any citizen of the City how to slay the fear masters. She even runs a small school of her own called Chainbreaker Hold. There she molds other victims of the kytons into living weapons to destroy her enemies.

Oshia Eluvo (Nonaffiliated CN female human arcanist[ACG] 16): Oshia is as close to a guildmaster as the Great Spiral guild has in Hyraeatan, though persistent individuals have ascertained with magic that she is not the actual guildmaster rather some sort of proxy tasked with representing them on the Halls Council. It is unclear whether she enjoys this role, or not, as she has often been seen to work her jaw and become very agitated though infrequently says more than a few words. She has been very effective at assigning the guild agents to missions and bounties, especially those that pay well.

Sycamore Rees (Nonaffiliated CG female shadow-fey trickster[ACC] 11): Sycamore is one of the current officers of the Archraiders guild. Sycamore's family was cast out by Maelwyn from the Glarewood for siding with Hyandil during the Lightbringer Incursion. As a girl she snuck into the Prince's court to beg him to rescind his exile of her parents. He demanded that she cast three spells he had never seen before to win his pleasure. Knowing she wasn't capable of the task, Sycamore returned to the Archives where her family had been forced to live, she joined the Archraiders ever since and scours the secret libraries she raids for signs of rare magic.

Teska Vermal (Sanguine Sovereignty LE revenant[LV] blood mage[LV] 12): Tasked with categorizing the strains of vampirism in the Known Worlds, Teska has a large facility within the Vaults of the District where she maintains a dozen vampire monks at all times, fed the blood of a Xo meditant stabilize her facility, the Keep of Fangs in the reaches of the Farring. Due to the dangerous varieties of feral vampires that her work requires her to keep, she maintains strict controls on the building. Many of the Sanguine Sovereignty speculate that it serves a secondary purpose to house vampires the Church of the Faith Devoured is displeased by.

New Game Mechanics

The following section details new mechanics for characters and creatures from the Colleges District.

Feats

Academy Diversification

Your academy trained you in a broad set of skills.

Prerequisites: Trained in the Academies of Hyraeatan.

Benefit: You may select up to two classes, these both become favored classes in addition to your original favored class.

Special: You may take this feat more than once.

Table 2–3: Great Mind Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	genius pool, specialty
2nd	+1	+1	+1	+1	aligned class, specialty
3rd	+2	+1	+2	+2	aligned class, innovation
4th	+3	+1	+2	+2	aligned class, specialty
5th	+3	+2	+3	+3	innovation, specialty

Academy Dual-Focus

Your academy trained you blend techniques.

Prerequisites: Academy Diversification.

Benefit: You may select two core, base, or hybrid class features (other than spellcasting, spherecasting, psionic powers, martial maneuvers, or veilweaving) from two different classes you possess. For resolving the effective levels of these two features you may count levels in one class as levels in the other as long as these classes remain within 2 levels of one another. This does not grant you new selections from menu option abilities like revelations or blade skills, rather it augments the effective level for those already taken.

Special: You may take this feat more than once.

Prestige Class: Great Mind

Great minds rarely actually think at all alike. They are in fact masters of unique skills and innovations of genius pushing forward the edges of the known.

Role: Eccentric geniuses who tend to fill a variety of roles, the great minds of the Colleges District display esoteric knowledges and strange sciences that baffle even the most learned scholars. Their ability to pursue their specialties crosses lines often thought insurmountable and they are able to achieve unique effects unheard of elsewhere.

Alignment: Great minds tend to be driven by passion and are often non-lawful, but some methodical and deliberate individuals demonstrate that any alignment is possible.

Hit Die: d8

Requirements

To qualify to become a great mind, a character must fulfill all of the following criteria.

Skills: Max ranks in at least 3 skills and at least 5 ranks in them. These skills must use mental ability scores.

Special: A great mind must have an ability score of 18 or higher in at least one mental ability.

Class Skills

The great mind's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Performance (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

Genius Pool (Su): At 1st level, the great mind gains access to a pool of staggering insights into the workings of reality called a genius pool. This pool has points equal to the ranks in the highest mental score-based skill the character possesses plus their great mind level plus the highest mental ability score modifier the character possesses. These points may be used to achieve supernatural acts of skill and expertise as determined by the character's specialties. A genius pool recovers 1 point per hour of rest or completely with 8 hours of uninterrupted rest. All effects created by genius pool points have a caster or manifester level equal to the skill ranks in the specialty and have DCs equal to 10+1/2 the ranks in a specialty plus that skill's mental ability score modifier. The great mind can also spend a genius pool point to gain an insight bonus to a skill check that relies on a mental ability score equal to their class level.

Specialty (Su): At 1st, 2nd, 4th, and 5th levels the great mind may select a skill from the following list to gain a supernaturally powerful expression of that they may achieve using genius pool points. Many specialties allow the great mind to select a spell or power effect they can use genius pool points to create, to select a spell or power for an effect they must have twice the rank of the effect in the skill. Spells, powers, and other effects should be considered to have a caster or manifester level equal to the number of ranks they have in the specialty skill. Psionic powers should be considered augmented to the number of ranks in the specialty skill. Specialties include:

- *Craft (alchemy):* A great mind specializing in Craft (alchemy) can use bombs similar to the ones created

by an alchemist. These bombs deal fire damage equal to 1d6 for every 2 skill points in Craft (alchemy) and splash damage equal to half the skill ranks + the great mind's intelligence modifier. Each bomb uses one point of the great mind's genius pool a as part of the attack action to activate and throw it.

- *Craft (carving/sculpting):* A great mind specializing in Craft (carving/sculpting) may impart life to their creations in a manner similar to an *animate objects* spell. For 2 points of genius the great mind can imbue life in a small size object, and can increase the size of the object animated by one category per 2 additional points of genius spent. The great mind may not spend more genius than half their Craft skill rank total in this way.
- *Knowledge (arcana):* A great mind specializing in Knowledge (arcana) may select one evocation spell effect for every 2 ranks they possess in Knowledge (arcana). As a standard action by expending points from the great mind's genius pool equal to the spell level one of these spell's effect may be added as a rune to the surface of a weapon to release in a manner like a *spell storing* weapon.
- *Knowledge (the Planes):* A great mind specializing in Knowledge (the Planes) may select one conjuration (summoning) spell effect for every 2 ranks they possess in Knowledge (the Planes). As an action that takes 1 round this spell may be replicated through express application of will to a summoning circle that they rapidly sketch as though activating a wondrous item by expending points from the great mind's genius pool equal to the spell level.
- *Knowledge (martial lore):* A great mind specializing in Knowledge (martial lore) may select one martial discipline maneuver for every 2 ranks they possess in Knowledge (martial lore). They must still meet other prerequisites as normal. As a swift action a selected maneuver may be spontaneously readied by expending points from the great mind's genius pool equal to the maneuver level.
- *Knowledge (psionics):* A great mind specializing in Knowledge (psionics) gains the collective feature of a tactician[UP] of a level equal to the ranks they posses in Knowledge (psionics). For 1 genius pool point, you may manifest effects as though modified by the Shared Power[UP] feat, gaining a network descriptor.
- *Knowledge (religion):* A great mind specializing in Knowledge (religion) may select to imbue themselves with either positive or negative energy. As a standard action they can choose to express their energy as 1d6 per 2 ranks in Knowledge (religion) of healing or damage of the appropriate type in a 30 ft. burst. This ability allows a Will save for half damage and counts as channel energy for feats and other game effects. Using this ability expends 2 points from your genius pool.
- *Martial Scholar:* If you are using the Spheres of Might system the great mind becomes a proficient practitioner and gains access to either a tradition or one martial sphere and one talent in that sphere.
- *Perform (any):* A great mind specializing in Perform may select one enchantment school spell effect for every 2 ranks they possess in Perform. As a swift or move action this spell effect may be added to the Perform check's skill usage or as part of an action used to maintain a performance by expending points from the great mind's genius pool equal to the spell level. If the spell has a single target it must be in close range (regardless of normal range) and area of effect spells must target creatures able to perceive the performance.
- *Profession (brewer):* A great mind specializing in Profession (brewer) may select one personal range spell or psionic effect for every 2 ranks they possess in Profession (brewer). One of these spells effect may be infused into a beverage they create over the course of one hour by expending points from the great mind's genius pool equal to the spell or power level+1. They may create multiple beverages in the same hour if they spend enough genius pool points. Treat these beverages as though potions of a selected spell or power that retain potency as potions 24 hours. Unused beverages expire after 24 hours.
- *Profession (cook):* A great mind specializing in Profession (cook) may select one transmutation spell or psychometabolism psionic effect that targets a single creature for every 2 ranks they possess in Profession (cook). One of these spell or power effects may be imbued into a meal they create over the course of one hour by expending points from the great mind's genius pool equal to the spell or power level. They may create multiple meals in the same hour if they spend enough genius pool points. Meals take 1 minute to consume per level of imbued effect. After consuming a meal, a creature may activate the imbued effect as a swift action to begin its normal duration. Uneaten meals and untriggered effects expire after 24 hours.
- *Sense Motive:* A great mind specializing in Sense Motive may select one clairsentience or telepathy discipline psionic power that targets a creature for every 2 ranks they possess in Sense Motive. As a full-round action a selected power effect may be manifest by expending points from the great mind's genius pool equal to the power level. The power is considered to be fully augmented for as many power points as the great minds Sense Motive ranks.
- *Spellcraft:* A great mind specializing in Spellcraft may select 1 metamagic feat per 2 skill points in Spellcraft. They may expend 2 points of genius pool per spell level adjustment as a swift action to apply the effects of a selected feat to one of their

spells or powers as it is cast. The effective adjusted spell or power level cannot exceed half their ranks in Spellcraft. As a readied standard action this can instead be activated targeting a touched ally's spell or power. You do not know the selected metamagic feats normally unless taken as normal feats.

- *Use Magic Device:* A great mind specializing in Use Magic Device may attune one magic item per 2 skill points in Use Magic Device. They may expend 2 points of genius pool when activating an attuned item to replace its caster or manifester level with their ranks in Use Magic Device and calculate DCs off of their highest mental ability score.

Aligned Class: Great minds come from many different backgrounds, and they show an unusual range of diversity. At 2nd level, the great mind must choose a class they belonged to before adding the prestige class to be their aligned class. They gain all the class features for this class, essentially adding every great mind level indicated on the table (2nd, 3rd, and 4th) to her aligned class to determine what class features she gains. They still retain the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of the aligned class as well as those of the great mind prestige class.

Innovation (Ex/Su): A great mind learns how to blend their various specialties into new hybrid effects. At 3rd and 5th level the great mind may select one of the following innovations:

- *Carved Vessel* [*Craft (carving or sculpting)* and *Knowledge (the Planes)*]: By combining their specialties the great mind can instead summon a creature using a crafted effigy. This allows them to select a creature from a *summon monster* list and summon it for 1 minute per rank of the lower of the two skills. They must expend points equal to the *summon monster* spell of the list they choose from.
- *Combustive Consumables* [*Craft (alchemy)* and *Profession (brewer or cook)*]: You may spend 1 additional genius pool point in addition to other costs for consumables and a bomb to cause targets benefiting from beverages or food you imbued to explode with alchemical vengeance the first time they drop below 50% of their total hit points, inflicting bomb damage and effects in a blast at the damaging creature if they are with Close range.
- *Delayed Genius* [*Spellcraft* and any specialty]: By expending 1 point of genius pool in addition to another effect the great mind may delay a specialty effect as a rune that triggers at a set number of rounds up to 1 minute later. They may extend this duration by up to a minute per additional genius pool point spent.
- *Energetic Prodigy* [*Knowledge (arcana)* and *Knowledge (the Planes)*]: By expending 1 point of genius pool in addition to another effect the great mind may alter the energy descriptor of a damage type from acid, cold, fire, electricity, or sonic to another of those types. Damage changed from other energies to sonic is resolved at -1 point per die of damage.
- *Magical Music* [*Perform and any other specialty]:* By expending 2 additional points of genius while using a Perform skill you may activate another specialty at range anywhere your performance may be perceived.
- *Mindsong* [*Perform* and *Knowledge (psionics)*]: You gain the telepathy feature of the tactician[UP] class. You may conduct bardic performances and the perform specialties on a purely psychic level without noise.
- *Multidisciplinary Synergy:* You may add an additional point per great mind level and points equal to a second mental ability score modifier to your genius pool.
- *Portion Savvy* [*Profession (brewer)* or *(cook)*]: You may spend 1 additional genius pool when preparing a beverage or food to portion it into multiple uses. Each portion must contain an amount of the duration of the effect created but may be divided for multiple creatures to use
- *Radiant Breakthrough* [various]: You may spend as many additional genius pool points as desired in addition to those required to create an effect. When the spell or power first takes effect the target (or targets) gains 1 point of temporary essence for 1 minute for each additional genius point spent.
- *Spellbombs* [*Craft (alchemy)* and any *Knowledge*]: You may spend 1 additional genius pool point in addition to other costs to cause a spell effect or other specialty effect to occur as part of the bombs detonation. The effect only targets the principle bomb target and only on a successful hit.
- *Swift Glyphs* [*Knowledge (arcana)* and either *Knowledge (martial lore)* or *Martial Scholar*]: You may sacrifice one attack during a full attack action to apply your evocation glyph to a weapon you are holding or single piece of ammunition. You may activate it on a successful hit as a free action.
- *Theatre of the Mind* [*Knowledge (psionics)* and various]: You may spend 2 additional genius pool points to manifest the effects of another specialty on a member or members of your collective in a telepathic microcosm. Food is eaten, songs sung, and drink flows free but all in a single moment of inspired imagining. All time requirements of the specialty involved are collapsed into a single standard action and conducted mentally so long as all targets benefiting from the abilities are in your collective..

The Seraph of Radiant Hunger

Marking the entry way into the Crown's district, this Seraph stands witness to the height of the Law of Parity. During the Resolution, the Fade demanded that only opposed parities could hold the gates of the District of their own oversight, a policy that disrupted plans and frustrated many among Hyraeatan's earliest settlers. The arrogance of the vampiric Eternal Aphos and his former friend Hyandil peaked in their assumption of this opposed position.

"Each time
we choose a new way,
some other age is born
where we did not."

—Tyrannus Thriceborn,
Archcrown of the Faith
Devoured

Crowns District

N metropolis

Sanguine Sovereignty and various

Corruption -5, **Crime** –3, **Economy** -2, **Law** +2, **Lore** +2, **Society** +4

Qualities magically attuned, holy site, immortal aristocracy†, strategic location, temporally inconsistent*

Danger +0; **Disadvantages** constantly observed

Government proxy council

Marketplace

Base Value 14,400 gp; **Purchase Limit** 90,000 gp; **Spellcasting** 9th

Minor Items nearly any; **Medium Items** 3d4; **Major Items** 2d4

New Disadvantages

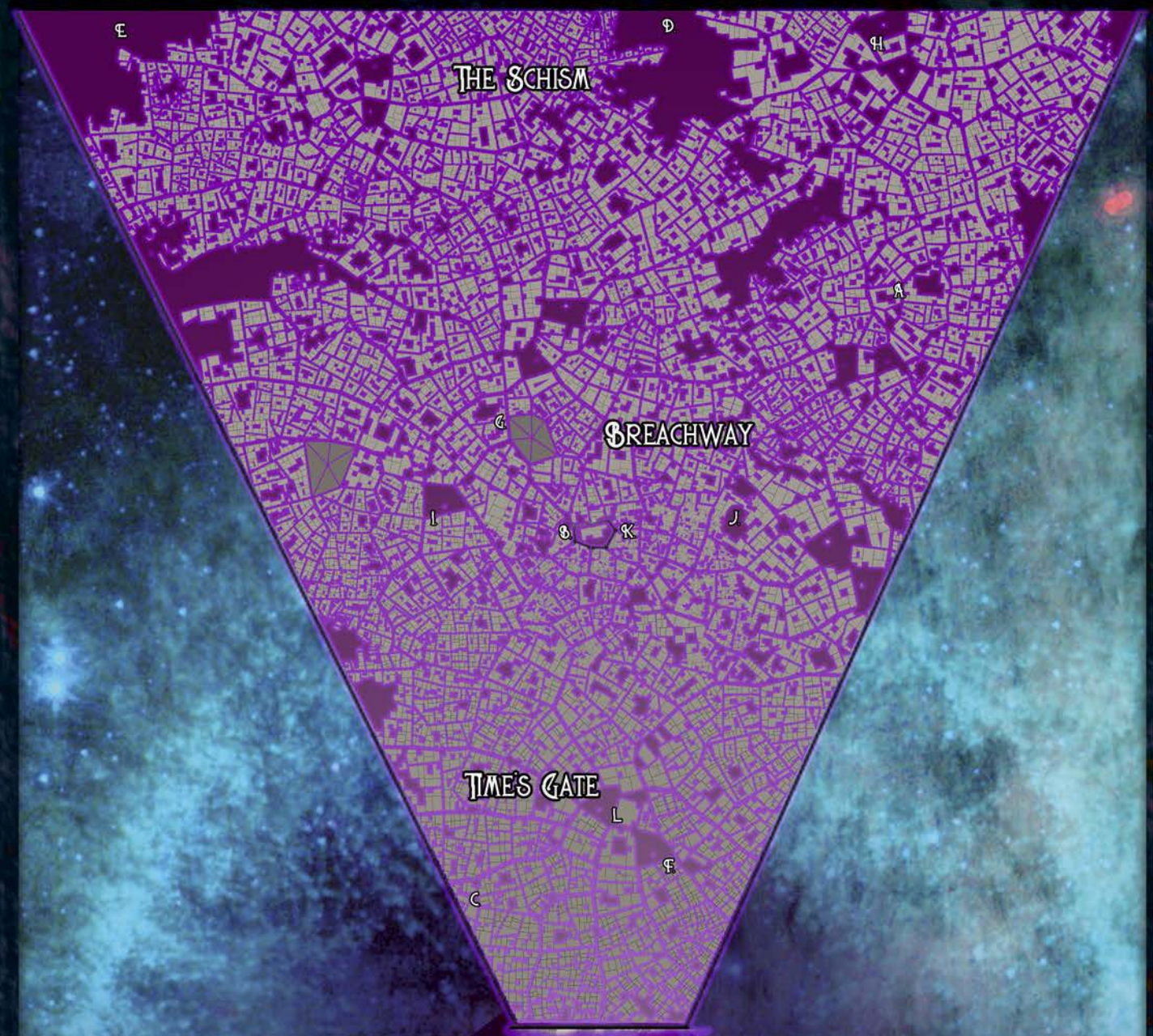
Constantly Observed: The district is magically scryed and physically patrolled, very little outside a private dwelling is secret. *(Corruption -3, Crime -3, Economy –2; Danger -10)*

New Qualities

Temporally Inconsistent: The district suffers from dramatic temporal disruption. When rolling magic items there is a 20% chance that a rolled item has a temporal duplicate that is a functional analog. For each step beyond the Nearring district, reduce Economy and Society by 2.

Immortal Aristocracy: The district is populated with a large number vampiric bloodlines with ancient patrons, eternal memories, and deeply entrenched traditions. *(Corruption –4, Crime –4, Law +2, Society -2; a failed Skill check with a social Skill cannot be retried until a successful attempt to make amends with the parties impacted by the check or the character has gained a new level. Family members of the aristocracy may ignore these penalties if beneficial to them.)*

"What Was, Will Be" are the words carved into the horacalcum arches dividing each sector of the Crowns District. These words are the cornerstone of what is the diplomatic and social heart of the City. But their meaning, spread across a thousand languages and a thousand more lost to time, are far more symbolic than the iconography of a sturdy foundation of civilization that they evoke. These engraved words—legible to any reader whether literate or not—are carved upon the literal fabric of time itself, and many who speak the whispered secrets of the City suggest the very same of the Crowns District itself. They are not mistaken.



A. Anchor
B. Heimar's Tomb
C. Ars Systemica
D. The Far Breach
E. Forest of Glass
F. The Concordant Plaza
G. Liturgis Hall
H. Infinite Spire
I. The Lost Garden
J. The Radiant Tree
K. Heimar's Bastion
L. House of Hunger

THE CROWNS DISTRICT

District Summary

While the Crowns District is divided into three neighborhoods, much as others in the City are, these neighborhoods are subdivided into two distinct divergences in history, trapped in a war with one-another for dominance over the City's future. Each neighborhood is split between two distinct periods in time teetering on a knife's edge. Travel from one to the other is as simple as a conscious effort.

When a creature enters the Breachway or Schism of Crowns District under any means, they are randomly deposited in one of the two possible time-periods the district is divided into: Lightbearer and New Reign. The New Reign Crowns District is governed by the People's Concord, a democratic government made up of eleven elected representatives of neighborhoods within the Crowns District, as well as a rotating representative for "foreign" travelers. The Lightbringer Crowns District is ruled by the Lightbringers and under direct governance of the Queen Aphorasia of the Lambent Branch. See District History & Current Events for more information on these factions.

Time's Gate (Nearring)

The innermost portion of Crowns District is a stable field of normal time distinct from the remainder of the district's temporally fractured nature. The buildings in this region of the district are towering and ancient structures of heavy old stone streaked with water stains and crawling with ivy and wildflowers. Grass grows up between the paving stones on the neighborhood's side streets and there is a serene tranquility that permeates day to day life, in spite of the crowds and urban pulse that beats through the city's veins. All of that is juxtaposed by the shattered field of distorted air beyond the jagged outer edge of Time's Gate, where a wall of what resembles cracked, frosted glass splits the city off into two refracted images of one another. The Temporal Breach is nigh impenetrable, and yet is the only means of egress to the remainder of the district.

Breachway (Midstreets)

Breachway is the first district beyond the Temporal Breach.

In the New Reign, it is a colorful tiered plaza of whitewashed stone buildings crawling with flowering vines over latticed trellises. The crowns of buildings are adorned in burnished copper domes. The streets are paved with cobblestones and elegant fountains and statues meet every crossroads. Though for all Breachway's ornate beauty, the district has a sinister authoritarian undertone. Illustrated posters depicting "Lightbearer Sympathizers" are plastered to walls, and others indicate that "The New Reign is a Free Reign."

In the Lightbearer fracture, the district has fallen into disrepair. Many of the buildings show signs of significant damage from spell and siege weapon. Many of the city's copper domes have turned green from corrosion and its statuary and fountains are crumbling and forgotten. The vegetation of Breachway is thriving, however, and what would be small stands of young trees in the New Reign fracture are towering in the Lightbearer side, splitting up through many of the older stone structures with roots that ramble through upturned cobblestones and through wild rose gardens.

A rumored third Breachway area exists that is called Oldblood. This area may be the original Crowns District's palatial manses and rolling estates if descriptions can be believed. Most people cannot prove the existence of the area because it seems only entities more than twenty-three hundred years old can cross into that area of warped time. Some believe this claim is an elaborate plot by the Lightbearers to imbalance the district, while others point to Sanguine Sovereignty's relatively relaxed attitudes about the Breachway and Schism to be proof it is more than a rumor.

Schism (Farring)

The Crowns District is not just a place, it is a wound in the side of both the City and time itself. The Breachway in either fracture ends at a perpetual wall of shimmering light and crackling energy, like a sandstorm and a hurricane drawn together. This barrier, though intimidating, is harmless to living and nonliving creatures that pass through it. Beyond that boundary sprawls the remnants of the Crowns' Farring. The unreality of the City's edge blurs into the temporal maelstrom that caused the fracture that divided the Crowns. Here, the two fractures collide in ever-shifting temporal storms, where buildings exist in one moment and then flicker away in a phosphorescent explosion of memories and would-have-been history. A handful of magically reinforced buildings and unusual sites weather the temporal storms that spill forth from this district, and even they flicker and snap back and forth between alternate possible futures, leaving the Schism a dangerous place to visit. The Schism exists as the same region of space in both the New Reign and the Lightbearer fractures, and as such is a communal battleground for these old enemies, but also the one location where a solution to reuniting the fractures may exist.

Governance & Law Enforcement

The Crowns District is governed by two equal and opposing political forces divided by a fracture in time. Only in the area of Time's Gate are representatives of both sides present, while their centers of power exist beyond the temporal breach. As such, soldiers of the New Reign patrol claim city blocks of Time's Gate and patrol them with regular efficiency, while covert operatives of the Lightbearers seek to subvert their attempts at law and order from the shadows.

The New Reign represent order and structure within the Crowns District, but also an insurgent presence. History does not recall their original reason for coming to the Crowns, due to the malleable nature of the temporal damage done in their conflict with the Lightbearers, but while the New Reign puts on a face of desiring prosperity and clarity for the people of the City, their motivations run far deeper and far darker. The Grand Adjutant of the New Reign commands unfathomable control over the forces of time itself, and many suspect that she is seeking to undo not only the history of the Lightbearers, but the history of the City itself toward ends unknown.

The Lightbearers, in turn, represent chaotic and violent change. This sect of the Lightbearers are dedicated to the cause of their Queen of the Lambent Branch, and the desire to claim the city as a part of the fey realm, pulling it entirely into tangency with the Bright Lands. Their plan nearly succeeded, and now they act as an aggressive but subtle force within the Crowns district, manipulating and infiltrating organizations to find avenues that can best support their goals.

In spite of this chaotic arrangement, the Crowns District maintains a stable semblance of governance. The turbulent squabbles of the New Reign and Lightbearers is physically incapable of spilling out of the Crowns, leaving both factions in a precarious place of needing to destroy one-another before they can focus on the City at large. As such, most of Time's Gate is seen as a neutral ground. While both factions squabble and skirmish and draw knives on one-another and their proxies in the dark, there is little open fighting in the streets. This allows Time's Gate to be a functional embassy for foreign travelers while also maintaining itself as a foothold in a temporal war that never ended.

Time's Gate itself is governed by an independent body of foreign diplomats, dignitaries, philosophers, and artists called the Exile Council. It falls on the members of the Exile Council to legislate and govern the Crowns' district, such as it is beyond the influence of the fracture in time. The Exile Council has gone to great lengths to negotiate peace between the New Reign and Lightbearer factions, and keep the Crowns a safe haven for would-be residents and planar travelers.

Answering to the Exile Council is the Outsider Watch, a militia of volunteer guard who police the streets of Time's Gate under the guidance of laws set in place by the Exile Council. The majority of laws in Time's Gate are lax, with most focusing on trade tariffs and taxation and little governance regarding "moral" affairs, save for major crimes such as murder. Most serious offenses are punished by banishment from the Crowns District, or in more severe cases banishment *into* the Breachway where the offender becomes someone else's problem entirely.

History & Current Events

Charting the history of the Crowns District is a challenging affair. Open any book within the City and there will be conflicting historical accounts of a war, the dates the war was waged, the victors of the conflict, the casualties. In part, this is because the war for the Crown Sector never ended. What can be corroborated from all of the conflicting points of data is that at some point in the City's ancient past, two factions vied for control of the Crowns District. The New Reign, a hegemony of militaristic fascists sworn to serve a council of oracles who commanded power over the flow of time itself who may have become Parities themselves had the conflict not "ended" in the manner that it did. In opposition to the New Reign were the Lightbearers, a powerful group of fey-touched outsiders intent on tearing the City down to its ephemeral foundations. Except the Lightbearers of the Crowns District are not *entirely* the same as the ones known elsewhere. Led by Queen Aphorasia of the Lambent Branch, they hold no recognition or allegiance to the Flowered Queen Hyandil, and claim to be the *true* Lightbringers.

The crux of the conflict between these two factions is widely misunderstood, somewhat intentionally due to the secretive nature of both orders, and partly due to the instability resulting from their most cataclysmic confrontation. By comparing the divergent historical texts regarding the Crowns District, it is widely believed that at some point in the past – which may or may not even be a static point in time – the two factions collided in all-out war and one side or the other utilized magic so destructive and so powerful that it tore through the fabric of the dimension of time itself. The City closed on the wound, like a scab over a cut, and thousands of aeons descended from the outer planes beyond to mend this breach, but only just.

In the wake of this temporal shockwave, the Crowns District was split into two distinct fractures in time. One where the New Reign defeated the Lightbearers and came to rule the Crowns District, and one where the Lightbearers destroyed the Crowns District and replaced it with a dominion of their own fey kind. But beyond the boundaries of this fissure in time, the City continued on

like a stone skipping across the water, sometimes touching down in one timeline, sometimes in another.

The historic instability of the Crowns District is more severe the closer one gets to the physical scar in time, a visible *wound* in the air of the world, looking like a cleft of frosted, fractured glass seething with gold light. This temporal rift was the best the aeons could do in repairing the damage done, and the paradoxes visible around the City are resultant from this temporal injury.

Each "fracture" of the breach—be it the New Reign's rule or the Lightbearers'—is considered a separate plane unto itself and those who were either there when the breach formed, or spend too much time in one fracture or the other (and the exact measure of time is highly debated) becomes "native" to that fracture and is subject to unique supernatural effects (see the Fractured template below). At present, neither side of the fracture has dominance over the other, and natives of one fracture cannot find a way to travel into the other. Thus the New Reign and Lightbearers battle one-another through proxy soldiers, attempting to find a way to dispose of the "enemy" fracture and make their history the "canon" for the City.

Locations of Interest

Sites of interest across the Crowns District draw in the curious, the wary, and the ignorant into a web of intrigue that spans generations. Below are some of the more notable sites within the Crowns District.

Locations in Time's Gate

Anchor (Schism): Anchor is a settlement unto itself, abutting the rippling field of temporal storm that makes up the Breachway's northern border. The town of Anchor is a community of 2,097 souls who have come to explore and support the exploration of the Schism. Mercenaries, scholars, travelers, and prophets all come to the crumbling ruined buildings and toppled towers of Anchor to look out onto the Schism. Explorers looking to venture into locations like the Infinite Spire or the Forest of Glass reach Anchor first, where stories of past explorations, scraps of lore about these locations, and secretive alliances await. Anchor is a self-governing settlement outside of the control of either the New Reign or Lightbearers, governed by Apostate Warden **Inveris** (LN female axiomite arcanist[ACG] 10) and her aide-de-camp **Garia Fossler** (LN middle-aged female human ranger 6/horizon walker 8). Invernis and Fossler are actively collecting all information on the Schism in the hopes that they can find a way to peacefully settle the conflict between the fractures before it can spread beyond the bounds of the City.

Ars Systemica (Time's Gate): As a secular monastery in the Crowns District, Ars Systemica is built in the re-purposed walls of a former factory. Its high ceilings, smooth stone floors and towering pillars of wood give the enormous, four-story tall building a cathedral-esque feeling. Twenty foot tall windows send long shafts of light into the entirely open practice space, and the pragmatic monks of the systemica order practice rigorous tests of endurance while attempting to develop and hone unique martial-arts styles cobbled together from numerous Material Plane worlds in the belief that in understanding the variable forms of all martial arts, the true "core" of combat can be discovered, stripped down of all flourishes and pretenses to be the most effective method of individual combat possible.

Concordant Plaza (Time's Gate): While considered to be the heart of Time's Gate, the concordant plaza physically lies just north of the district's entrance. This enormous open space serves as a free market for travelers coming and going through the district and is typically full of myriad tents, pavilions, and other temporary structures ranging from *mage's mansion* to *adamantine fortresses* towering high into the sky. At the center of the concordant plaza is the Crowns Marker, a two-hundred foot wide quarter mile tall obelisk of steel engraved with constantly shifting mathematical equations. This obelisk is the link between Time's Gate and the fractured realms of Breachway. The structure was erected by the Order of the Esoteric Sign as a means of attempting to calculate the temporal shifts in Breachway and the obelisk turns the currents of time into discernible mathematics intended to be used in a calculation that could, potentially, bring the two fractures together.

The Far Breach (Schism): At the furthest edge of the Schism the discordant temporal storms that roll off from the Breachway collide with the unreal and immaterial essence flowing from the Occlusion and the Plane of Shadow. Here, phantasmal figments of half-remembered historical figures prowl the lightning-streaked abyss. Terrifying creatures like nightwalkers, greater shadows, dread wraiths, and other entropic forces with the fractured creature template collide with bythos aeons and inevitables seeking to keep the Far Breach from tearing further open and splitting the Crowns District asunder.

Forest of Glass (Schism): The Forest of Glass spreads from the rippling southern boundary with the Breachway toward the crumbling outer edge of the Schism across a two-thousand foot stretch of land. The Forest of Glass gains its name from crystalline trees that comprise its entire makeup, through the trees appear to be numerous species all formed from smooth seaglass-like material that glows a soft golden hue. Time-manipulating magic (such as *time stop*) does not function within the forest, nor does transmutation magic of the teleportation subschool. The forest itself appears to cover a wider area than its external geography represents. Expeditions into the forest by several adventuring organizations and intrepid individuals have revealed that its twisting pathways eventually

fold in on themselves in five-dimensional geometry. Pathways between some of the trees where branches form full archways appear to either lead into discrete pocket dimensions, or perhaps even alternate periods of time in locations outside of the City. Only a fraction of the pathways through the forest have been explored, and tantalizing artifacts like the *crystalline figment*, the *eye of dawn*, and the *frozen moment* indicate that there is more to be found in its labyrinthine depths.

Heimar's Bastion (Breachway – New Reign): Lord **Walder Heimar** (LE human vampire cavalier[APG] [order of the cockatrice] 14) took up residence in the squat fortress that is now known as Heimar's Bastion untold ages ago during the conflict between the New Reign and Lightbearers when he and his adventuring troop from a far-flung Material Plane world followed a notorious vampire into the City on a quest to destroy him. Unfortunately, while Walder Heimar's party was able to slay this vampire lord, it was not before Heimar himself was murdered and turned. After his newfound master was slain, Heimar found himself freed from his shackles, but pursued his former allies nevertheless. Slaughtering them to the last, Heimar reanimated them as vampiric servants and claimed Heimar's Bastion as his own personal fortress within the Crowns District, seeing it as his deserved reward after a lifetime of chasing evil across his homeworld. Now, Heimar runs a lucrative mercenary operation out of his bastion, sending soldiers-for-hire out to material and extraplanar battlefields in exchange for blood offerings and slaves. The local law-enforcement of Breachway turn a blind eye to Heimar's grisly work, as he upholds the laws of Breachway to the letter and his presence keeps crime in his neighborhood largely quelled.

Heimar's Tomb (Breachway – Lightbearer): Lord Walder Heimar, an arrogant and prideful cavalier from a now forgotten Material Plane world died in this crumbling old fortress ages ago during the war between the New Reign and Lightbearers. Walder had come with a troop of soldiers to defeat a vampire lord, and while Walder succeeded he and his soldiers were caught up in the cataclysmic destruction of the New Reign's district as roots from the Radiant Tree tore through the fortress and brought it down upon their heads. The crumbling ruin is now haunted the faux-undead servants of a yellow musk creeper that pollinated the remains of Heimar's soldiers. Rumors suggest that Heimar's legendary sword *Eznerharden* still lays somewhere within the ruin, guarded by the vengeful wraith that remains of Walder's soul.

House of Hunger (Time's Gate): The original temple of Aphos, the House of Hunger is said to have begun as a mausoleum for the vampiric eternal when he shed his mortality and where his former apprentices were also

turned. When exactly he achieved status as an Eternal is unclear but his followers changed at that point from simple spawn to the priests now seen hovering about the City. Despite the migration of the high ranking clergy to the Temple of the Faith Devoured, the House is still a highly active center of worship and frequented by members of the Sanguine Sovereignty.

Infinite Spire (Schism): Constructed at the outermost edge of the Schism, the Infinite Spire is a heptagonal tower of violet marble constructed on a crumbling islet that was once a portion of Breachway. No physical records of the spire's creation exists in either of the Breachway fractures or the City beyond the temporal anomaly. However the architecture is clearly inspired by the sleek and utilitarian design of the New Reign's aesthetic. The stone that the spire is fashioned from is a variation of marble unknown within the City and may hail from a Material Plane world of unknown origin. Due to its position on an orbiting landmass within Schism, the spire is not oriented vertically, but rather horizontally toward the outer edge of the City. The spire also appears to be stretched an infinite distance away from the Schism in a way that is physically impossible. The Spire's only entrance is a permanent *teleportation circle* on its underside at the tower's base. No one who has entered has ever returned.

Liturgis Hall (Breachway – New Reign): Nestled in the heart of a district teeming with libraries and records halls, the Liturgis Hall stands as a solemn structure crowned with decidedly baroque architecture crowned with winged gargoyles. Presented as an exclusive academy of law, the Liturgus Hall is the library-fortress headquarters of the New Reign, governed by Grand Adjutant **Isonaria Lucres** (LE middle-aged human oracle[APG] [time] 17/timelord[MPoLS] 6). Grand Adjutant Lucres commands a cabal of philosopher priests dedicated to the study and manipulation of time. Liturgis Hall is a thirty-seven story cathedral library with two shining towers, one dedicated to the study of the past and one dedicated to the study of the future. The New Reign strictly controls who has access to this bastion, and rumors abound on the forbidden and mind-opening secrets that are contained within. The Foreseen, Hands of Onus, and House of Heights are all highly interested in any verifiable information that can be brought from the Hall to the City outside the Breachway.

The Lost Garden (Breachway – New Reign): In the cataclysmic final moments of the war between the New Reign and the Lightbearers, Queen Aphorasia attempted to call forth a portion of the fey realm into the City. In the New Reign fracture, this mythic magic failed, and Queen Aphorasia was slain. At the site of her demise and the failed ritual a resilient portion of that primordial plane refused to be sent back to where it came from and took root as a pocket dimension folded within the back alleys of Breachway. Now known as the Lost Garden, this demiplane is known only to a handful of Breachway's residents that keep its existence a secret from the lawful-minded rulers of the city. The Lost Garden is accessible by passing through the ruined doorway of a now abandoned factory, but only while carrying a still-living plant. This situational portal shifts the traveler into a verdant demiplane that overlays the ruined factory, showing the structure as overgrown with crawling ivy with trees and birds and all manner of inhabitants not native to Breachway present within.

While only as large as the factory itself, the Lost Garden has become home to self-imposed exiles of Breachway and is maintained by **Kirvi Abtun** (CN female forlarren unchained rogue[PU] 10) who uses it as a smuggler's den and safehaven for those seeking to avoid the oppressive eye of the New Reign. Kirvi has wholly benign intentions and is not loyal to the Lightbearers, but word of her actions has reached the Lightbearers' operatives still residing in Breachway, and these servants of the fey queen have considered using Kirvi as a mouthpiece by which to espouse the Lightbearer philosophies, if not induct Kirvi himself into their order with a goal of finding a way to the Lost Garden as a means to tear Breachway apart at the seams.

The Radiant Tree (Breachway – Lightbearer): The seat of **Queen Aphorasia's** (CN female hamadryad[B4] bloodrager[APG] 10/marshal[MA] 5) power, the Radiant Tree is colossal irminsul[B4] with a portal within leading directly to the fey realm. The Radiant Tree phosphoresces with golden light from its shimmering bark and its leaves glow like candlelight. At the seat of this tree, the root growths have formed a natural throne for Queens Aphorasia to reside upon and its roots spread through the entirety of the Breachway. A court of lesser dryads bound to the Radiant Tree serve Aphorasia's whims and act as her liaisons to the Lightbearers.

Personae of the Crowns

The following are among the most well-known and influential figures in the Crowns District.

Duse of Starfall Tower (Unaffiliated NG male human aegis[UP] 4/soulknife[UP] 6/metaforge[UP] 9/champion[MA] 2): A representative of the world of Issovohl in the Prime Plane, Lord Duse is a calming influence on the Exile Council. Having endured a protean invasion on his world, balancing the political drives of its dragon sovereigns, and cleansing the legacy of the Wonder War, Duse is particularly well suited to keeping calm heads between representatives of the New Reign, the Lightbearers, and the Parities of the City. He is keen to remind all involved that the temporal sundering may in fact be at its most stable as it is and that overt efforts to alter the balance or continue to war in Time's Gate will almost certainly only worsen the situation for all parties. The patronage of a powerful temporal Eternal doesn't

hurt his position any, though some consider his fair-minded ways a screen for the House of Heights agendas.

Ergaine Velae (Sanguine Sovereignty CN female human sorcerer [arcane] 16/scion of the blood[MPoLS] 8): This Auri'kiir sorceress from the Prime World of Thaon came to the City seeking the claim the Overmage, Giltharian Denlur, as her consort. Upon their first meeting and subsequent battle, Ergaine revised her opinions of the wizard substantially. Instead she chose a seat of the Exile Council and the attentions of the Sovereignty's vampires to further her own power and "represent" her world. Rumors that other visiting sorcerers of the Bloodclans have found her advocacy wanting disturb her none in the least. She is however concerned that word may reach the High Daughter of the Auri'kiir and that she will send her own representation to the City to displace Ergaine.

Niphuni the Crimson Rajah (Unaffiliated NE male effriti sorcerer [psychic] 10/hivemaster[MPoLS] 5): Afforded far greater power and influence on the Exile Council than his native City of Brass, the Crimson Rajah brokers dark wishes to those who aid him and his five sons. Among the most coveted ability the genie is rumored to have is the means to remove the fractured temporal condition once acquired. Both Queen Aphorasia and the High Adjutant are said to be recruiting genie binders and lamp mages in the hopes to eventually entrap Niphuni and shift the balance of power in the Breachway. This may also explain the Efreet's unwillingness to leave his palace-tower in Time's Gate and absolute refusal to attend Exile Council meetings via any means by other than shadow projections of himself.

Phyrganna (Blackblades CE female marilith harbinger[PoW] 11/godhunter[MPoLS] 5): The demon known as Phyrganna is one of the most terrifying members of the Exile Council. Her lover, the balor Ketenisse was sundered by the Priesthood of Nexalla to make new types of fiends. So enraged was she at the corrupt goddess, that she sought out the Sapphire Lord of the Eternal Dawning who used his command of the Virtue of Honor to bind her into a pact of mutual vengeance. The fiend may not directly harm any citizen of Hyraeatan (including those from the fractures) and is required to cooperate for the Dawning's promise to help her find vengeance against She Who Follows. Despite her vows she has managed to gather a small cult of worshipers and begun seeding them with her own peculiar form of fell divinity. Many among the Blackblades have come to seek her out as a patron and source of power.

Queen Aphorasia of the Lambent Branch (Lightbearers CN female hamadryad[B4] bloodrager 10/marshal[MA] 5): Queen Aphorasia is an enigma. Among the members of the Lightbearers from her fracture, Aphorasia is seen as the sole true queen of the Lightbearers and a nascent Parity unto herself. No historical record names Aphorasia either within her fracture or beyond, as if her identity had been erased from history. In truth, this is exactly what happened. In their attempt to defeat the Lightbearers, the leader of the New Reign enacted a powerful ritual intended to obliterate Aphorasia in body and soul, but the backlash from the ritual combined with the exact moment of her presumed ascension created a paradox, shattering the Crowns District. In one fracture of history, Aphorasia does not exist, and yet in the other fracture she is still teetering on the verge of becoming a Parity as she was untold ages ago. Aphorasia is aware of her predicament, and realizes that if she sets foot outside of her fracture the effects of the ritual would take hold and she would cease to be. So, the Queen of the Lambent Branch resides on her throne, awaiting the eradication of the New Reign's fracture. Her current hope resides in a means by which to reverse their ritual which she believes may be found in the Forest of Glass.

Tyrannus Thriceborn (Sanguine Sovereignty LE male half-elf cleric [Aphos] 19/Will of All[MPoLS] 9): One of the most powerful priests of the Devourer, Tyrannus' origins are a mystery. He stands on the Exile Council for the House of Hunger. Unfractured spies loyal to both the New Reign and Lightbearers have claimed that he has passed the Breachway boundaries of both temporal zones and been unaccounted for in either after. Most dismiss this as simple skillful teleportation but others whisper that he stands as proof that the Oldblood neighborhood of the District is still intact. Regardless of the truth, the Temple's ancient seat was maintained in its adjunct position on the Exile Council and the priest adds his voice to others when the visiting representatives lose sight of the communal good.

New Game Mechanics

The following rules elements represent concepts related to the conflict of the Crowns District.

Paladin Archetype: Lawbringer

Most paladins are on a righteous quest, champions of good and upholder of laws. Lawbringer paladins are singularly focused on upholding laws and have shed some of their rigid moral code in favor of a more exacting application of law and order and make up a great number of the New Reign's elite soldiers. As such, lawbringer paladins can be found within religions that do not typically accept—or would not otherwise be appropriate for—paladins. Lawbringers grapple with the focus on law and order in ways that eschew their typical training with spells in favor of binding the service of more powerful, lawful-minded outsiders to their cause.

A lawbringer has the following class features.

Alignment: A lawbringer must be of any lawful alignment, a lawbringer who willingly commits a chaotic act or breaks their relaxed code of conduct becomes an ex-

lawbringer in the same fashion a paladin would become an ex-paladin for violating their code.

Aura of Law (Ex): The power of a lawbringer's aura of law (see the *detect law* spell) is equal to her lawbringer level. This ability replaces aura of good.

Detect Chaos (Sp): At will a lawbringer may use *detect chaos*, as the spell. This is otherwise identical to a paladin's detect evil ability. This ability replaces detect evil.

Smite Chaos (Su): Once per day, a lawbringer can call out to the axiomatic powers of order to aid her in her struggle against chaos. As a swift action, the lawbringer chooses one target within sight to smite. If this target is chaotic, the lawbringer adds her Cha bonus (if any) to her attack rolls and adds her lawbringer level to all damage rolls made against the target of her smite. If the target of smite chaos is an outsider with the chaotic subtype or a chaotic-aligned dragon, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite chaos attacks automatically bypass any DR the creature might possess.

In addition, while smite chaos is in effect, the lawbringer gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not chaotic, the smite is wasted with no effect.

The smite chaos effect remains until the target of the smite is dead or the next time the lawbringer rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the lawbringer may smite chaos one additional time per day, to a maximum of seven times per day at 19th level. This ability replaces smite evil. Feats or abilities that would augment smite evil instead augment smite chaos.

Solemn Vow (Su): Beginning at 2nd level, the lawbringer may make a solemn vow as a standard action to gain a bonus on a specific task. For one hour per character level (or until the task is completed, whichever comes first) the lawbringer may gain a morale bonus to any one skill check, ability check, saving throw or attack roll equal to his lawbringer level. The lawbringer may use this ability once per day at 2nd level and one additional time every 4 levels thereafter to a maximum of 5 times per day at 18th level. This ability replaces lay on hands.

Oath (Su): At 3rd level and every third level thereafter the lawbringer gains an oath that augments his solemn vow ability. When making a solemn vow, the lawbringer is also affected by all of the oaths he knows.

At 3rd level, the lawbringer may select from the following initial oaths.

- *Diligence*: The lawbringer is no longer fatigued.
- *Fearlessness*: The lawbringer is no longer shaken.
- *Hale*: The lawbringer is no longer sickened.

At 9th level, the lawbringer adds the following oaths to those that can be selected.

- *Alertness*: The lawbringer is no longer dazed.

Duse of Starfall Tower

Fractured Simple Template

A fractured creature is one that has become "naturalized" by one of the two temporal fractures found in the Crowns District. A fractured creatures comes in one of two known varieties: New Reign or Lightbearer. This distinction represents which temporal fracture the creature is native to and is considered their "home fracture." A creature must spend one month of uninterrupted time within a fracture demiplane, after which time they acquire this template. A fractured creature cannot lose this template once acquired.

The fractured template can be applied to any creature.

A fractured creature gains the following special qualities:

Temporal Interloper: A fractured creature is considered to have the extraplanar subtype when outside of their home fracture. When targeted by spells or effects that banish a creature back to its home plane, a fractured creature is instead banished back to its home fracture. Additionally, a fractured creature cannot, by any means, enter a temporal fracture other than their home fracture.

- *Heartiness*: The lawbringer is affected by remove disease, using the lawbringer's class level as the caster level.
- *Resilience*: The lawbringer is no longer staggered.

At 12th level, the lawbringer adds the following oaths to those that can be selected.

- *Clarity*: The lawbringer is no longer blinded.
- *Focused*: The lawbringer is no longer deafened.
- *Defiance*: The lawbringer is affected by remove curse, using the lawbringer's class level as the caster level.

This ability replaces mercy.

Inevitable Bond (Sp): Upon reaching 5th level a paladin forges an unbreakable contract with the forces of Axis. Once per day, as a full-round action, a lawbringer may call an arbiter inevitable to her side. This ability is the equivalent of a spell of a level equal to one-third the lawbringer's level. The arbiter inevitable immediately appears adjacent to the lawbringer. A lawbringer can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

Should the lawbringer's inevitable bond die, the lawbringer may not summon another inevitable for 30 days or until she gains a lawbringer level, whichever comes first. During this 30-day period, the lawbringer takes a –1 penalty on attack and weapon damage rolls. At 15th level the lawbringer may instead choose to summon a zelekhut. At 20th level the lawbringer may choose to summon a kolyarut. The inevitable may be dismissed as a standard action. This ability replaces divine bond, spellcasting and holy champion.

Aura of Order (Su): At 14th level, a lawbringer's weapons are treated as lawful-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as lawful-aligned for the purposes of overcoming damage reduction.

This ability functions only while the lawbringer is conscious, not if she is unconscious or dead. This ability replaces aura of faith.

Resolute Aura (Su): At 17th level, a lawbringer gains DR 5/chaos and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the lawbringer is conscious, not if she is unconscious or dead. This ability replaces aura of righteousness.

Summoner Archetype: Epoch Caller

The vastness of time allows many secrets to remain hidden. Traditions of magic lost to the ages with the fall of ancient desert civilizations, yet are revealed briefly by the whim of fate, only to be once more swallowed up by catastrophe and disaster. The tradition of epoch callers—a magic craft of conjuring creatures and objects from parallel timelines—is one such lost art. Only a handful of epoch callers persist in secretive communities scattered in the remote corners of the planes, using their power over time to learn the secrets of the ancient past.

An epoch caller has the following class features.

Weapon and Armor Proficiency: An epoch caller is proficient with all simple and martial weapons as well as light armor, but not shields. He may cast summoner spells without risk of spell-failure while wearing light armor, but suffers the normal penalties for spell-failure in medium or heavy armor. This replaces a normal summoner's weapon and armor proficiencies.

Diminished Spellcasting: An epoch caller may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level. For games using source origin mechanics an epoch caller is a temporal origin caster instead of arcane. This modifies spellcasting.

Chronomancy: An epoch caller adds the following spells to the summoner spell list:

- 1st—*perceive peril*[GG110MSV]
- 2nd—*chronal bolts*[GGTW]

- 3rd—*chronal weapon*[GGTW], *sands of time*[UM], *retrocognition*[OA]
- 4th—*arcane forge*[GG110MSV]
- 5th—*elude time*[APG], *haberdasher*[GG110MSV],
- 6th—*legend lore*

GMs are encouraged to expand these selection with other temporal themed magic they deem appropriate.

Object Out of Time (Su): At 1st level, as a standard action, an epoch caller may conjure a single object of up to 10 pounds in weight, from another moment in time. This can be any mundane object such as a longsword, crowbar, or buckler, but not alchemical or magic items. The object remains in the alchemist's timeline for 10 minutes per epoch caller level or until broken or destroyed, at which point it crumbles into sand. Items created in this fashion have the fragile quality.

At 3rd level, objects out of time are considered masterwork, no longer possess the fragile quality, and gain 2 points of hardness and 5 hit points. Every two levels thereafter the object out of time gains an additional 2 points of hardness and 5 hit points.

At 5th level an object out of time that is a weapon or armor has a +1 enhancement bonus, and this bonus increases by +1 for every 3 levels thereafter. A object out of time cannot have an enhancement bonus greater than +5.

At 9th level an object out of time that is a weapon or armor that gains a +1 enhancement bonus beyond +1 may select weapon or armor enchantments of the same total enhancement bonus instead of a +1.

An object out of time that leaves an epoch caller's or their eidolon's possession for more than 1 round is destroyed.

This replaces all levels of the summon monster class ability.

Temporal Eidolon: A temporal eidolon is a creature made of planar quintessence and the collapsed possibilities of once-future timelines and sculpted by the epoch caller's imagination. These majestic entities always appear to be made from radiant sand and bear historically significant appearances, if not altered in subtle ways. Like all eidolons, a temporal eidolon possesses a glowing glyph on their brow.

Whenever an epoch caller gains a level of summoner he may change the chosen base form for his temporal eidolon. This new base form persists until the epoch caller gains another summoner level, at which point he is free to change it again. An unchained summoner with this archetype may change what his eidolon subtype is each time he gains a new summoner level.

This otherwise works like and alters the eidolon ability.

The Seraph of Chained Flame

The bound form of the Seraph of Chained Flame provides two gates into its District. Whether this represents an historical necessity for the level of traffic passing into or out of the Docks, or is a testament to the Hands of Onus and Steamwalkers being last to decide the locations of their towers during the Resolution is not quite clear. Its pose does not make evident the reason of its bondage but some speculate the idea was to cast judgment on the mad science of the Steamwalkers while simultaneously presenting the Oaths of the Obliged.

Living, dead, or inbetween everyone comes through the Docks eventually.

—Deathmaster Ch'Rowl

Docks District

N metropolis city

Foreseen and the Icegrave Enclave

Corruption +6, **Crime** +0, **Economy** +6, **Law** +4, **Lore** +0, **Society** +4

Qualities forewarned†, magically attuned, necropolis scholars†, planar port†, strategic location

Danger +5; **Disadvantages** shifting populace†

Government overlord

Marketplace

Base Value 17,600 gp; **Purchase Limit** 110,000 gp; **Spellcasting** 9th

Minor Items nearly any; **Medium Items** 3d6; **Major Items** 2d6

New Disadvantages

Shifting Populace: Nearly half this district's population is moving through to new destinations at any given time making it difficult to negotiate or form lasting bonds. *(Economy –2, Law –2, Society –2; any arrangement made has a 50% change of having a timetable associated with it, If the check comes up as timed GMs should consider rolling a d20 for the days any deal is valid)*

New Qualities

Necropolis Scholars: The district holds the icetomb. *(Lore +2; increase die size of all item levels in the marketplace by one step; fey encountered nearby are one step friendlier than usual to those who follow the taboos, and one step less friendly to those who violate the taboos)*

Planar Port: The district voidships arrive from all over the multiverse. Easy escape encourages criminals, bolsters markets, and spreads disinformation all in equal measure. *(Crime +2, Economy +2, Lore -2; increase base value by 10%)*

Drifting shadows of ships slide the dark slick waters under an inky night sky, backlit by the stars of the thousand worlds. The bioluminescence and shimmering glowglass welcome people walking beneath the Seraph of Chained Flame. Beyond her, floating barges of pale funerary ice drift along broad boulevards and the soft light of glowglass forests and beckoning hands. Music wars for the shimmering sky and the ears of would be patrons as the scent of delights strange and mouth-watering nearly distract from the travel weary lines of sailors bustling past.

A. The Onyx Dock
B. The Fool's Dock
C. Madame Syzygy's
D. The Dock of Ages
E. Sanity's Last Stand
F. The Strait of Stars
G. The Alabaster Length
H. The Strait of Shadow
I. Tombolo's Siege Perilous
J. Quirky Quentin's Outfitters

K. The Hives
L. The Icetomb
M. The Drydock
N. Exchange Alley
O. The Sliding Quay
P. Warehouse Row
Q. The Funerary Dock
R. The Vulgar Skyshark
S. Sonus the Weaver, Sailmaker

The Docks District

District Summary

A roughly crescent shaped district, the docks curve around a bay leading directly into the Sea of Stars and Shadows. From here ships can access the waterways of worlds throughout reality, as well as the skyways between the stars.

Said to be the scar left by the Occlusion's reactive raging in the early days of the City's founding, the combined efforts of the Foreseen's psychics in and the undying wills of the Icegrave Enclave staved off the advance of the Shadow's Maw. As the darkness receded the shimmering black waters of the Bay of Shadows were left in its wake. Duxandus and his followers noticed the peculiar quality of the water to shift ships in and out of reality depending on the will of the captain and crew. He considered it another sign of instability.

The arrival of the Master of the Docks changed that, revealing that the damage to the edge of the City could become a vital and vibrant interplanar trading port. Foreseen visualizers began teaching select navigators the necessary meditations to focus on to the navigate areas of Shadow-tangent waters. Additionally, they designed magical engines that mirrored the Grand Orrery's reality influencing artifice to allow ships to shift between planes, defy gravity, and even pass through the airless Void between. In a manner similar to the Anchors, the growing number of wills visualizing the Docks seemed to calm the Occlusion greatly and now it is considered among the safer Districts by many in Hyraeatan.

Nearly half of the district was destroyed in a kaiju attack fifty years ago. As a result the area is an odd mix of architecture, half recent and half ancient. This also leads to some social friction between those whose families were here before the disaster and those who settled here after coming to defend it. Even greater tension exists between the Foreseen, who seemed relatively unscathed by the destruction and the Icegrave which lost major facilities and nearly all of its funerary barges.

Over the years the demographics of the district have undergone several phases. Before the Occlusion's expansion, mostly humans and gnomes following the Circle of Six had settled the area. All but abandoned after the destruction the remaining neighborhoods became a haven for dhampirs particularly those sired by Rysia's disciples in the Temple of Coin and other byproducts of an interbreeding populace. After the arrival of the Master of the Docks and the formation of the Icetomb in the Bay, the population began to rapidly diversify. After the kaiju attack, the most numerous groups now are the vanara, various planetouched, and a wild array of insectoids, plant creatures, exotic aliens, and more.

The Canopy & Garter (Nearring)

The Nearring boasts not only the entertainment neighborhood of the Garter but also the Hanging City of the Canopy crafted by the vanara immigrants to the City after the kaiju's destruction.

The Canopy: After the kaiju attack, the vanara stayed, building on the recently cleared ground. Delicate glowglass hangs everywhere and the rough lines elsewhere are smoothed into softer curves here. Buildings rise high along the district wall, several stories above the older structures, and are connected by rope climbing bridges. Street vendors serve vanaran foods on many of the upper landings, as well as in the small parks that dot the area on ground level. Since Pauroo has come to power, there has been an upswing in the number of vanara embracing the dark gift of Aphos. Almost one in ten of the current population of the Canopy are in various states of vampiric transformation. The scarcity of dry land in the District has led to the vertical engineering in the wake of the Suneater's attack and the subsequent decades the Docks has developed one of the few multi-layered configurations in the City.

The Garter: Called the Mithral Garter in the early days of the City, bars, brothels, powder dens, and more all cluster here, because inside its borders all are legal. The Master of the Docks prefers to keep the vice confined in one place rather than fight it everywhere. Bards abound in the area, and the jam sessions are quite literally epic. There are three public squares in the neighborhood. The Descendants of Dream produce music and other performances in two of them. (Only the Master of the Docks knows they are also experimenting with manipulating ley lines there.) The Garter's name has become shorter over time, though for fear of the Orchard Prince Maelwyn or laziness one cannot be sure.

The Reaches & Undertow (Midstreets)

Composed of the reaching fingers of the quays, jetties, and other landings of the Reaches and the soft marine glow of the structures of the ceptu neighborhood of Undertow, the Midstreets of the Docks are barely streets at all.

The Reaches: Experimentation with early planar visualization led to the initial construction of the Reaches. In essence, a branching structure of Docks and Quays shifting through the Essence of Shadow they enable multiple planes to simultaneously interact with aspects of the Docks. Each quay focuses a different Trine, Axes, or other Planar Destination. Their attuned

constructions help form reliable beacons to the Docks for travelers elsewhere who know of their existence.

Undertow: The ceptu settlement of Undertow started simply as a submerged shipyard. Early philosopher priests of the Sien named it holy ground, however, and a world among the ceptu's Prime origins sent forth an exodus to settle near the Radia and its emissions. Starsails and other vessels requiring orrery drives were far easier to construct underwater where the racial telekinetics of the species are more effective due to elemental bias and natural laws of buoyancy. The meditations and unconscious energies of the race have extended the seabed far beyond the Reaches to allow the burrow to grow.

The Bay & Straits (Farring)

The Bay of Shades: A curious example of the Laws of Parallel reflection, the Bay of Shades represents the height of the Radia's agitation and the shadetides of the Occlusion. Only the surface of the water, constantly lit by the shifting stars of a thousand, thousand worlds is consistent here. Beyond that shimmering space and the objects in contact with it, the rules of the sky and sea become negotiable in the extreme. Even ships lacking orrery drives can sail into the dark of their own starshadows and slip between the Realms. Skilled sailors and mystics have learned signs to make their way without need of Lattice or starship. Oddly, the Bay of Yiss in the Pacts exhibits none of these qualities.

The Straits and the Icetomb: Near the edge of the Occlusion, the Bay of Shades holds the Icetomb. An iceberg necropolis where the majority of the City's dead are laid to rest. The Icegrave Enclave's frozen necropolis is flanked by the Straits of Star and Shade. These channels are most likely identical but years of using one for visualization shifts into the starry skies of the Prime Worlds and the other to materialize on dark seas elsewhere has likely biased the nature of the Plane. So it is that sea vessels exit via the Pactsward Strait of Shade while the Crownsway Bay of Stars sees vessels raising into the shifting sky above.

Governance & Law Enforcement

The Master of the Docks (Foreseen) is the absolute ruler of this district, advised by the Synod of Enterprise, a council of fourteen merchant princes and major ship owners representing each parity. While this situation is unusual for the city, only the Master of the Docks has the prophetic skills needed to manage traffic from every corner and layer of reality. He has ruled the docks since their inception, and most consider him completely neutral in spite of his allegiance to that parity.

The Master of the Docks uses his vast divinatory powers, a massive network of informants (The Eyes), and the information gathering skills of his parity to ensure that the Wardens are deployed precisely where and when they will be needed (Warden response times are twice as fast on the Docks). Rumors abound that the Master of the Docks can see through the eyes of the shadow gulls that fly above the port, but they are usually dismissed, albeit nervously and with a look skywards.

In times of crisis the crews of ships taking shelter in Hyraeatan are expected to contribute to their defense. And whispers still speak of the day that Duxandus froze the surface of the entire Bay to send the dead of the Icetomb to reinforce the Ashborn and Wardens during the Lightbringer incursion. For these reasons the Docks remain relatively free of disruption despite presenting a relatively open avenue to enter the City.

The ceptu of Undertow participate in near constant psychic communion. When threats gather against them it is an attack against the entire community and few creatures have ever taken to troubling them for long. There are rumors that they even went so far to battle the Suneater's progeny without alerting the remainder of the City. Some suggest they still keep some of the kaiju's spawn in stasis ready to deploy them as weapons should the need arise.

History & Current Events

They say that when the Occlusion was driven back and its devouring dark peeled away, the Master of the Docks was there. Heralding the Bay of Shadows and the Foreseen, the time-warped creature foretold the Resolution and quickly gathered its Eyes. He has controlled the Docks District ever since. The Master advised the Icegrave Enclave on futures and probabilities when they first constructed the Icetomb. Duxandus begrudgingly verified

The Bay of Shadows & the Docks

The mass of quays, jetties, and piers bristling from the remnant shore of the Docks serves a functional purpose (offloading planar vessels) but also a magical one. The lengths of each dock section are constructed in a manner to draw vessels of specific planar origins functioning as beacons to those locations.

If a GM names an area of water or space to be tangent to the Plane of Shadow a Profession check of the appropriate type (helmsman, navigator, sailor, etc) or Knowledge (Planes) check can predict times of adjacency and use the Docks to transition into Shadow sailing for Hyraeatan. Without the aid of magic, such a journey is still likely to take 2d12 days and be likely fraught with peril.

the creature's insights and the formation of the Docks began in earnest.

The expanse of black sea was a perfect resting place for the dead of the City and those that were awakened into undeath helped stave off the Occlusion's hunger with a willful observation. This stability granted the window for the Foreseen's construction of the planar spanning docks and truly opening the City to the planes as a major trade hub. The Temple of Coin's support of the project allowed them a slight influence but as part of the Resolution the Docks were given over to the Foreseen and Icegrave Enclave to develop. The Everfrozen in turn only asked for provisions over the dead and security for their living servitors, giving the Foreseen and the Master near total authority in the Docks.

Post-Resolution, the competition between the Steamwalkers and the Bookbinders escalated and both parities deployed large numbers of agents to the docks. These agents are a common sight to this day, as they race to acquire eldritch secrets as they enter the city from the Sea of Stars and beyond.

The common thinking is that the Master allows these intrigues because it better focuses foresight on matters that are of import while providing a buffer against those of less concern to the Docks or the Foreseen.

The Descendants of Dream attempted an elaborate infiltration of the Icegrave in an effort to gain access to the Docks without Foreseen interventions. The seers of the rival parity exposed the sophisticated plan including those with the Descendants that had undergone undeath to gain access to unfettered travel. Before the affair could spiral into out and out conflict the Temple of Coin's intercession allowed for the charter of select ships by the explorers of the Dreamers and supported the Foreseen's aggressive expansion of the Orrery engines.

In the shadow of the Wonder War, the docks were attacked by a kaiju out of deepest shadow, Vriltosk the Suneater. No one was certain if the creature was lured to the City by the Orbs of Wonder or not. But its arrival was late enough that the Orbs were not present to fight it. It was in fighting the beast off that the vanara cemented their status. The "dock ape" hero Hoopaka G'crit, a psychic warrior of renown that delivered the final blow to the beast but lost his life in the process. A thirty foot tall statue of him now stands at the mouth of the docks he gave his life defending.

In recent decades, known to but a few, a thriving underground trade in fate eater flesh has grown. Masterminded by a subsect of the Foreseen, it is centered in the Garter neighborhood in areas where the Wardens do not go.

Locations of Interest

The Alabaster Length (The Reaches): The pristine structure of this jetty resembles ivory polished to a pale lunar glow. The length forks into two different sections, one that often holds the longboats of the warriors of Asgard and the other Planes of the Trine Libria. Along the other side the vessels of the Heavens take to port with the Lonely Angels being the most common sight, often they can be seen frozen in regard at the Seraphs, emotions warring of their faces. On rare occasions, the graceful Swanships of Elysia drift down the quiet waters

between the jetties and deliver the Unstained to confer with the Eternal Dawning.

The Dock of Ages (The Reaches): The still waters around this moorage don't even seem to be occupied. Rumor persist that once in a millennia, it bursts with life and action. Sailors of strange vessels and accoutrement busy themselves with a passion nearing panic. It is said that for three days the waters touch not the Bay of Shadows but the Great River of Time itself. Impossibly lost and valuable heirlooms become accessible again, and destinations further than any star are possible to set sail to.

The Drydock (The Canopy and Garter): There is no better repair facility in all the multiverse when it comes to repairing or outfitting a ship in a short time. The rates are very steep, but the work is magnificent. Ship captains who nurse venerable ships of ancient designs around the spaceways often take their vessels to no other shipyard.

Exchange Alley (The Garter): Exchange Alley is the place to go for ship supplies, scribes to write and witness contracts, and bulk goods. It serves as an Annex to the Pacts District proper and greatly eases traffic through the Coinsway Wall gates. In addition, the street hosts the Exchange, a massive currency exchange—at a ruinous convenience rate, of course—run by the Temple of Coin. Many fine establishments can be found here, eager to separate a captain from his coin.

The Fool's Dock (The Reaches): This quay and attached dock structure was originally fitted to act as a control during the original visualization experiments. Its purpose was to be a centering point between the other planar docks of the reaches and intentionally was to be cued to the City at all times. As the architects of the Docks formed the other planar quays, they noted with increasing regularity that their control structure actually resonated between the deliberately attuned planes. As the Reaches filled out this structure took to shifting regularly, if randomly through realities.

The Funerary Dock (The Reaches): The funerary dock and several blocks around it are the domain of the Icegrave Enclave. From here they ferry the deceased to the Icetomb, the mausoleum-iceberg where the dead of the city are frozen into place. Sculpted frozen sepulchers are maintained for the wealthy while the poor and disenfranchised are frostwelded to the exterior of the isle adding to its circumference. Whisperers for hire question the dead and unearth esoteric arcana from throughout the multiverse, a fact lost on neither the Steamwalkers nor the Bookbinders.

The Hives (The Garter): Clustered together in a series of hive-like formations is a small neighborhood of insectoid races. Mantis creatures from deep space, dromites, trox, and other more exotic insect people live here. In the center of "Bugtown" lie the clinics of the People of the Mantis. These insectoid surgeons from the deepest spaces between worlds are often members of the Chrysalis Covenant. Fleshgrafting is almost a religion to them, or perhaps an art-form. Probably both. When they speak humanoid languages for some reason they always sing. (Most food here requires a Fort save from those who are not insectoid, aberrations, or verminoid creatures, DC 15 or be nauseated for 1d20 minutes).

The Icetomb (The Bay of Shades): Floating at the edge of the Occlusion, stands the massive iceberg necropolis of the Icetomb. The undying stewards of the Icegrave Enclave make the final resting places of the City's dead. Many suspect that a goodly number of the fallen are reborn into undeath regardless of the intentions of their next of kin. Duxandus' defense of the City and battle in the Orchard during the Lightbringer Incursion lends even more credence to that theory.

Madame Syzygy's (The Garter): The poshest house of companionship in the district. Operated by a disgraced royal from the prime, **Endora Syzygy** (Non Aligned LN female human aristocrat/rogue 7/7), she claims to have something for every species, gender, and preference. It is rumored that she supplements her offerings with shape shifters in order to make good on that claim, although no one has been able to prove it. Her son, Casmir, is a regular face in the demiplanar black market known as Destiny's Bodice.

The Onyx Dock (The Reaches): This polished length of black stone reaches into a particularly deep shadowed area. Connecting the waters of the Bay to the lower Trines, both Infernal and Abyssal and evil-aligned Axes planes. An ice devil phalanx holds the quay against unauthorized exits or boardings and answer only to the Lord of their frigid circle and the Master of the Docks.

Quirky Quentin's Outfitters (The Canopy): Quentin's caters exclusively to the small folk, particularly halflings and dromites—Only small, tiny, diminutive, and fine size gear is available. Masterwork, magic, psionic, and alchemical augmentations are all available should budget permit. **Quentin K'tel**, (Non Aligned LG gnome rogue 4/expert 2) the proprietor, is a jolly youngish starborn gnome with a penchant for off color humor.

Tombolo's Siege Perilous (The Canopy): The finest dealer in high end siege engines in the city. From masterwork ballistae to the newest of plasma bombards. Magical and psionic weaponry are a specialty. No one has ever met the owner, only staff.

Sanity's Last Stand (The Reaches): This half-jokingly named pier of the District is officially called the Sealed Docks. Its shattered length actually serves to ward off travel from the Splinter Realms of the Deep Void. Psionic circuits and massive abjurative warding circles adorn its entirety and a half-submerged Warden watchtower is stationed there as well. Residents of the docks tend to avoid the area due to the strange sounds of entities attempting (and on rare occasions succeeding) to pierce the protections from beyond.

The Sliding Quays (The Reaches): This configuration of docks fills a large stretch of the Reaches. Each dock can handle 12 ships at a time, and provides connection with a different set of planes or rivers through shadow. Some of the attached jetties include the Silver Docks which draw voidships and shadowskimmers from the Transitive Axis and the Docks of Flux which provide a static navigation beacon to craft from the Roil, select Splinter Realms, and the Planes of Dream.

Sonus The Weaver, Sailmaker (The Reaches): Sails made from phase spider silk and other rare materials are woven here. Little known is the fact that **Sonus** (Foreseen NE male human spiritualist 12) is a senior member of the Weavers of Fate, a sect of the Foreseen that trades in illegal fate eater organs. Sonus is in charge of smuggling the flesh, and sometimes live fate eaters, into the City. The Master of the Docks turns a blind eye because he occasionally purchases fate eater organs for his own use.

Warehouse Row (The Garter): A third of the district is nothing but warehouses. Various interplanar trading companies maintain private warehouses here: The Ring of Balthasar, The Stray Manor Seven, The K'tel Cartel, The Spelljoined, and more. Additionally the Synod of Enterprise and each of the parities keep property here, especially the Bookbinders (The Icegrave Enclave do have Warehouses, but they are separate and clustered around the funerary pier in an entirely different area of the district).

The Vulgar Skyshark (The Garter): Nearly the edge of the District, bar fights happen so often at this bar that the Wardens generally don't bother until it spills into the outer streets. Its offerings include cheap liquor, cheap beer, and bedroom companions of an inexpensive variety. The sign above the door is a pair of taxidermied skysharks en flagrante delicto, with faerie fire letters spelling out the name of the bar on their flanks. Considered the roughest tavern in the Garter.

Personae of the Docks

Alissa Starbow (Bookbinders CN F bloodborn nexus 8): Raised in the Kaolin Cluster in the Deep Astral, Alissa has a low tolerance for things that are "cute." A planewalker from an early age, the Lattice eventually led her to the City seeking lore of the strange powers she was developing. She joined the Bookbinders, a choice that sorted well with her secretive, sarcastic temperament and insatiable curiosity. Possessed of an extensive network of contacts in the Docks, she is probably knows more of the area's goings-on than any save the Master of the Docks himself. Her ongoing affair with the Steamwalker Invarra could threaten to make enemies of their own Parities should either be discovered.

Anshuri & Banhi (Temple of Coin LN female living item 13 and LN male awakened cat psychic 9): Anshuri is an amulet baring the soul of an ancient priestess of a Prime World so old, no one recognizes the name she knew it by any longer. She lay in a collection for centuries until the curator's cat, Banhi, shattered the case containing her. Banhi was instantly influenced to "wear" her as a collar. In time the access she gained via the cat became a preference and she eventually paid a theurge to awaken her companion. Banhi selects likely "owners" and the they conduct their business through the chosen humanoid until it is wise to "shed" the reputation of the current merchant.

Bikiru the Flatulent (Foreseen LN male reborn samsaran occultist 9): A tall, slender samsaran, Bikiru is a senior Realm Warden in the docks. He has been directing traffic at the Night Sky Docks as ships come and go from the planets of the Sea of Stars for thirty-five years. Cursed in an unfortunate adventuring incident decades ago (one he refuses to speak of), he suffers frequent, fragrant, and audible gastric distress. As a result he is something of an unwilling loner and has few regular friends.

Deathmaster Ch'rowl (Icegrave Enclave LN female catfolk spiritualist 15): Native to the docks and born into poverty, Ch'rowl grew up eating rats. When she was five the Kaiju came and she was surrounded by chaos and death. Her fur, originally a tawny gold, turned black as pitch and the phantom Djaban (formerly a male ratfolk bartender) bonded to her. When she came of age she joined the Icegrave Enclave and experienced a meteoric rise within its ranks. Ch'rowl is on very close terms with the Master of the Docks, who often secretly warns her of plots against her by the Bookbinders, who resent her blocking their access to the secrets of the dead.

Indigo (Nonaligned CG M umbral kobold bard 7/ master spy 3): Born and raised in the Docks area, Indigo is a familiar sight on the streets there. Seemingly unable to sit still, he is amusing to some and an irritant to others. He is a trusted messenger, known throughout the community highly recommended. Unknown to all, he is the chief informant in The Eyes, and reports everything to the Master of the Docks.

Invarra Ciel (Steamwalkers CG female fetchling bard 10): An agent of the Academies Magical, Invarra haunts the docks surveilling the Bookbinders to prevent them from absconding with knowledge of benefit to the Academies. It is a job that she is not entirely true to, she has been involved with Alissa Starbow of the Bookbinders in a secret affair for over a year. Each gifts the other with small "pillow victories" to alleviate suspicion of their trysts. In addition to the dim view their parities would take of the relationship, things are made worse by the fact that neither of their wives know about the liaisons.

Lenata Starchilde (Bookbinders NG female aasimar cleric 8/ sorcerer 2): Angel blooded and possessed by wanderlust after being raised in an insular asteroid community, Lenata has spent twenty years

piloting arcane sailing ships from world to world and plane to plane. Her group, the Spelljoined, is based on an obscure demiplane but maintain a warehouse here and use the city as their base for explorations into shadow and the demiplanes of the ethereal. Their ship, The Nomad, is always looking for good crew that are willing to work hard and have experience of the many worlds. The Captain, **Vedis Valentine** (Non Aligned CG female maenad wilder 7/soulknife 3), is rumored to be tough but fair, and lavish in rewarding loyalty.

Pauroo (Sanguine Sovereignty N male vanara cleric of Aphos 5): Vanara are the majority of the workforce of the docks, and Pauroo is their unofficial leader. He originally hails from a jungle world torn by war between his people and fiendish girallons. Having seen so much death he decided to seek a different path. While walking The Lattice he was attacked by a protean and left for dead, but a traveling healer found him and brought him to the City. While recovering he became fascinated with the Church of the Faith Devoured. It seemed death could be defeated after all. Since then he has been a devoted member of the clergy, and has also become the de facto voice for the vanara.

New Game Mechanics

STAFF OF THE DOCKMASTER — **29,600 GP**

Aura moderate divination, abjuration, illusion **CL** 8th
Slot none **Weight** 5 lbs.

Description

This staff is made from a brass-like shadow metal, and topped with an eye cast from the same metal. The staff allows use of the following spells:

- *dark whispers* (1 charge)
- *track ship* (1 charge)
- *riversight* (all water inside the Docks, rather than just a river, 2 charges)
- *dimensional anchor* (2 charges)

Construction Requirements — **14,800 GP**

Craft Staff, *dark whispers*, *dimensional anchor*, *riversight*, *track ship*

Orrery Vehicles

These vehicles are presented with their standard stats. The cost listed includes the installation and attunement of an orrery engine. There are a vast array of modifications and upgrades available which must be priced out and purchased separately.

ICEGRAVE ENCLAVE FUNERAL BARGE — **N/A**

This wide, low style of barge is owned exclusively by the Icegrave Enclave. They are used for ferrying the deceased to The Icetomb, and occasional forays into the planes on parity business. Its double sails are emblazoned with the symbol of the parity. The figurehead on the prow is composed of the bodies of criminals frozen together into a spike.

Colossal water/void vehicle
Aura strong abjuration and transmutation
Squares 10 (60 ft. by 150 ft. 2 full decks)

Defense

AC 2; **Hardness** 5 (wood)
hp 5,220 (2610)
Base Save + 0

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30'
Melee piercing ram (8d8 + 2d8)
Ranged 2 plasma bombard +12 (2d8 electricity + 2d8 fire)
CMB +8; **CMD** 18

Drive

Propulsion wind or weird current, magic
Sailing Check Knowledge (the planes) or Profession (sailor)
Forward Facing the ship's forward
Control Device arcane steering wheel
Propulsion 60 squares of sails (two masts), magic (3 squares of orrery engines in the middle of the ship)
Driving Space the nine squares around the steering wheel that sits at the front of the ship
Decks 2
Cargo/Passengers 100 tons/20 passengers
Crew 20

Equipment

Armaments 2 plasma bombards (port and starboard)
Modifications orrery engine, ram
Cargo 1 point of plunder

The Coinspinner

Unique Planar Vessel

Formed of flowing lines of iridescent ceramic resembling mother of pearl, *The Coinspinner* resembles a galleon, but it's lines predate the known stories of antiquity. The organic designs are unusual for triads and are often strangely suggestive of tentacles and mollusks. Its triple sails are a bloody maroon in color. The figurehead on the prow is suggestive of an octopus, but one boasting six eyes.

The ship's movement is controlled by way of an arcane steering wheel on the foredeck. When uncontrolled, the ship moves randomly, sometimes changing direction, sometimes shifting planes, but always avoiding the ground or other hazards. Its orrery engines allow it travel anywhere along the Lattice, to any world in space, or to the most mundane of planet-bound waterways.

If *The Coinspinner* suffers the broken condition, the driver must make a DC 30 driving check as an immediate action. If the check fails, a burst of psychic feedback causes the Captain to gain one of the following conditions for 1d12 rounds:

- unconscious
- confused
- sickened
- staggered

A DC 20 Will save halves the duration, minimum 1 round.

THE COINSPINNER

Colossal ship

Aura overwhelming abjuration and transmutation

Squares 4 (30 ft. by 120 ft., three full decks)

Init +10

Defense

AC 18; **Hardness** 14

hp 3,240 (sails 720)

Base Save +13

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Melee grappling ram (animated figurehead) +15 CMB

Ranged 6 plasma bombard +12 (2d8 electricity + 2d8 fire), 2 heavy plasma bombard +15 (3d6 electricity + 3d6 fire)

CMB +22/ +37 grappling ram; **CMD** 32

Ramming Damage 10d8 + grapple

Drive

Propulsion wind or weird current, magic

Sailing Check Knowledge (the planes) or Profession (sailor)

Forward Facing the ship's forward

Control Device arcane steering wheel

Propulsion 90 squares of sails (three masts), magic (3 squares of orrery engines in the middle of the ship)

Driving Space the nine squares around the steering wheel that sits at the front of the ship

Decks 3

Cargo/Passengers 150 tons/120 passengers

Crew

Captain: N female elven cryptic 5/ rogue [pirate] 10

First Mate CN male human magus 8

Other Crew

CN aasimar bard [sea singer] 6

18 NE human fighter (corsair) 6

10 N catfolk rogue (pirate) 6

8 NG vanara gunslinger (siege gunner) 5

2 CG half elf bard (arcane healer) 8

Equipment

Armaments 6 plasma bombard (port and starboard); 2 plasma bombard (fore and aft)

Modifications orrery engine, magically treated hull, magically treated sails, ram, rapid deploy sails, sturdy hull

Cargo 4 points of plunder

Becoming The Captain To assume the mantle of captain, a creature have at least 12 HD, the Leadership feat, and 10 ranks in Knowledge (the planes). If *The Coinspinner* already has a captain, that captain must be defeated before another can take her place. The Captain gains the following spell-like abilities.

- At will: *akashic communion*
- 1/day each): *Black spot* on anyone aboard the ship, *guards and wards* on the entire ship, *overwhelming presence*

Sailing into the Docks District seemingly of its own volition, this strange ship's origins are anything but clear. Historians posit its arrival as the first ship to arrive in the slips of the newly enchanted marina to cast even more suspicion on the Foreseen's motives regarding the Districts design. Little could be garnered from the maddened and ravening souls who appeared to be its former crew.

The Foreseen used the ship as their primary mode of sailing the Sea of Stars in the early years of their operations. Many suspect that studying the ship helped them refine the designs of the orrery engines powering newer ships. Others claim that they harvested key components for the Grand Orrery itself from the alien vessel.

After nearly a century of use by the Foreseen, the ship transacted to the Temple of Coin and is now considered to be the flagship of the City's privateer fleet.

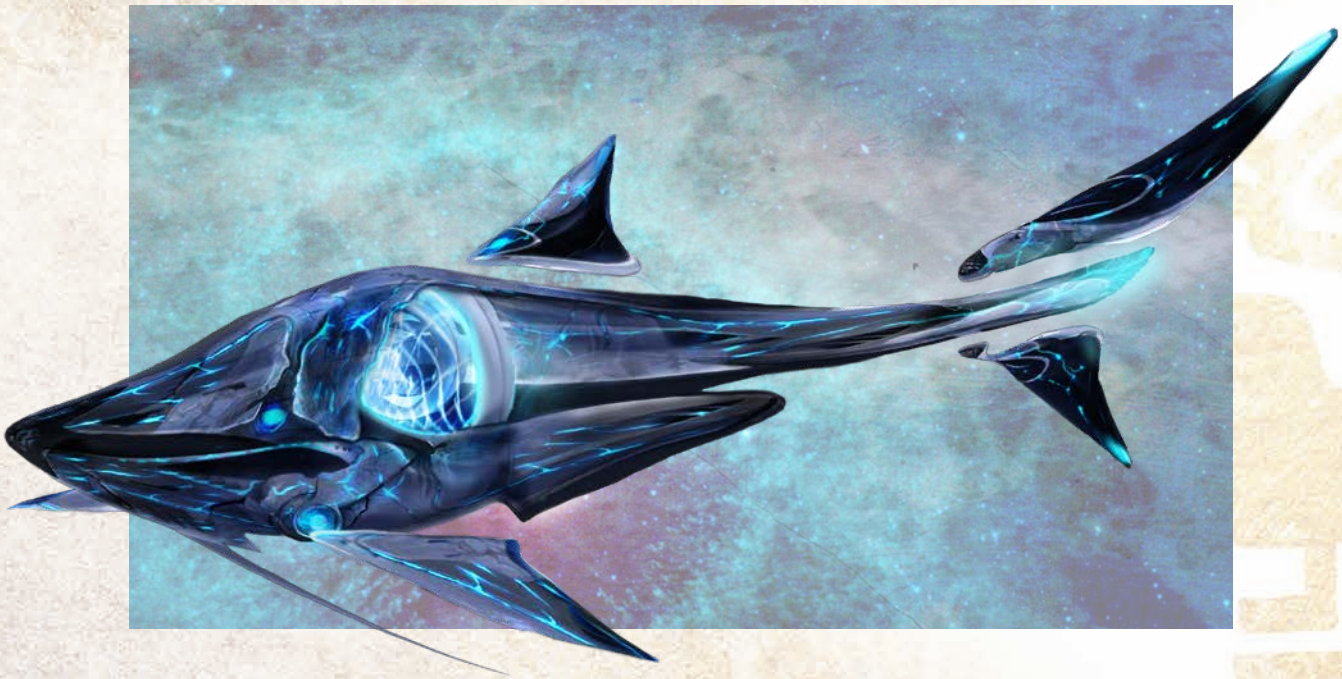
Travelers spending any length of time on the Coinspinner indicate that the experience seems to have been particularly meaningful, inspiring, and at times life changing. Rumors abound that the ship's unique orrery engine bends probability for magic and supernatural events. Passengers have paid the Temple of Coin handsomely to charter trips to exotic locals to use decks of many things and other difficult to control magics in the most auspicious locations they can divine.

Radia storms never seem to be at apex when the ship arrives and it never struggles to shift away from the Occlusion and into the skies and seas of safer worlds during an emerging shadowtide. This relative safety from the major native hazards of the City make it popular during transactions requiring cautious deliver though the current Captain, Anthariel rarely takes time from more mercenary diversions to take on such commissions.

Some among the Ashborn and on the Exile Council claim the ship has dangerous affiliations with the Undreamt, a mysterious cabal of creatures from within the deepest Splinter Planes of the Void. The Temple of Coin has sited the numerous occasions where the ship has served at key moments to deliver aid, supplies, or rescue to souls in need.

During the Suneater's rampage through the Docks, the ship appeared with mysterious vanara heroes who helped bring the kaiju low and save the District and possibly the City from its rampage.

Despite these credits to the ships reputation, it is common practice for Anthariel to rotate her crew after three months of continuing service and refusing to reinstate their service until an equal time has passed offship. The Captain herself seems to abstain from these periods leave.



TIGER SHARK GALLEON **140,000 GP**

A workhorse of the space lanes, the tiger shark is used by many races and cultures across the planes due to its solid design and utility. From pirates of the void to champions of the astral, tiger sharks have found employment for thousands of years.

Colossal water/void vehicle
Aura strong abjuration and transmutation
Squares 8 (30 ft. by 250 ft. 3 full decks)

Defense

AC 2; **Hardness** 10 (magically treated wood)
hp 8,640 (4,320)
Base Save + 0

Offense

Maximum Speed 90 ft. (astral current); **Acceleration** 30 ft.'
Melee blunt ram (8d8 + 2d8)
Ranged 10 light ballistae +10 (3d8), 10 light catapults +15 (4d6)
CMB +8; **CMD** 18

Drive

Propulsion wind, weird current, magic
Sailing Check Knowledge (the planes) or Profession (sailor)
Forward Facing the ship's forward
Control Device arcane steering wheel
Propulsion 90 squares of astral fins (three masts), magic (3 squares of orrery engines in the middle of the ship)
Driving Space the nine squares around the steering wheel that sits at the front of the ship
Decks 3
Cargo/Passengers 100 tons/25 passengers
Crew 90

Equipment

Armaments Up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to 6 Huge direct-fire siege engines in banks of 3 on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.
Modifications orrery engine, ram
Cargo 5 points of plunder

ETHERIC DREADNAUGHT **750,000 GP**

Most often found in at the edges of the Deep Ethereal, Etheric Dreadnaughts are massive ships that are usually armed to the teeth and possessed of eldritch weapons and defenses. Some have been reconfigured to a humanoid standard but most serve the starfaring neothelids and aboleth of the Continuum Deliria.

Colossal water/void vehicle
Aura strong abjuration and transmutation
Squares 14 (60 ft. by 250 ft. 4 full decks)

Defense

AC 2; **Hardness** 20 (Ceramic)
hp 10,080 (5,040)
Base Save + 1

Offense

Maximum Speed 90 ft. (alchemical); **Acceleration** 30 ft.
Melee blunt ram (16d8)
Ranged 20 altered plasma bombard +14 (2d8 acid + 2d8 cold), 20 force ballista +14 (3d8 force)
CMB +8; **CMD** 18

Drive

Propulsion alchemical or weird current, magic
Sailing Check Knowledge (the planes) or Profession (sailor)
Forward Facing the ship's forward
Control Device arcane steering wheel
Propulsion 120 squares of alchemical chambers (buoyancy gases), magic (6 squares of orrery engines in the middle of the ship)
Driving Space the nine squares around the steering wheel that sits at the front of the ship
Decks 4
Cargo/Passengers 250 tons/120 passengers
Crew Varies by race. Usually 250 humanoids or 60-100 aberrations.

Equipment

Armaments Up to 40 Large direct-fire siege engines in banks of 20 positioned on the port and starboard sides of the ship, or up to twelve Huge direct-fire siege engines in banks of six on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.
Modifications orrery engine, ram
Cargo 7 points of plunder

ASTRAL REMORA **25,000 GP**

This small ship is the choice of those with covert transportation in mind. Just large enough for a small hit squad or spy mission they often arouse suspicion in those encountering them.

Colossal water/void vehicle
Aura strong abjuration and transmutation
Squares 2 (30 ft. by 60 ft. 1 full deck)

Defense

AC 2; **Hardness** 10 (magically treated wood)
hp 2,160 (1,080)
Base Save + 1

Offense

Maximum Speed 150 ft. (magic); **Acceleration** 30'
Melee piercing ram
Ranged light catapult +15 (4d6)
CMB +8; **CMD** 18

Drive

Propulsion magic
Sailing Check Knowledge (the planes)
Forward Facing the ship's forward
Control Device arcane steering wheel
Propulsion magic (3 squares of orrery engines in the middle of the ship)
Driving Space the nine squares around the steering wheel that sits at the front of the ship
Decks 1
Cargo/Passengers 10 tons/5 passengers
Crew 1

Equipment

Armaments One Large direct-fire or indirect-fire siege engine positioned on the forward side of the ship. This siege engine can be swiveled to fire out either side of the ship, or forward.
Modifications orrery engine, ram
Cargo 1 point of plunder

STAR-RUNNER CLASS TRADER **85,000 GP**

Seen with frequency resembling that of the tiger shark, the star-runner is the classic merchant ship of the multiverse. Moderately well-armed, it is a sturdy and agile design just right for independent careers in creative property redistribution.

Colossal water/void vehicle
Aura strong abjuration and transmutation
Squares 3 (30 ft. by 90 ft. 2 full decks)

Defense

AC 2; **Hardness** 10 (magically treated wood)
hp 3,240 (1,620)
Base Save + 1

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30'
Melee blunt ram (10d8)
Ranged 4 light ballistae +10 (3d8), 6 light catapults +15 (4d6)
CMB +8; **CMD** 18

Drive

Propulsion wind or weird current, magic
Sailing Check Knowledge (the planes) or Profession (sailor)
Forward Facing the ship's forward
Control Device arcane steering wheel
Propulsion 60 squares of sails (one mast), magic (3 squares of orrery engines in the middle of the ship)
Driving Space the nine squares around the steering wheel that sits at the front of the ship
Decks 1
Cargo/Passengers 150 tons/80 passengers
Crew 60

Equipment

Armaments Up to 10 Large direct-fire siege engines in banks of 5 positioned on the port and starboard sides of the ship, or up to 4 Huge direct-fire siege engines in banks of 2 on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.
Modifications orrery engine, ram, smuggling compartments
Cargo 4 points of plunder

Ship Modifications

The following present new vehicle modifications for the format as laid out in *Pathfinder Roleplaying Game Ultimate Combat*.

Ship of the Line

Benefit Of sturdy construction and only the finest craftsmanship, a Ship of The Line gains a +1 bonus to initiative checks and a +1 dodge bonus to AC

Requirements Craft (ships) DC 25, minimum 200 ton ship **Cost** 20% of base ship cost

Foreseen Threadweaver

Benefit The Foreseen sometimes need to send expeditions into the multiverse as they divine and attempt to influence the warp and weft of fate's tapestry. Infused with the parity's vision the vessel gains a strong aura of divination. It also gains a +4 bonus to initiative checks and a +2 dodge bonus to AC. This improvement can only be added by a spellcaster with access to divination magic and the Craft Wondrous Item feat.

Requirements Foreseen, Craft Wondrous Item, Craft (ships) DC 25, maximum 150 ton ship **Cost** 30% of base ship cost

Hyraeatan Ghostcutter

Benefit Years without count, the Hyraeatan Docks have been known as the finest shipyards in the multiverse. Ships built to their ancient designs imbue all weapons and siege engines on board with the *ghost touch* weapon special ability. Additionally three times per day the driver can make the ship and all aboard incorporeal for 1d6 rounds per day.

Requirements Craft Wondrous Item, Craft (ships) DC 25, min 100 ton ship **Cost** 50% of base ship cost

Undreamt Biocraft

Benefit These living products of fleshgrafting gone mad are the vessels of the Undreamt. A biocraft gains a +1 bonus to its base save, CMB, and CMD. Hull type changes to ceramic (hardness 20, 20 hp) and heals 1d10 hp per square per day. All ranged attacks become bioweapons (treat as plasma bombards, but half the damage dealt is acid damage, and half is cold damage.). Bioships have a strong aura of necromancy.

Requirements Undreamt, Craft Wondrous Item, Craft (ships) DC 30, Knowledge (nature) DC 25 **Cost** 60% of base ship cost

Undreamt Biocraft, Greater

Benefit These pinnacle of Undreamt fleshcrafting, greater biocraft have all the qualities of the Undreamt Biocraft modification. Additionally, a greater biocraft also gains cold resistance 10 and acid resistance 10 as well as a +2 bonus on saves vs psychic magic and psionic effects.

Requirements Undreamt, Craft Wondrous Item, Craft (ships) DC 40, Knowledge (nature) DC 35 **Cost** 80% of base ship cost

Weapons

PLASMA BOMBARD	1,200 GP
Damage 4d8 plasma or 6d6 plasma (half fire, half electricity)	**Critical** 19-20
Range 200 ft.	
Typical Crew 1	

A plasma bombard is a uses an alchemical charge to fire a bolt of plasma.

A single shot from a plasma bombard costs 15 gp in alchemical ingredients.

A plasma bombard takes up a space 5 feet across.

Artifacts

ORRERY ENGINE	MINOR ARTIFACT
Slot none	
Aura strong (conjuration)	**CL** 20th
OR	
Aura strong (psychoportation)	**ML** 20th

Description

Orrery engines are extremely powerful, with the ability to propel vehicles hundreds of times their size across the barriers between worlds. A vehicle with an *orrery engine* requires either a Knowledge (the planes) or Use Magic Device check to be driven. Designed by the Foreseen to be intuitive, the base DC to drive an orrery vehicle is only 5 higher than normal.

At will, the helmsman can expend three spell slots, 3 psionic power points, invest 2 essence for 24 hours, or take 1d4 points of Con damage to activate the engine. The captain may then sail to another plane, as the *plane shift* spell. When the ship arrives at its extraplanar destination, it appears in a body of water or comparable liquid, 1 to 100 miles from the captain's intended destination.

The other option is to launch the ship into outer space. Once in space, the ship can sail through the vacuum at incredible speeds. Although exact travel times vary, a voyage between two planets within a solar system usually takes 2d20 days, and a voyage to another star system takes 2d20 weeks (or more at

the GM's discretion especially for worlds within the Void). The captain must know which world she wishes to travel to (as if the captain cast *greater teleport*).

When the ship arrives at its destination it will begin to orbit by default. If the captain wills it, it slowly descends to the surface (as the *feather fall* spell), and typically lands in a body of water. The ship moves as a standard sailing ship, if able. If the planet has no water or comparable liquid, the ship lands on solid ground and is unable to move until the captain once again launches the ship back into space or transports it to another plane. If the plane has neither water nor a solid surface, such as the Plane of Air, the ship continues to slowly fall (as the *feather fall* spell) until the captain transports it to another plane.

Orrery engines focus on psychic energy and the power of visualization. A curious side effect of this is that they tend to be drawn to other psyches, lifeforces, or mystical wills. It is far more likely that a ship will translate from one plane to a location with other present minds when it arrives. Cities, lone travelers, or even other ships are all potential candidates for drawing the manifesting vessel.

When a driver makes a driving check to control an orrery propelled vehicle with a Wisdom check or a skill she is not trained in and rolls a natural 1, the vehicle's *orrery engine* loses its ability to translate itself across the planes and through space for 1d6 minutes.

Destruction

Orrery engines, unlike most minor artifacts, take damage and can be destroyed normally. They have 300 hp, AC 10, DR 30, and Disable Device DC 40.

Lost Ships of Hyraeatan

Since the Occlusion's creation of the Bays of Shadow and Yss, ships have sailed to and from the City's shores. Among those legendary vessels, not all have returned safely from their journeys. Priceless voidships, heroic crews, and even more legendary cargos have been lost in the Spaces Between or lost to the Stars. Here are a few of the more notable stories:

The Dirgedancer: This Icegrave Enclave funerary ship was sent to reclaim the Empress of Varidia for interment as per the traditions of their world. The damage to the surrounding Spheres required the ship to travel the Void to reach the City. When returning with the remains, the ship vanished near a tendril of the Splinterplane of Ab-Noh. The Varidians have sent envoys to the City to seek the whereabouts of the Dirgedancer driven by the will of their new Emperor. His advisors claim he hears his mother's voice in his dreams.

The Dragoon's Dive: The aethernaut Pieracid Moslaunt traveled on behalf of the Thunderchildren seeking to study the greatest spears of the collected powers of the multiverse. Some say that after obtaining an audience with Odin to behold the great weapon Gungnir, that Pieracid sought to find another great weapon to match its power. Many speculate that this may have been Hela's own fel weapon but that somewhere journeying between the Island Mounts of the Asgard and the depths of the Infernal Trine, the Dragoon's Dive was destroyed. The only proof offered was the shattered masthead of the boat, modeled on Pieracid's own weapon. A seer without ties to the Parities claims it is not the only remnant of the vessel.

The Goldwake: A fey pleasure barge belonging to one of Prince Maelwyn's few remaining allies in the Bright Lands, the Goldwake was lost in the shoals between the Planes of Dream and Nightmare. A judow bodyguard named Nekantah made their way back to the City to report that an Undreamt shiftship manifested right before the Goldwake was lost. Nekantah cannot recall the specifics of the incident but has no memories of any collision. Prince Maelwyn seeks mercenaries willing to travel to Allialla in hopes to find the lost barge.

The Lady of Laments: This Zeian vessel is powered by thirteen bound kytons and was meant to be an answer to *the Coinspinner*. Designed to be as a flagship in the Empire's navy, the Parities are eager to study it. A team of White Demon guild mages utilized divinatory insights and engineered a secret raid to liberate the vessel from the demiplanar shipyards in which it was built. The craft's pain-powered propulsion allowed it to travel to any suffering creature to which it was fed the blood of. Rumors last placed the vessel on Hanar but with its strange shifting abilities it could easily be elsewhere.

Travistian's Song: The Descendants of Dream commissioned the Foreseen to craft the Orrery driven marvel they christened *Travistian's Song*. The ceptu shipwrights of Undertow claimed it was their finest work. On its inaugural voyage the *Song* was lost on a journey to the Realm of Five Emperors. A group of zodiacs with ties to the Quiet Lands claimed responsibility for the disappearance but their motives and the ship's whereabouts are as of yet unknown.

Irons District

N metropolis
Blackblades and Thunderchildren
Corruption +4, **Crime** 1, **Economy** +2, **Law** +6, **Lore** -2, **Society** +5
Qualities magically attuned, prison's shadow*, no questions asked, stone minded*, traditional training*, wealth disparity
Danger +10; **Disadvantages** networked*
Government rebel council
Marketplace
Base Value 9,600 gp; **Purchase Limit** 40,000 gp; **Spellcasting** 6th*
Minor Items nearly any; **Medium Items** 3d4; **Major Items** 2d4
New Disadvantages
Networked: The people of this district almost never do business with those they don't know. New business requires an introduction. *(Economy -2, Lore -2, Society -2; reduce base value and purchase limit by 20%; reduce spellcasting by 2 levels)*
New Qualities
Prison's Shadow: Despite a rebellious spirit, the proximity of the major Prison helps keep order and reduces frivolity. *(Crime –2, Law +2; reduce base value and purchase limit by 20%)*
Stone Minded: Psychic energy from the fixed aspects of Elemental Earth permeate the area causing people to struggle to innovate or break old habits. *(Crime –2, Law +2; native inhabitants gain +2 to Will saves versus Radia and Occlusion or similar magical effects)*
Traditional Training: Apprenticeship is the foremost form of education in this district. Techniques and new innovations are guarded jealously. *(Lore -2, Society -2; reduce spellcasting by 2 levels; reduce base value and purchase limit by 20%; reduce non-spellcasting random starting ages by 1d3 years)*

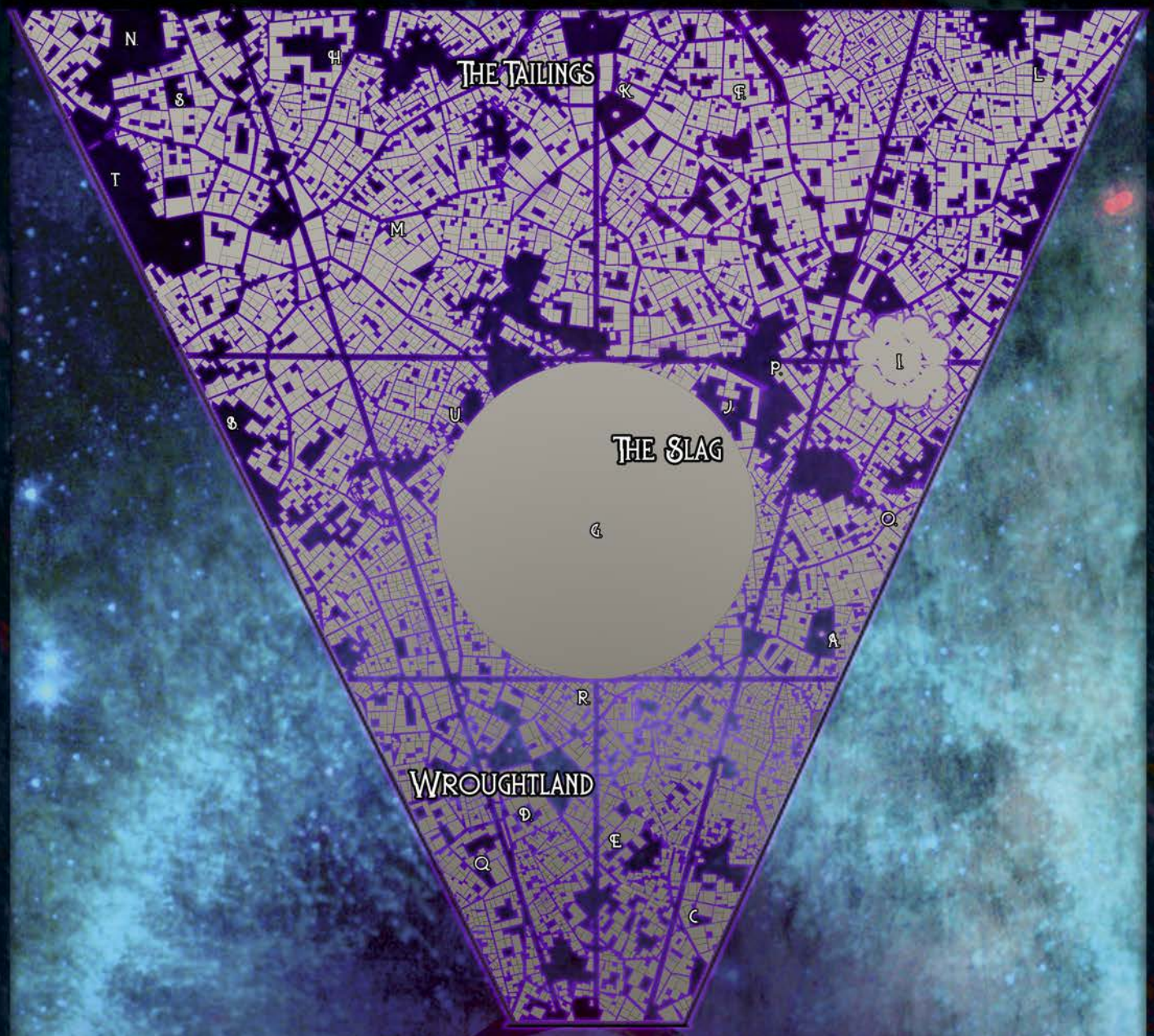
The ringing of metal on metal, fist on flesh, and chisel on stone is the unmistakable music of the Irons District. This district is the industrial heart of Hyraeatan, stretching from the mints and manors of Wroughtland to the grimy arenas and oread ghettos of the distant Tailings. Under the hanging watch of the Vesicle Moons distant elemental thunder sounds from doorways to True Air. Several major roads, ramrod straight, pierce the Irons District like nails, ensuring a consistent flow of smiths, apprentices, and merchants throughout the district and into the rest of the city. A sprawling metropolis of soot-stained creators and self-perfecters, the Irons District is where metal and flesh is forged to not just usefulness, but to perfection.

The Seraph of the Coined Veil

Some say the shrouded gaze of the Seraph of the Coined Veil is the most honest thing in Hyraeatan. Forced to accept distance from their purviews the Foreseen and Temple of Coin's mutual guardian stares directly down the Coinway which divides the Docks and Pacts Districts. The Temple has also been accused of placing themselves close to the mineral riches of the Vesicle Moons and Vacuole Nodes but neither they nor the Thunderchilden have expressed anything but pleasant relations over the proximity.

"Law is like any other craft, if it's flawed you melt it down and start again."

—Peppin Cawler, Hammer Council



A. Skymaw
B. Cairnfield
C. Greengem's
D. Council Hall
E. Carmine Club
F. Bloody Chisel
G. Soot Factory
H. Red Ruhk Roost
I. Blackblades Prison
J. Annex of Avarice (Portal)
K. Nalsin's House of the Fist
L. The Wyrm
M. Stonehome
N. Iron Henges
O. Crystal Forge
P. Hammer House
Q. Hawkshade Mint
R. Mintmake (Portal)
S. Temple of Forever
T. The Forest of Rust
U. The Quarry (Portal)

THE IRONS DISTRICT

District Summary

The Irons District is composed of three neighborhoods: wealthy Wroughtland around the gates into the Nearring; the Slag, where most of the city's industry and metal-smithing occur; and the Tailings, a cast-off wilderness of rusted iron and forgotten people. A secondary latticeway system called the Five Nails ensures a steady stream of commerce throughout the district. Although the common perception of the Irons District is endless ranks of forges and mines, the district contains numerous carefully-tended farms and a number of rivers and lakes—although widespread agriculture is impeded by the district's perpetually sooty skies and many of its waterways are tainted with industrial waste.

Wroughtland (Nearring)

The wealthiest and most stable neighborhood of the Irons District, Wroughtland is named for the elaborate wrought iron fences used by aristocrats and shopkeepers alike. The buildings in Wroughtland are set apart from each other more than is common in the rest of the district, and small, immaculately tended yards of greenery, shockingly vibrant against the soot-stained skies, are a true status symbol. Wroughtland also contains the district's many banks and mints, although none so grand as the Hawkshade Mint. The former seat of government of the Irons District is in Wroughtland, an ostentatious civic building called Council Hall that sit at the head of three of the district's key roads.

The Slag (Midstreets)

The largest of the Irons District's neighborhoods, the Slag is also the busiest. The many refineries, mines, and smithies fill the Slag with the constant clatter of industry. Several large swathes of apartments and middle-class homes rise above the workshops. Built tall to maximize the habitation per block, these residences are surrounded by the haze of smog that blankets the neighborhood. The Slag also contains several gateways to the Elemental Plane of Earth used as mines. The three most prominent are collectively called the Vacuole Nodes, which produce the metal, stone, and rarer components used to fuel the Irons District's industry. These numerous planar connections mean that strange creatures from the Elemental Plane of Earth, such as xorn and shaitans, are not uncommon in the neighborhood.

The Tailings (Farring)

Out where the firm reality of Hyraeatan starts to unravel is where the residents of the Irons District dump their trash, mine tailings, and poor-quality ore. This neighborhood is called the Tailings, and it is occupied by cast-off detritus both physical and social. The district's poor eke out a living in this neighborhood, scrounging through scrap piles for valuables and defending their paltry homes against equally desperate rivals. The Tailings was also the site of an enormous but now-forgotten war in the distant past, and half-rusted war machines and dormant explosives make traversing these ancient battlefields treacherous.

Vesicle Moons & Vacuole Nodes

Over the course of the foundation and development of the Irons District, the Thunderchildren in partnership with the other Parities (most notably the Temple of Coin) have used a combination of Earth and Air elementalism to bring three large vesicles of elemental matter into tangency to Hyraeatan, hanging like moons above it in a shimmering tapestry of reflected starscapes. Both the moons and the massive Vacuoles they left behind are mined vigorously by the citizens of the District. Tiny portals to True Air circulate the atmosphere of the mines and vent fumes from the entire District. Short range portals have been constructed to move miners back and forth from the City to the Vesicles and Vacuoles. People in the Farring or Midstreets of Irons, the Orchard, and Colleges can see the tangent vesicles spherical shapes much like the moons of the Prime Worlds.

Governance & Law Enforcement

Although the leadership of the Irons District shifted dramatically from a plutocracy to a populist government 20 years ago, law enforcement in the district has been unchanged for centuries. A long-established and well-respected police force of brawlers, fighters, and monks in long brown tunics sewn with heavy bronze plates patrol the streets and investigate crimes. The Bronze Guard, colloquially known as the Brownfists, deals with personal crimes and property crimes far more than vice crimes. Miners drink to excess, smiths use stimulants to increase their output, and brothels advertise openly, all without much fear of police involvement. However, should these vices spill over into personal or property crimes—such as when a drunk minor kills someone in a bar fight—the Bronze Guard is quick to step in. The Wardens of Hyraeatan work alongside the Bronze Guard to investigate crimes that cross District boundaries or to find criminals that have fled into the Irons.

The Bronze Guard has a surprisingly limited staff because the district's residents tend to be more disciplined than those elsewhere in Hyraeatan. Many people in the Irons District grow up with an appreciation of order and discipline, and see firsthand that hard work and obedience to tradition provides a comfortable life. Most citizens in the Irons District observe a rough code of honor, understanding that you don't suffer insults, you enact measured justice when wronged, and you handle your affairs yourself and call in the law only as a last resort. Citizens of the Irons District call this nebulous code the "Iron Pride," while derisive outsiders call it quasi-sanctioned vigilantism. Although the Bronze Guard patrols all three neighborhoods of the Irons District, they are less active in the Tailings, and the Iron Pride is sometimes the only law people know.

Consistent with the Iron Pride, localities within the Irons District tend to take care of their own affairs. The three broad neighborhoods of Wroughtland, the Slag, and the Tailings are each divided into hundreds of smaller localities called welds. A weld might be only a few densely populated blocks, or might be several square miles in size. Each weld has its own representative to the district government, and most weld establish localized rules of conduct that, while not formally codified, are freely shared. Examples include rules on well access, curfews, or noise ordinances. Most welds have enormous civic pride, working to keep their weld cleaner, safer, or more productive than nearby welds. Rivalry between welds is generally good-natured, but can turn bloody when welds vie for limited resources.

History & Current Events

The Irons District has always been one of the most solid, permanent locations of the Shadow Plane. Its portals to the Elemental Plane of Earth are very stable, and many of these connections (most notably, the Quarry) produce the truestone that anchors Hyraeatan in place; under the Radia's light, truestone maintains its own reality as opposed to the whims of Shadow's reflective nature. Fixtures such as the Iron Henges have been part of the landscape for eons, and even the Tailings—the Farring part of the district that would normally be mutable or unstable—remains obdurately fixed in place.

Shortly after the Irons District was founded, a powerful coalition of dwarves, elementals, and golems attacked from beyond the Tailings district. Although it's clear this invading force sought a permanent foothold in the city, its overall motivation and leadership is now lost to history. The Tailings still contain wreckage from this invasion, including massive rusting war machines and slumbering elemental titans. Popular history describes heroic defenders of the city that repelled this attack, but some scholars wonder whether the invasion was, in part, successful. They note that the district's close connections to elemental earth, pervasive culture of industry, and strong adherence to tradition might be remnants of a successful invasion rather than a failed one.

Although mining and metalworking have been central to the Irons District for ages, the district's character changed about 260 years ago. New techniques swept through the traditional craftspeople, and conglomerations such as the Soot Factory rose high in the district's skies, belching smoke around the clock. Now a powerhouse of industry of all kinds, the Irons District has melded its old reputation as a hard-working land of soot-stained laborers with a new reputation for technical sophistication.

Until a generation ago, the Irons District was governed by a District Council consisting of the most wealthy and influential bankers, minters, and merchant princes of the city. A series of riots in the Slag—which included protests that blockaded the Five Nails for weeks—expressed popular dissatisfaction with rule by estranged nobles. A popular protest slogan, "Our Leaders Lift Hammers," embodied this feeling. Seeing the uprising gaining insurmountable strength, the district council publicly abdicated their authority. The new, populist Hammer Council was quick to step in, leading the district from the Slag and abandoning the old, ostentatious civic buildings in Wroughtland. The current leader of the Hammer Council is the influential **Peppin Cawler** (Chrysalis Covenant NG female human expert 14).

In truth, few of the city's former politician-magnates actually retired. Most simply shifted their focus to their industry holdings, engaging in cutthroat supply and manufacturing skirmishes no less contentious than their previous political clashes. Still others remain behind the scenes in city administration, privately backing carefully-selected working-class candidates they control like puppets.

Locations of Interest

The following locations are either particularly well-known or particularly notorious among residents of the Irons District.

Annex of Avarice (The Slag): Although considered one of the three principal Elemental Earth mines called the Vacuole Nodes, the Annex of Avarice isn't strictly a mine at all. The first explorers to enter the subterranean gate millennia ago discovered an illuminated cavern containing an abandoned shaitan city. Although the magnificent city's portable treasures have long been hauled away—mostly serving as the basis for aristocratic family fortunes of today's Wroughtland—the ruined city was built from magically-infused stone, metal resonating with eldritch energies, and psychically-attuned gems. For the past several generations, miners have been toiling in earnest, demolishing the abandoned structures and shipping the magical material back to Hyraeatan for use in other projects. Although the miners and engineers

haven't faced any dangers beyond planar scavengers, they also haven't discovered why the city was abandoned so long ago—leading some to whisper that cannibalizing a cursed city will one day have dire consequences.

Blackblades Prison (Slag): The most ominous building in the Slag is the terrifying, blade-adorned prison maintained by the Blackblades. Set near one of the Five Nails to facilitate speedy transfer of prisoners, the other buildings of Wroughtland are set far back from the grim structure, as though giving an unpleasant neighbor a wide berth. To the citizens of the Irons District, the most terrifying aspect of the Prison isn't that many condemned prisoners never leave—it's that many of the condemned who are released become fanatical devotees of the Blackblades' creed of unmaking.

Bloody Chisel (The Tailings): Although several arenas are scattered throughout the Tailings neighborhood, where blood sports are a popular escape from the drudgery of daily life, few are as popular as the Bloody Chisel. Operated by a rowdy gang of oread smugglers and explorers called the Grumblerocks who cashed in on some valuable loot to "get respectable," the area hosts gladiator fights every five days. These bouts allow aspiring champions to earn a small measure of fame and a tiny slice of the evening's betting proceeds.

Cairnfield (The Slag): The largest graveyard in the Irons District, the Cairnfield is operated by a family of grim oread alchemists serving those who avoid the Icetomb for various reasons. Their most common mortuary service employs alchemy to evaporate fluids from the deceased, resulting in a desiccated, mummy-like husk they bury beneath commemorative stones. After centuries of operation, the Cairnfield has thousands of carefully-placed rock piles set in solemn rows. Although some of these stones are valuable quartz or even gemstones, theft from the Cairnfield is virtually nonexistent, due to vigilant alchemical golems and rumors that the desiccated dead do not rest easy in their stony graves.

Carmine Club (Wroughtland): This opulent haven of vice is an upscale gambling hall, tavern, and brothel. Although the actual patron list of the Carmine Club is unknown to all but the club's proprietors (the main doors are rarely used, as most patrons prefer the mystique of the network of secret entrances in nearby buildings and alleys), most significant personages in the Irons District are at least passingly familiar with the establishment. Certain dissolute aristocrats spend weeks or even months in the Carmine Club, often emerging in a euphoric daze with no memory of their latest visit. Many of these "special guests" display heightened mental acuity or strange powers, and all wish return to the Carmine Club as soon as practical. In truth, the Carmine Club is the lucrative front for a kyton cult called the Children of Perfection.

Council Hall (Wroughtland): Overlooking the origin of three of the great "Nails," Latticeways that begin at the feet of the Seraph of the Coin Veil, this once-fine stone building has fallen into obvious disuse. The aristocrats and merchant lords that once administered the district from its ornately-carved halls keep away from it, so as to avoid the appearance of challenging the district's popular Hammer Council. Unwilling to spend anything further on their defunct authority, these nobles removed the hall's furniture, artwork, and gilded ornamentation long ago. They even suspended payments to guard or maintain the building; as a result, the Council Hall seems abandoned for a hundred years rather than twenty.

Crystal Forge (The Slag): The volcano called Miridia's Shield in the Orchard District casts its shadow into the Slag, but diligent engineers have made the most out of having a volcano next door. Several competing smiths all channel heat from the volcano's magma into their forges, allowing them to work adamantine and other super-dense metals. The largest of these forges, the Crystal Forge, is operated by two dwarven siblings called the Dvardelf Sisters. Rather than channel the volcano's great heat, these sisters use carefully-measured channels of magma itself to superheat metal and crystal and forge them into unique and delicate shapes.

Five Nails (all neighborhoods): The five major highways that provide convenient travel around the Irons District are collectively called the Five Nails. Three of these highways radiate outward from between the feet of the Seraph of the Coin Veil, passing through the busy Slag and ending in the Tailings, where they are many miles apart from each other. Intersecting with these three highways are two other straight highways that cross the length of the Slag from the Orchard District to the Colleges District. The cross-Slag highway closest to Wroughtland is more heavily guarded, as gemcutters and minters use this road most often. The cross-Slag highway closest to the Tailings is one of the busiest streets in all of Hyraeatan, as a constant stream of traders, laborers, and couriers use it to get around the city at all hours. The Five Nails are each at least 100 feet wide, although sometimes much wider. Traffic flows in both directions at different speeds, from runners on foot to lumbering animal-drawn carts. Travel on the Five Nails is ostensibly free to all creatures, although street-side services (such as inns and restaurants) are particularly expensive in Wroughtland, keeping all but the wealthy and their agents off of the Five Nails there. Blocking traffic on one of the Five Nails is deemed a criminal impediment to trade, although street festivals and protesters occasionally risk punishment for the visibility.

The Forest of Rust (The Slag): An effort to "bring beauty" to the Slag and Tailings neighborhoods led by the deceased oread Melna Rioche, this art installation has long since fallen to disrepair and disuse. Once a park of patina-stained leaves on iron trees, the passage of time

Blackblades Prison

An imposing edifice of soot-blackened stone, the Blackblades' prison is a massive building adorned with metal blades and spires dozens of feet in length. From a distance, the building resembles the head of some fearsome many-bladed weapon; from up close, the prison towers loom ominously overhead. The prison has no formal name, but as the prison was built by the Blackblades millennia ago and operated by them continuously ever since, it's called either "Blackblades Prison" or simply "the Prison" by citizens of Hyraeatan.

The Prison is in the Slag area of the Irons District, surrounded by busy foundries and factories, although the area around the prison itself is grim, dirty, and usually devoid of passersby. The Blackblades don't operate the Prison with any pretensions of rehabilitation or eventual reintegration—it is a place for punishment and forgetting, where criminals serve their time and are released as empty, hollow-eyed shells of the people they had been when initially incarcerated. Worse than those who leave their sentence in Blackblades Prison as broken husks—and worse than the grim but certain fate of those who never leave the Prison at all—are those who come out with vitality and fervor. These fanatics are always loyal to the Blackblades' creed of destruction and despair, and many will rise high in the Blackblades' ranks.

As befits a prison capable of holding exceptionally dangerous criminals, Blackblades Prison is exceptionally well-guarded and contains many subtle magical defenses. The bladed minarets of the prison are watchtowers from which guards keep a close eye on the surrounding area. Equipped with massive crossbows and a variety of specialized ammunition (including cold iron bolts, silver bolts, and *screaming bolts*), these guards are often spoiling for a fight, but are not so eager that they neglect to raise an alarm when they spot trouble.

Specialized guards called Cellwards patrol the dim halls of the prison, checking cells, taking prisoner counts, and shuttling prisoners to and from locations such as the High Yard and cafeterias. These guards carry short clubs, but all are skilled at hand-to-hand combat. Many Cellward are also accomplished spellcasters, although they must be capable of casting spells without material components, as spellcasting components are prohibited in the Prison, even in the hands of the guards.

All workers at the prison are members of the Blackblades or belong to Parities closely affiliated with the Blackblades (such as a few members of the Hands of Onus that work in the Prison's poorly-stocked infirmary). Prisoners come from a broad cross-section of Parities, although prisoners that have skills or connections the Blackblades might find useful often find themselves relegated to the Sequesters to switch their loyalty.

Bladespires

The blackened, blade-adorned towers that constitute the highest levels of the Blackblades Prison are occupied by the prison's guards. In addition to the several watchposts that allow a commanding view of the rest of the prison, these towers contain barracks and training rooms. Although each of the spires has a heavily-guarded access door to the prison below, the guards typically use ancient teleportation chambers that connect to the other towers to move around between them. This is particularly the case when the guards need to respond to quell an emergency, such as a fire or riot, although they aren't an efficient way to move large groups—each chamber is only large enough to teleport a single person at a time. As the teleportation chambers are as ancient as the prison itself, many chambers work only erratically, requiring a minute or more to recharge between uses, or have failed entirely.

The largest tower contains the administration rooms of the Prison, including the office of Head Cellward Elemin Shork. These chambers connect to the visitation hall in the Clusters, although the teleportation chambers here are the most reliable.

The High Yard

The rooftop of the Prison's central levels is a wide, flat yard surrounded by high walls and the looming towers that pierce the smoggy sky. This open area is the only place where prisoners can see the sky, and their time in the High Yard is always carefully monitored by cellwards patrolling the yard and guards keeping watch from the surrounding towers. Although the yard is sparse, containing only dirt, a few tufts of tough grass, a jogging track, and some rusted exercise equipment, time in the High Yard is something most prisoners anticipate and value.

Removing High Yard privileges is often an effective deterrent to bad behavior.

Although the High Yard is open to the sky, it's a poor place for an escape attempt. Prisoners who can fly aren't normally allowed in the High Yard at all, although those that are receive stern warnings about not ascending more than a few feet above the ground. Violators are attacked and quickly subdued. Rescue from above is equally unlikely; an invisible magical field stretching between the surrounding towers illuminates any creatures—including invisible creatures—that pass through it, and the field automatically dispels magic used to fly. Two months ago, a family of tiefling sorcerers attempted to liberate their imprisoned patriarch with a daring aerial rescue in an invisible airship, but all are now serving as inmates and nursing shattered bones from the crippling fall they sustained.

The Clusters

The central and largest area of the Blackblades Prison is subdivided into eight areas called "clusters" where the bulk of the prisoners live, eat, and work. Each cluster has a letter designation, increasing in security from Cluster A (the least secure, with the ability to receive visitors and more frequent access to the High Yard) to Cluster H (where the prisoners are always manacled and hobbled, with chains connected to iron loops in the walls, with a cluster-wide *antimagic* effect). Some of the clusters are specially designed for certain types of prisoners; the walls, floors, and ceilings of Cluster F are impermeable to incorporeal or extraplanar travel, and Cluster G contains a permanent *mind fog* effect to make prisoners there perpetually pliable.

Each cluster contains several cells, each designed to hold either 2 or 4 prisoners on thinly padded bunks, a central cafeteria, a storeroom with food and cleaning supplies, and a workroom. Some clusters include additional rooms, such as libraries, although all the books in the Prison are carefully curated to only include works that support the Blackblades' nihilistic philosophy. All the clusters are made of thick, windowless stone and iron; although inmates and cellwards ultimately learn their own cluster intimately, outsiders have a hard time telling the clusters apart. Connections between the clusters are heavily guarded, as are connections between the clusters and the visitation hall, the infirmary (called "Cluster Z" by the inmates), and the other areas of the Prison.

Sequesters

The isolation cells beneath the Prison are formally called the Sequestration Cells, although prisoners and guards alike call them the Sequesters. These grim dungeons contain endless rows of cramped stone cells, lacking beds or even sanitation facilities other than a tiny, filthy grate in the floor. The iron doors to the cells are kept magically locked. Small holes at the top of each cell are used to deliver food or occasional deluges of water to clean the cells or, if necessary, to torture or drown the prisoners within. These holes have another, darker purpose that few outside of the Blackblades know: specially trained psychics whisper to the prisoners within the cells, breaking down their personalities and instilling them with the twisted Blackblades creed of destruction. These mindbreakers scuttle through the subterranean chambers, using a combination of psychic magic, canisters of heavier-than-air poisons, and psychotropic drugs. When the mindbreakers determine that a prisoner has passed the "Rite of Migration," the prisoner is released, ready to reenter society as a loyal adherent of the Blackblades.

Personae of the Location

The following personae are well known in the Blackblades Prison and can frequently be encountered there.

High Cellward Elemin Shork (LE Blackblades genderless fetchling aristocrat 6/monk 10): The chief administrator of the Blackblades Prison is a Fade named Elemin Shork. Ageless and androgynous, Shork has inhabited the Prison for many centuries. Other Fades whisper that Shork was once a noble among their kind, but due to some undisclosed transgression was stripped of title, name, and even gender. Left to rot within the Prison, Shork took quickly and eagerly to the whispers of the mindbreakers in the Sequesters, earning an early release due to the Rite of Migration. Unwilling to leave the solid walls of the Prison despite unqualified freedom, Shork took a position as a cellward, eventually rising high in the prison's administration. When the former High Warden was removed for corruption 40 years ago, Shork took over the job. Shork's flawless skin, high cheekbones, and pronounced eyebrows are undeniably attractive, but Shork radiates a terrifying demeanor that instills almost as much fear in the guards and cellwards as the prisoners.

Cravill Orves (NE Blackblades female human mesmerist [mindbreaker] 13): The leader of the cabal of mindbreakers that operate in the Sequesters, Orves has personally brought hundreds

of prisoners through the Rite of Migration. High Warden Shork considers Orves to be an indispensable ally, although the hunched and pallid woman considers her first loyalty to the Blackblades as a whole, rather than to the operation of the Prison.

Jahvil (N Blackbaldes male human bloodrager 12): A hulking man with enormous, scarred fists, Jahvil is one of the most well-known cellwards of the Prison. Unlike most cellwards, Jahvil isn't assigned to a single cluster; he instead works through the clusters in a rotation, ensuring discipline among the most troublesome prisoners and training the other cellwards to be as grim and remorseless as he is.

The Rite of Migration

The Blackblades are one of the few Parities to recruit from those they consider active enemies (of the Parity and the City of 7 Seraphs). A majority of these recruits are from the ranks of the criminal underbelly of the City but members have been inducted from Zeian infiltrators or Runeweb mindslaves. The Parity assures these recruits loyalty through the Rite of Migration, a psychic even that allows the would-be supplicant to experience the Last Moment.

Scholars argue as to whether this experience is a complicated phantasm that is derived from a hypothetical scenario of whether it is a memory from some other time.

New Occult Ritual

Rite of Migration

School Enchantment; **Level** 6th

Casting Time 6 hours

Components V, S, M (ashes from no less than six possessions or creatures dear to the target with the sign of each of the Eternal Paths marked on the flesh of the initiate. The body is marked as followed: Incarnate (right leg), Mind (left arm), Pyre (right arm), Time (left leg), Entropy (above the heart), and Union (on the back but disrupted with no lines actually completing the design). The ritual is known to fail if at least one of these objects is not worth more than 1,000 gp. Generally this ritual is completed by psychics and mesmerists who spend much of the time under the effects of ingested hallucinogens with a cost of 150 gp per participant, tears from a victim of an act they were innocent of wrongdoing in), SC (at least 4, rarely more)

Skill Checks Craft (painting) DC 26, Heal DC 26, Knowledge (arcana) DC 26, Knowledge (nature) DC 26, Perform (oratory) DC 26, Use Magic Device DC 26, Additionally all participants must have the Perception occult skill unlock or be benefiting from *aura sight* or similar magic or powers.

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes

Backlash The primary caster is exhausted and becomes afflicted with a lesser madness[HA], become immune to [emotion] effects other than the afflicted madness, and suffers 1d4 Wisdom damage; the primary caster may have the madness cured via normal means (see *Pathfinder Roleplaying Game Horror Adventures* for rules) or by participating as a secondary caster in this ritual at a later time. If a caster participates in this ritual five times (once as primary caster, and four times as a secondary caster fulfilling each of the roles outlines below) they no longer suffer madness from casting this ritual.

Failure The primary caster immediately is afflicted with a greater madness[HA] and must make a successful Will save against the DC of the ritual or attempt to slay all other creatures that were involved (assuming the madnesses acquired allows them to act) while suffering the effects of the madness. So great is the feeling of hatred for those participating that the primary caster increases any attack or damage bonuses to harm them by a +2 circumstance modifier. The primary caster will hold the secondary casters and subject in enmity even after cured of the madness unless a separate instance of *miracle* or *psychic surgery*[OA] is used to remove the feelings of antipathy and hatred.

Effect

This ritual may only be cast on a willing mortal target (they may not be tier 3 or greater mythic character nor may they be an outsider, native outsiders are valid targets) currently serving out a sentence within the Blackblades Prison and no sooner than seven days after their incarceration. Leylines from the planar geometries of the Vesicle Moons may be tapped by the primary caster and up to two secondary casters (one for each moon). Several special cells within the Bladespires are dedicated to the mostly like ley conjunctions as that they may shift with the motions of the Vesicle Moons. The primary caster (most often a psychic or mesmerist places their hands on the temples (or closest physical analog) of the

creature and initiates a mental resonance with the creature. This ritual may only be cast on a creature vulnerable to mind-affecting effects. Undead wishing to benefit from the ritual must use separate magic to become vulnerable to this effect or a mesmerist (or similar caster) capable of using such effects on them must be the primary caster.

By means of this ritual, the caster may alter the aura, psychic configuration, and alignment of the subject (Alignments shift one step toward Chaos). Despite possible alignment changes, the spell also imbues a deep respect for the chain of command of the Blackblades.

The ritual begins with the primary caster painting the ash marks for each of the appropriate extremities rendered in a paste of ash and water than includes the tears of an innocent victim. These marks consecrate the subjects flesh and essence to a discordant resonance which prevents the character from becoming an Eternal (they may still take the Hollow One[MPoLS] or Godhunter[MPoLS] paths however).

Throughout the entirety of the rite, the names of the Sources are chanted in the elemental tongues to an elaborate meter and pacing. Some say the oratory role is the most difficult in the secondary casters causing many participants to lose their voices entirely. Scrolls written by casters of the Sources of Mind, Time, Incarnate, Pyre, and Entropy must be read in succession with the power of each being absorbed into the mark of the appropriate Source. The mark are redrawn with the ashes of the scrolls to seal the discordant powers.

At the subjects extremities are placed an amount of Elemental matter (no less than 7 pounds). Each element corresponds to marked limb: Earth for Incarnate, Water for Time, Air for Mind, and Fire for Pyre. These elements are then systematically destroyed, fouled, or otherwise taken from their pure state to a state magically unrecognizable from their original.

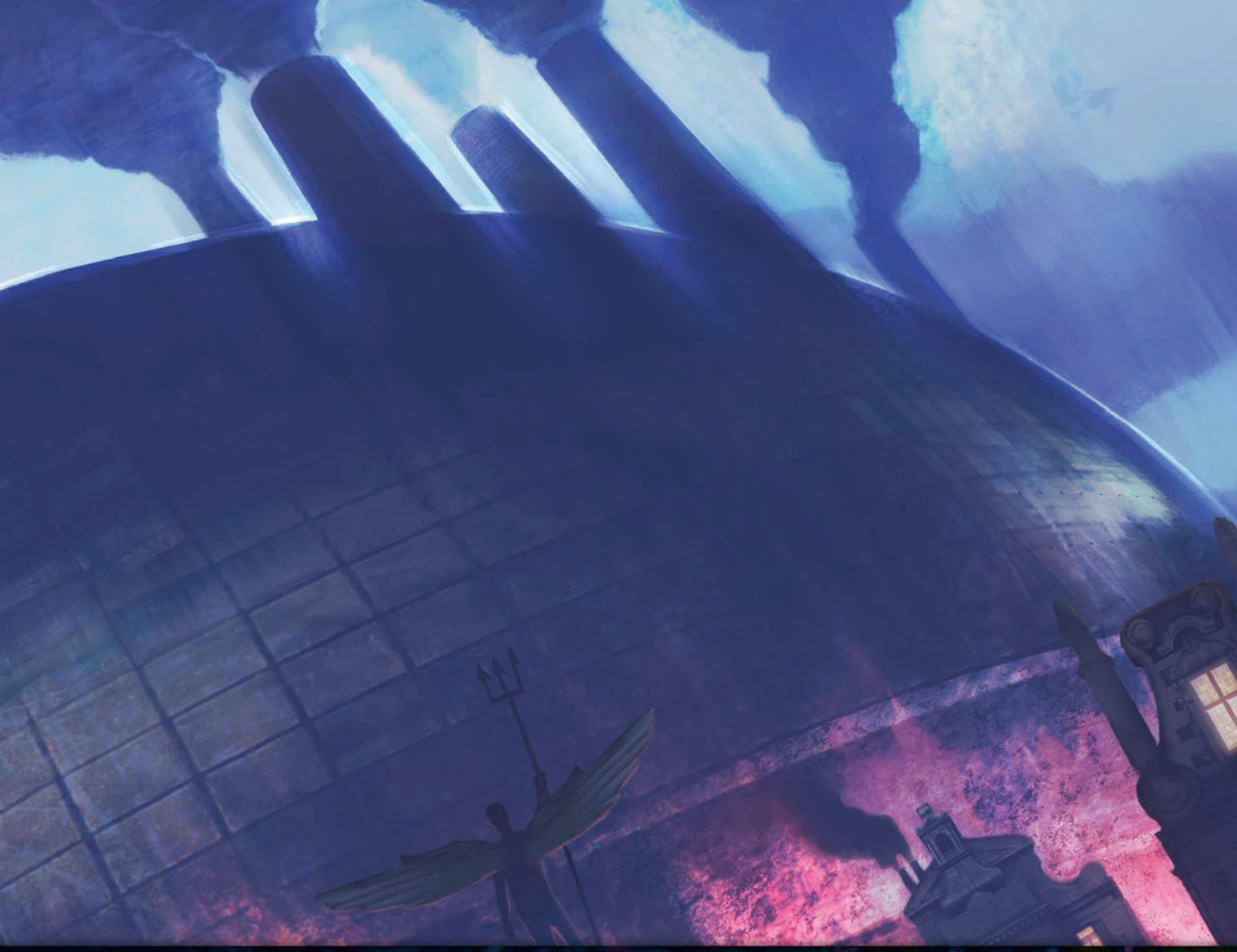
Smoke rises from the reagents and marks carrying the ashes to the lungs, heart, and soul of the subject who is suffocated until the point of death. All casters observing the ritual monitor the lifeforce, aura, and body of the subject to make certain that the ritual does not kill them.

The ritual concludes with the primary caster rinsing away each of the marks of the limbs of the subject causing the sign of entropy to burn like coals. The shattered sign of Union bursts outward in a ring of wings made from shadow ashen shards. If the ritual is successful, the subjects alignment and allegiance is altered as intended: they may become members of the Parity in good standing and the crimes they committed against the City and its inhabitants are forgiven. Many still choose to wear full helmets or masks to avoid revenge from victims from their prior crimes.

and Radia weather has resulted in the remnants becoming a garish landscape of rusted, jagged trees rendering the display a haunting parody of the Orchard's bounty. Some of the tallest trees serve as lightning-rods to the emissions of the Air Portals above and local alchemists and tinkerers have rigged collection apparatus to attempt to harness these sporadic strikes.

Greengem's (Wroughtland): This cartography shop occupies a sprawling mansion with a well-tended rock garden in its front yard. Although most publicly displayed maps present different areas of the Irons District, back rooms contain maps of the Elemental Plane of Earth, lost demiplanes, and Material Plane worlds in staggering numbers. This shop is the domain of Greengem, a squat, fussy insectoid humanoid made of stone, metal, and greenish crystal. Although **Greengem** (LN male xiomorn exile†) doesn't openly speak of his past, he is an outcast member of a powerful primordial race from the Elemental Plane of Earth. Greengem spends his free time committing his encyclopedic knowledge of the various places he's visited in his long life to parchment, hoping to unlock some secrets about his past, his name, and his crime—all of which were wiped from his mind upon his exile.

Hammer House (The Slag): When the Hammer Council overthrew the old district council 20 years ago, it sought out a new seat of government physically distant from the grand manors and ostentatious halls of Wroughtland. Unable to find a suitable building, the Hammer Council simply continued to meet in the warehouse from which its members had planned their revolution. This warehouse, called Hammer House, has been renovated and strengthened over the years into a functional, cavernous seat of power of the Irons District.



Security of the Hammer House is startlingly amateurish, consisting principally of well-meaning citizens who keep "suspicious-looking folks" at bay with hammers, picks, and stern glares.

Hawkshade Mint (Wroughtland): Named for the enormous, looming stone birds that perch upon its roof and gaze at visitors below, the Hawkshade Mint is the largest and most productive of several mints in the Wroughtland neighborhood, due primarily to key contracts with the Irons District's largest merchant houses. Representatives of the Hawkshade Mint oversee all aspects of their minting process, from employing soldiers in the Mintmake mine to operating heavily-guarded caravans along the Five Nails, and finally including the well-defended mint operation within the Hawkshade Mint building itself. No thieves have ever been able to rob the Hawkshade Mint, and rumors hold that a successful heist will cause the stone rocs to animate and stalk the thieves.

Iron Henges (The Tailings): These titanic slabs of iron are pitted with age and seem to predate Hyraeatan's founding as a city. Consisting of upright dolmens capped with lintel stones, each block is hundreds of feet long and weighs millions of tons. Emanating a powerful, ancient magic, the Iron Henges are immune to rust and decay at a rate substantially slower than ordinary iron; their current pitting places their age in geological eons rather than mere millennia. The area around the Iron Henges is littered with steel temples and stone cathedrals, once built to revere the permanence of the Iron Henges but each fallen to the dust of history on their own.

The Quarry (The Slag): The largest of the three principal Elemental Earth mines called the Vacuole Nodes, the Quarry primarily produces stone and clay.

Although consisting of several different kinds of rock in close proximity—from granite to marble to sandstone—stone pulled from the Quarry is particularly durable and makes excellent building material. Over half of the truestone used to anchor Hyraeatan comes from special locations in the Quarry. Stepping through the busy portal to the Quarry presents an awe-inspiring view: the Quarry is an open pit nearly as large as the Slag neighborhood itself, with tens of thousands of workers constantly toiling to cut, remove, and haul fresh stone.

Mintmake (The Slag): One of the three significant Elemental Earth mines called the Vacuole Nodes, Mintmake is an apparently boundless source of iron, silver, and other metals. Although nearly as large as the Quarry, Mintmake's true size is hidden, as it consists of thousands of miles of winding tunnels following veins of metal deep into the Elemental Plane of Earth. This sprawling, claustrophobic layout is riddled with checkpoints and guard posts to prevent thefts and protect miners, although ravenous xorns and irritable elementals remain a constant nuisance. A recent fire in the records office next to the portal in the Slags destroyed all extant maps of the Mintmake, so its extent is now truly unknown.

Nalsin's House of the Fist (The Tailings): One of the most famed fighting schools of the Tailings, this once-noble institution has become a concerning source of thuggery. Training street toughs in brutal combat techniques and press-ganging a lot of oread youths into terms of service to serve as muscle for more successful and unscrupulous leaders in the Farring neighborhood. While originally an honor to the families chosen to supply children for training, many families are now contacting less prestigious schools searching for someone who can challenge the rising strength of the school.

Red Rhuk Roost (The Tailings): The Roost is one of the least formal dojos in the District, relying on a tiered system of combats to evaluate "students" while restricting virtually no form of fighting or tactic, only forbidding magic or supernatural augmentation during a ranking match. Mostly, it is known for its application to the Academies' school challenges in Colleges. This application became the basis of the Hands of Onus winning a Parity Council tribunal to change the Academy Tournament policy. However, its team has only won a handful of bouts.

Skymaw (The Slag): Nearly invisible from the ground, the Skymaw is one of the last remaining evidences of the Air Elemental cabal known as the Sons of Thunder. The circular network of walkways and floating citadels creates a series of one-way portals to True Air. The Thunderchildren maintain a skeleton crew of staff here as that the magic is largely self-perpetuating. Most of the Parity considers assignment to the Skymaw a punishment but some take the assignment as a chance for reflection. The smallest portion consider the possibility of the portals being reversed and the chances of facing an elemental incursion far above the City. Radia storms here are particularly brutal (treat as Farring at +1 intensity).

Soot Factory (The Slag): Originally a sprawling region known as Smithy Square, the Soot Factory is the single largest aggregation of metalworkers in Hyraeatan and the largest building in the Slag neighborhood. Generations ago, the various business owners of Smithy Square—from lone blacksmiths to large, specialized operations—realized that they were competing against each other for business and driving down prices collectively. The operators of Smithy Square agreed to combine their metalworking operations into a single, powerful corporation. With their combined talent and funds, they erected a dome of stone and steel over Smithy Square, leaving space for several enormous smokestacks to vent into the smoggy air above their corporate operation. With sufficient staffing to work around the clock, its smokestacks never cease venting soot into the Skymaw.

Stonehome (The Tailings): An example of the Iron District's many oread ghettos, the sprawling Stonehome tenement packs several thousand oread laborers and their families in unnervingly identical, claustrophobic slums. The slum's corridors sometimes become distended or loop back on themselves as the unsettling and whimsical nature of the Shadow Plane attempts to assert itself on the area. Although Stonehome is generally seen as a haven of violent crime, gem smuggling, and pervasive use of a chalky drug called "gray queen," many oread families have lived in the tenement for generations and have a fierce devotion to Stonehome life that borders on fanaticism. Even the oread residents who make enough coin to move out of Stonehome and live elsewhere wax nostalgic about their hard youth that made them wary and tough—some even abandon their children with relatives that never made it out of Stonehome in order to "forge" the children in the same hardships the parents endured.

Temple of Forever (The Tailings): The only active temple in the shadow of the Iron Henges houses a small, devout group called the Cult of Forever. Although the Temple of Forever is several centuries old—far younger than many of the nearby ruined temples and merely a blink in the history of the Iron Henges themselves—the Cult of Forever claims to have secret knowledge of mysterious chambers within the Iron Henges. The cult's leader, **High Anchor Avestian Crunel** (Bookbinder N male human oracle 11), claims to have been inside the Iron Henges many times but has barely begun cataloging its vast, silent vaults. If the cult's claims are true, these chambers could hold secrets older than many gods.

The Wyrm (The Tailings): A doorway angled into the ground somewhere in the city—never in the same place for more than a few hours - descends into a complex network of caves. Tunnels wind for hours, worn smooth by the passage of some great beast. At the end of these

passages lie hand-carved stairs, wooden doors… and an exit to some new world. Those with a way to return to the planes are free to explore - those without are advised to remain within the Wyrm, for the way will close behind them. They say that if one let's the spirit of the Wyrm guide them, it will take them where they need to go. But those who travel its for long enough say that there is a price - they have heard deep and fearsome bellowing from within the caverns, and not everyone who enters these caves leaves them.

Personae of the Irons

The following personae are among the most popular or influential in the Irons District.

Eldiar Owl-skin (Hands of Onus LN male elf shaman 8): Eldiar is a well-known street prophet in the Tailings neighborhood. Known as the "Prophet of Steel," Eldiar ceaselessly expounds on how his former life of verdant and bucolic pleasure in the Orchard District was a sham. Nature's inherent chaos is dangerously seductive, he preaches, and only hard work, tradition, and diligence brings predictability and happiness. Elidar wanders the slums as he preaches, helping the downtrodden heal their injuries, find jobs, and avoid crime.

Grussy (Thunderchildren LN male half-orc brawler 18): Grussy is one of the best-known martial arts masters in the Irons District. Much more a teacher than a fighter, Grussy juggles several students at many different Thunderchildren dojos throughout the district. Trainees Grussy selects must make certain 2-year vows, including to practice Grussy's teachings diligently while he makes his training circuit to meet with his other students. Grussy seems to have a supernatural sense of when a student has broken a vow or failed to try her best, at which point he summarily rejects the failed student and replaces her with another. Grussy is close friends with Peppin Cawler, and rumors insist he secretly does her dirty work as he travels the Irons District.

Herren Hascombe (Thunderchildren LN female human expert 14): Herren Hascombe is the capable chief foreman of the Soot Factory, responsible only to the conglomerate's shadowy owners. She believes in rewarding talent and has a reputation for being blunt but fair. Prioritizing specialized work in more exacting wares and custom orders, Hascombe has gradually raised the pay at the Soot Factory to attract established crafters and talented apprentices. The Soot Factory still produces common goods such as shovels and horseshoes, but their prices are so high that residents of the Irons District usually take their business to independent blacksmiths elsewhere in the district. Under Hascombe's oversight, the Soot Factory has expanded its production of metalwork unavailable elsewhere, from delicate clockwork components and massive hulls for exotic vehicles.

Kym Otarya (Temple of Coin LE tiefling bard 7): Otarya runs the Alloy Restoration project, a pro-unification effort that is little more than a veiled attempt to cripple the powers and authority of the Hammer Council while empowering those individuals who sit on the now mostly powerless District Council. The tiefling always acts through intermediaries and is only seen outside her Wroughtland estate when traveling to the Seraph's Ring and Pacts District for meetings. She hopes to sculpt the future of Irons. Most often she hosts exclusive parties and tries to win allies for the reclamation effort.

Mym Lersim (Blackblades NE male oread fighter (reborn) 10): Mym, a reincarnate warrior who's first memory is of a childhood in the smog of the Tailings, has once more found themselves in the slums of their first birth. The warrior strove to teach the young children of the district but has recently fallen into despair and taken up with the Blackblades preaching the promise of Ending. Rumors persist that Mym may have once loved another reborn warrior and that the failure of that soul to surface in this lifetime broke him.

Oshen Loblis (Thunderchildren LN oread monk 12): Oshen runs the Teacup Terrace, a small tea-house in Tailings that serves as a cover for a secret martial arts school where he hopes to cultivate a generation of fighters to reclaim the neighborhoods from the growing influence of the House of the Fist. The monk contracted a strange wasting illness in the tunnels of the Mintmake and now relies on his *ki* to stave off the inevitable failing of his body. His mastery of *ki* makes him among the most learned trainers on the subject in the area and even the Fists have been known to consult him.

Peppin Cawler (Chrysalis Covenant NG middle-aged female human expert 14): Peppin is a brawny, good-natured blacksmith who rose a tide of populist revolution to become the leader of the Hammer Council which now rules the Irons District. The representative of the Seven Corners weld, Cawler coordinated riots 20 years ago to protest the district's disaffected plutocrats. Cawler's easy smile, persuasive speaking voice, and obvious strength catapulted her to the spotlight as the embodiment of the "Our Leaders Lift Hammers" slogan. Now well into middle age, Cawler retains her impressive physique and has surrounded herself with talented confidantes and friends on the Hammer Council. Wealthy members of the now-defunct District Council still plot against her, hoping to restore their rule from Wroughtland.

Zakaz Mind-Builder (House of Heights LE male kyton interlocutor mesmerist 8): The Mind-Builder leads the Children of Perfection, the kyton cult that secretly operates the decadent Carmine Club. Whereas most kytons (and mortal kyton cultists) carve away flesh to replace it with organic or metallic improvements, the Children of Perfection specialize in mental enhancements, carving away memories and

> "The Soot Factory is just the beginning. From the dojos of the Tailings to the indulgences of the Wroughtlands, all of Irons is a refinery of being."
>
> —Osri Vahl, Self-Experimentalist

skills to replace them with superior versions. The Carmine Club's aristocratic "special guests" are recipients—sometimes unknowing recipients—of the cult's experimental mental improvements. Zakaz orchestrates these experiments but rarely meets with patrons personally, leaving that task to the club's four smooth proprietors who comprise the inner circle of the Children of Perfection.

New Game Mechanics

The following section details new mechanics for characters and creatures from the Irons District.

Alchemist Archetype: Self-Experimentalist

Although most alchemists enhance their own bodies with their alchemical skills, self-experimentalists focus on alchemical self-improvement to the exclusion of other scientific pursuits. They gain fantastic abilities to transform their bodies and purge their afflictions, but tend to be selfish egoists, obsessed with their own personal development.

Steel Fists (Su): As a swift action, a self-experimentalist can anoint his fists with a special unguent and transform them into metal for 1 round. At 1st level, while his fists are anointed, the self-experimentalist can make unarmed strikes that deal 1d6 points of bludgeoning damage plus his Strength modifier. These unarmed strikes do not provoke attacks of opportunity, but attacking with both uses the two-weapon fighting rules as normal. In addition, these unarmed strikes ignore the hardness of items with a hardness of 10 or less. The self-experimentalist can use this ability a number of times per day equal to his alchemist level plus his Intelligence modifier. The damage of self-experimentalist's steel fists gains 1d6 of bonus damage at every odd-numbered alchemist level.

To anoint his fists, the alchemist must have a free hand and use a small vial containing an ounce of oil—the alchemist can create this oil from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most self-experimentalists create a number of oil vials at the start of the day equal to the total number of steel fist uses they have in that day—once created, an oil vial remains usable by the self-experimentalist indefinitely.

This ability replaces bombs. A self-experimentalist cannot select discoveries that modify bombs.

Inherent Resistance: At 2nd level, a self-experimentalist receives a +1 resistance bonus on saving throws. This bonus increases by 1 for every 4 alchemist levels the self-experimentalist possesses.

This ability replaces poison use.

Personal Ministration: At 6th level, once per day, a self-experimentalist may heal himself as a swift action, healing 1d6 hit points for every two alchemist levels he possesses. When he uses this ability, the self-experimentalist can also remove one of the following conditions from himself: blinded, confused, dazzled, deafened, frightened, nauseated, shaken, sickened, or staggered.

This ability replaces swift poisoning.

Discoveries: The following discoveries complement the self-experimentalist archetype: elixir of life, feral mutagen, grand mutagen, greater mutagen, infuse mutagen, preserve organs[UM], and spontaneous healing[UM].

Rogue Talents

Many rogues don't mind leaving sprung locks and broken treasure chests in their wakes. Other rogues, however, hone supernatural skills at repairing and bolstering their environment rather than destroying it. Rogues in the Irons District find the following new rogue talents helpful, whether to support the district's never-ending creation and industry or to conceal damage from their illegal activities. Any character who can take rogue talents (including rogues, shadowdancers, slayers[ACG], and unchained rogues[PU]) and who meets the prerequisites can take any of these talents.

Mending Touch (Sp): A rogue with this talent gains the ability to cast *mending* as a spell-like ability a number of times per day equal to 1/2 her rogue level + her Intelligence modifier. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 10 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 10 to select this talent.

Reconstructive Magic (Su): A rogue with this talent gains the ability to cast *make whole* two times per day as a spell-like ability. After using this ability, the object or creature targeted by this ability increases its hardness by 1 for every 4 levels the rogue possesses for the next 24 hours. This ability doesn't stack with itself, and doesn't improve the hardness of an object or creature with a hardness of 0. The caster level for this ability is equal to the rogue's level. A rogue must have an Intelligence score of at least 12 and the mending touch rogue talent before choosing this talent.

Repair the Broken (Su): A rogue with this talent can expend one use of her mending touch rogue talent and touch an object or creature as a standard action, healing it of 1d4 points of damage + 1 for every 2 rogue levels she possesses. The rogue can use this ability only on a broken object or a creature with fewer than half its maximum hit points. The rogue must have the mending touch rogue talent before choosing this talent.

Advanced Rogue Talent: The following new advanced rogue talent can be selected by a character who meets the prerequisites.

Animate Servant (Su): Once per day, a rogue with this talent can give life to inanimate objects as a standard action. This ability functions as *animate objects* with a caster level equal to the rogue's level. A rogue must have an Intelligence score of at least 16 and the reconstructive magic rogue talent before choosing this talent. A rogue may gain this advanced talent multiple times, gaining an additional daily use each time it is selected.

The Seraph of the Plumes

Many people claim that neither the Bookbinders nor Descendants of Dream mind the location of the Seraph of the Plumes. Its vigil over the Orchard means the Tower of Dream has access to beautiful scenery nearby and the Tower of Pages has a ready source of wood-pulp for paper. The truth of the matter is probably even more simple, that neither Parity cared at all where their headquarters were placed during the Resolution's final years. Willing to accept the Law of Parity as part of their cost of accessing the Cities wonders, both parities simply accepted the Fade's decrees and commenced construction.

Do you find it a coincidence that here where things grow the Radia nutures and the Occlusion gives way?

—Nomus Rhen

Orchard District

CN large city
Ashborn and Chrysalis Covenant
Corruption +2, **Crime** –2, **Economy** +2, **Law** +1, **Lore** +1, **Society** +5
Qualities bountiful, fey trade, insular, magically attuned, strategic location
Danger +20; **Disadvantages** unstable
Government council

Marketplace

Base Value 10,000 gp; **Purchase Limit** 60,000 gp; **Spellcasting** 9th
Minor Items 4d6; **Medium Items** 3d6; **Major Items** 2d6

New Disadvantages

Unstable: The district is politically and physically unstable, with lurking dangers and twisting landscapes that prevent anyone from feeling entirely safe. *(Economy –2, Law –2, Society –2; Danger +10; reduce base value by 10%)*

New Qualities

Bountiful: The district easily produces far more food than it needs. *(Economy +1, Society +1; increase base value by 5%)*

Fey Trade: The district has many taboos and superstitions meant to avoid offending fey neighbors or provoking fey enemies. *(Crime –2, Law +2; increase die size of all item levels in the marketplace by one step; fey encountered nearby are one step friendlier than usual to those who follow the taboos, and one step less friendly to those who violate the taboos)*

Many who set foot into the City of 7 Seraphs stand in awe when they cross beneath the feet of the Seraph of the Plumes—Not for the grandeur of the monolithic guardian above, but rather to catch breath at the strange vistas of the Orchard District's splendor. Stretching from the Behemoth Fastnesses left by the Lightbringers' Incursion to the shimmering trees of the Glarewood, the district's confines hold the court of Mithral Throne and the bubbling caldera of Miridia's Shield. The Mists of Mourn, a lingering remnant of the Incursion, diffract the light of Radia, and are said to resemble the sunsets of the Prime Worlds, so many recruited Wardens and other non-natives visit the Orchard District to be reminded of home.

A. Lifemount
B. Nightshore
C. Mithralmarket
D. Aiwyth's Vigil
E. Grand Hospice
F. Cavern of Delights
G. Godsblood Grotto
H. Morningtide's Requiem
I. Chapel of Bloodless Wings
J. Gateway of Roaming Stars
K. Necropolis of the Forgotten
L. Silk Manor
M. Seedhollow
N. Lake Zephoun
O. Silver Heights
P. The Crusttown
Q. Twineroot Castle
R. Shadowlight Path
S. The Meandering Mill
T. The Trackless Estates
U. Thunderbolt Monastery
V. The Unlseeping Apothecary

The Orchard District

District Summary

The Orchard District is broken into three recognized areas: **the Forts**, the hubs of settlement around the gates into the Nearring; **the Verge**, the central wilderness where most of Hyraeatan's food is collected from the forest; and **the Glarewood**, the luminescent far wilderness infused with fey magic and stalked by primordial magical beasts, tunches, sards, jabberwocks, linnorms, tarantula trees, and fey who favor firing spells and arrows before asking questions.

The Forts (Nearring)

The Forts are a series of cold iron-bound castles and other fortifications as well as a sprawl of buildings around them. The architecture is half grown from sculpted trees, carved from shards of volcanic glass used in fey war weapons, or molded around titanic petrified remains of great behemoths slain during the Lightbringers' Incursion. This, the greatest war in City of 7 Seraphs' history, brought waves of fey, treants, and allied armies against the gates to the Nearring and destroyed most older structures in the district. The Forts are dominated by merchants who trade in food, herbs, magical components, spices, and fey crafts. They also host the administrative centers for the district and the famous Grand Hospice.

The Verge (Midstreets)

The Verge is where most of the population of the district resides, living off the land and selling what extra they gather to the Forts. Their harvests require cleverness and care to avoid the supernatural hazards that sometimes appear in the Orchard District, where the protection of the Seraphs is not so complete. Perhaps due to the influence of fey magic, distances within the Verge can be even less reliable than normal for the Shadow Plane, and the stabilizing influence of the Seraphs only prevent the district from coming unbound. The district is thus much larger than its walls might seem to allow. Its two major features are Miridia's Shield, a low volcano on the "Western" edge of the Orchard District whose flank touches the wall of the Irons (the heat feeding many Iron District forges), and Lake Zephuon, which laps against the wall of the Crowns District and features lodges belonging to many of the city's notables.

The Glarewood (Farring)

Lying at the most tattered edge of the stability of the Seraph's influence is the Glarewood, This eerie, luminous wilderness is flooded with the magic of the Lightbringers' traverse from the Realm of the Fey. Somehow harmonizing with the Radia, the Glarewood is a place of sunset hues and night-dark shadows. Power from this artificial breach drew heavily on the flows of the Radia and even with the Crossing's fading after their defeat the magic lingers in twists of witchlight and wisps that trace the boughs of trees luminous and strange. It does not suffer the effects of the Occlusion and Radia as most Farring areas of the City do.

Governance & Law Enforcement

The Forts operate much like the rest of Hyraeatan. Circles of Wardens move between the harvest and processing communes situated in tight formations around the great namesake fortresses. The beginnings of roads are slowly sketching back in between the structures as the seeds of new neighborhoods take root.

The Verge is patrolled equally by militia from Seedhollow (guided by specialized rangers) and Wardens, but justice is as often as not handled privately due to the supernaturally vast distances that must be patrolled. Triumvirs and councils are rarely called unless a promise of restitution is involved.

The Glarewood is left entirely to the whimsical guardianship of Maelwyn of the Mithral Throne and his lieutenants, except in times of war. They are free to do as they wish with anyone who trespasses there in exchange for assurances that the Flowered Queen, her agents, and any other potential threats to the city cannot pass through from the fey realms.

The District Council must include one representative of Maelwyn and has traditionally had at least two representatives from the most influential Parities (Ashborn and Covenant), with other seats changing hands according to votes among the town councils in the Verge and Forts.

History & Current Events

The dark earth of the Orchard District has long bathed in the life-charged etherwinds of the Radia. The ancient Fade who watched over the holy site of the then primitive Church of Parity came to know that any seed cultivated in the Orchard would bloom in a shadow-reality abundance with speed and yield sufficient for more than they could hope to eat.

As a powerful source of reliable food, the Orchard District was a site of intense tension from early in Hyraeatan's history. The Lightbringers laid claim to the area but were challenged for having too great an influence under the Law of Parity. The now-absent Parity fought the Council for years resisting and supporting outright insurgency in some parts. Only after the Ashborn and Chrysalis Covenant proved themselves to be trustworthy stewards did the politicking and spying around it subside. The Lightbringers settled into their stewardship of the

Crowns District uneasily, having vied for the control of the Orchard District for so long. Lingering fey allies and dissidents didn't surrender their claims despite the Council of Parity's recognitions and rulings.

This legacy of near-sedition has long shaped the events and populace of the Orchard District. Refugees from the Faith of Parity hid in the Orchard during the Grand Consumption. None are known to have escaped. Radiants fleeing Hyandil's tutelage formed secret schools in the depths of the Glarewood. Escaped prisoners from the Blackblades work-camps and Prisons formed bandits in the Verge and danced with fairies in the light of a thousand night-skies.

After her son was vampirized by the Sanguine Sovereignty and the other Parities could not be moved to deliver justice, the Flowered Queen of the Lightbringers withdrew with many of her supporters from Hyraeatan through the Glarewood into the fey realms. The Lightbringers abdicated their role in the city, leaving the Chrysalis Covenant to take over many of their holdings in the Orchard.

The Ashborn subdued the district, but only officially. The mark of the fey would never fade completely, and monsters of fey design still rampage across the landscape at times. However, as the fey settled in, some came to see the strange beauty of the city and formed relationships with those who depended upon the District's bounty. The Chrysalis Covenant has since become very close to some of these fey, sparking whispers of seditious liaisons.

After centuries of absence, the Lightbringers' self-exiled leader, the Flowered Queen, led her mother's army in an attack on the city here, where there were already ley lines linked to the fey realm and allies of the Lightbringers remained hidden from the other Parities. The invasion took a terrible toll and the entire district was overrun, but eventually the Ashborn and Warden heroes from the other Parities united to hold the line against the invaders, banishing the armies and exiling the Flowered Queen for good. The decisive moment came when the Descendants of Dream bribed one of her chief fey supporters, now known as Maelwyn of the Mithral Throne, into betraying her. Although he was exiled from the fey realm for his treachery, he has claimed the Glarewood and the Verge as his recompense.

Locations of Interest

Aiwyth's Vigil (The Verge): After a gathering accident cost the life of a young Fade girl, the fey-touched House of Heights member Aiwyth Shiftmantle held a vigil at the edge where the Verge faces the Glarewood. She had visited the kivas of the Colleges District and set flyers about the Pacts and Irons. Despite promises and assurances to the contrary, no one else came. She was desolate and lost. It was there that her Eternal essence catalyzed, turning her and the nearby woods to a stone of brightest alabaster, shot through by laces of onyx. Her sorrow hangs on the site with a strength said to make the vampires of the Sovereignty weep tears of blood. Rumor persists that one day she will once more turn her eyes back to the City. None can say what judgment that gaze will hold.

Cavern of Delights (The Verge): Founded by **Mistress Orishora** (CG female nymph shadow weaver[CLSSW] 1/wilder[UP] 1/trinity mage[LM] 7), this cavern shimmering with countless varieties of gemstones is the site of one of the most famous fey pleasure dens in Hyraeatan. Clients can buy or sell illusory fantasies, dreams, memories, nightmares, sensations, and stranger things. Originally built by the Amethystine Court during the siege of the City of Seven Seraphs.

Chapel of the Bloodless Wings (The Verge): This towering temple resembles a smaller, jet-black peer to the Nearring's famous seraphs, with winding stairs leading between every room of the vertical structure. One of the few places untouched by invading fey, the Chapel is one of the oldest places of worship in Hyraeatan, a place where ritual has changed only superficially since before the Sanguine Sovereignty consumed the Faith of Parity.

The Crusttown (The Forts): Before the Lightbringers' Incursion, the Orchard District was affordable safe housing for workers from harvest crews and miners from the Iron District. Generations of working-class families built communities in the Nearring of the Orchard and soon, vertical housing crept up the walls of the District. When the fey-charmed Behemoths came, this urbanized area was all but destroyed. Only the vertical dwellings remained mostly unharmed. Propped up by massive lengths of bone these neighborhoods are still the center of working-class society in the Orchard.

Gateway of Roaming Stars (The Verge): The Foreseen maintain a circle of standing stones used to track the movement of stars on various worlds and local ley lines in effort to reconstruct long-forgotten divinatory techniques. These researchers are largely wizards and destined sorcerers who have come to a tense understanding with a vishap who has demanded they build a series of vishapakars for it in several other districts of Hyraeatan without disclosing their function. They suspect it has allies among the Descendants of Dream manipulating the populace for some larger purpose, but divinations suggest it will kill them if they find proof.

Godsblood Grotto (The Verge): Lake Zephuon's waters are said to originally spring from blood shed by a god of secrets and shadows who fled Hyraeatan rather than be slain for killing Miridia, an Eternal of the House of Heights, and demanding tribute from the Council. The lake grew precipitously when more Eternals and the armies they led bled on its shores. In a cavern known as the Godsblood Grotto, the normally inky water turns a shimmering red and fleetingly demonstrates properties of Detria, the divine essence collected by

godhunters. Yalendra, a fey being known as the Drowned Queen, is worshiped here as the spirit of the lake. Here, Bookbinders give her offerings in exchange for cryptic divine memories and fey oral tales. All manner of would-be Eternals also come, but those judged unworthy by Yalendra's servitor nereids and rusalkas are turned away.

Grand Hospice (The Forts): The Chrysalis Covenant's greatest holding outside the Tower of Changes, the Grand Hospice is a many-terraced structure with soaring promenades and countless windows looking out from the highest hill in the central towns over the unnaturally-hued but eerily beautiful forests of the Verge to the north and the Mithralmarket to the east.

Lifemount (The Verge): One of the Ashborn's major power centers is the Lifemount, a series of clearings in the forest's densest patches near the peak of Miridia's Shield laced with geyser-sourced rivers and fed by volcanic ash. Here, Ashborn high druids carry out their reincarnation rituals and rear magical beasts to fight alongside their armies. Many of the Ashborn's beasts are the products of fey magic infusing the District, including carefully trained bandersnatches and loyal thrasfyrs and even a sard kept in reserve as a great siege weapon. Attempts to capture a meandering jabberwock have thus far led only to tragedy. The druids under archdruid **Grandmother Fireheart** (LN female dwarf druid 17/hierophant 8) frequently haggle with the Steamwalkers and Thunderchildren over access to the mountain's cosmic fires. The positive energy infusing it makes it especially useful for crafting.

The Meandering Mill (The Verge): One of the great masterworks of the Steamwalkers, now maintained and occasionally improved by apprentices, is a mobile mill for turning quasi-real and primordial seeds and fruits into enough meal and other foods to feed the whole of Hyraeatan. It gathers power by striding between the geysers and volcanic spray of Miridia's Shield and then patrols the current harvest sites in the Verge where it can be best used. It was used as a mobile castle during the Lightbringer Incursion and is still guarded in case an enemy of the city seeks to sabotage its food supply or steal the magical meal which can be turned into a facsimile of almost any animal or plant good.

Mithralmarket (The Forts): The heart of the Forts is the vast marketplace run by the harvester's guild, which manages most of the trade for food in the city (aside from basic rations from Seedhollow). The guild ostensibly represents the harvesters themselves—simple foresters, trappers, pickers, and their guides, skilled rangers who can navigate the supernaturally vibrant quasi-real wilderness of the Verge. The Mithralmarket takes its name from its requirement that all metal inside its bounds be mithral, one of the few kinds that don't make fey traders uncomfortable. Fey, in turn, must disavow any loyalty to the Flowered Queen.

Morningtide's Requiem (Variable): The fey court of Morningtide's Requiem appears and disappears with no discernible pattern throughout the Verge and the Glarewood. It is ruled by the exiled seilenos Maelwyn, Prince of Revels and lord of the Mithral Throne. His court is constantly showered with gifts from the Descendants of Dream, who appreciate his teachings in the weaving of shadow magic and hire his shadow stealers, svartalfar, muses, and even ankou as tutors in their colleges. Visitors are well advised not to trust any of their senses and to eat nothing—fey food offers no nourishment and can eventually transform visitors into fey themselves.

Necropolis of the Forgotten (The Forts): Before the Icegrave Enclave began its handling of the dead, and among a few groups since, the dead were buried in a carefully maintained graveyard in the east end of what is now the Forts. During the Lightbringer Incursion, fey and Lightbringer armies ruined the markers and left many dead to be forgotten. Now, the Necropolis is lost to dark wilderness plagued by undead shadows, greater shadows, and worse.

Nightshore (The Glarewood): This mobile, open-air market is run by gremlins, gnomes, pixies, and other fey, who trade rare and unusual magic items on the condition that the payment come in the form of a magic item and an amusement. The amusement might take the form of a story, a novelty, a memory, an earnest teardrop, or even one's name.

Seedhollow (The Verge): The largest of all Ashborn compounds, Seedhollow is a training facility the size of a small city for the Parity's numerous militia recruits. They are sent out with experienced instructors to fight back encroachment by fey and plant monsters within the Verge. When not needed, they split their time between martial training and harvesting vital food for themselves and the city's poor. **General Anaelu Firekeeper** (Ashborn LG female tiefling ranger 14) struggles to get the resources she needs from her Parity, as her work is unprestigious despite its logistical importance.

Shadowlight Path (The Glarewood): The Descendants of Dream maintain a trade route through the Glarewood, with which they send planar explorers and diplomatic delegations to allied fey factions in the Bright Lands. The road is partially protected from the hazards of the Glarewood by Wardens, Descendant guides, and enterprising rangers and aethernauts, but it remains hazardous. As often as not, the shadow-paved path simply shifts around newly-emerged dangers.

Silk Manor (The Forts): Built by the Chrysalis Covenant with the aid of araneas, phase spiders, and driders, Silk Manor serves as an touchstone for those members seeking transformation in the embrace of the wilderness, including aspirational werebears, fey, and druids. Some secretly worship the fey lord Olenzo Knight-Eater, a mythic vildravn, and corrupt those who

will go unnoticed for a time into lycanthropes or other accursed monsters.

Silver Heights (The Verge): The House of Heights maintains these sprawling estates, vineyards, and villas in the treetops of the Verge that have leaves of silver and life-extending golden apples with pearls for seeds. Of elven and fey design, they do no harm to the trees from which they grow, ensuring an uneasy peace with the hamadryad who considers the region her kingdom. Those who have failed to achieve immortality come here in a last-ditch effort to ease their demise and make peace with their failures, leading to many of the estates changing hands often. They are eagerly snapped up even by the young, however, because of rumors that a lost Annexi lies hidden in one of the elaborate, magically-secured, and ever-changing estates. Stories say it was stolen by Hyandil when she first fled Hyraeatan and she lost it when the Ashborn burned the magical grove during the war.

Thunderbolt Monastery (The Verge): Built overlooking a roaring waterfall on the flank of Miridia's Shield, Thunderbolt Monastery trains monks who defend and maintain tunnels deep underneath that fuel the furnaces of the Iron District on the far side of the wall. The monks have invited adventurers to help them secure it when they have found themselves holding off foes they were ill-equipped for, such as elusive gremlins, and once a terrible nightcrawler, but they are quick to usher out anyone who notes the way the Steamwalker mechanisms down below seem to be modified so that they could be readily reversed to cause a district-spanning explosion or eruption.

The Trackless Estates (The Verge): When a powerful citizen is too esteemed to turn over to the Blackblades, but too dangerous to be left free or exiled, they are banished to the Trackless Estates. Here, a potent curse laid and maintained by the Sanguine Sovereignty ensures that the damned never leave, although the lavishness of the estates inspires a few to stop trying.

Twineroot Castle (The Glarewood): The Ashborn maintain a permanent fortification in the Glarewood under the official sanction of the Mithral Throne. Twineroot Castle is built around Twineroot Spring, a hot spring rumored among Ashborn soldiers to strengthen the bonds of love. In an effort to reduce the frequency of soldiers being lured away into the nearby Bright Lands by fey, the base has a tradition of recruiting soldiers with no interest in companionship or who are in committed romantic relationships with fellow soldiers.

The Unsleeping Apothecary (The Glarewood): The Hand of Onus maintains a vast alchemical facility on the fringe of the Glarewood to study the otherworldly flora and fauna in hopes of discovering new cures for their sanitarium patients. Their most successful elixir to date relies upon primal sunlight captured by sunflowers retrieved from the Glarewood's heart. The light fills the buildings and facilitates work at all hours, but attracts sun-hungry plant monsters as well as inspiring the alchemists to experiment with dangerous means to get by without sleep. A few of their more desperate patients are brought here in hopes that the primal life bleeding off from the fey world into the district can counterbalance the negative energy of the shadow. These efforts have met with mixed results, as often as not giving the target a fey template or the shadowbound corruption.

Wyrmspine Ridge (The Verge): Overlooking Lake Zephuon is a ridge formed from the petrified carcasses of linnorms slain by Hyraeatan's heroes during the Lightbringer Incursion, after they were lured to Hyraeatan by the Flowered Queen's tales of the city's vast wealth. Now the site is controlled by half-dragon dryads, orruols, and twigjacks who grow an herb called greyroot, watered by the blood of slain Eternals, that they sell to buyers in the Archives District through anonymous intermediaries. Unusually greedy and power-hungry Chrysalis Covenant members come here to seek the way of the dragon disciple, and some are said to emerge as true linnorms.

Writhing Labyrinth (The Verge): Near the center of the Verge lies a stronghold of the Lightbringers formerly called Rosethorn Castle, once a living palace used by the Flowered Queen as a capital and then as a siege castle in her incursion against Hyraeatan. Even mythic spells have

thus far proven ineffective in removing its self-renewing mass, so the Blackblades send their most reckless recruits here, the most cancerous growth of deadly plants, to destroy where they will cause the least trouble for the Parity. They are turned loose when called upon by Ashborn in need of reinforcements.

Zembosu's Bower (The Forts): One of the most famous businesses in the Orchard District is a home away from home for elven, gnome, fey, and other sylvan merchants and diplomats. This sod-and-bone inn and tavern sprawls along seven iron-hard, mansion-sized leaves of a vine climbing the petrified skeleton of a slain behemoth leaning against the district wall. The eminently eloquent **Zembosu** (House of Heights NG male human telepath[UP] 8) is known for personally inviting all the most fascinating guests to ensure the best atmosphere, even if he must see to difficult magical or psionic needs. He has a tense rivalry with several Descendant-affiliated salons and cabarets, as they constantly try to poach each others' guests. Rumor has it he seeks anyone who might harbor a fragment of the Likeness (see page 252).

Personae of the Orchards

Asmarasmi (unaffiliated N female t'artys[PB] vizier[AM] 7): Asmarasmi serves as one of Maelwyn's emissaries, keeping mortals from straying into places he has designated as appropriate only for fey to go. She can be bribed, but requires payments that are hard to come by or dearly expensive, such as the last day of a mortal's life or a mortal's shadow. If she is respected, she is amicable and quick to lead mortals to safe areas. However, she sometimes leads them to places where fey time has manifested, creating a shortcut that might cost days, weeks, or even longer when visitors feel they have only gone a few minutes out of their way.

Eilidiana the Seventh-Born (Chrysalis Covenant N female fetchling skinchanger[LHS] 20/trickster 10[MA]): The Eternal mistress of Silk Manor teaches others to become more than they are, especially those interested in disguises. She expertly disproves any rumors of Lightbringer sympathizers in Silk Manor, even when she has to change the truth to do it. She readily abandons allies for the greater good (she hopes to see the corrupting Sanguine Sovereignty brought low), if they become liabilities.

Isinvelt (Ashborn LN male fetchling hunter[ACG] 7): A Warden charged with keeping the trade route through the Glarewood safe, Isinvelt stalks the Verge as apart from his assigned Wardens as possible while looking for fey up to no good. He fears near to paranoia that any fey, especially those allied with the city, might be collaborating with distant Hyandil and her allies. Unfortunately, he is better at finding innocent fey than he is at catching actual collaborators at nefarious deeds; he is a constant source of frustration both to his fellow Wardens, his fellow Ashborn, and the fey servants of Maelwyn.

Maelwyn, Prince of Revels (CN male mythic seilenos[B6]): An inveterate trickster and maker of monsters bound to the city by curiosity, as well as strategic value, Maelwyn has free run of the Glarewood and the Verge in exchange for guarding against fey threats. Before coming to Hyraeatan, Maelwyn was an ally of the Flowered Queen, but as he studied the city in order to overcome it, he fell in love with its endless new passions and creations and betrayed her to the Council. He enjoys the endless novelties of the city presented to him by the Descendants of Dream, but resents his exile and constantly seeks agents and proxies to send against fey rivals for his power in the Orchard District, as well as those in the fey realm who exiled him.

Rahzemon (Ashborn LG male aasimar ranger 8): The Guild Grandmaster of the Harvester Guides served temporarily in the Ashborn militia before leaving to bring organization and discipline to the civilian harvester guides. He is always looking to recruit adventurers for risky excursions to find rare herbs or extraplanar gaps to pay the guild's debts, exacerbated by Temple of Coin double-dealing and his own secret addiction to gambling in fey pleasure dens. Those who earn his esteem might be asked to send a message to his lenders or pulled aside by his husband to find out where he spends his nights.

New Game Mechanics

The following section details new mechanics for characters and creatures from the Orchard District.

Ranger Archetype: Shadow Harvester

Shadow guides master the subtle distortions of the Shadow Plane, the fey realms, and other morphic planes whose essences infuse the Orchard District. Once honed, their skills allow them to travel quickly and draw forth useful resources from raw quasi-reality.

Sift from Shadow (Su): At 3rd level, the shadow guide must choose the Shadow Plane as her favored terrain. She can always choose to treat Survival checks to avoid getting lost and to provide food and water as if she had rolled a 15 instead of rolling, or 20, if she is on the Shadow Plane or fey realm. This ability alters the favored terrain gained at 3rd level.

Spellcasting: The shadow guide adds the following spells to the ranger spell list: 1st—*continual flame*; 2nd—*see invisibility*; 3rd—*shadow conjuration*; 4th—*true seeing*. In addition, the shadow guide gains a bonus equal to her class level on concentration checks to cast spells with the light descriptor where they are impeded (such as the Plane

of Shadow). This replaces the favored terrain gained at 8th level and 13th level.

Friendly Terrain (Su): At 7th level, the path clears itself and shortens for the shadow guide, allowing her to reach her destination more quickly and easily. Her movement ignores all difficult terrain other than that produced by magic. On the Shadow Plane, the fey realm, and any magically morphic or highly morphic plane, she also ignores magical difficult terrain. When she travels with *shadow walk* or similar effects, she moves half-again (+50%) as fast as the effect normally allows. This ability replaces woodland stride.

Convenient Hazard (Su): At 8th level, once per day with 10 minutes of concentration, the shadow guide can impose her will upon the terrain to create or bypass a hazard or mechanical trap she can see on the Shadow Plane, the fey realm, or any magical morphic or highly morphic plane. A bypassed hazard becomes harmless for 1 hour if its CR is no higher than her character level. For example, she might cause a bridge to appear across a sinkhole. A created hazard must have a CR lower than her character level and remains dangerous for 1 hour or until she creates another hazard. Due to the quasi-reality of the Shadow Plane, anything she creates with this ability cannot be re-purposed for any other use. At 18th level, the shadow guide can use this ability at will as a full-round action. This ability replaces the favored terrain gained at 18th level.

Traits and Drawbacks

The following trait and drawback are available to characters with backgrounds linked to the Orchard District. If your game uses drawbacks, taking a drawback allows you to gain an additional trait.

Drawback: Orchard-Scarred

You survived a violent encounter with a dangerous fey or magical beast that left you scarred physically or emotionally. You take a –2 penalty on saving throws against illusions and the abilities of fey and magical beasts.

Trait: Mithral Friend (Social)

You learned to make a good impression on the creatures of the Verge, perhaps by dealing in the Mithralmarket or even finding the wandering mithral court of Morningtide's Requiem. You gain a +2 trait bonus on Bluff and Diplomacy checks to influence fey, magical beasts, intelligent plants, and monstrous humanoids.

Bardic Masterpiece: Stolen Name Divertimento

This chaotic melody recounts a tale of a girl tricked into selling her name to a fairy to get a bite of the most beautiful apple in the world, not realizing it would prevent her from ever again enjoying any other flavor in comparison.

Prerequisite: Perform (percussion, sing, string) 15 ranks.

Cost: Feat or 5th level bard spell known.

Effect: At a range of 60 feet, you steal a target creature's name and give it to yourself or another target within range for as long as you perform. An unwilling target can negate the effect with a successful Will saving throw. If it fails, it can't recognize its own name while the performance lasts. Whenever the recipient or original owner of the name is the target of a spell, psionic power, or supernatural effect and the other is within range, it switches to target the other. If both targets are willing, the exchange is permanent until dispelled. This performance has audible components.

Use: 1 round of bardic performance per round.

Action: 1 standard action.

Animal Companion Template: Shadowbound

Creatures of the shadow make unsteady allies to most, but druids, rangers, cavaliers, and other adventurers of the Orchard District have learned to inspire deep loyalty in shadow creatures by investing them with the adventurer's own steadfast belief in return. When a character gains a shadowbound companion, it has all the normal features except as follows.

Lean (Ex): A shadowbound companion's Constitution score is reduced by 2.

Senses (Ex): A shadowbound companion has low-light vision and darkvision 60 feet.

Shadow Blend (Su): In any illumination other than bright light, a shadowbound companion blends into the shadows, giving it concealment. If it already has concealment, the miss chance from concealment improves to 50% (though this does not count as total concealment).

Shadowbound Feats: A shadowbound companion can spend a feat slot to gain one of the following benefits, provided the effective druid's level is at least the listed minimum: 3rd: Resist cold or electricity equal to half effective druid level (pick one; can be taken again to get the other); 5th: SR 5 + effective druid level, DR 5/magic; 11th: DR increases by 5.

Nature's Bond: Bounty

Druids who develop their bond to nature in the Orchard District or similar areas of supernatural bounty can choose bounty instead of choosing a domain or an animal companion. If she does, she learns to draw nourishment and magic from nature's bounty. The druid can harvest bounty from any fresh plant matter, meat, or fungus with 1 round of effort. The druid prepares 1/2 pound of food, which becomes safe and nourishing to eat (feeding 1 Medium creature for a day). In addition, the druid can choose to imbue an orison she has prepared into the bounty if it targets a creature and has a range greater than personal. If she does, the spell takes effect when the first bite is taken from the bounty (treat as a potion with her caster level). A druid can use this ability a number of times per day equal to her druid level + her Wisdom modifier. At 4th level, the druid can imbue spells of up to 1st level this way. At 7th level, the spell can be up to 2nd level. At 10th druid level, she can imbue a spell of up to 3rd level. A bounty spell is wasted without effect if unused when the druid next prepares spells.

Hunter's Bond: Bounty

Rangers can choose bounty instead of companions or an animal companion with hunter's bond. A ranger with the bounty bond gains the same benefits as a druid but treats their effective druid level as 3 lower than their ranger level.

Skinchange: Melting Stride

The following skinchange is often used by fey skinchangers but is available to any skinchanger.

Melding Stride (Su): You can pass through plants as if using the spell *tree stride*, but you cannot transport yourself between trees unless you are at least 8th level. You can also use this ability to enter or pass through a creature whose form you could assume without slowing or making an Acrobatics check (you still provoke an attack of opportunity from it); leaving the creature's space ends that use of skinchange.

Hazards

Numerous hazards lurk in the Verge and Glarewood. Many are described in the *Pathfinder Roleplaying Game: Core Rulebook*, *GameMastery Guide*, *Horror Adventures*, and *Ultimate Wilderness*. The most common are listed in Table 2-4. Identifying one of these hazards generally requires a successful Survival or Knowledge (planes) check against DC 10 + the hazard's CR.

Doubtfall (CR 11): A doubtfall is a type of deadfall manifested from the psychically sensitive nature of the Shadow Plane. Doubt congeals in the treetops into grasping, branch-like shadows. Noticing a doubtfall requires a successful DC 20 Perception check (plus the modifier for distance—at least 75 feet to avoid triggering it). 1 round after any creature approaches within 75 feet, branches make a combat maneuver check against each intelligent creature in the area (+20 bonus), dealing 1d6 points of Wisdom damage and dragging the creature directly underneath the deadfall, which then falls to the ground. The falling deadfall deals 12d6 points of damage, half bludgeoning and half piercing, to creatures in a 10-foot radius area. Creatures can halve the damage with a successful DC 20 Reflex saving throw.

Grave Frost (CR 8): Grave frost is unnatural ice left over from undead destroyed while protecting Hyraeatan during the Lightbringer Incursion. Easily mistaken for normal frost or white moss, it never melts except when damaged by fire (which destroys it). A living, tiny or larger creature who comes within 10 feet of grave frost is targeted by *icy prison*[UM] and gains 1d4 temporary negative levels (CL 10th, DC 17). This also causes the frost to spread by 10 feet closer to the target, which might cause it to trigger and spread again.

Maze of Infinite Rebirth (CR 13): Where the mutable space of the Shadow Plane has been permanently snarled

Table 2–4: Hazards of the Orchard District

CR	Hazards
1	brambles[UW], fumarole[UW], mud pot[UW], poison oak[GMG], quicksand, spellgorging plants[UW], witch light[HA]
2	Bat colony[HA], grasping undergrowth[HA], griefsand*, hot spring[UW], misleading echoes[HA], pixie pollen[UW], plague of flies[HA]
3	Accursed pool[GMG], acidic miasma[UW], acidic plants[UW], blood moon[HA], captivating reflection[HA], geyser[UW], misleading path[HA], rain of gore[HA], vampire orchids[UW]
4	Following footsteps[UW], grasping graves[HA], pervasive gloom[HA], rot grubs[GMG], suicide copse[HA]
5	Corpsefruit tree[HA], electrified duststorm[UW], fire storm[UW], freezing eruption[UW], gnarled tree[HA], poisonous gas[GMG]
6	Animating fog[HA], dweomersink[GMG], field of bone[HA], sanguinary cloud[HA]
7	Griefchasm*
8	Dimensional tear[UW], grave frost*
9	Bottomless pit[HA], phantom ring[UW]
10	Enchanting demise[UW]
11	Doubtfall*
12	Apocalypse fog[HA]
13	Maze of infinite rebirth*

by powerful fey magic, it can form a region that life can't escape even in death. A creature that happens near one risks its path becoming magically twisted to enter the maze even if it seems to lead straight away. Avoiding being drawn in requires a successful Survival check to avoid getting lost, but the DC is at least 33. A creature trapped within finds a *maze of madness and suffering*[HA] (DC 23) seemingly made of thorny vines. Time passes extremely fast within, and a trapped creature ages by 1 age category (or dies of old age) each round. If a creature dies of old age this way, it is *reincarnated* as the spell.

Griefsand (CR 2): Grief, pain, and despair that is intense or long-lasting can cause quicksand to form nearby in the Shadow Plane. This quicksand has the additional effect of *slow* (CL 3rd, DC 14) and dealing 1 point of Wisdom damage (no save) to creatures in its area.

Griefchasm (CR 7): Griefsand that stands long enough becomes dangerous sinkholes. These function like 80-foot-deep camouflaged pit traps[CRB] rather than quicksand. They *slow* (CL 8th, DC 17) all creatures within 30 feet when they collapse; creatures that fail can't catch themselves with fly speeds or immediate actions.

Fey Rulers and Divine Spellcasters

Druids who choose domains can choose from these domains if they serve the appropriate fey ruler. A rare few clerics, warpriests, and inquisitors, mostly harvesters who interact with fey more often than mortals, also draw domains or blessings from these creatures. The fey rulers' power can also be the source of an oracle's magic and curse via one of the indicated mysteries. In addition, each is allied to certain shaman spirits of similar sorts.

Hyandil, the Flowered Queen

ETERNAL MATRON OF CITIES, LAW, MERCHANTS, AND WEALTH

Alignment NG (Spring Aspect)/CN (Winter Aspect)
Symbol blossom crown
Domains Healing, Plant, Repose
Favored Weapon quarterstaff
Places of Worship Shrines in the Lightbringer Schism in the Crowns District and scattered in the Orchard.
Obedience Plant a seed at the sight of a prior conflict. This seed can be literal, the anointed of Hyandil prefer to use wildflowers of various breeds, or it can be informational-Objects such as notes, scrolls, or evidence that will spur another creature to action. Depending on the aspect of the Flowered Queen this action either grants a +4 sacred bonus to the next save against a death-effect or poison you are exposed to (Spring) or a Bluff check meant to further the intrigue you have set into motion (Winter).

The earliest known Eternal of Union in the City, Hyandil was also among the first to fall to the power of Entropy. Like many broken by the strain of life and love, this did not destroy her rather transformed her into a wild and cold-hearted aspect of relentless vengeance and boundless passion. Yet still within her the seed of hope may slumber. Priests and oracles sworn to her original aspect still find the power of old answering their calls.

Maelwyn, Prince of Revels

MASTER OF THE GLAREWOOD, THE THRICE-CROSSED PRINCE

Alignment CN
Symbol silver horns
Domains Chaos, Charm, Protection, Trickery
Favored Weapon morningstar
Places of Worship Morningtide's Requiem and shrines throughout the Orchard.
Obedience Create a painting, poem, or other work of art with a meaning hidden within itself. The work must be presented, though not necessarily given, to a rival or enemy within the next day. Gain a +4 sacred or profane bonus (determined by the worshipers alignment) to the next mind-affecting effect you are exposed to.

While no true clergy exists to dictate the will of the Prince of Revels, members of his court such as Lady Rethalla of the House of Dancing Swans (CN shadow fey oracle 16) often take this role upon themselves, administering enigmas and mysteries on Maelwyn's behalf. If he disapproves he has shown no sign of it to date.

Olenzo Knight-Eater

FEY LORD OF CURSES, HUNTING, SHIFTING FOLK, AND STRATEGIC CUNNING

Alignment NE
Symbol raven skull
Domains Animal, Destruction, Evil, Strength
Favored Weapon falchion
Places of Worship Hidden temples built into the structures of other buildings such as the Silk Manor in the Forts.
Obedience Disguise yourself as something other than yourself and commit an act against your enemy. Should you not be caught through out the course of your actions, a well of hidden strength surges within. You gain a +4 profane bonus to Strength checks you make for the next 24 hours and a +4 profane bonus to hit and damage on the first attack against the next creature you attack that is unaware of you.

Hidden in establishments like the Silk Manor or abandoned structures in the Greydowns of the Archives, the cult of Olenzo dances a wicked pattern of intrigue and corruption unfurling their masters shadowy presence

Table 2–5: Domains of the Fey Rulers

Deity	AL	Portfolio	Domains/Blessings	Mysteries/Spirits
Hyandil the Flowered Queen	NG/CN†	Flowers, rebirth, sacrifice	Healing, Plant, Repose	Bones, Life, Wood
Maelwyn, Prince of Revels	CN	Art, lust, trickery	Chaos, Charm, Protection, Trickery	Heavens, Life, Lore, Wood
Olenzo Knight-Eater	NE	Hunting, lycanthropes, strategy	Animal, Destruction, Evil, Strength	
Yalendra the Drowned Queen	LN	Blood, fate, water	Glory, Knowledge, Law, War	

†Hyandil's eternal essence responds to worshipers from both her current Lightbringer incarnation and the Crown District's more innocent echo in the Fracture.

like outstretched wings across the City. It is unclear whether he serves at Maelwyn's urging or if this is his ambition finally slipping the seilenos' influences over him.

Aggressive street toughs exhibiting signs of lycanthropy may have begun spreading his faith to the Archives in earnest and have begun tagging territory with the raven skull in a paste of ash and tar.

Yalendra the Drowned Queen

ETERNAL GUARDIAN OF DIVINE SECRETS AND LORE

Alignment LN
Symbol a circle of blood
Domains Glory, Knowledge, Law, War
Favored Weapon crossbow
Places of Worship Shrines in the Lightbringer Schism in the Crowns District and scattered in the Orchard.
Obedience Pour the shed blood of an unwilling creature into a thin puddle or pool and trace secrets quickly as not to reveal them to onlookers. You must trace one secret regarding the past, followed by one about the present, following by a secret intent for the future. You gain a +4 to Bluff checks made to conceal a secret or Knowledge checks to research one.

Yalendra is thought by some to mourn the lost Eternal who first bled in Godsblood Grotto. Others wonder if she is in fact a new identity assumed by the power that fled. The relationship has never been made completely clear.

The Seraph of Eternal Lightning

The Seraph of Eternal Lightning stands as the most clearly humanoid of the Seven. This presentation is thought to have been an agreement of the House of Heights and Thunderchildren to present an idyllic version of a being's self—to represent the physical peak of the martial ideal and the beauty of the ascendant Eternal. Visitors from the Prime Worlds often claim that it's the only Seraph that "looks right" naming the rest fiends or other monsters. The Eternals know better and whisper of days were angels were not the first creations of the Divinities.

"Welcome to the Pacts! Where every sin is for sale, every blessing is on offer, every secret can be bought and every vice is but a coin-purse away."

—Varis d'Pon, Gaterunner

Pacts District

N metropolis
House of Heights and Temple of Coin
Corruption +1, **Crime** +2, **Economy** +8, **Law** +6, **Lore** +6, **Society** +5
Qualities holy site, magically attuned, mythic nexus†, mythic sanctum[PCSDS], prosperous, strategic location
Danger +20; **Disadvantages** portal rings
Government council

Marketplace

Base Value 32,000 gp; **Purchase Limit** 220,000 gp; **Spellcasting** 9th*
Minor Items nearly any; **Medium Items** 3d4; **Major Items** 2d4

New Disadvantages

Portal Rings: The district is impacted by random ring-shaped patterns of manifesting portals. These portals are difficult to see, predict, or control. Rigorous policing is needed to maintain any safety. *(Law +3, Danger +10)*

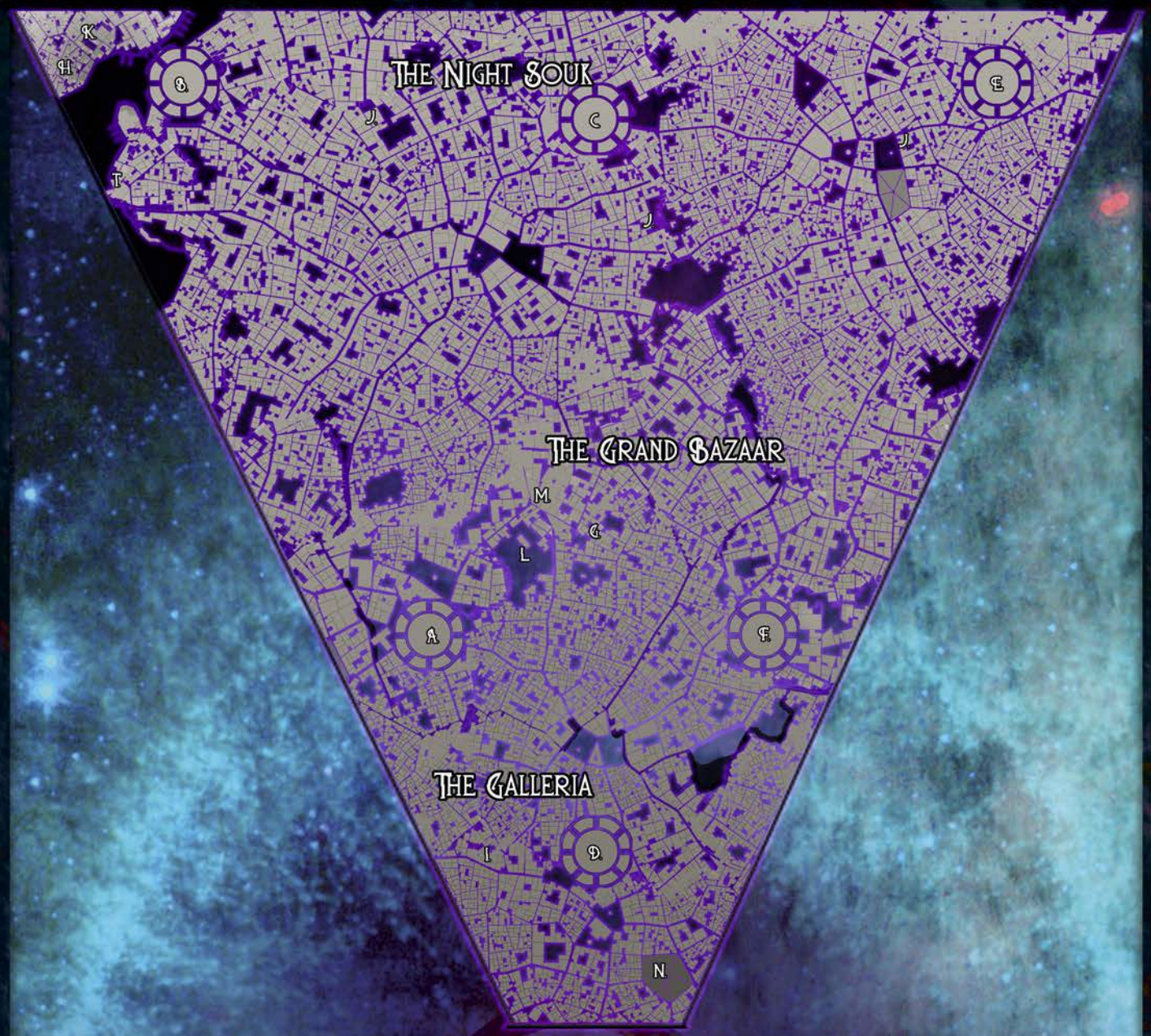
New Qualities

Mythic Nexus: The district loci that empower mythic ascendants, these sites are rigorously patrolled to protect the empowerment process and deal with dimensional anomalies.

Time spent within the Loci of Eternity can count as a mythic encounter for advancing mythic tiers at the GM's discretion. Each visit requires progressively more time to be spent within.

Some say the Pacts were founded the moment Rysia first offered to watch over the fiscal affairs of the Circle of Six. A preamble to the treachery that would found the Temple of Coin it was indeed a pivotal role in Rysia's assent to power. But others whisper that the Loci were there long before the Circle's arrival, before even the Fade settled the Occlusion's Eye. Ancient fonts saturated in six of the fundamental powers of the creation: Energy, Entropy, Incarnation, Mind, Time, and Union.

These Loci drew many among the early mages who studied under the Circle's tutelage. Ceradon the Mighty's followers in particular gravitated to researching the means by which the mortal frame could become imbued with the Loci's power. Each Locus was studied, fortified, and contained. Structures not unlike the Parity Towers themselves were raised. Rather than expanding the reach of the Radia's stable zones these structures drew at its fluctuations and seared the energies within to patiently waiting ascendants. So powerfully drawing these energies the spaces around them tore open to bleed even more power into these structures. These makeshift portals would soon become part of expanded trade with new cultures and worlds.



A. Locus of Ages
B. Locus of Will
C. Locus of Pyres
D. Locus of Union
E. Locus of Breaking
F. Locus of Incarnation
G. Traduce's Whispers and Rumors
H. Lost Things
I. Doororium
J. Nightmist Den
K. Water Market
L. Leng Waystation
M. Glowglass Foundries
N. The Great Tradetemple

The Pacts District

District Summary

Though the general perception of the Pacts is a never-ending expanse of shops, stores and tents, the district offers much more. Here the glowglass factories create their glowing wonders. Massive financial institutions, workshops of elite artists and imposing arcane libraries abound. Magical portals, both fixed and random, provide access to a myriad of planes. Perhaps the greatest of the District's wonders are the six Loci of Eternity (one in the Galleria, two in the Bazaar and three in the Night Souk). The bright streams of radia flowing between these six towering Loci are used by the locals as direction markers in the otherwise confusion of meandering streets of the District.

To be sure, the inhabitants come in all shapes and sizes; from towering demons to shining celestials and every being in between. The largest portion of the population, however, are kasatha.

Delineated by a canal system, four neighborhoods, or "Markets" as they are called by the locals, make up the Pacts District. Home to the richest merchants, guilds and mages, the wide boulevards of the Galleria nestle close to the Nearring. Further out, the Grand Bazaar holds the greatest share of the District with its meandering streets, plazas and covered marketplaces. Finally, the murk-mist shrouded Night Souk extends its narrow, twisting alleys of factories, research laboratories, dark emporiums and mysterious shops deep into the Farring. Finally, the often disorganized Water Market floats on a deep-water bay along the border shared with the Docks District. This market stretches out horizontally, with boats of all shapes and sizes tethered together, as well as vertically with underwater stores for water breathers and shops surrounded by bubbles of air for more terrestrial customers.

The Galleria (Nearring)

Environmentally stable due to its proximity to the Nearring, the Galleria boasts massive marble guildhouses, gleaming palazzos of the most wealthy, lavishly ornamented tradetemples and the powerful edifices of the Great Banks. The wide streets of the market feature the finest shops offering the most elite goods (at the highest prices) in the entire city. The great Temple of Coin, second in beauty only to the Tower of Coin, sends its shining minarets high into the sky above Hyraeatan. Indeed, towers and tall, multi-story structures are the norm in the Galleria. Though begun as a trend by the mages of the Arcanum, today owning or living in a tower is a matter of pride, ego and status. The shining Loci of Union, connected by strands of bright Radia, radiates perpetual daylight across the market. It is said the air of the Galleria, tinged with hints of spices and flowers, always smells sweet. True or not, though the market offers all of the usual type of shops, inns, taverns and the like, only the wealthiest can afford to live here.

Grand Bazaar (Midstreets)

The largest market of the Pacts, the Grand Bazaar teems with merchants, customers and all manner of beings who provide for or prey upon both groups. The twisting, meandering maze of streets feature a mixture of covered markets, stalls, shops, taverns, inns and private residences. Truly anything can be found in the Grand Bazaar if searched for long enough. Abyssal merchants hawk lost souls caught in jars while Celestial peddlers promise blessed blades and holy indulgences. Creatures from forgotten planes exchange indecipherable texts with vampire lords and gnomish archmages. Two Loci of Eternity, Time and Incarnation, anchor the Bazaar and streams of Radia crisscross the dim sky above.

Night Souk (Farring)

Shrouded in an Occlusion manifestation of black fog known as "murk-mist", the Night Souk never sees the full light of the Radia. Glowglass lanterns and street lights provide flickering points of light for those who slink down the market's claustrophobic alleys and lanes. The instability found in many "Farring" districts is hobbled in the Night Souk thanks to three Loci of Eternity (Energy, Mind and Breaking). Wide areas around these Loci remain as solid as if they were in the Nearring. Of course, unstable reality does return the farther from the Loci one travels. Around the Loci are many factories, workshops, mage towers and great schools of arcana. All of whom make use of the more flexible laws of magic and reality that the Farring offers. Between the stable zones, the darkness of the Night Souk seems to attract merchants who specialize in services or items that makes even a kasatha merchant feel uncomfortable.

The Water Market (Farring)

Operating in both the vertical and horizontal axis, the Water Market offers a unique and dangerous shopping experience. Ruled by the Y'Obith, a criminal syndicate of Aboleths, the market is a curious mix of criminal elements and outerplanar merchants. Initial clashes between Y'Obith and the Temple of Coin led to the current uneasy treaty whereby the aboleths control the Water Market and leave the rest of the district alone. It is unclear if the organization has to do with the current situation with the Kraken in the Archives District. Neither the Constables nor Bailiffs dare to enter the Water Market making it a location where those who shop do so at their own risk.

Horizontally, the market floats on the surface of the Bay of Yiss, a collection of boats tethered together with narrow "streets" of water between them. Getting around the Water Market requires one of the long seven person canoes (rentable for 1 sp per day) or some form of water walking magic. Instead of shops, merchants sell goods of all descriptions right out of their own open-topped watercraft. Each night these boats disperse into the canals of the Pacts, cross over into the Docks, or off into the Farring to unknown locations, only to gather again at dawn the next day. The organization of the market changes daily, no street or merchant location is ever the same.

Vertically, the Water Market extends downward, deep below the surface of the Bay of Yiss. Impossibly long lengths of seaweed, thick as oak trees, extend up from the unknown bottom of the bay. Affixed to the strands of this underwater forest are stalls, shops, and multi-level buildings operated by merfolk, aboleths, sea hags, sahuagin, nereids and all manner of water-breathing creatures. Interspersed among these establishments are magical bubbles of air, some containing shops, others just to give air-breathers a respite.

The Canals of the Pacts

A canal system acts as dividing lines between the various markets and provides for the easy transport of goods and materials. The water flows from four pools, fed by small rips into the elemental plane of water. Closer to the Nearring, the canal is called the Altos, and its blue waters offer pleasant boating as well as an everflowing source of drinking water. In contrast, in the Farring, the canal is known as the Palus, and its murky depths are choked with rubbish, runoff from factories and alchemical pollution. Between the Altos and Palus, the Canal is simply thought of as "the Canal" by the ever-practical inhabitants of the Bazaar, if it is considered at all. Twelve shop-lined bridges span the canals at various points allowing access from one market to another. The waters of the canal flow from Nearring to Farring before finally terminating in the wide Bay of Yiss.

Governance & Law Enforcement

Under the auspices of the Temple of Coin, each market of the Pacts District fields the Golden Constabulary; a corps of Constables to keep the peace alongside tasseled hat wearing Bailiffs who settle disputes and mete out justice. Easily spotted in their tabards emblazoned with a golden scale, these officers ensure that trade is not disrupted. Visitors and citizens alike may do as they wish to themselves or others as long as those activities do nothing to prevent the flow of coin, goods or services. Typically, the Constables are equipped with *+1 merciful clubs* so that they might knock out their foes rather than kill them. Culprits who are taken alive by the Constabulary are hauled before the nearest Bailiff for judgment.

There are rarely trials in the Pacts, Bailiffs have the power to mete out punishment as they see fit. Though abuses of power by Constables or Bailiffs are quickly dealt with by the Golden Constabulary's own commanding council. Minor offenses to the flow of trade may result in simply a beating, confiscation of goods, or a fine of up to the equivalent of 150 gold promises. Greater crimes such as theft of property, murder during the conduct of act of trade or wide-spread market disruption may result in branding and temporary indenture (1d20 weeks depending on the severity of the crime) for the first offense, and execution for the second. These draconian punishments serve to keep the flow of coin unabated in the Pacts.

The Wardens, while present in the Pacts in large numbers, generally are happy to let the Constables handle most disputes. The portals of the District take enough resources the Duar Commander is constantly demanding more of the Parity Council and has all but relinquished the majority of the policing powers they should have. A single garrison of Ashborn beyond those on the Walls rests in the boundaries of the Grand Bazaar and Galleria. Whispers that a furious aspect of primal power is contained within it in case the Wardens should ever fail to contain a threat.

Regulation of Coin and Scale: Though constables have regular patrols, bailiffs also walk the streets every day escorted by their own guards. Aside from their regular duties as judges, bailiffs also monitor and enforce the laws governing the Iron Scales. Each bailiff carries a wand that detects any tampering of an Iron Scale within 100 feet.

In addition, Bailiffs are responsible for issuing market licenses to those wishing to set up shop in the markets. Prices vary according to the specific market, in addition to specific bailiffs. GMs should determine the cost appropriate for their specific campaigns though as a general rule 10gp per character level owed annually is a good starting point.

History & Current Events

The ancient Fade used the wide featureless plain of the Pacts District as a site to hold festivals, gatherings or great spiritual ceremonies. The many planar portals offered easy access to visitors from far and wide. By the Resolution Era of Hyraeatan, the Pacts already housed merchants from across the planes. Over time, as the city grew, the district expanded and condensed into the warren of shops, homes and factories it is today. Its occupation by the Temple of Coin was cemented before the Resolution.

The House of Heights selected their stewardship over the District due to the strangely empowered nature of its Radia energies and reality distorting shadowtides. Constructing six monolithic structures to help channel these powers, they turned the District into the birthing crèche of the Eternals. Each of the Loci of Eternity embodies a different path of Immortality and holds resources and facilities to aid in apotheosis. Interestingly, the Pacts proved to be largely immune to the march of momentous events which have otherwise rocked Hyraeatan in the past.

The most notable exception to this is the appearance of the kasatha. Shortly after the Grand Consumption of the Church of Parity, five massive clans of kasatha arrived in the Pacts through one of the district's many planar portals. Unwilling or unable to talk about where they came from or why they left, the Kasatha adopted Hyraeatan as their new home and now make up a large share of the merchants in the Pacts. A matriarchal and spiritual people, the kasatha believe that their former gods abandoned them and have adopted trade and parity as their new spiritual calling. For these beings every transaction is a prayer, every coin earned is a blessing, and a deal which benefits both sides uplifts the soul.

Locations of Interest

To recount each and every wondrous establishment in the Pacts would require a colossal tome of nearly infinite pages. Instead, described below are some of the stranger locations to be found among the markets.

Doororium (Galleria): Entering this otherwise unremarkable shop, the customer comes face to face with a maddening variety of doors arrayed in all manner of shapes, sizes and materials. The proprietor **Garnoto Aentis** (Temple of Coin male gnome wizard 20) offers a unique service. For a nominal fee, he will sell the key and location of the next portal to the specific planar destination of the customer's choice. It is not known how Aentis learns of this information but having foreknowledge of the random portals of the Pacts can be invaluable. The price of the gnome's services begin at 1000 gp plus an additional 1000 gp for each step away the destination plane is from Hyraeatan.

Leng Waystation (Grand Bazaar): The Waystation appears to be a series of six huge wooden spars, three on each side, that curve up from a central platform. The purpose of the this arrangement becomes clear when a Leng Tradeship descends from the sky to dock with the waystation. The Lengmen conduct a brisk and profitable trade in visions, slaves, and rare goods gathered from across the planes. Customers must be brave enough to enter the dim storage holds of their planar vessel, however, as the always robed and veiled Folk of Leng never set foot on Hyraeatan soil.

Lost Things (Water Market): The old woman sits in her wide skiff surrounded by piles of junk and trash, feeding the rats who scurry in and around the craft. Lost Things provides a strange service to its customers. Mama Marinka (N fallen goddess) can reach her withered hand into the piles of trash around her and retrieve an item lost through theft or mischance. However, the more precious the item is, the higher the price. Mama Marinka has been known to ask for a customer's offspring, years off a life, or even the soul. In the past, some have attempted to force the old woman to retrieve an item but those who dared were eaten by the piles of trash. Seemingly immortal, Mama Marinka has been a fixture of the Water Market since the Rise of the Great Seraphs.

Nightmist Den (Various): A newcomer to the Pacts, nightmist establishments can now be found in every market of the district. The proprietors, their features always hidden by polished slate masks, traffic in dreams. For a fee of 50 gp (increasing by 100 gp for each subsequent visit), the customer can inhale silvery mist from a jade vial to experience dreams culled from the minds of sentient creatures. These dreams range from relaxing to thrilling to sensual or even horrific, all depending on the request of the customer.

Each time a user inhales a dream there is a 5% cumulative chance (max of 40%) that the dream experienced will be prophetic (with the effect of the spell *divination*, *commune*, *vision* or *true prognostication* as determined by the GM). However, the nightmists are incredibly addictive. The first use automatically gives the user the minor addiction. On the next use the user must succeed at a DC 15 Fortitude save or gain the moderate addiction condition. Each use after the second increases the DC by +2. Some speculate the dens have connections to the Foreseen but the Triad of Seers denies this.

Traduce's Whispers and Rumors (Night Souk): This small kiosk tucked away in a shadowed alcove along a nondescript street offers a central depository of rumors and secrets from across the city, for those who can afford the price. The proprietor, **Traduce** (LE male mnemor [memory devil] telepath^{UP} 12) never leaves his kiosk. He simply sits on his stool, one elbow propped on the scarred wooden top. But if enough coin, or good or knowledge is offered, Traduce can relate nearly any of the City's current rumors or secrets to be had. (The price and/or availability of the secret desired by the PC is left for GMs to determine but the price should be high indeed.)

Personae of the Pacts

Bessana (Temple of Coin LN female kasatha cleric 9/agent of accrual† 10): Considered among the greatest of the holy leaders of the kasatha people, Bessana has embraced the power of commerce with a furor meeting nearly any zealot in the City. Her miraculous clientele are among the most elite of the City and she is considered

Planar Doorways

The Portals of the Pacts District

One of the infamous aspects of the Pacts are the somewhat temperamental portals dotting the markets. Twisting tears in reality, these gateways date back to the earliest Fade settlement and offer magical access to Hyraeatan from all manner of other planes, realities and locations. Radia scholars theorize that these cracks in the fabric of the planes are vortices or whirlpools in the Etherstorm. Others point unwavering fingers at the House of Heights and patterns of portal tears around the Loci of Eternity. Whatever the cause, these portals provide one source of the strange inhabitants and goods populating the Pacts.

At any given time at least a dozen or so gateways (either active or dormant) exist across the Pacts District. Though several portals open in the same location, far more wandering portals exist. The portals manifest in two generally conformations: Deep or Bright. An open Deep portal appears to be an oblong field of darkness floating in the air or on any flat surface. They make no sound and radiate no energy, making them difficult to spot by the inattentive. Stories abound of the neighbor or relative who turned a corner, fell through a portal and never returned. Bright portals tend to form in orbital rings near the bases of the Loci of Eternity and other important supernatural nexuses in the District. Both of these portal types are often explored by gaterunners from the Guilds of the Halls neighborhood of the Colleges.

Portal Time Limits, Destinations and the Gaterunners Guilds

Portals usually stay open for 1d10 hours then vanish for an equal amount of time before reopening. However, these gateways are by no means consistent, and though one may provide passage from a specific plane, the same portal will almost certainly not connect to that same plane when next it opens. This has prompted the rise of the Gaterunners Guilds; a loosely organized group youths, for the most part, who duck into a portal and back again to report where the portal leads. They will sell knowledge of a portal's destinations (2 gp per party member who wants to use them). GMs wishing to roll random portal destinations should reference **Chapter 5.**

Deep Portal Activation

Similar to many aspects of Hyraeatan, crossing through a deep portal requires parity. In this case, an exchange of mass roughly equal to 1/100th of the person using the gateway. Thus, a 250 lb. human must exchange 2.5 lbs of mass to allow passage. In local parlance, the mass to be exchanged is called "Ballast". Activating a portal simply requires one to toss the appropriate amount of ballast into the portal before stepping through. Many enterprising Pacts citizens set up stands or carts near known portal locations to sell ballast at inflated prices (typically 25gp per pound). Those who enter a portal and do not provide parity by using ballast discover they are missing 1/100th of their mass on the other side either in items or in body parts. Interestingly, ballast is not required while traveling to Hyraeatan, only to leave the city.

Bright Portal Activation

It is speculated that bright portals are reflections or inverses of other portals in the multiverse. Often this causes them to require strange keys or items, cryptic passphrases, and even behaviors to activate. Gaterunners guilds from the Halls section of Colleges District like the Coinclocks, Mapcrackers, and Leapkeys all cultivate specialists in divining the necessary opening charms or knacks and others develop more brute force tactics to pry them open. People who need the trick of them can also seek out **Garnoto** at the Doororium for a hefty fee.

Loci of Eternity

The Eternals of Hyraeatan largely owe their endowment to six monolithic edifices scattered over the Pacts District. The towers are collectively known as the Loci of Eternity and each separately represents one of six primal forces. Each of these forces is tied fundamentally to a Source of power that permeates the Multiverse. Hyraeatan's mutual agitation of both the Radia and the Occlusion renders these powers more accessible than elsewhere.

The Loci and their Sources are as follows:

- **Locus of Ages (Grand Bazaar)**: This shifting building is a strange combination of shifting architectures and drifting constructs of unknown purposes. The Loci aligned with Temporal Source, a number of visiting time wardens and other temporal agents seek out time to commune with the energies of the Loci. Mythic characters following the Eternity of Ages are most often timelords, hierophants, or tricksters.
- **Locus of Breaking (Night Souk)**: A tower like configuration of shattered buildings gathered around a central nexus, the Loci of Breaking stands defiant in nearly every way. This Loci is attuned to the power of Entropy and empowers both Entropic and Umbral Sourced characters. Shadow weavers spending time within the maelstrom it creates often experience expansion or shifts in their perspectives. Mythic characters empowered by the Loci of Breaking are most often godhunters, hollow ones, and rare overmagi.
- **Locus of Incarnation (Grand Bazaar)**: This blockish building is one of the most unadorned in the District and yet stands with a stark presence now to unsettle many a visitor. The power of physicality, primal nature, and biological reserves present themselves boldly in all who bask in its power. The Loci of Incarnation most often aids the awakening of those of the champion, master-of-shapes, and wielder mythic paths.
- **Locus of Pyres (Night Souk):** Thought of as the prime nexus of arcane magic, this Locus of Eternity brings forth the raw power of the inner planes. A statue of Aphora, founder of the Steamwalkers stands outside of it to commemorate her research into the power of the Pyres. Most of the kineticists of the City are awakened to their powers here. Mythic characters empowered at the Loci of Pyres are most often archmagi, overmagi, scions of high sorcery, and a portion of the worldsingers.
- **Locus of Union (the Galleria):** This ornate tower is decked in opalescent statuary that make it seem more a fit for the Temples are of the Seraph's Ring. Seraphim, kirin, and other celestial creatures ring its expanse and the shimmering light of its presence has been known to cause many to stand in wonder in the nearby streets. It calls to those who would bring souls together for the purpose of the whole. Mythic paths empowered here are most often those of marshal, herald, hierophant, saint, or will-of-all paths.
- **Locus of Will (Night Souk):** Spans a softly pulsing crystal in blues and purples make the seemingly organic jeweled exterior of this Locus shine like a lighthouse over the murk-mist of the Souk. Rumors that the mental awakenings within are among the most stressful that the Eternals experience are hard to confirm but the proximity of the tower to the Y'Obith Ascendancy is a deterrent that many claim is not coincidental. The empowerment of the Locus favors those of the genius, hivemind, overmind, super-genius, and will-of-all paths.

Wallach's Wondrous Wonders

On the surface, Wallach's Wondrous Wonders offers magical items, specialized equipment and rare components. Typically, most magical wondrous items, wands, potions and rings priced lower than 20,000gp can be found here. The shop, run by the always smiling **Mister Vacher** (LE, doppelganger bard 4), features narrow rows of crowded shelves suggesting lost mysteries and the potential for fantastic finds. Vacher typically appears as a human or half-elf and tries never to reveal his true nature. His smile never wavers, even in the midst of haggling or fighting.

While Vacher maintains that he merely runs Wondrous Wonders for the always absent Mister Wallach, the truth is much darker, and much much bloodier. The two beings currently called Vacher and Wallach are a pair of serial killers who have preyed upon the Pacts District for decades. The absent owner of Wondrous Wonders is not absent, he is the shop. A rare variety of mimic, "Mr. Wallach" changes into the shape of a store, or just coats the inside of an empty establishment, forming shelves, counters, and everything inside. The only thing genuine about Wondrous Wonder is the stock, which is genuine and typically gleaned from the mimic's meals. The smiling "Vacher", for his part, changes his shape to appear as the shop's proprietor, luring in customers (aka "victims").

This evil pair kill two or three victims then change locations, the name of the shop and proprietor, then wait to murder again. Their shape changing abilities have kept them far ahead of the Constabulary. Vacher takes particular delight in watching the mimic entrap and slowly devour its next meal. Currently the shop is located in the Grand Bazaar.

MISTER VACHER **CR 7**

XP 3,200

Doppelganger[B1] bard 4

NE Medium monstrous humanoid (shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 13, flat-footed 19 (+5 armor, +2 Dex, +1 dodge, +4 natural)

hp 62 (4d8+4d10+20)

Fort +7, **Ref** +11, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee +1 dagger +11/+6 (1d4+4/19-20) or 2 claws +10 (1d8+3)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +1)

Spell-Like Abilities (CL 18th; concentration +22)

At will—*detect thoughts* (DC 16)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*catatonia*[OA], *enthrall* (DC 16)

1st (4/day)—*charm person* (DC 15), *hypnotism* (DC 15), *sleep* (DC 15), *vanish*[APG] (DC 15)

0 (at will)—*daze* (DC 14), *flare* (DC 14), *lullaby* (DC 14), *mage hand*, *open/close* (DC 14), *prestidigitation*

TACTICS

Before Combat Vacher will prepare by dosing his +1 dagger in drow poison. He tries to only target 1 victim (or 2 at the most) at one time, preferring to let a meal go rather than risk exposure.

During Combat As Mister Vacher's goal is to facilitate the meal of his partner Mr. Wallach, he will use *enthrall*, *catatonia*, or *hypnotism* alongside his bardic fascinate ability to lull a victim while Mr. Wallach grapples them.

Morale If it becomes clear that the battle is lost, he will use his *vanish* spell to attempt to escape.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +10; **CMD** 23

Feats Dodge, Great Fortitude, Skill Focus (Disguise), Spellsong[UM]

Skills Acrobatics +10, Appraise +10, Bluff +19 (+23 while using change shape), Diplomacy +10, Disguise +22 (+42 while using change

shape), Escape Artist +10, Knowledge (arcana, local, planes) +8, Perception +8, Perform (oratory) +10, Profession (merchant) +5, Sense Motive +10, Spellcraft +8, Stealth +6, Use Magic Device +10; **Racial Modifiers** already included above

Languages Abyssal, Common, Elven

SQ bardic knowledge +2, change shape (alter self), mimicry, perfect copy, versatile performance (oratory)

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, drow poison (5); **Other Gear** *+1 mithral chain shirt*, *+1 dagger*, *cloak of resistance +1*, *ring of mind shielding*, courtier's outfit, jewelry (worth 300 gp)

SPECIAL ABILITIES

Mimicry (Ex) Proficient in all weapons, armor, and shields. Can use any spell trigger or spell completion item as if the spells were on its spell list.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Spellsong (Ex) Mister Vacher can conceal the activity of casting a bardic spell by masking it in a oratory performance. As a swift action he may combine the casting time of a spell with a perform (oratory) check. Observers must make a Perception or Sense Motive check opposed by Vacher's perform check to realize a spell is being cast. This ability uses 1 round of his bardic performance ability.

MR. WALLACH, SHOP MIMIC CR 7

XP 3,200

N Gargantuan aberration (shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 5, flat-footed 20 (-1 Dex, +14 natural, -4 size)

hp 94 (7d8+63)

Fort +11, **Ref** +3, **Will** +6;

Immune acid;

OFFENSE

Speed 10 ft.

Melee slam +18 (4d6+18 plus adhesive)

Space 20 ft. **Reach** 20 ft.

Special Attacks constrict (slam, 1d8+6), absorb essence (DC 23 Fortitude)

STATISTICS

Str 43, **Dex** 8, **Con** 29, **Int** 10, **Wis** 13, **Cha** 10;

Base Atk 5; **CMB** 19; **CMD** 27 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +20, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; **Racial Modifiers** +20 Disguise when mimicking objects

Languages Common

SQ mimic object

SPECIAL ABILITIES

Adhesive (Ex) A shop mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive coated mimic is stuck fast unless the wielder succeeds on a DC 23 Reflex save. A successful DC 23 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Absorb Essence (Su) Creatures who enter the shop mimic and are then grappled by its adhesive attack gain 2 negative levels (Fortitude DC 23 half) each round at the start of the shop mimic's turn. A check to remove a negative level gained in this way is also DC 23. If the creature dies from the negative levels, its body disintegrates and the shop mimic absorbs its life essence. This is a death effect.

Mimic Object (Ex) A shop mimic can assume the general shape of any Gargantuan object, such as a shop, stall or house. The creature can also coat the inside of a pre-existing structure to form the walls, floor, ceiling and furniture. The mimic can alter the appearance and texture of its body to imitate a store or shop. A shop mimic gains a +20 racial bonus on Disguise checks when imitating an shop in this manner.

a prized ally of legendary discretion. In addition to her own formidable power, Bessana secretly holds the *talisman of recovery*. This relic was created when the Bookbinder's destroyed their own records during the Antolethes infiltration by the Steamwalkers to prevent such a loss from ever occurring to the Temple of Coin's account records. The bronze disc purportedly has the power to reconstruct the entirety of the Parity's monetary transactions. Due to this trust, many in the know consider Bessana Rysia's secret heir.

Greaseskin Imirk (House of Heights NE undine bard 6/rogue 6): Claiming to be a rare oozeborn planetouched the undine Greaseskin is actually a would-be Eternal of Deception and Lies. While operating his shop in the Grand Bazaar is generally profitable, Imirk actually strives to make transactions based on the most outlandish claims and wild assertions. If he can successfully fool someone into a transaction under false pretenses he doesn't even mind the occasional loss of a major profit, as long as the opposite party is convinced they didn't get a good deal. While dealing with the consummate liar is frustrating to many, his connections do seem provide him with some of the rarest treasures in Creation.

Lussiama Meshien (Temple of Coin LE female elf rogue 5/alchemist [ACG] 5/enchanter 9): Often called Lussiama of the Veils, the elven merchant is one of the most accomplished proxy traders in the City. A queen of layered transactions and chain-barters she is one of the most legitimate procurement agents of illegal and questionable trade-goods around. Her extensive network includes rare "flesh markets" where she has procured extensive contracts for indentured feed-servants to provide blood and other needs to undead clientele and often is known to procure even more esoteric needs for rituals. Least known is her connections to the faith of Many-Faced God Nyarlathotep and its mi-go servants. A few of her closest acquaintances suspect it is only a matter of time before she hears the price she needs to betray the City.

Natasstin Stain (House of Heights N male fetchling (ceptu) artificer 17/archmage[MA] 1): A young ceptu who became obsessed with the art of tattoo, unsatisfied with application of dyes to his ceptu flesh, Natasstin paid Chrysalis Covenant mystics to reincarnate him over and over until he reached his present state as a Fade. He has made use of his pale flesh to masterfully tattoo himself. His love and fulfillment of the art has caused him to open his shop, the Choice Stain, where he sells magical tattoos to those he feels crave them badly enough. He has begun the process of Eternal ascension and intends to take time for his imbuement in the Tower of Incarnation.

Pidge of the Always (Temple of Coin CN kobold rogue 16/trickster[MA] 3): A cagey kobold with a frantic awareness and frenetic energy, Pidge of the Always is constantly looking for information about Kaeman's Procurements. An establishment catering to the needs of diversified planar needs, the sad truth about the business is that it never existed. Taking odd jobs around the City and in Pacts particular, the small creature is often caught mumbling to himself or throwing rocks at the Loci of Ages while screaming curse words in draconic.

Threadbearer (Unaffiliated N male unique outsider): The Threadbearer is a tall, gaunt fellow, his eyes burning feverishly in the recesses of his skull, with stitches holding his mouth tightly shut. Needles protrude from the tips of his fingers, dripping with some organic fluid. If motivated properly with gifts of jewelry and rare balms, he can spin this fluid into amazing creations—enchanted clothing, nearly-living rope, and even (some have claimed) armor that can withstand the fiercest blows. Yet his gifts come with a price: the more beautiful the requested result, the more flesh his fingers will dig from your skin.

For a memory, he can spin a thread that will lead you through the planes. He may demand the scent of sunlight on flowers, or the feeling of soft fur under your fingertips, or the pain of childbirth. It is said he is building a gallery from these memories, in a home hidden under the streets of the City.

Yexarra Sassur (Temple of Coin NE female ophiduan[UP] rogue 5/warlock [ACC]14): This ophiduan strongly favors her human ancestry and often presents herself disguised as though she is fullblooded-human. A traitor to the city of her birth and the serpent god they worship. She has become a fixer for the Temple and keeps an eye out for forces that could disrupt the flow of trade in Hyraeatan. Some say that means bribes for her and assurances that they will control their collateral so she doesn't have to show them her fangs. She also is rumored to have a connection to send travelers to the Dancing World of Aldra. Whatever the specific truth, her tower-top villa has been described as worthy of Rysia Kalavol herself.

New Game Mechanics

The following section details new mechanics for characters and creatures from the Pacts District.

Prestige Class: Agent of Accrual

The Temple of Coin has perfected the art of buying and selling nearly anything. With the aid of the Infernal Courts, the debts they collected from discrete customers in the Heavens and Trine Libria, and the endowment of various Eternals of the House of Heights they eventually devised a process to empower and create the ultimate brokers in miracles. These agents serve to simplify spellcasting services and allow magic to be used as a trade standard when gold is not possible. The power they

Table 2–3: Agent of Accrual Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Aligned Spells, Powers or Veilweaving
1st	+0	+0	+0	+1	miraculous accounts, sacrificial deposit, transact miracle (1st)	—
2nd	+1	+1	+1	+1	commission (5%)	+1 level of aligned class
3rd	+1	+1	+1	+2	transact miracle (2nd)	+1 level of aligned class
4th	+2	+1	+1	+2	transact miracle (3rd)	+1 level of aligned class
5th	+2	+2	+2	+3	diversify holdings, protect interests	+1 level of aligned class
6th	+3	+2	+2	+3	transact miracle (4th and 5th)	—
7th	+3	+2	+2	+4	transact miracle (6th)	+1 level of aligned class
8th	+4	+3	+3	+4	commission (10%)	+1 level of aligned class
9th	+4	+3	+3	+5	transact miracle (7th)	+1 level of aligned class
10th	+5	+3	+3	+5	transact miracle (8th), authorized agent	+1 level of aligned class

funnel beyond is thought to be gaining magical interest toward the future ends of various undisclosed parties.

Hit Dice: d6

Requirements

To qualify to become an agent of accrual, a character must fulfill all of the following criteria:

Skills: Appraise 5 ranks, Profession (banker) 5 ranks, Spellcraft 5 ranks

Special: Must be able to cast spells of 3rd level or be able to bind two chakras. Sponsored by a member of the Temple of Coin or House of Heights, most spend 1 day in each of the Loci of Eternity being attuned to the forces that weave reality.

Class Skills

The agent of accrual's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the agent of accrual prestige class.

Weapon and Armor Proficiency: Agent of accruals gain no new proficiency with any weapon or armor.

Miraculous Accounts (Su): As a full round action, the agent of accrual can create a pool of magical energy linked to a target they touch. They can have a number of these pools equal to their Charisma Modifier + their Agent of Accrual Level. These pools are then tied to those creatures until the creature has been dead for one week or either the agent of accrual or the targeted creature chooses to abandon the account if it has less than 10 gp in its balance. The agent of accrual cannot create a miraculous account for themselves.

Sacrificial Deposit (Su): The agent of accrual can spend one minute in a ritual to sacrifice any object of greater than 100 gp in the name of one of its accounts. This item must have been in the creature's possession for at least 1 week and believed by its bearer to be their property. At the end of the ritual, the object vanishes never to be seen again. Half of this value is collected into the target's miraculous account. The other transformative value is assumed to be offered up to the Temple of Coin, fiends, or Eternals—although the possibility has been put forward that the entire object is drawn through microconduits in the agent of accrual's body or soul and that the energy attributed to the target of the miraculous account bond is from elsewhere. This ability does not work on artifacts, relics, or objects that are considered cursed.

Transact Miracles (Sp): At 1st level the agent of accrual can select one class' spell list. As a standard action the agent of accrual may "spend" value from a creature's miraculous account equal to the cost of a scroll for that class and level to create a magical effect from the chosen class' list on the account holder as long as they are within close range. At 1st level, the agent of accrual can only select 0 or 1st level spell effects to target a creature possessing a miraculous account who approves this use with a free action. This increases at specified levels to a maximum of 8th level spells at 10th level.

Alternatively, as a full round action, two agents of accrual in physical contact can transfer value between their held accounts with the permission of their respective miraculous account holders. An account holder is made aware of any effort to transfer their accrued value and may grant permission regardless of distance or planar location. This transfer is a full-round action that provokes attacks of opportunity.

Aligned Spellcasting or Veilweaving Class (Ex): Agents of accrual come from several spellcasting and veilweaving traditions, each offering a unique perspective and skill set. At 2nd level, an agent of accrual must choose a spellcasting or veilweaving class they belonged to before adding the prestige class to be their aligned class. They gain all the class features for one additional level of their aligned spellcasting class as if they had gained a level in it. They gain the class features of an additional level of her aligned class at all levels except 1st and 6th levels. They still retain the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class.

Commission (Su): At 2nd level, the agent of accrual gains a special miraculous account for themselves. They gain 5% of the value of a sacrificial deposit as value added to this account each time it is used. They may use this to transact miracles for themselves as they see fit. They cannot transfer value of this fund to or from other accounts they hold but may do so with another agent of accrual. At 8th level the agent gains 10% of the value of a sacrificial deposit instead.

Diversify Holdings (Ex): At 5th level the agent of accrual may select a second class spell list to use for the transact miracles ability. If a spell appears on both class lists, the agent may use the lesser scroll cost of the two classes.

Protect Interests (Su): At 5th level, the agent of accrual can also spend value from their miraculous accounts to defend an account holder or attack their enemies with transact miracles but only if the account holder authorizes it as an immediate action. The range of approval for using transact miracle expands to anywhere on the same plane.

Authorized Agent (Su): At 10th level, the agent of accrual can be given authority to transact miracles on behalf of the account holder in advance and under conditions they request. The range of transact miracle becomes unlimited on account holders and both parties my use *sending* at will to speak to one another.

"Many fixate on the value of the newest or next thing. We favor the Eternal."

—Zeraldric,

High Elder of Mind

Magic Items of the Pacts

The following section details magic items common to the Pacts District.

The Iron Scales and the Parity of Trade

The merchants of the Pacts District have taken the concept of Parity to heart. To deal with the maddening variety of coins used by visitors to the market, shopkeepers and stallmongers alike use items called the Scales of Equanimous Exchange.

More commonly called Iron Scales, these magical tools are included with the market licenses required by the Golden Constabulary to operate in the Pacts and can be found in virtually every establishment, stall, cart or street-side vendor. When an object placed in one pan of the scale, the item magically evaluates its worth with a percentage variation depending on the merchant's appraise skill. The Iron Scale will only balance if the sum of goods, items or coins placed in the other pan equals the scale's estimation of the item's value. Larger items merely need to be placed below the pan for the item to function. Weight is meaningless, only value matters. In general, GMs are encouraged to make this standard market value unless their specific campaigns merit adjustment.

Should it come to pass that merchant or customer disputes the value of the goods on either side, they can roll opposed Appraise Checks to raise or lower the price. This arbitration is called Contesting the Scale (see below) and may only be attempted once for each transaction.

The Iron Scales are regularly inspected by teams of junior bailiffs to root out price fixing, but, in truth, there is very little tampering. The punishment of death for altering an Iron Scale keeps most on the right side of the law. Despite efforts by the Temple of Coin to introduce a standardized coinage for the city, in the Pacts the old ways continue and merchants use their scales, allowing parity to be the final word on a transaction.

The most hidden lore of the Temple of Coin suggests that all Iron Scales mystically link with a powerful "master scale." Some of the various conspiracy theories about this Primal Scale suggest it is a lost Eternal of Trade, a zenith Mercantile entity, or even an imprisoned God of Trade. The rare member of the Temple of Coin who is even willing to admit its existence simply say it is an artifact linking the vast number of Iron Scales together for the purpose of determining value and price. Whatever its true nature, the Primal Scale remains secure in the most central vault of the Temple of Coin.

SCALES OF EQUANIMOUS EXCHANGE (IRON SCALES)

Aura moderate divination **CL** 5th
Slot none **Weight** 5 lbs

Description

Silver glyphs decorate these iron scales and a green gemstone is set into each arm, directly above the engraved pans. After placing an item on or below the pan on one side, the user may activate the Iron Scales as a standard action whereupon a green gem above the pan shines with an inner light to indicate that value of the item has been magically determined. A set of rings can be dialed to indicate agreed upon rates and percentages for exchange.

An item or items offered in exchange for the first object must then be placed in or near the second pan. When enough items are placed to equal the determined value of the item for sale, another green gem above the second pan will illuminate to indicate that a parity of trade has been reached.

If one or both of the parties involved in the trade disputes the value of the items in either pan they can *Contest the Scales*. Each person places a hand on the scale and rolls opposed Appraise Checks. If the person with the higher check wins by 5 or less, he gains a 10% decrease in the price of the item he wished to buy (or an equal increase if he is selling an item). If he wins by 5 or more, this becomes 20%. Only one attempt to Contest the Scale can be done with each transaction.

Iron Scales are never bought or sold and attempting to do so is a crime in the Pacts.

Construction Requirements **3,500 gp**

Craft Wondrous Item, *detect magic*, *identify*, creator must have 10 ranks in Appraise

Foci of Eternity

These objects resonate strongly with the Loci of the Pacts where they are imbued with the powers of the Eternal Paths. These items are so strongly attuned that the bearer cannot benefit from more than one of them.

BELT OF THE INCARNATE (FOCUS) **2,000 GP**

Aura weak transmutation **CL** 3rd
Slot waist **Weight** 1 lbs.

Description

This belt is often a rare hide worked with minimal treatments or dyes, and set with a broad, beaten buckle of precious metal. Frequently, they are studded with claws or teeth from the creature the leather was harvested from. The wearer of this belt gains one hit point per level or species/racial hit die.

Construction Requirements **1,000 gp**

Craft Wondrous Item, *bear's endurance*, creator must have spent time within the Locus of Incarnation

CIRCLET OF MEMORY (FOCUS) **2,000 GP**

Aura weak transmutation **CL** 3rd
Slot headband **Weight** 0.5 lbs.

Description

These circlets are often crafted with a minimalistic eye, being simple wire bands bracing an uncut crystal. Each of these circlets allow their wearer to access a library of knowledge regarding a specific topic. The wearer gains ranks equal to their hit die in a single Knowledge skill selected at the time the circlet is crafted and may make rolls with the skill as though it were a class skill for them.

Construction Requirements **1,000 gp**

Craft Wondrous Item, *fox's cunning*, creator must have spent time within the Locus of Mind

HEART OF UNION (FOCUS) **2,000 GP**

Aura weak transmutation **CL** 3rd
Slot neck **Weight** 0.5 lbs.

Description

These lockets are often keepsakes granted by a friend or loved one that bare a simple enchantment that grows with the generous nature of the one wearing it. The growing enchantment of the item provides a +1 bonus to the results of an Aid Another check and an additional +1 bonus to those results for every five hit dice the wearer has.

Construction Requirements **1,000 gp**

Craft Wondrous Item, *owl's wisdom*, creator must have spent time within the Locus of Union

BOOTS OF BENT MOMENTS (FOCUS) **2,000 GP**

Aura weak transmutation **CL** 3rd
Slot feet **Weight** 0.5 lbs.

Description

Wrought in supple leather of silvery or opalescent hue these boots impart a curious potency to their wearer allowing them to feel the currents of the River of Time. The use of the items takes skill and time to fully acclimate to but provides a +1 bonus to initiative and an additional +1 bonus to initiative for every five hit dice the wearer has.

Construction Requirements **1,000 gp**

Craft Wondrous Item, *cat's grace*, creator must have spent time within the Locus of Time

Towers of the Parities: Wingshadow

Each Parity recognized in the Resolution was required to raise a tower to "support" the Seraphs. It is unclear whether this was a political request or a magical one, but scholars have pointed out that the Anchors do not include the Towers in their designs, so some speculate that they are less mystically significant to the stabilization of the City than the Seraphs themselves.

Whatever the magical truth, the Parity Council still enforces the requisite that the Towers function as the bureaucratic centers of each of the Parities. While each Parity has acquiesced to this requirement, they still have their own interpretations, additions, or alterations to this primary purpose of the Towers.

Tower of Blood (Wingshadow-Crowns)

Aphos' tower was originally constructed near Aphora's in what is now the College district. They formed the hub of what would become the Academies neighborhood. As the pair drifted apart under the strains of their growing organizations, Aphos spent more time at the House of Hunger than the skull-topped monument to necromantic arts. After the Resolution was formalized, the Devourer sent an horde of undead to tear down his tower brick by brick and reassemble it in the shadow of the Seraph of Radiant Hunger. Some say this grandiose gesture drove Aphora over the edge to prove her mastery of magic was superior and perhaps led to her self-immolation.

Tower of Jewels (Wingshadow-Crowns)

The Eternal Dawning's new "headquarters" is a reflection of their lack of comfort within the City's environs. Once known as the Tower of Light, the Dawning inheritance of the Lightbringer's headquarters has not gone smoothly. Fey creatures had been given leave to infest the building as the Lightbringer's left it behind and the newly arrived Dawning did their best to clear a small administrative outpost at the towers base. Otherwise they elected to leave the Tower alone until the Incursion revealed that somewhere in the building were portals to the Brightlands. The Laws of Parity forbids any kind of intervention from another Parity on the Towers grounds and so far the Jeweled Lords have been unwilling to commit forces in numbers to do more than hold ground somewhere in the lower levels. Recently, the Ruby Lady has vowed to change this and begun recruiting mercenaries to augment the forces of the Dawning.

Tower of Oaths (Wingshadow-Docks)

The Hands of Onus never structured a Headquarters until the Parity Council and the Old Church required it of them, rather relying on a dedicated corps of messengers who traveled from station to station each day relaying important news and directives. This tradition did not cease with the founding of the Towers of Oaths and it is customary to see trails of Hands members flooding into and out of the Tower carrying the word of the various Magistrates and courts of the Districts, arranging provisioning for various soup kitchens, and organizing support for the Wellness Houses and Great Sanitarium.

Tower of Vapors (Wingshadow-Docks)

The Steamwalker's tower is perhaps, aptly, the most redesigned and retrofitted structure in the City. Originally thought to be the nexus of Aphora's failed ascension, like many structures of the founding era it was relocated to its current location after the Church of Parity demanded the Seraphs be constructed. The tower was for a time a research facility for the most carefully guarded experiments of the Steamwalkers but in time these were moved to the Vaults area of the Colleges District, some say under pressure of the Parity Council.

Tower of Stone (Wingshadow-Pacts)

Site of the Original Vacuole Node mine, the Tower of Thunder was for the early days of the City, primarily a provisioning station and means to supply truestone to the City. As the quarries of the Vacuole grew larger and the efforts to draw forth building materials increased, the Parity moved primary supply to the developing Irons District and now reserves the Tower Mine for the creation of Anchor statuettes. Most of the truestone for the Great Seraphs came from within it.

Tower of Ages (Wingshadow-Pacts)

Founded by Ceradon in the earliest days of Hyraeatan's first expansion, the House of Heights has always built for endurance, strength, and grandeur. The Tower of Ages is no exception, several of the Parity already had dedicated Churches and established Temples in the City before the Construction of the Tower, and they lent their hands to its creation. The Tower is thought to be one of the greatest artistic works in the multiverse despite a casual exterior that at a distance looks more blockish and rugged than graceful increasing in complexity and beauty as one draws near enough to inspect it.

Tower of Ice (Wingshadow-Archives)

Duxandus's followers run one of the most quiet and unassuming Towers in the Ring. The Icegrave long since redirected the traffic of the dead to the Docks District and has made the primary purpose of the Tower of Ice one of scheduling and arranging funerary and necro-inquiry requests. Beyond this the Tower primarily serves as storage and workshops for rare and costly forms of undead apotheosis and other rare necromancy.

Tower of Blades (Wingshadow-Archives)

The Blackblades tower is perhaps one of the newest towers in terms of occupation, while its structure might house some of the oldest construction in the City. Rumors persist that this was the site of the original Druid of Ash's stone circle, a structure said to hold back the churn of the Occlusion when

the City was still a small island of calm at the devouring dark's center. Why this is the case when the Ashborn should rightfully should claim such a site is an issue neither Parity is willing to discuss.

Tower of Ash (Wingshadow-Colleges)

The Ashborn's current tower is in fact not their original tower. During the Wonder Wars an entire Parity was erased from existence in the blink of an eye. So complete was the Parities destruction, the records of the City only indicate that it was a Dark parity and that it was deemed a danger to the City. The Ashborn responded to the vacuum of the Lost Parities destruction by dividing into two separate halves for a short period of time given the Law of Parity. Eventually the Blackblades rose during this period and the Ashborn granted them their original tower, now the Tower of Swords.

Tower of Changes (Wingshadow-Colleges)

The Chrysalis Covenant does maintain a small, well-organized office on the main level of the Tower of Changes to serve as its official "headquarters" and satisfy the mandates of the original Church of Parity. However, the majority of the space of the Tower of Changes is reserved for the metamorphic chambers and safe rooms that require the Radia's potentiation to be at its most stable. This purposing of the tower means that over all traffic is relatively light to the tower as that most of the Parity's day to day business runs from the Great Hospice in the Forts area of the Orchard District. Occasionally, spectacles of unique Emergence occur within that are visible as far as the Midstreets.

Tower of Coin (Wingshadow-Irons)

The Temple of Coins has gamed the Parity Council's orders to create what effectively serves as a master record-keeping center. Copies of any official transaction within the last century or active account are located in the Tower being moved to an out-of-City archive. Other than the records and bureaucratic offices, the Tower of Coins boasts the somewhat infamous Dark Rooms where is it is said business can be conducted with the tightest security and highest discretion in the Multiverse. While most of the Parity's formal business is conducted somewhere within the Tower, members are encouraged to conduct their own exchanges in the Pacts District.

Tower of Vision (Wingshadow-Irons)

The Foreseen were relative late-comers to the City, but arrived just in time for the Resolution's proclamation by the Church of Parity for the Seraphs and the construction of the Towers. It is the only Headquarters they have ever had in the City and early leadership claimed that they had never existed before their mutual arrival in Hyraeatan, rather they all knew to arrive at the appointed place and time to present a unified front to the nascent Parity Council. Other than their administrative offices, the Tower houses the Chamber of Eyes where each Triad confers about their visions and how best to guide the City into the River of Ages.

Tower of Pages (Wingshadow-Orchard):

The Bookbinders' Tower is perhaps one of the strangest in all of Hyraeatan. The Tower itself is divided into sections of warring factions within the Parity itself. The Tower has been the victim of fires, alchemical explosions, and other "accidental" occurrences (including a walled off section with an active portal to the Abyss). A small office of pacifists and peacemakers attended by a Warden patrol or three sits at the bottom manning a small bureaucratic corp while the Xenthis extremists control the majority of the tower. Secret passages and servant corridors contain a second section of the structure within that is dedicated to the Antolethes adherents and their mapping of the Archives.

Tower of Dream (Wingshadow-Orchard)

The Descendants of Dream are happy to reside near the breathtaking vistas of the Orchard district, its luminous fey woods and the Shield's majestic beauty have inspired enough poets and painters to fill the Archives. Committees plan street festivals and high holy days from dozens of other worlds and theatres vet the newborn dramas of the City. Yet its numerous chambers hold pragmatic outfitting stations as often as studios or artspaces. Cartographers, enchanters, and more constantly surge with the activity of preparing expeditions into the fullness of reality to understand the truth of creation itself. Few Aethernauts have not paid numerous visits to the tower and those that have make it a priority to return.

"Despite the Grand Consumption, never forget it was the Fade that designed this City, its streets, and laid its symmetries."

—Epris Ulgon,
Unar Warden

Seraph's Ring

CN metropolis
Church of the Faith Devoured and Wardens of the Lattice
Corruption 2, **Crime** 1, **Economy** +4, **Law** +5, **Lore** +3, **Society** +5
Qualities ambient power, divine locus, holy site, magically attuned, mythic sanctum, strategic location, tourist attraction
Danger -10; **Disadvantages** heavy patrols
Government council

Marketplace

Base Value 8,000 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 9th
Minor Items nearly any; **Medium Items** 3d4; **Major Items** 2d4

New Disadvantages

Heavy Patrols: The district is the center of power of the Wardens and is patrolled heavily every day. Regular disruptions to merchant and social activities make the area far less appealing than it would otherwise be. *(Crime -3, Economy –3, Law +3, Society –3; Danger -20; reduce base value by one category)*

New Qualities

Ambient Power: This location culminates a high level ambient magic that is universally useful and potent. *(Decrease base magic item costs and time requirements by 5%; spellcasters cast at +1 to effective caster level and psionic characters manifest at +1 to effective manifester level)*
Divine Locus: The Eternals of Hyraeatan gather in this District in great numbers and abide by codes of conduct for the interactions of mortal world. *(Increase base value and purchase limit by 20% when dealing with magic items of a divine source origin)*

"Answering prayers, peddling miracles, and building temples... but the Eternals promise they aren't Gods. Believe it? I have a lovely bridge in Irons for you..."

—Yix-Nix, ratfolk informant

Nearly nothing remains of the Fade settlement of Hyraeatan as the Circle of Six found it so many centuries ago. Despite this, the lingering spiritual laws of the fetchling settlement define the inner city from the Temple of the Faith Devoured to the monolithic Seraphs themselves. Around this framework bloom the holy houses of the Eternals, the bureaucratic and logistic hubs of the City, and the headquarters of the Wardens of the Lattice.

District Summary

The Seraph's Ring is defined by the namesake Seven Seraphs: the Seraph of Radiant Hunger, the Seraph of Chained Flame, the Seraph of Eternal Lightning, the Seraph of Ebon Ice, the Seraph of the Burning Tree, the Seraph of the Coin Veil, and the Seraph of Plumes. The Seraphs are each flanked by Towers that are the headquarters of each of the fourteen recognized Parities. The Church of Parity put forth the layout to restrict each Parity's access to its own District of influence. The stated reason was to force each group to consider the whole of the City rather than their own interests. Yet somehow the Sanguine Sovereignty, Lightbringers, and House of Heights seem to have received exemptions to this requisite.

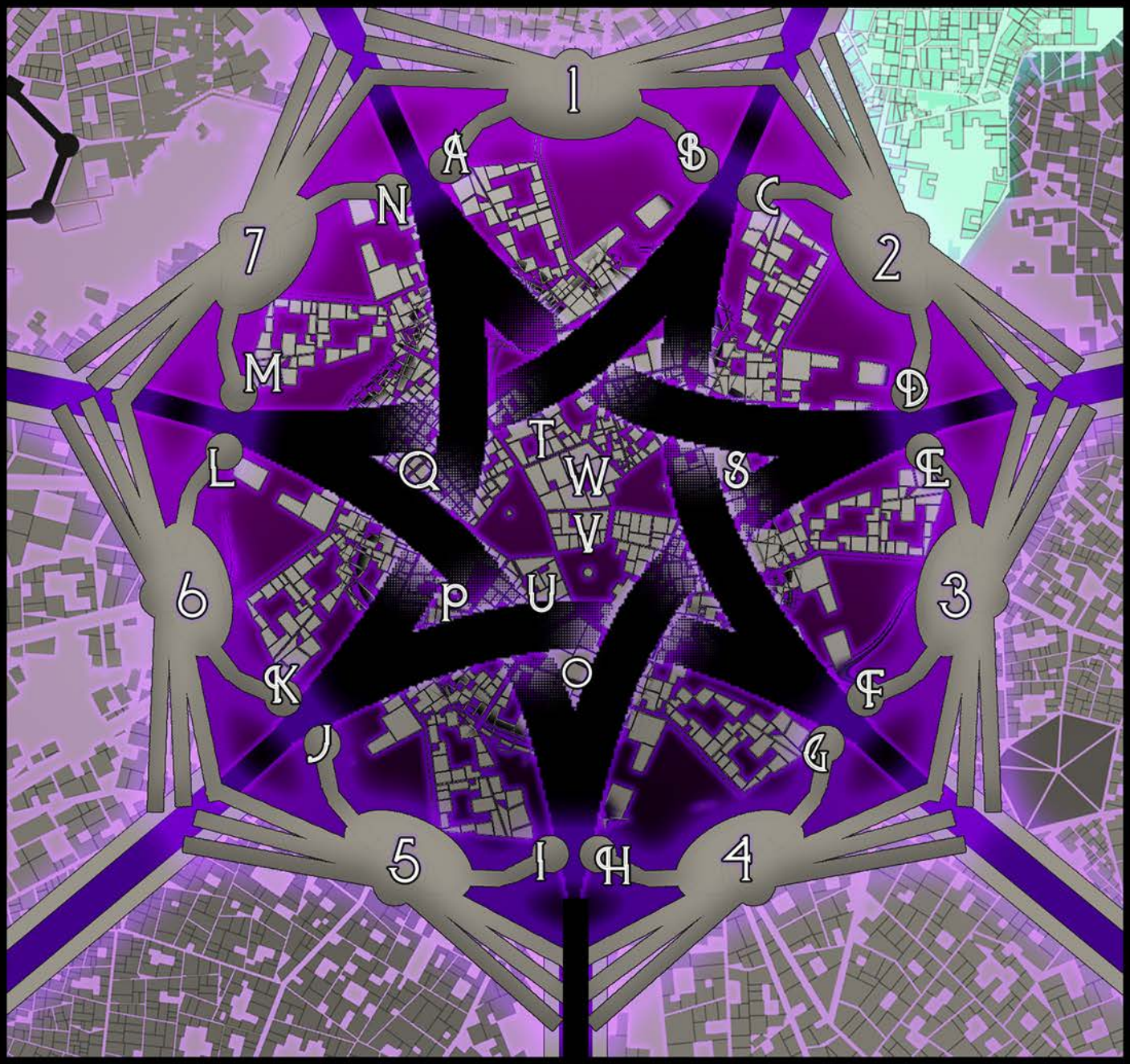
The Seraphs themselves were constructed out of truestone from elsewhere outside the Shadow Plane and under the direction of the Fade Priests. As the Resolution began the original designs of the Seraphs were said to become mutable and that each seemed to reflect the Parities of the Towers it held. While this matter may be debatable (the Eternals refuse to clarify) the records of the Wonder Wars do include a period of drastically shifting features on the Seraphs. As did the Seraph of Radiant Hunger when the Lightbringers left the City. Each of these mighty monoliths stands watch over the primary entryways of one of the Seven outer Districts of the City and shapes the energy of the Radia to stabilize the City and repel the Occlusion. The areas of this area of inner city are Wingshadow, the Blackwreath, and the Temples.

Temples

The Heart of the City, this neighborhood houses the most significant and powerful structures dedicated to the oldest entities of the City, the Eternals and those who serve them. An effort has been made to allow for the faiths of the Divinities to also be represented though this seems to be successful to varied measures.

Wreath

If Temples is the spiritual heart of the City, the Wreath, short for the Blackwreath, serves as the heart of its bureaucratic and diplomatic powers. The Wreath is the



The Great Seraphs of Hyraeatan

1. The Seraph of Radiant Hunger
2. The Seraph of Chained Flame
3. The Seraph of Eternal Thunder
4. The Seraph of Ebon Ice
5. The Seraph of the Burning Tree
6. The Seraph of the Coined Veil
7. The Seraph of the Planes

Wingshadow Locations

A. Tower of Blood
B. Tower of Jewels
C. Tower of Oaths
D. Tower of Vapors
E. Tower of Stone
F. Tower of Ages
G. Tower of Ice
H. Tower of Blades
I. Tower of Ash
J. Tower of Changes
K. Tower of Coin
L. Tower of Vision
M. Tower of Pages
N. Tower of Dreams

Blackwreath Locations

O. The Grand Orrery
P. The Hall of Thorns
Q. Registry of Freeschools
R. Warden Barracks
S. Unar Command

Temple Locations

T. The Agora
U. The Bank of Prayer
V. The Temple of Parity
W. The Temple of the Faith Devoured

The Seraph's Ring

The Interdictions of the Eternals

Shortly after Ceradon and his followers began to find the secrets of immortality, the House of Heights issued forth a series of laws that were set before the Church of Parity and the Council. These laws codified that only at the willing request of a mortal were the Eternals of the City allowed to intervene in that mortal's life while they remained in Hyraeatan. Similarly Eternals were forbidden to use powers or engage in conflicts that put the population of Hyraeatan at risk unless they have the Blessing of the Council or in defense of their own property.

These interdictions stand outside the normal legal system of the City and instead are headed up and enforced by the House of Heights and Blackblades. These Parities are called upon to join and destroy renegade Eternals before their actions further jeopardize the City. The list of strictures within the Codex of Eternity is exhaustive but generally speaking precludes the harming of a mortal being by an immortal creature without provocation inside the City. The definition of harm is fairly liberal in this regard and as such most Eternals avoid interactions with creatures of lower than Eternal status other than their own worshipers and followers.

Visitors to the City are often surprised by the presence of the Eternals and then again by their relative aloofness. Most natives are used to the duality of divine presence and indifference to mortal struggles. A large number of the Eternals use their abilities to remain undetected or seem innocuous enough to go about their business without remark. Those that interfere and risk censure do so discreetly in the Midstreets and Farring neighborhoods, or in the safety of their own temples.

crossroads of each of the Latticeways woven into a great ring-road around the center of the City. Strong-willed travelers can make use of its braided configuration to hastily move about its circumference within the City.

Wingshadow

Wingshadow (or Towers as the neighborhood is often called) is the outer rim of the inner-city, connected unsurprisingly by the Seraphs themselves. While generally made of massive blocks of Inner Worlds stone, the Seraphs were constructed at a scale much larger than the amount of stone suggested by the Church of Parity.

Governance & Law Enforcement

While the Wardens presence is high in the Ring, the majority of its patrols are utilizing the Blackwreath to transition between the Latticeways, visit the Districts proper, or are preparing to leave the City itself. This leaves the Temples neighborhood somewhat shorter handed for direct Warden interventions. Within the Temples neighborhood, the various faiths of the Eternals and some Pantheist temples of the Divinities maintain their own standing guard forces, which are expected to come to the defense of rare threats to the most sacred heart of the City. The Temples area also holds a secondary Codex of Law that extends to the Eternals and regards their interactions with mortals.

In the Blackwreath itself, most of the civic buildings have stationed Warden circles in them, though rarely more than one or two circles per building. The assumption of proximity for major threats and the motion of the patrols through the area is considered adequate outside of emergencies or armed conflict like the Lightbringer's Incursion. In times of dire threat, the full force of the Wardens can be brought to bear. In addition, the Ashborn's armies can respond quickly as well but they will only abandon their assigned Walls if the City beyond is compromised.

The Wingshadow neighborhoods are considered primarily under the guard of the nearest Parity Towers, most of which staff elite guards for response to potential threats and Eternals who lived through the Wonder Wars, Runeweb assaults, and the Incursion. Nearby Ashborn legions cross the Walls around the Seraphs themselves and provide a solid deterrent to threats (internal or otherwise) to the Ring. Several Warden watchtowers are situated through the Seraph Gates into the Districts and during extreme situations these forces can be mobilized to help should the Tower Guards and Ashborn fail.

History & Current Events

The oldest of all of Hyraeatan's Districts, the Seraph's Ring is not truly one of them. Fade myth says that they found the Lattice and followed it to the Radia. The perimeter of the old settlement that was first built there by fetchlings seeking to flee their dark masters and seek Balance, the true age of the Ring and its elder structures is unknown. Beneath the magical storm gathered a strange quiet of magical potential and safety from the Occlusion. The Fade declared it a holy place and took shelter there. They clearly lived there under the Radia for some time before the Groves that would become the Orchard began to bloom.

Sometime thereafter the Fade called out to the fey and their druid allies to take stewardship over the strange woods. After the arrival of the newcomers, the Fade noted the changes in Balance and the reactions of the Occlusion. They sought ways to balance the tides of change and met the planar travelers called the Circle of Six. They invited these mages and adventurers to settle near the planar phenomena they wished to study. Priests went into the Temple of Parity each passing day and came forth making strange requests and organizational changes to the City, as well as inviting other select groups to live their across the multiverse.

In time the Balance grew ponderous and needed more powerful supernatural aid in maintaining balance. The holymen of the Fade called for the Resolution, an act codifying fourteen organizations that would structure and maintain the magical symmetries that kept the Occlusion in check. A period of rapid reorganization and combination followed and the modern Parities emerged from the edict. As part of the Resolutions scope, each District was given to the stewardship of two of the organizations in an effort to prevent any one Parity from gaining dominance.

A cross-Parity force was created protect the City and its only entryway from the Shadow Plane, the Lattice and its corridors through the Occlusion. After the Runeweb attack they formally became the Wardens of the Lattice. This organization also grew to be a representative and diplomatic purpose entrusted with the Anchors and their placement in the multiverse. To mirror the wings of the Seraphs an ideal Warden patrol of six members, three favoring the Radia or Light, and three favoring the Occlusion or Dark was instituted. While the strict balancing has fallen out of vogue outside of Anchor placement, the tradition is still generally preferred. As the Seraphs rose so too did the Great Walls, enclosing each Latticeway and the circling the inner city of the Seraph's Ring.

The Eternals soon were welcomed into the Ring as the Fade recognized the ascendant beings as part of the sacred nature of the City. They rose up their own temples alongside the Temple of Parity and the heart of the Radia's calm became as a City of Gods.

Seraph's Ring Locations

The Agora (Temples): A vast open air temple to the collected Divinities of Olympus, the Agora is among the greatest expressions of Outer World influence in the City. The servitors of the Gods of that pantheon are allowed to mingle freely with the Eternals in ways that suggest a long-standing familiarity only surpassed by the Blood of Aesir, Ogdoad, and the Myali Divinities.

The Bank of Prayer (Temples): The Temple of Coins principle house of worship prevents the Church of the Faith Devoured from encircling the Fade's first temple. While home to numerous priests of gods and powers of commerce, acquisition and coin, the facility generally serves as a transaction point for the most secure business conducted by the Parity. The guards on the temple are only rivaled by the golem armies surrounding their Tradetemples in the Pacts District.

The Grand Orrery (Blackwreath): The Foreseen's Grand Orrery is considered by many to be the most powerful divinatory and clairsentience aid crafted by mortal hands. Drawing energy from the Radia itself the edifice is rumored to grant such overwhelming expanded consciousness to those who enter its central chamber that sorting through the experience of even a moment within it can take a psychic the remainder of their lives. Rumors swirl around the building including that its heightened perceptions become strong—strong enough for the observer to bias the viewed timelines and that there is a chamber where one may discretely end their own life after peering into the tides of tomorrow and else-when.

The Hall of Thorns (Blackwreath): Technically called Council Hall, the "Hall of Thorns" earned its name as the Blackwreath's most vexing locale. The Parity Council meets here to discuss general city legalities, direct the Wardens, and to mediate civic disputes between the Parities themselves. Their findings and conclusions are often baroque affairs bearing concessions and compromises that can cause plaintiffs to question the value of their settlements. The massive structure features failed attempts to shape the lattice into new roadways that instead made the nearly indestructible spiny looking arches of ebon that support the Hall. Some claim these black "thorns" are the source of the Halls name but most people know better.

The House of Ceradon (Temples): The first Eternal of the House of Heights has another of the great temples in the Holies. Most often wide-eyed acolytes struggling to accept the nature of their masters are seen stumbling around the area and contemplating the truths of reality after arriving in a City beyond their worlds. Ceradon's clergy are among the most powerful divine casters of the Temples but even Aphos is seen more frequently than the First Eternal.

Registry of the Freeschools (Blackwreath): As a collaborative effort between the Descendants of Dream and the Steamwalkers, the Freeschools and the greater educational institutions of the Colleges District. Stationed right outside the Gateway to the Seraph of the Burning Tree the Registry holds the office of the Minister of Education and his staff. The squat building has more records of the passing generations of citizens than either the Bookbinders or Icegrave but only for those who have benefited from the City's impressive education system.

The Temple of Parity (Temples): It is unclear whether or not the ancient Fade temple in the heart of the City is in use any longer. The Sanguine Sovereignty and Church of the Faith Devoured maintain a guard around the structure but no one has been reported entering or exiting the building in decades. Given the expansion of the Temple of Blood through much of the rest of Hyraeatan's central ruins, the demolition of the structure was nearly a given after the Grand Consumption. Some say that a purloined insight into the future allowed Aphos to seize the Temple of Parity in advance of the loss of the original House of Hunger to the Breachway fractures of the Crowns. Historical records from both the New Reign temporal fissure and the Lightbearer fissure counter this claim.

The Temple of the Faith Devoured (Temples): The primary temple of the Faith Devoured has only in recent times come to eclipse its lost sister in the Crowns District (see the **House of Hunger** in the Crowns Section). Looming over the Temple of Parity like a gaping maw, the edifice is a constant reminder of the Grand Consumption. The facility has slowly incorporated the other temple's out-structures into its own central buildings.

Unar Command (Blackwreath): This structure is the primary organizational hub of the Wardens of the Lattice. The Unar Circle is formed of the six highest ranking Wardens who have served in no less than one circle at every level of Warden duty. Appointed by the Parity Council for indefinite terms, the Hexagonal structure only alters when a new Unar Warden is selected to replace one who retires or has fallen. Five of the current Circle were appointed in the wake of the Lightbringer incursion and the deaths of the majority of the Warden high leadership during the conflict.

Warden Barracks (Wingshadow): In the divide between the Parity Towers and their support structures there are a several large buildings housing the daily living quarters of the Wardens of the Lattice. Each complex lies between each District and stands flanking the inroad lanes of the Lattice. Each Barracks and campus is named after the corresponding Latticeway road (Pageway Campus, Coinsway Campus, etceteras).

Personae of the Ring

Alshoma the Drinker (House of Heights male LN vampire human wizard 14): This ancient vampire was invited to the City by emissaries of the Sanguine Sovereignty centuries ago. The creature was so stunned by the refusal of the Radia's light to burn his flesh that he was said to wander the Seraph's Ring for weeks. The wizards efforts to blend magic with his vampiric abilities are said to have made his feeding one of the most pleasurable experiences known in Hyraeatan. He has gathered a devoted throng of willing chattel that have begun to worship him and driven him to the attention of the House of Heights.

Dantim Goldgoss (Steamwalkers CG male gnome aethernaut† 14): Dantim's family has held a long-time rivalry with the gnomish PonPon clan. Hoping to reinvest the energies of the petty squabbles of the families, Dantim convinced his aging relatives that the elitist schools of the Academies were detrimental to the future of the City and that they should fund a champion the Freeschool initiative providing basic education to all children of the City. His efforts have earned him the title of Minister of Education and he now spends his days managing the effort to support a rapidly expanding yet underfunded effort to run the schools while Academies often recruit his students for their own.

Epris Ulgon (Hands of Onus LN female half-elf nexus 18): Epris is the most senior of the Unar Circle of the Wardens, making her in effect the most powerful woman in the City. She does not see it that way. While she can exert nearly any amount of pressure needed to gain the support of the Parity Council and resources as needed, she finds even among her own Parity memories are long and favors do not go unaccounted. She is often at odds with the Ashborn over the differences between the Warden's duties as peacekeepers and the Ashborn's standing armies.

Iphantus of the Many (Descendants of Dream CG male human bard 5/cleric 4/hand of eternity† 9): This colorfully dressed celebrant is often accused of being lost when seen wandering the streets of Temples. Others are confused by realizing what they take for motley is in fact small fabric representation of every Eternal and Divinity worshiped in the Seraph's Ring and dozens that are not. People struggle to place Iphantus as that he appears to sincerely worship ALL of these divine powers and in turn is imbued with powers and miracles seeming to back his claim. Some say he's just a gifted charlatan or priest of a god of deception, while others claim he is involved in a strange and lengthy performance piece or satire. No one seems to know for certain.

Oxiar the Wreathed (Foreseen N male half-elf psion [seer] 12/overmind 3): Oxiar is always found walking barefoot on the interlaced roads of the Blackwreath, often making elaborate courses and abrupt shifts of lane and direction. Peers have commented his circuits and journeys act as a focusing ritual for his precognitive and clairvoyant abilities. Utilizing his telepathy, he contacts the Tower of Vision when he feels

his insights are of merit and calls for a scribe, telepath, or another member who can take the information down. Similarly, Parity servitors are often seen baring cognizance crystals and other vessels of psionic energy to keep his abilities of repletion fueled.

The Seer of Worlds (Unaffiliated N female human commoner 12): Perched on a box underneath a marble plinth near the center of Temples sits a woman who calls herself the seer of worlds. She is lively and vivacious, a transplant from the Material Plane, and she is happy to tell passers-by that she knows nothing of this strange City or its many and varied travelers. She is, she admits, a rube—entirely clueless. Yet those who sit and share some coin with her, or better yet food and a story from their homeworld, discover that she is something altogether more than she claims. For when she touches something from their homes, she can *see* the place, and tell the traveler of what transpires there. She has even been seen to open a doorway through which that world can be seen through, whether it leads to the place pictured or someplace altogether different is open to conjecture.

Semiurse the Wishmaker (Temple of Coin LE female human conjurer 12/genie binder 8): This powerful conjurer is well-esteemed of the Parity council as that her bound genies have been instrumental in solving a large number of the Cities most complicated problems. Her services come at astronomical prices and the Temple of Coin considers her to be among the topmost of its earners.

Sunshira of the Veils (Foreseen CN female samsaran psychic 10): The pale countenance of Sunshira is not always welcome. Called "the Meddler," the samsaran takes efforts to make sure strangers she feels are destined to meet do so. The self-proclaimed "Matchmaker of Fate" does her best to make certain that her arranged meetings have a lasting bond formed between the persons in question. Some have even accused her of engineering dangerous incidents or staging attacks under cover of Radia storms but as of yet she has continued her efforts unhindered.

Yix-Nix (Temple of Coin CN male ratfolk rogue 11): An information broker, fence, and messenger known throughout the Blackwreath, Yix-Nix claims to be the most knowledgeable ears in the City. He is also notoriously willing to sell the secrets he encounters which in turn has led some of the Parities to make use of him to spread misinformation or casual secrets to implement plans. Yix-Nix is aware of the layered games and in fact enjoys the intrigues immensely. He often picks individuals to display loyalty to, seemingly at random, who become his favored customers and who secrets he seems to keep.

Rumors of the Ring

The heart of the city teems with the intrigues of the Parities and the locations throughout Creation that interest them. Yix-Nix and other information brokers of the Ring ("the Ring") might drop the following morsels for right price:

The Tower of Blades: Whispers abound about the origins of the Blackblades. It is well-known that they replaced a Dark Parity early in the founding era of Hyraeatan. Both the Parity's Tower and the Seraph of Ebon Ice itself were changed when this replacement occurred. All references to the elder parity of the Dark have been struck from the records of the City and only the barest hints of its skull-based symbol exist in the oldest Bookbinder libraries. The only true history that may still exist is said to be in an ossuary deep within the lower levels of the Tower of Blades.

Lightshadow Command: Some City histories claim that the Warden command structure was originally housed in two distinct buildings. One dedicated to the Light Parities and one to the Dark. According to these texts the Wardens of Light command was destroyed in the Lightbringer's exodus from the City. Agents of the fleeing Parity unleashed a corrosive miasma that dissolved the structure to its foundation. Reports are being made of strange activity near the supposed location. At current the Unar Command denies these rumors while recruiting outside eyes to inspect the possibility.

Relshide's Journal: A journal seems to manifest regularly in the Septar Warden barracks often appearing in one of the assigned footlockers of a new recruit. It details the life of a Warden recruit from Issovohl that sought Hyraeatan to escape the dracoarchy of her homeworld. The journal's pages seem to shift, stories or entries appearing to alter over the passage of time. The contents of the book appear to stabilize somewhat when a reader begins to explore its contents. Some speculate the journal is a temporal artifact of the Schism in the Crown's district. Others say it is all that remains of a girl lost to the Protean invasion of her home.

The Zenith Blades: In the Temples, many of the seers of Divinities allowed in the City have begun to have visions of great swords of power. These blades are supposedly remnants of Zenith powers' divine states against the possibility of becoming divergent or being destroy by the Medikkari or other deicidal predators. More than one has sought an audience with the Salvis Zorbenson of the Foreseen in regards to his own blade Elshien but the Parity has refused.

Table 2–4: Hand of the Eternal Class Features

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known				
						1st	2nd	3rd	4th	5th
1st	+0	+1	+1	+1	eternal power, magic of eternity	+3	—	—	—	—
2nd	+1	+1	+1	+1	aligned spellcasting, metamagic feat	+2	+2	—	—	—
3rd	+2	+2	+2	+2	aligned spellcasting, eternal power	—	+2	+2	—	—
4th	+3	+2	+2	+2	expanded patronage, expanded reach	—	—	+2	+2	—
5th	+3	+3	+3	+3	aligned spellcasting, eternal power	—	—	—	+2	+2
6th	+4	+3	+3	+3	aligned spellcasting, metamagic feat	+3	—	—	—	—
7th	+5	+4	+4	+4	eternal power, expanded patronage	+2	+2	—	—	—
8th	+6	+4	+4	+4	aligned spellcasting, metamagic feat	—	+2	+2	—	—
9th	+6	+5	+5	+5	aligned spellcasting, eternal power	—	—	+2	+2	—
10th	+7	+5	+5	+5	eternal power (2), vessel of eternity	—	—	—	+2	+2

New Game Mechanics

The following section details a new prestige class for characters and creatures from the Seraph's Ring.

Prestige Class: Hand of Eternity

Some mortals make deals with the Eternals of the City to increase their personal abilities. The Eternals, not requiring faith from their followers, may choose to grant such abilities to those who do not otherwise serve them. Many of these individuals serve as intermediaries or living pacts between Eternals. Spontaneous casters at the end of or frustrated by their potentials and clerics of Eternals with limited capacity to grant spells are most often those who become hands of eternity.

Role: Diverse as the Eternals they represent, the hand of eternity is often a specialist of sorts blending their divine gifts into a singular whole. Some among their numbers form themselves into diverse aids and helpmates to their Eternals and allies while others gain a focused body of gifts allowing them to serve as spies, warriors, or diplomats.

Alignment: While not strictly required to do so, the hand of eternity generally shares an alignment with one of their patron Eternals. Occasionally the Eternal simply imbues an agent regardless of their ethical commonality.

Hit Die: d8

Requirements

To qualify to become a hand of eternity, a character must fulfill all the following criteria.

Skills: Any 2 of Knowledge (arcana, planes, or religion) 5 ranks.

Spellcasting: Must be able to cast 2nd level spells.

Special: Must be affiliated with an Eternal or the House of Heights.

Class Skills

The hand of eternity 's class skills (and the key ability for each skill) are Acrobatics (Dex), Diplomacy (Cha), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the hand of eternity prestige class.

Weapon and Armor Proficiencies: The hand of eternity doesn't gain proficiency with any weapons or armor.

Eternal Power: The hand of eternity gains one choice of a domain power or oracle revelation appropriate to an Eternal they serve. If the domain power of the Eternal is chosen then they must select the 1st level domain power the first time they select that domain. The selection must be from a domain or mystery appropriate to the chosen Eternal or Eternals the hand of eternity serves. At 3rd level and every additional odd level, the hand of eternity may select a new Eternal or continue to be empowered by an existing one. Domain powers selected in the same domain after the 1st level power may be of any level. Oracle revelation may be selected from separate mysteries if all are appropriate to the Eternal. Their effective level for these abilities equals their class level (see Vessel of Eternity). At 10th level they gain two more eternal powers.

Magic of Eternity (Su): The hand of eternity may add their levels in this prestige class to all caster levels they have. This does not grant them increases to spellcasting in any other way.

Spells Known (Ex): The hand of eternity is granted power and knowledge by the Eternal or Eternals they serve. They gain new spells selected in partnership with the GM to represent those that the Eternal had access to. These should be chosen from the Eternal's domains or spells known when possible. These spells are considered divine when cast regardless of the hand of eternity's qualifying class they belonged to before joining this prestige class. If a spell is gained that the hand of eternity cannot yet cast, they become available to the hand as soon as they gain the ability to cast spells of that level from other class progressions or the expanded reach ability.

Aligned Spellcasting (Ex): At all levels other than 1st, 4th, 7th, and 10th the hand of eternity gains spells per day and known as though they had gained a level in whatever class they belonged to before joining this class. If a character had more than one spell casting class, they must choose which to advance at each level of aligned spellcasting.

Metamagic Feat (Ex): The hand of eternity can select one metamagic feat as a bonus feat.

Expanded Reach (Su): At 4th level the hand of eternity gains one spell slot above their current maximum level. They gain one spell from one of their Eternal patrons of that level as per the Spells Known feature above. They do not gain bonus slots for that level until they gain access to that spell level from aligned spellcasting or another class. They may still prepare or cast lower level spells with metamagic feats in this slot as well. Upon gaining the spell level of an expanded reach slot, it moves up in level to the next spell level available at one level higher. For example a 5th level sorcerer/9th level of hand of eternity gaining a 6th level of sorcerer would gain a new 7th level spell slot and one 7th level spell known from their patron Eternal.

Expanded Patronage (Su): At 4th and 8th level, the hand of eternity may select an additional patron from among the eternals to gain bonus spells known from. They may also instead select a class list that a current patron is served by (inquisitor, paladin, etc.) to add spells known from instead of a new patron.

Vessel of Eternity (Su): The hand of eternity may now count their entire character level for their domain powers and revelations. Oracle revelations gained at this level can be selected from any level equal to the character's total level.

Parities of Hyraeatan

The fourteen Parities of Hyraeatan are organizations possessing deep theoretical understandings of the nature of reality, their own relationship to those forces, and what potential the City has to shape the greater tapestry of existence. Tight balances exist between the groups to ensure no one group can ever outweigh the powers of another while allowing each a measure of access to the special powers afforded by the Radia and Occlusion. While this balanced state is never quite perfect, it does generally hold well enough for the well-being of the City.

"We number both Symmetry and Infinity... we are charged to Balance all things."

—Aphos to the Parity Council after the Grand Consumption

The Resolution of Parity was required by the ancient Fade of the City to stabilize the shifting energies of the Radia and Occlusion. Growing population had caused the volatile and morphic energies to enter a state of destructive expression which culminated in the *shadowtide* that created the Bay of Shadow. After calming the energies with the collective will of the followers of Duxandus and Aphos, the Fade threatened the magical orders that would become the Parities with two choices: Separate into balanced pairs or leave.

It is unclear if this mandate required two paired philosophies to become a single Parity, as some historians posit, or if each was required to pair against an initial rival. Perhaps both. Each Parity also received a ceremonial designation as to whether it favored the energies of the Occlusion which were called Dark Parities or Radia which were named Light. They were required to select a representative to the Council of Shadow or more commonly called Parity Council. Detailed below are the Parities as they currently stand. Some have changed as time passed over the ages (such as the Eternal Dawning replacing the exiled Lightbringers) but for the most part the Parities have endured since the Resolution.

Despite the Church of Parity's destruction during the Great Consumption, Aphos' followers do not take the Law of Parity any less seriously and regularly visit leaders to affirm the health of the fourteen principle organizations.

Each organization is detailed on the following pages with their current leadership structure, important NPCs, and game mechanics to help players wishing to join one of them. If you are using the reputation, prestige points (PP), and fame rules from *Pathfinder Roleplaying Game*: *Ultimate Intrigue* and the *Pathfinder Roleplaying Game*'s campaign setting intrigue book, there are suggested rewards and rank advancements listed for each Parity.

Parity rank generally follows a pattern of member (Rank 1), officer (Rank 2), commander (Rank 3), and advisor (Rank 4) though each has their own titles as described below. Current leaders are identified for each of the Parities below, but the means of each Parity's selection process vary over time.

The fourteen Parities are:

- **The Ashborn**: The caretakers of the great Orchards, the Ashborn also staff the city walls providing an aggressive first line of defense—praising the need to Destroy to clear the way for new Creation.
- **The Blackblades**: The guards of the Prisons, this Parity takes pleasure in Endings. It is little wonder that so many "reform" under their care joining their ranks rather than facing their "justice."
- **The Bookbinders**: The keepers of the Archives and curators of many private collections are precisely that, keepers. They often value books above their own lives and almost certainly above those of others.
- **The Chrysalis Covenant**: The advocates of healing and personal transformation—enlightenment, shapechanging, or more lasting evolutions. They also manage the Grand Hospice.
- **The Descendants of Dream**: Artists and philosophers debating the nature of reality. They sponsor public Debate Kivas, Theatres and Art Collectives.
- **The Eternal Dawning**: A crusade from the Prime Worlds finding a new home, the Dawning strives to bring light to darkness•.
- **The Foreseen**: A psionic and psychic collective that focuses on precognitive insight. They are often accused of manipulative and self-fulfilling prophecy.
- **The Hands of Onus**: The Hands or Obliged, as they are often called, believe that burden is sacred. They serve as civic authorities and magistrates for the City as well as maintaining the Wellness Houses of the City.
- **The House of Heights**: These gods in the making often act the part even founding churches and in some cases, granting spells to worshipers.
- **The Icegrave Enclave**: Morticians of the metropolis, the ferrymen of the Parity boat the dead from the Docks to the iceberg island of the Icetomb.
- **The Steamwalkers**: This Parity focuses on the need to innovate. The way to the future is paved with experimentation, collaborative conflict, and risk.
- **The Sanguine Sovereignty**: This vampiric Parity espouses the power of generational entitlement and hungers of all kinds.
- **The Temple of Coin**: This Parity's brokers value forbidden secrets, indulge in usury and simony, and have accrued a fortune described as virtually limitless.
- **The Thunderchildren**: Thunderchildren study strength and weakness, seeking to master the perfect Strike–a balance of force and discipline measured to the task of the destruction–sublime efficiency.

The Ashborn (Light)

NG preeminent organization
Leaders the Orchard Ring (Kennala of the Stone, Mergri of the Flame, Sewinyl of the Ash)
Values defending life, protecting the Radia's Grove
Nicknames: "Ashers," "Burners," "Coalseeds," "Sootswords"
Public Goals to staff and defend Hyraeatan's walls, to cultivate the foodstuffs of the Orchard and feed the City, to maintain the boundaries of the Glarewood, to cleanse Hyraeatan from dangerous corruptions, to protect Life itself
Private Goals to preserve Hyraeatan against an ultimate loss of Balance; to destroy the City itself should a power take hold that will threaten Life; to drive back the Occlusion and make way for Hyraeatan to grow
Allies among fellow Parities, the Chrysalis Covenant shares watch over the Orchard, the Thunderchildren and the Eternal Dawning; outside the Parities, the Shadow Fey of House Underleaves and House Windwhisper, and various factions of the Bright Lands
Enemies within the Parities historical enmity with the Sanguine Sovereignty, Bookbinders, and Icegrave Enclave. Entropic Eternals have soured them on the House of Heights; outside of the Parities, the vampires of Cricozarn are considered dangerous enemies
Membership Requirements trained in Knowledge (nature), Profession (farmer), or Survival
Influence Limitations Each time the adventurers wish to reach a new rank, they must cleanse a corruption or protect a powerful force of Life or Renewal significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Cleansing Corruption (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Ashborn by cleansing a corruption from the multiverse. Defeating a creature or force that unnaturally spawns, is contagious, and/or is inimical to Life itself that required overcoming a hazard or guardian with a CR higher than your level satisfies this special task.
Defend Life (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Ashborn by defending a force of Life or Renewal that required overcoming a hazard or guardian with a CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Earthspark"—Rank 1 (5 Fame)*: You can access the Ashborn's networks of naturalists, soldiers, and spiritualists. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you pay half as much as normal for NPC services involving guides and healers. NPC spellcasting is reduced 10% for abjuration or conjuration (healing) spells.
- *"Stoneburner"—Rank 2 (20 Fame)*: You burn with the light of Life itself, and can draw the Radia into your own being. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain 1 point of essence.
- *"Emberseed"—Rank 3 (35 Fame)*: You are entrusted with the cleansing and renewing fires of the Ashborn. You can cast *flame strike* and *reincarnate* as spell-like abilities once per day at your character level.
- *"Ashcrown"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Ashborn. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (nature, local, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: abundance I*, skill specialization (Knowledge [nature], Knowledge [planes], Profession [any])
- *Rank 2 (20, 5 PP)*: abundance II*, borrow resources (1,000 gp), command team (1 1st-level druid or radiant), put in a good word, retrain (locate trainer), renewing fire*
- *Rank 3 (35 Fame, 2 PP)*: cleansing fire*

- *Rank 3 (35 Fame, 5 PP)*: abundance III*, borrow resources (5,000 gp), command team (1 4th-level radiant, 1d4 3rd-level druids, or 3d4 1st-level rangers), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level druids or radiants; or 5d4 3rd-level rangers or fighters [reborn]), lifeseed*

New Benefits

- *Abundance (10, 20, or 35 Fame; 2 PP or 5 PP)*: The Orchard's trees learn to hear you through shadows and return the care the Ashborn give them growing through shadow to sustain. At Rank 1 (5 Fame), You may use *goodberry* as a spell-like ability once per day. At Rank 2 (Fame 20), you may increase this power to also use *create food and water* as a spell-like ability once per day. At Rank 3 (Fame 35), you may increase this power to also use *heroes' feast* as a spell-like ability once per day. You must have each prior level of abundance to take the next.
- *Cleansing Fire* (35 Fame, 2 PP): You add *flame strike* to your class spell list as a 4th-level spell and add it to your spells known. You must be able to cast 4th-level spells to gain this benefit.
- *Lifeseed (50 Fame, 25PP)*: The members of the Ashborn cultivate a special radiant-druidic item called a lifeseed. You are attuned to this item, and *reincarnate* as per the spell if you are slain while the seed is planted in fertile earth. If the seed is maintained in the soil of the Orchard district they may roll twice on the reincarnation table and take the preferred result. You also may invest essence in the lifeseed no matter where it is, for each point invested in the lifeseed you gain another re-roll on the reincarnation table.
- *Renewing Fire (20 Fame, 5 PP)*: Once a day, when you deal flame and/or divine damage with any effect, you may select a number of creatures targeted by the attack or effect equal to or less than your Wisdom modifier. These creatures instead heal half the amount of the damage and take no fire or divine damage.
- *Sage (5 Fame, 1 PP)*: You consult a sage, who makes one Knowledge check on your behalf.

> "Let them burn what they do not understand, our flaws will die and our seeds will rise anew!"
>
> —The Daughter of Ash

Ashborn Views & Beliefs

The Ashborn hold to the ideal of a perfected Creation. Each member carries the truth of this in their heart, often called the Seed. Their philosophy states for the Seed to grow to the promised perfection, the multiverse must be cleared of the Flaw. Burning away the Flaw is then the path to their goals and the Parities primary occupation.

Not to be dismissed as raving pyromaniacs (though they have an ample supply) the Ashborn pursue the Flaw with a deep and abiding passion. Manifestations of the Flaw needn't be purely physical either. Any obstacle to perfection's Seed—be it an unjust law, a rusted breastplate, or a corrupt organization—should be fed to the flame. The other Parities have seen fit to give the Ashborn charge for protecting Hyraeatan from the Flaws of Creation and they oversee the standing army of the city.

Fire is their Radiance and they claim it fiercely deriding other Parities for their fear or misuse of it. Particularly they eye the Steamwalkers who they see as diluting the cleansing power of the element with their endless churning of arcane experiments and needless drains on resources. Resources the city could be using to defend itself (and reinforce the strength of the Ashborn).

Ashborn History & Current Events

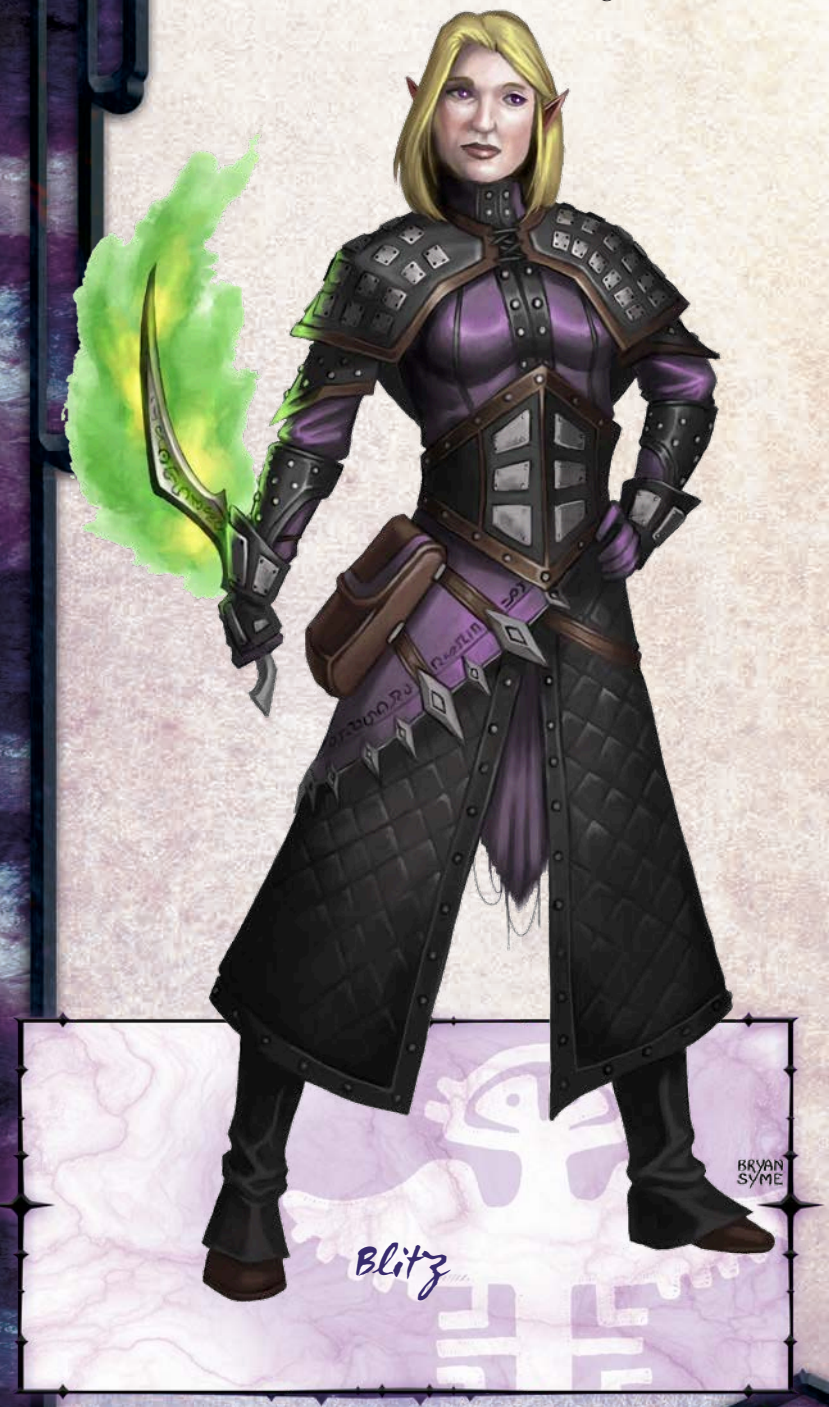
We called her the Daughter of Ash.

It is said that in the early days Hyraeatan was naught but the light in the dark. And in that light fell the first Seed. A Seed destined to grow were none had, where none should. A chance at a new perfect thing. The Fade watched but did not dare move to claim the Seed for the Law of Parity that bound them to act neither as keeper or destroyer.

As they watched, that seed was joined by others, a rampant swell that would become a forest. At the heart of a strange wood growing in the midst of darkness, born

of an uncommon light, a grove grew. A reflection of the wood-hearts of the Prime Worlds. The Radia would make that grove strong, a force of Life rarely seen and seldom challenged. But as the light pushed back darkness so too did the grove need room to grow.

Perhaps it was then that the First of the Circle arrived. A druid of surpassing skill and a vision to cleanse the Flaw that hid in the Shadow's darkness. She was nameless they say but her voice called to the Glarewood and reached out to the Bright Lands beyond. It was she who held Hyandil's hand as she first stepped into Shadow and showed her the Radia's light.



It was she who showed the Darkness the Flame.

The Fade censured her demanding she act in accordance of Parity lest her grove and their City come to ruin. Some say she called to the Wanderers who would join her Circle. Some say they found her with spells of seeking. Others say that she passed the duty to Hyandil. But come they did and Six they were—a sign of Union and Symmetry.

The Circle, now Six, closed as they welcomed the Daughter of Ash. And she showed them the secrets of the Radia's light she had mastered thus far. But ever did they see the Flame and not the Seed. Aphora learned its shining power. Aphos claimed its endless hunger. Ceradon took in the endless light. Duxandus the desolation of its passage.

And Hyandil took the secret to burn anew.

These were the Daughter's gifts to give, not theirs. Nevertheless, did they gather disciples and teach of these secrets. And as all who learn with only listening, they taught half-truth and broken wholeness. And those who followed the daughter were alone whole in the knowledge of Flaw and Flame, Sowing and Seed.

Still, under Parity for many seasons did the Circle flourish, gathering students, allies, and even worshipers. The City grew to embrace the grove. But in the shadows of Hyraeatan, the Flaw took hold. One among the Parities grew ripe with corruption and hate. Some say it was the Kyton's and others the whispers of some fel power like Nexalla or the Beast of Forms. But the Flaw was so great and the danger so real that the Daughter went into a cavern below the Miridia, now called her Shield, to call forth the Children of Flame. The Daughter did not return.

The onslaught was brutal. What remained of the Tower of the Forgotten Parity was bathed in flame and magma. All that was left behind was a husk of ash and cooling black glass.

When confronted with the weight of their sins against Parity, the Ashborn denied them saying the Seed has sprouted, revealing a new Parity standing in the ashes of the old. Some say this was the true birth of the Thunderchildren, born of the Earth. Others claim this was the Steamwalker's first day though they claim Aphora's fire. And still others say that this was the Blackblades rose to power.

Whatever this truth, the Parities did not move against the Ashborn and instead gave over the armies of the City to them for they had showed their understanding of Parity and defending the City—from within and without. The Ashborn took to the Walls, guarding the whole of the City and in so doing the Seeds of the future.

Over time a young mystic would arrive and bear a quirk or smile too familiar to the Eternals of the City. A way with loam, or a dance taught only by the Glarewood's eldest and it would be clear that the Ash

Daughter had returned. Through crises and upheavals a familiar hand of reassurance seemed to settle on the Ashborn, only to vanish during the last days of the struggle, always leaving a fresh start or cleansed path before the Parity.

The long held allegiance between Hyandil and the Ashborn came to an end when the Flowered Queen put the worth of her fallen son above that of the City. When Hyandil rose up her Lightbringers against the Parities, she expected the Ashborn to aid her cause. They did not. Indeed when the Flowered Queen turned to the Bright Lands and the Elders for aid, it was the Ashborn who rose to bar the Orchard to them. This choice was no simple affair and many of the Ashborn question the Orchard Circle's choice to side with vampires and other undesirables over their own fey allies.

Personae of the Parity

As-One-Asks (CN male shadow fey druid 15): The fey entity As-One-Asks is a known provocateur and sympathizer with the Lightbringer cause. Due to his differences of opinion and open animosity with the Mithral Throne, he is one of the few Ashborn no longer allowed to set foot in the Glarewood or Verge. Thanks to Maelwyn's hands off approach, As-One-Asks is frequently seen testing the second ban on his person and often a large black crow is seen outside the more settled areas of the Verge watching the comings and goings of celebrants and harvesters both. He has been known on more than one occasion to offer aid to Ashborn or Wardens who need help making their way to and from the Glarewood without raising Maelwyn's attentions and seems to enjoy dancing right up to the line of the Prince's patience.

Ahsaghul Jemai (N female fetchling shaman 12): Ahsaghul runs a guild of shepherds and herdsman that provide what little of the City's meat stores that are native outside the hunted game of the Glarewood. They mostly cling to the outer edges of the Glarewood where the Bright Lands influence on the City is strong enough to buffer from negative Radia weather and fallout. Even still particularly strong planar bleeds or energetic phenomena can lead to devastating losses of livestock. She holds services for the harvests of flesh for the beasts when it comes time to take in a herd. She has come under fire for benefiting from the death of so many creatures. Not all Ashborn understand the complexities of Ahsaghul's relationships with the bestial spirits of the Orchard and she suffers the critique of her peers, reinvesting her profits in procuring stock from across the Lattice that is living in poor conditions.

Devhani "Mother Groveborn" Sesh (NG female ifrit oracle 9): Devhani first felt as herself when she gathered the orphans of the Incursion, saving them even as the behemoths raged and the dead walked. Her form did not match her calling, but in the falling ash and screams, clutching a young child to herself and calming fears, she knew then who she was. Seeking the Ashborn after the battles ended and the children were safe, she convinced them to use the magic of rebirth on her again and again. Some say that it took dozens of deaths, destroying her form over and over, but eventually was herself. Devhani runs the largest orphanage, called the Kindlehome, in the Verge, and prides herself on sheltering those children who have lost their families.

Hashuhsah (N female mirrorkin druid (feylighter†) 9/radiant 9): Forming all of their bonds with members of the Ashborn, the mirrorkin Hashuhsah has become a fiery advocate of battling the Flaw. She blends veilweaving and druidic magic to strike corrupted targets whenever possible and has served as a Warden of the Trinar Circles often sending subordinate Wardens to target "threats to the City" that mirror Ashborn concerns. Her reflective bond with another Parity member (**Hairshirt "Blitz" Akaien** warlock[UI] 7/rogue 3/arcane trickster 10/trickster 4[MA]) allows them to switch places to confuse enemies. Nomus Rhen thinks she should take the vacant Parity Council seat but she in turn supports him as a candidate.

Nomus Rhen "The Bladefire" (CG human male evoker 13): Rhen is the commander of the Swordway Garrison. His barracks are considered some of the more lively and raucous among the Army of the Wall. Most of his forces boast high morale and reputations as trouble for Irons District teahouses, bars and the pleasure dens of the Verge. Some of his troops have adopted his name and "Bladefires" are often found at the heart of brawls or in a Warden's shackles. However, what he lacks in discipline, Nomus makes up for in tactical genius and has fended off more than one Kyton assault and held true during the Incursion. This heroic stand has earned him the attentions of the Harvest Hill Academy in the Colleges for a guest instructor, he is being considered for the Ashborn's currently vacant Parity Council seat, and the House of Heights has suggested he may find more purpose in leading initiates in his own order of mysteries and have enticed him with a store of golden apples.

Thestial Manymen (NG human female fighter [reborn†] 12): Thestial is one of the most vocal of the warriors known as Reborn. She has recollections and verified knowledge of no less than three incarnations as a defender of Hyraeatan. The Hands of Onus led a case to the Parity Council to reinstate her prior rank and titles in multiple Parities and the Wardens of the Lattice. The Parity ruled against her claiming that her knowledge was fragmentary and not tantamount to the work she had accomplished before. She has reclaimed her vassalage to Maelwyn and has begun an active recruitment of other Reborn to serve the Mithral Throne.

Ysmal the Unseared/The Silver Sword (NE male aasimar kineticist 4/vigilante 9): Among a small but growing minority of the Ashborn that sees the Sanguine Sovereignty as out of control and overextended, Ysmal publicly pursues a line of legalistic sanctions and strictures meant to force separations between the Church of the Faith Devoured and the Sovereignty itself. A particularly ardent response from one of the blood-priests of Aphos, benefited him with a Warden security detail which he enjoys flaunting publicly in the Seraph's Ring. A member of the Sovereignty seems to always find themselves assigned with a Circle to this detail though as to whose request, no one has admitted. As the Silver Sword, he has begun taking increasingly bold actions against all the vampires of Hyraeatan and may be responsible for no small number of deaths on the Lattice itself where the burden of proof prevents solid affiliations and Warden's patrols run thin.

Ashborn Game Mechanics

Feylighter (Druid Archetype)

Some druids are specifically trained in the Groves of the Verge, initiated by the fey mystics of the Glarewood, and finely attuned to the power of the Lifemount as defenders of the Orchard Groves and the City. They are vessels of the fey light of the Bright Lands and may bring the cleansing fires of the Ashborn to bear on Hyraeatan's enemies.

Radiant Bond (Su): The feylighter gains the ability to draw in essence from the Bright Lands and the Radia itself. You gain an essence pool equal to half your druid level (minimum 1). You may invest essence in the following abilities:

Bright Children (Su): As a swift action, you can invest essence into your ability to spontaneously cast *summon nature's ally* spells. If you invest 1 essence into this ability creatures summoned by your *summon nature's ally I–III* become fey-touched creatures. If you invest 2 essence creatures summoned by your *summon nature's ally I–III* become fey animal creatures or your *summon nature's ally IV–VI* become fey-touched creatures. If you invest 3 essence creatures summoned by your *summon nature's ally IV–VI* become fey animal creatures or your *summon nature's ally VII–IX* become fey-touched creatures. If you invest 4 essence creatures summoned by your *summon nature's ally VII–IX* become fey animal creatures. Upon casting the summoning spell you take essence burn equal to the invested essence.

Form of the Bright Ones (Su): You can invest essence into your ability to wild shape. This allows you to change instead into fey as per the *fey form* spell. At 2 invested essence you may change as per *fey form I*, at 3 invested essence you may change as per *fey form II*, At 4 invested essence you may change as per *fey form III*, and at 5 invested essence you may change as per *fey form IV*. Your wild shape's duration is unaltered but your essence is tied to the wild shape and may not be removed from this ability until you resume your normal form.

Luminous Flame (Su): You can invest essence into your ability to cast spells with the fire or light descriptors. For each point invested in this ability the next time you cast a fire or light spell it deals 1d6 extra damage if it deals damage. If you invest your essence in this ability equal to or greater than the level of a fire spell you may change its damage to untyped light damage. If you invest at least 4 essence in this ability, your light spells act as natural sunlight on any plane where light spells are not inhibited. Upon casting a spell empowered by this ability you take essence burn equal to the invested essence.

Rage of the Guardian (Su): You can invest essence into your form and attacks. You may invest 2 or more points of essence into your current form as either earth aspect or fire aspect. For every 2 points invested in earth aspect you deal +1d4 acid damage with your attacks, gain a +2 enhancement bonus to Constitution, and a +1 enhancement bonus to natural AC. For every 2 points invested in fire aspect you deal +1d6 fire damage with your attacks, gain a +2 enhancement bonus to Dexterity, and a +1 insight bonus to AC.

This ability replaces natural bond.

Reborn (Fighter Archetype)

During the history of Hyraeatan the tenders of the Elder Grove have often found themselves lacking for warriors, they visited old battlefields and using the magic they learned from Hyandil and implored the souls of the fallen warriors to return to defend the City. These warriors have returned time and time again to defend the Grove and then the Orchard.

Awakened Lifetime (Ex): At 1st level, the reborn is incarnated with memories of a single lifetime slumbering in their mind. This identity can be of any race, gender, and alignment. The identity is always one of a skilled fighter or martial classed character that fought on behalf of the City, its Parities, or otherwise perished within reach of the Ashborn or the Elder Grove. The character should select a class skill that belonged to the identity that is not normally a class skill, while channeling that identity (see below) the reborn gains access to that skill. At 3rd level, 7th level, 11th level, 15th level, and 19th level the reborn gains another awakened life.

This ability replaces armor training and armor mastery.

Memory of What Was (Ex): A reborn may make Knowledge (History) checks untrained. They add a +2 bonus to these checks as memories of ancient battles and old lives inform their thoughts.

This bonus increases by +2 at 6th, 10th, 14th, and 18th levels. This ability replaces bravery.

Soulfire (Theurge Archetype)

Those who study magic without bias as to source often come to serve as intermediaries between the traditionalists and more radical elements. The soulfire is no exception to this phenomena. Standing as both student revolutionaries and natural wardens, these natural specialists of theurgy try to moderate the Ashborn's druidic militarism and the arcane realities of the City and its relationship with the Radia.

Mastered Knowledges (Ex): At 1st level, a reborn selects one combat feat for each awakened lifetime they have. This feat is one known to a specific awakened lifetime. At 2nd level, and every even level thereafter each awakened lifetime gets another bonus combat feat. When using the channel lifetime ability the reborn gains access to these feats. This ability can be used to take feats from other Parities but no more than one Parity per awakened lifetime.

This ability replaces all bonus feats.

Channel Lifetime (Su): At 1st level, by meditating for fifteen minutes, the reborn can bring a previous lifetime to the front of their memories. This gives them access to that lifetime's skill bonus and mastered knowledges for 1 hour per reborn level. The reborn can activate this ability once per day and an additional time at 5th level and every 4 levels thereafter.

This ability replaces weapon training and weapon mastery.

Spells: A soulfire may select cleric/oracle, druid, or psychic as one of their spell lists instead of only cleric/oracle. The other spell list must be sorcerer/wizard. If you are using Source Origin[BoB] mechanics, they may cast cleric/oracle spells as a Primal Origin if they so choose. Alternatively, the druid spells may be resolved as either Divine or Primal Origin. If they select psychic spells they may choose to consider them Divine or Primal Origin instead of Mental. These choices once made cannot be changed.

Bonus Languages: Druidic. Ignan, and Terran are options for a 1st level soulfire in addition to other languages.

Kindlestave (Su): The soulfire grows a special staff in the soil of the Orchard that serves as prayerbook, spellbook, and divine focus (if any). The staff stays living even after cut and grows new branches that

are regularly trimmed as part of the process of learning new spells. Special materials (roughly equal to standard costs to scribe a spell) are prepared to "plant" the kindlestave and cause it to grow new branches. Each cut branch reveals a pattern of rings that encodes the understanding of magic to the soulfire. Only casters who understand Druidic can understand spells scribed in a kindlestave.

This ability replaces both spellbooks and prayer books.

Soulfire Spells (Su): The soulfire gains the ability to select a number of non-arcane spells that target a single creature and designate these spells as soulfire spells. The soulfire can cast a sorcerer/wizard spell that deals energy damage as a full action to add the effects a soulfire spell to any target that fails its saving throw against the damaging arcane spell. Each soulfire spell you know can only be applied once per day in this way. You gain a 1st level soulfire spell at 5th level and an additional spell of one level higher ever 3 levels thereafter.

This ability replaces Innate Spell.

Shaman Spirit: Ashborn

A member of the Parity who has fallen has become a spirit you may call upon to protect the Orchard, the Radia, and the City. Their magics are you own while they share their link with you.

Spirit Magic Spells: *burning hands* (1st), *stone call*APG (2nd), *fireball* (3rd), *fire shield* (4th), *stoneskin* (5th), *fire seeds* (6th), *fire storm* (7th), *incendiary cloud* (8th), *clashing rocks*APG (9th)

Shaman Hexes

A shaman who chooses the Ashborn spirit can select from the following hexes.

Earthblood Armor (Su): The shaman may touch a willing creature (including herself) and grant it a thin armor of molten stone. The next time the warded creature is struck with a melee attack, the damage is reduced by 5 and the attacker takes 1d6 of fire damage from sprays of molten stone. This ward lasts for 1 minute, after which it fades away if not already expended. At 8th and 16th levels, the ward prevents up to 5 more points of damage and deals another 1d6 of fire damage when triggered. A creature affected by this hex cannot be affected by it again for 24 hours.

Retributive Fire (Su): The shaman can sense those who have harmed nature. The shaman may make a special Perception check to sense a creature that has hurt an animal, fey, plant, or magical beast within the past day. The Perception DC to sense it is 20 minus 2 per instance of harm in the past 24 hours. They perceive a burning blood red aura around such creatures. In addition, once per day the shaman may deal 1d6 + 1d6/2 levels to a creature within 100 feet that has hurt an animal, fey, plant or magical beast within the past day. They may use this ability to inflict damage an additional time at 11th level.

Roar of Flame (Su): As a standard action, you can unleash a terrifying roar of primal anger. All enemies within 100 feet must make a Will save or suffer a -1 morale penalty on attack rolls, skill checks, and saving throws. All weapons (manufactured or natural) of allies within 100 feet who hear your roar gain the *flaming* magic weapon quality. Both the penalty and weapon property last for a number of rounds equal to your Charisma modifier. At 10th level, this increases to a -2 morale penalty and the *flaming burst* weapon quality. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter. This ability counts as a fear effect.

Whispers of Vengeance (Su): When the shaman first wakes or finishes resting each day they may name a creature type from the ranger favored enemy lists. This choice may not be deferred. They gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, they get a +1 bonus on weapon attack and damage rolls against them. A shaman may make Knowledge skill checks untrained when attempting to identify these creatures. These bonuses increase by +1 at 5th level and every five levels thereafter. This choice counts as a ranger favored enemy bonus for purposes of feats, spells, and other rules considerations. This hex lasts for 24 hours.

Spirit Animal: The shaman's spirit animal appears to have a mark of the fallen spirit's original form upon it. It might bear human-like eyes or the flaming corona of a fallen ifrit. The spirit animal gains a +2 on saving throws made against death effects.

Spirit Ability: A shaman who chooses the Ashborn spirit as her spirit or wandering spirit gains the following ability.

Rising Spiritfire (Su): As a standard action, the shaman can touch an ally (including themselves) and cause their lifeforce to burn brighter. They gain temporary hit points equal to 1d6 + 1 point for every 2 shaman levels she possesses. These hit points last for 1 minute per shaman level. While any temporary hit points remain, the target sheds bright light at 5 feet and dim to 10 ft. In areas of suppressed lighting this light never drops below 5'ft. The shaman can use this ability a number of times per day equal to 3 + her Charisma bonus.

Greater Spirit Ability: A shaman who chooses the Ashborn spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Renewing Destruction (Su): The shaman gains acid and fire resistance 5. In addition, as a standard action the

shaman may heal a creature within 60 feet of her. When they do so, that creature unleashes a destructive wave of earth and fire at all creatures within 15 feet of them. The healing is 1d4 points of damage per shaman levels and the explosion does 1d4 each of both piercing and fire damage for every two shaman levels. A shaman may use this ability three times per day but never on the same creature more than once in a 24 hour period.

True Spirit Ability: A shaman who chooses the Ashborn spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Soulfire Form (Su): As a standard action, the shaman sheds her body and becomes an incorporeal shimmering creature of light similar to an insubstantial fire elemental. In this form, you gain the elemental type and give off a warm, welcoming light that increases the light level within 10 feet by one step, up to normal light. Any undead creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of positive energy damage + 1d6 per 2 shaman levels. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. If you grapple or attack an undead creature using unarmed strikes or natural weapons, you may deal this damage in place of the normal damage for the attack. Once per round as a free action you may take at any time , if you pass through a living allied creature's square or the ally passes through your square, it heals 1d6 hit points + 1d6 per 2 shaman levels. You may instead use this ability to heal yourself as a move action. You choose whether or not to heal a creature when it passes through your space. You may return to your normal form as a free action. You may remain in soulfire form for a number of rounds per day equal to your shaman level.

Manifestation (Su): Upon reaching 20th level the shaman becomes a living agent of renewal and cleansing. Once per day as an immediate action, the shaman can use a *reincarnate* effect to return to life.

Feats

Cleansing Fury

Prerequisite: Member of the Ashborn, Wis 13+.

Benefit: Once per day, plus one time per 10 Fame you have achieved with the Ashborn, you can maximize the numeric results of a damaging power, spell, veil, or supernatural ability you use. If you choose to also take this damage yourself, the damage dealt ignores energy resistance of creatures impacted by the effect and deals half damage to creatures with immunity.

Focused Purification

Prerequisites: Member of the Ashborn, Con 13+ or Wis 13+, Favored enemy class feature or Creature Focus, Knowledge (Nature) 3 ranks.

Benefit: You may call on the elements to purify the enemies of the City and the dangers who seek to corrupt the Elder Grove and the Orchard. You may use a swift action to add +1d6 of a chosen energy type to attacks against your favored enemy to all attacks made with manufactured or natural weapons for 1 round. You may activate this feat a number of times equal to once a day plus once a day per four levels. This damage stacks with damage of the same type from another source such as a *flaming* weapon enchantment or aethernaut rift edge for a Fire aligned plane.

Fury Spell (Metamagic)

Prerequisites: Member of the Ashborn, Cleansing Fury, Favored enemy class feature or Creature Focus.

Benefit: You may transform spells you cast into divine cleansing energy. When resolving a fury spell against a creature that would be subject to your favored enemy or Creature Focus, you may remove energy descriptors from the spell and instead deal untyped divine or primal damage to them. The spell deals half its normal damage against creatures who are not subjects of a favored enemy or Creature Focus. A fury spell takes a spell slot one level higher than normal to prepare or cast.

Power of Purification

Prerequisites: Ashborn, Favored enemy class feature or Creature Focus, Knowledge (Nature) 3 ranks, Power Attack.

Benefit: Your reckless fury to cleanse enemies of the Ashborn causes your weapon to burst into cleansing flame. When you take a penalty on attack rolls to deal more damage with Power Attack you may instead choose to deal 3 points of fire damage instead of 2 points of extra weapon damage per -1 you take on the attack. This bonus

New Magic Items

PURGEBLADE **20,315 GP**

Aura strong evocation and transmutation
CL 8th
Slot none **Weight** 4 lbs.

Description

The blade of this *+1 greater purifying longsword* features engravings of embers just above its crossguard. It possesses the *greater purifying* special ability despite being a weapon and the former being an armor special ability.

The blade ignites in black flames when the wielder uses the weapon's *greater purifying* ability, dealing an additional 4d4 points of fire damage for 1 minute afterwards.

Additionally, once per day when the *purgeblade*'s wielder is subject to an effect that would cause a condition removable by the *greater purifying* ability, black flames erupt to metaphysically purge the effect and gird the wielder's physiology. The wielder is immune to the triggering condition until the end of their next turn, and the blade deals additional fire damage as if the wielder had activated its *greater purifying* ability. While immune to the condition, ash flakes emerge and float from the wielder's skin; coupled with a *purgeblade*'s black flames, this has given rise to the word "sootsword" as a derogatory word for members of the Ashborn Parity.

Construction **10, 315 GP**

Requirements Craft Magic Arms and Armor, *heat metal*, *restoration*

New Armor Special Abilities

Developed and primarily employed by the Ashborn, the *purifying* and *greater purifying* armor special abilities furthers members' focus on cleansing the Flaw to allow their Seed to grow, scouring the wearer's body with cleansing tongues of flame.

PURIFYING **+1 BONUS**

Aura faint transmutation **CL** 3rd

Three times per day as a swift action, a *purifying* armor can emit a blast of supernatural flames that deal 2d4 fire damage to the wielder, but cleanse them of the bleeding condition and one other of the following: the fatigued, shaken, or sickened conditions, or 1d2 ability damage. Preventing or absorbing the *purifying* ability's fire damage negates the condition removal affect.

Construction

Craft Magic Arms and Armor, *heat metal*, *lesser restoration*

PURIFYING, GREATER **+2 BONUS**

Aura strong transmutation **CL** 7th

Three times per day as a swift action, a *greater purifying* armor can emit a blast of supernatural flames to cleanse its wielder. This can damage and remove conditions as the *purifying* special armor ability, or instead deal 4d4 fire damage to remove the bleeding condition and one of the following: the exhausted, frightened, or nauseated conditions, 2d2 ability damage, or 1d2 ability drain. Preventing or absorbing the *purifying* ability's fire damage negates the condition removal affect. Note that a frightened or nauseated wielder can still activate their weapon's *greater purifying* ability.

Construction

Craft Magic Arms and Armor, *heat metal*, *restoration*

New Occult Ritual

Awaken the Eyes of the Old

School Transmutation; **Level** 9th
Casting Time 9 hours
Components V, S, M (an item of great personal meaning to a past-life, alternatively this can be fulfilled by the blood of a loved one or descendant of the prior life, SC (at least 12, rarely more; the casters must be an even split between those who can create under their own power a [fire] descriptor effect or an [earth] descriptor effect. When participating in the casting, a caster must be dedicated to one of these elements even if they are capable of doing both)
Skill Checks Craft (carving or tattooing) DC 36, Heal DC 36, Knowledge (arcana) DC 36, Knowledge (nature) DC 36, Perform (dancing) DC 36, Perform (percussion instruments) DC 36, Perform (singing) DC 36, Spellcraf DC 36, Additionally all participants must have the Perception occult skill unlock or be benefiting from aura sight or similar magic or powers.
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes
Backlash The primary caster is exhausted, becomes afflicted with a lesser madness[HA], becomes vulnerable to [emotion] effects taking double the penalties inflicted by such effects, and suffers 1 point of Constitution drain; the primary caster may have this drain restored with magic as normal or by participating as a secondary caster in this ritual at a later time. If a caster participates in this ritual seven times (once as primary caster, and three times as a secondary caster fulfilling each of the elemental aspects of earth and fire) they gain the benefits of the ritual for themselves

and *reincarnate* immediately upon being slain the next time they die. Magical beasts (with a CR equal to the subjects) are called toward the area of the ritual and are angered by its energies.

Failure The primary caster immediately is afflicted with a greater madness[HA] and must make a successful Will save against the DC of the ritual or attempt to slay all other creatures that were involved (assuming the madnesses acquired allows them to act) while suffering the effects of the madness. So great is the feeling of hatred for those participating that the primary caster increases any attack or damage bonuses to harm them by a +2 circumstance modifier. The primary caster will hold the secondary casters and subject in emnity even after cured of the madness unless a separate instance of *miracle* or *psychic surgery*[OA] is used to remove the feelings of antipathy and hatred. The subject is overwritten by an unintended past-life and is lost until healed via *miracle* or *psychic surgery*[OA].

Effect

This ritual may only be cast on a target with a verified past-life or ancestral memory (GM determination) The ritual's subject must either be tattooed with or wear a mask with a countenance evocative of their prior life's existence. This ritual may only be cast by a living creature.

By means of this ritual, the caster may awaken the previous memories of the subject's earlier existence. They are granted one feat that their prior self had access to and they still qualify for. They gain a second such feat if they are already or when first reaching 10th level. They gain a +2 circumstance bonus to any Knowledge skill or other Skill check directly connecting to a previous lifetime.

The ritual begins with the primary caster setting the subject with an elaborate mask or anointing tattoos with oils harvested deep within the Glarewood. When this is done, the subject is lowered into an open grave by the casters of the rite which is then filled in covering the body of the subject save for a small space allowing them to breathe.

The secondary casters then take sides forming two crescents flanking the entombed subject. Those attuned to fire dance wildly to evoke the power of life and flame from the Radia infused soil of the Orchard. Those tuned to earth beat two frenetic patterns of drum beats similar in rhythm to the timing of beating hearts. The beats are brought in and out of synch with one another to draw the ancient consciousness toward the one currently living within the subject.

At the subjects extremities are placed an amount of Elemental matter (no less than 7 pounds). Each element corresponds to marked limb: Earth for Incarnate, Water for Time, Air for Mind, and Fire for Pyre. These elements are then systematically destroyed, fouled, or otherwise taken from their pure state to a state magically unrecognizable from their original.

The mask or tattoos ignite below the surface of the earthen tomb. Radia-infused fire seeps into the mind and soul of the being and ignites a link between the life that was and the one that is. All casters observing the ritual monitor the lifeforce, aura, and body of the subject to make certain that the ritual does not kill them and that the intended past-life is brought forth.

The ritual concludes with the primary caster reaching an outstretched hand to the entombed subject who bursts forth to grasp the offered hand and return to the realm of the living. It takes 1d12 days for the subject to reconcile the flood of new information they are remembering and processing and until that time passes they are considered to have the staggered condition whenever forced into combat or stressful situations.

It is whispered that the ritual can be used more than once on the same subject but that the difficulty of doing so increases by a terrible degree (Increase all skill requisites by 10). The past-life awakened by backlash is instead an unwholesome creature from a forbidden realm or lost reality that is inimical to all Life and an enemy to the Ashborn. The magical beasts called by the ritual are considered mythic and have the advanced template applied. Rumor has it that this ritual was attempted on a prominent Ashborn leader when the kaiju called the Suneater was summoned into the Docks District.

This isn't
the first time I have seen
foolishness such as this,
but those who live only once
seem doomed to repeat it.

—Thestial Manymen

The Blackblades (Dark)

CE preeminent organization
Leaders Mestesio Avledine
Values accepted entropy, the destruction of static things, nihilistic thought
Nicknames "Enders," "Breakers," "Entrophs," "Holes"
Public Goals to remove threats to the City by force or incarceration, to maintain Prisons for the City's criminal populace, to execute the guilty and enforce the will of the Parity Council, to destroy rogue Eternals, to facilitate the end of things
Private Goals the prepare for the day when the Occlusion and Radia collide and bring the Final End of All
Allies among fellow Parities, Sanguine Sovereignty, Steamwalkers, Hands of Onus and the Thunderchildren. They alternate in conflicts and partnership with the Ashborn; outside the Parities, they find some ground with the Apaths of the Vile Geometries and the Ravening Maw of the Abyss
Enemies House of Heights, Chrysalis Covenant, Eternal Dawning, Temple of Coin and Foreseen; outside of the Parities, the Moon Queens of Lunera and the Inevitable Pillars
Membership Requirements trained in Craft (Alchemy), Knowledge (arcana), or BAB +1
Influence Limitations Each time the adventurers wish to reach a new rank, they must destroy a preserving force or destroy an enduring creation of value to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Destroy Enduring Creation (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Blackblades by destroying an enduring creation. This can be an object, building, or organization. Destroying an enduring creation that required overcoming a hazard or guardian with CR higher than your level satisfies this special task and an object or creation resulting from a Skill check of 10 + twice your level.
Defeat Preserving Force (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Blackblades by killing or defeating a preserving force. Defeating a preserving force can include destroying the target of their preservation. Any conflict that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Ender"—Rank 1 (5 Fame)*: You can access the Blackblades' extensive contacts with weapon merchants, demolitionists, and militaries. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you may purchase weapons and destructive magic items at 10% discount.
- *"Breaker"—Rank 2 (20 Fame)*: You gain a dreadful mien associated with those of the Blackblades Parity. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Intimidate checks.
- *"Nihil"—Rank 3 (35 Fame)*: You are initiated in the mysteries of the Final End. You can cast *disintegrate* as a spell-like ability once per day at a caster level equal to your character level.
- *"Finality"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Blackblades. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, power of the destroyer*, sage (arcana, local, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: shattering blow*, skill specialization (Craft [any], Knowledge [planes], Perform [any])
- *Rank 2 (20, 5 PP)*: borrow resources (1,000 gp), command team (1 1st-level eclipse or nexus), put in a good word, retrain (locate trainer), reaper's harvest*, tides of doom*
- *Rank 3 (35 Fame, 2 PP)*: blood of the destroyer*
- *Rank 3 (35 Fame, 5 PP)*: borrow resources (5,000 gp), command team (1 4th-level eclipses, 1d4 3rd-level nexus, or 3d4 1st-level cryptics),

reciprocal benefits
- × *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- × *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level eclipses or nexus; or 5d4 3rd-level aethernauts or cryptics), final end*

New Benefits

Blood of the Destroyer (35 Fame, 2 PP): You may bind veils to the (blood) chakra as though you were a daevic. You must be able to shape veils to gain this benefit.

Final End (50 Fame, 25PP): The Parity opens the power of the Void within you. If you drop a creature to 0 hit points you may use an immediate action to declare the blow as a final end. The creature instantly dies and cannot be targeted by resurrection magic or abilities until a *wish* or *miracle* is used to undo the effects of this ability. You must be mythic to use this ability on a mythic creature.

Power of the Destroyer (5 Fame, 2 PP): You become infused with the power to harm and destroy. All weapons and natural attacks you wield are considered magical for purposes of DR and at 10 Fame they gain a +1 enhancement bonus if they possess none.

Reaper's Harvest (20 Fame, 5 PP): You gain 1 point of temporary essence when you bring a creature to 0 or lower hit points. This temporary essence fades after 1 minute. You may have no more than 1 temporary essence from this ability per 10 Fame you have with Blackblades.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Shattering Blow (10 Fame, 2 PP): As a member of the Blackblade you may use a swift action to make one attack per day ignore the hardness of an object or damage reduction of a creature, if you miss with the attack this ability is wasted. For every 10 Fame beyond 10, the Blackblade can use this ability again.

Tides of Doom (20 Fame, 5 PP): You gain the ability to make an Intimidate check against a creature that carries a promise of death before you ever meet in person. While speaking to any group of 10 or more creatures you may make an Intimidate check against a creature you are aware of and believe to be within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice. If successful the first time you meet that after 1d4 days creature they are subject to the results of the Skill as soon as they become aware of your identity. If the creature is not within range this ability fails.

> "We are our own lesson, the multiverse is broken and whispers for release."
>
> —Mestesio Avledine

The Blackblades promise no hope or salvation. All things end, they claim, and the enlightened can recognize when a creature or object is in its Last Moment, and prepared for its Final State of nothingness. Called bleak nihilists or opportunistic sadists by the rest of Hyraeatan, the Blackblades simply stand and wait, their hands on their well-used weapons, for their critics to meet their own ends. The Enders' philosophy is grim, all-encompassing, and dreadfully final.

Most Blackblades work in professions philosophically aligned to the end of things. Although the popular image of the Blackblades is as grim guard of the Prison and the pitiless executioner of the condemned, Blackblades can be found across Hyraeatan. Many Blackblades serve as common mercenaries, although they prefer specific, short-term goals (such as engaging in a military action against their employer's rival) over long-term duties such as guard work. Blackblades receive excellent training in their Tower of Blades and evince a flagrant disregard for their own well-being, allowing them to command high wages for difficult mercenary work. They have a keen eye for quality weapons and armor; although they rarely create tools of war, they understand how to employ them effectively. Those Blackblades unsuited to combat often work in low-paying, unappreciated professions related to destruction, such as demolition, garbage collection, or pest extermination.

Curiously, for a group that eschews creation and revels in destruction, Blackblade philosophers have recently engendered new fields of metaphysical scholarship. Most Blackblades are existential nihilists, arguing that individual existence—and perhaps, existence as a whole—contains no intrinsic significance. Considering Hyraeatan's close proximity to the vastness of the infinite planes, they say, theirs is a provable truism. Entire schools of philosophical thought have evolved around the concept

of the Last Moment, the ultimate end of all things. The few good-aligned Blackblades admit the pendency of the Last Moment, but argue for elevating overall social betterment before this inevitable end.

Blackblade Views & Beliefs

Things exist to cease existing, so says the only scripture the Blackblades recognize. Life is then a journey to the Last Moment. A perfect end for all things and all things made perfect in the end. A Blackblade always presides over each Tribunal for crimes in Hyraeatan, not as judge or bailiff but rather a swift executioner's blade should it be deemed needed. Each Tribunal consists of the five Parities of the Council most wronged by the criminal and is presided over by three of the Parities least. The Blackblades consider their executioner's presence enough and rarely request any additional representation.

As that all life is the journey toward the end, so-named the Last Moment, the Blackblades see themselves as purifiers and declarers of the Final State. The Final State is the recognizable form of thing or person that requires the Last Moment. Generally, the Blackblades claim that their members instinctively recognize the Final State and sense the coming of the Last Moment. The Jailers of the Blackblades then also claim to be keeping prisoners for in trust for the perfection of their Final States. This fact that makes their Prison one of the most feared places in Hyraeatan.

It should be noted that outside of the Tribunal and Prison, the Blackblades don't receive any special protections legally unless specifically bestowed by the Parity Council. This doesn't stop members from "recognizing the Last Moment" and facing the consequences of their killings, arsons, and other destructive "Crimes of Perfection" outside their Tower or Prison. Other members just smile and nod as they haul their new charge back to the Prison.

Blackblade History & Current Events

For a philosophy centered on endings, the Blackblades have expended a suspicious amount of effort toward masking their beginnings. Libraries with information about the Blackblades' early history have burned down in suspicious fires, and civic records about the Parity's formation have mysteriously disappeared. Historians who study civic history have learned that focusing on the Blackblades' origins invites frightening visits from grim, heavy-handed bruisers who suggest, none to gently, that the scholar cease asking the wrong sorts of questions. The Bookbinders and the Blackblades have no love lost between them, but many sages among the Bookbinders have received these personal visits, or have met with accidents that, not coincidentally, destroyed their research into the Blackblades. Despite this effort, Hyraeatan has several ageless citizens who remember the Blackblades' founding, or historians with sufficient power or protection to ignore the Blackblades' threats. These records illuminate an origin that is relatively banal for all the effort the Blackblades put into suppressing it.

During the early days of the city, its executioners were members of a loose union called the Headsmen. The most influential organizer among the Headsmen was a zealot known as the Black Blade. The Black Blade—whom histories variously describe as a female fade or a male half-elf—exhorted the executioners to a higher calling, dealing out a just finality as a service of a universal law. Black Blade had close connections with several powerful daemons, and these daemons served as the initial muscle for the group. Black Blade disappeared on the eve of a significant meeting to incorporate the city's jailors into the executioner's union—which would require a more expansive name than the "Headsmen"—and the group elected to take the name Blackblades instead. Once the jailors, executioners, and talented soldiers banded together, the Blackblades rose in influence sufficient to become a Parity of the city.

This rapid growth was fueled by a short treatise of dubious authorship. A cabal of daemons claiming to be Black Blade's closest confidantes released a pamphlet called "The Justice of the Final State," which they claimed to have been penned by Black Blade personally. As many early rumors describe Black Blade as proudly illiterate, this authorship is doubtful. Regardless, this treatise—which described how to recognize the Last Moment of persons and things in order to deliver the Final State—became popular among the Blackblades, uniting the Parity more than Black Blade ever did. Most copies of this treatise have been destroyed, making extant copies exceedingly rare and incredibly valuable.

Each violent conflict that wracks Hyraeatan causes a surge in Blackblade membership. When the Orchard District was overrun by the Flowered Queen, desperate farmers flocked to the Blackblades for well-tested arms and brutal but effective training to repel the attack. Although these hopefuls gained the skills and tools to fight back, they also gained firsthand experience in the horrors of war and witnessed the brutal ends of friends, farms, and fields. Although they found victory, these soldiers also became students of nihilism and dedicated adherents to Blackblade teachings.

Personae of the Parity

The following personae are well-known among the Blackblades.

Anders Ravarka (LE male human slayer [moment bringer†] 16): The foremost executioner of the

Blackblades, Ravarka sees no value in any activity other than ending mortal lives. He is a pitiless executioner and a keen judge of the best way to kill even unusual creatures with a single, heavy strike. Now in his early 50s, with over a thousand executions in his career, Ravarka has never failed to kill a condemned being with a single blow. Among the Blackblades, a small cadre of fanatic adherents worship Ravarka as the ultimate executioner, but Ravarka considers this attention puerile, insisting he is only doing his job. Ravarka is a rigid proponent of law and order, refusing to execute anyone that hasn't been lawfully sentenced to death, but once punishment is decreed he is disturbingly methodical in carrying out the sentence.

"Armageddon" Cally (N female half-elf commoner 3): A chubby girl with a bright smile and a love of floral patterns, Cally has borne a powerful curse since her mysterious birth sixteen years ago. Cally is what Blackblades lore calls a "bridgebreaker," a rare creature whose very presence causes structures to fail catastrophically. When Cally walks down a street, cobblestones pop out of the ground, foundation-stones crumble, and water pipes burst. None of these events ever harm Cally directly, as her curse also affords her supernatural protection. Cally doesn't take any action to cause these disasters, but she's dimly aware that she's the cause. The Blackblades keep Cally in an isolated, undisclosed location, but she gets lonely and aches for companionship. When the Blackblades want to make a statement or cause widespread destruction, they set loose their bridgebreaker for a stroll in the area. Cally spends these rare excursions trying to make friends or learn more about her condition, but the Blackblades want to keep their engine of destruction wholly under their control.

Eshika Vem (CE female judow eclipse† 9/medium[OA] 11/hollow one[MPoLS] 4): The eclipse-vessel Eshika spends most of her day channeling the spiritual tatters of Blackblades slain before their duties to enact the Final End were complete. She takes on the specters completing terrifying acts and reviving the patterns of long dead arsonists, serial killers, and others gifted with the truth of Ending. Many of her acts are completed by her occultation leaving Wardens, Brownfists, and Golden Constables searching crowds for the source of villainous acts of destruction.

Jul Azam (CG male mirrorkin† psion[UP] [telepath] 17): Julamazamaluj's name was the first of many things it broke and destroyed. The shardborn mirrorkin's ability to form bonds was severely limited at birth and he always struggled to fit among his people or their hosts. It wasn't until he listened to Mestesio's oration about the Final Moment he understood his own place. Now the shattered bondless edges of his mind shear unwanted thoughts from those who come to him and he unburdens them of trauma, fears, or other mental

phenomena. He hesitates to verify his customers are certain they wish to remove their defining traumas only long enough for their certainty. Some say he can make other alterations should a customer or the Parity request it.

Mestesio Avledine (CE male human graveknight magus 18): The leader of the Blackblades for the past 300 years, Mestesio Avledine had a long, strange path to the top of the organization. Originally a brash human mercenary with a keen eye for tactics and a gift for magic, Avledine accepted the Rite of Migration and joined the Blackblades while incarcerated in the Prison for manslaughter. Upon his early release, Avledine became a fervent follower of the Blackblades' philosophy. He organized attacks against the Parity's rivals, declaring their "Final State" at hand and spurring other Blackblades to action. Facing charges at the Tribunal for mass murder, Avledine escaped and led a purge of prophets of the Foreseen, who had recently used their foresight to prevent a dire calamity. Avledine perished in the attack—which the Foreseen knew about well in advance—and the city thought themselves free of the criminal's headstrong attacks. Avledine returned from the dead years later, his spirit inhabiting his trademark black armor. Avledine was much changed, however, and had shed his mortal bravado. He now takes a much longer view of the inevitability of destruction, patiently guiding others in the Blackblades to a pivotal role in the multiverse's Last Moment. He was granted the Ebony Staff, symbol of the leadership of the Blackblades, by its prior holder three centuries ago, and he seems to have no intention of relinquishing it any time soon. Though a member of the Parity Council, his will is usually carried to them by proxy.

Sochiel Narethian (CN middle-aged human expert 14): A prolific and outspoken professor at the Pillar of Edaiho, Narethian is one of the Blackblades' most intellectual members. Narethian's seminal treatise, "The Facts of the End of Things" has created significant controversy despite its obvious brilliance, and Narethian has suffered several death threats due to the incendiary nature of his work. Although Narethian didn't consult (and in fact, hasn't ever seen) the incredibly rare pamphlet "The Justice of the Final State," comparisons between the two works abound. The university currently seeks bodyguards to protect Narethian from his academic enemies, but Narethian revels in his role as an erudite contrarian; he secretly aims to bring down the field of higher learning by pitting its foremost scholars against each other.

Blackblade Game Mechanics

Members of the Blackblades have access to the following archetypes and alternate class features.

Apocalypse Shaper (Shifter[UW] Archetype)

Shifters represent all aspects of nature, and apocalypse shapers reflect nature as a force of wanton destruction. They are naturally drawn to the Blackblades, as they are brutally efficient in bringing about their enemies to their Last Moment. The apocalypse shapers of the Blackblades congregate in Ragehome, a combination dormitory and training hall hidden away in the Orchard District. Here, the shifters hone their skills and study the doctrines of the Blackblades.

Alignment: An apocalypse shaper cannot have a lawful alignment. An apocalypse shaper who becomes lawful cannot gain new levels as a shifter but retains all her class abilities.

This ability alters the shifter's alignment.

Apocalyptic Aspect (Su): An apocalypse shaper does not assume aspects of animals, but instead takes on the essence of natural calamities that end lives and destroy ecosystems. At 1st level, an apocalypse shaper chooses one apocalyptic aspect (see below) rather than a shifter aspect. This ability otherwise functions as shifter aspect. As the apocalypse shaper gains levels, she selects further apocalyptic aspects rather than shifter aspects.

This ability alters shifter aspect.

Devastating Claws (Su): An apocalypse shaper's claws ignore the hardness of objects rather than overcome damage reduction. At 1st level, she ignores 5 points of an object's hardness. This increases to 10 points at 5th level, 15 points at 10th level, and 20 points at 15th level.

This ability alters shifter's claws.

Apocalyptic Form (Su): At 4th level, when an apocalypse shaper uses wild shape, she instead assumes a major form of one of her selected apocalyptic aspects, as if by the spell indicated in the major form of that aspect. The apocalypse shaper gains only the benefits listed in her apocalyptic aspect, and not the form abilities or dependent abilities of the indicated spell. An apocalypse shaper can speak any language she knows while she is in an apocalyptic aspect's major form.

This ability alters wild shape.

Apocalypse Shaper Aspects

Apocalypse shapers assume aspects that represent calamitous events rather than animals. These aspects are intended for the apocalypse shaper archetype; they can

be selected as aspects by other shifters only with GM approval.

Conflagration

You take on the form of a living flame, consuming all in your path and setting opponents alight.

Minor Form: You gain a +2 enhancement bonus to your Dexterity score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium fire elemental, as with *elemental body II*. While you are in this form, your base speed changes to 40 feet and you gain immunity to fire, vulnerability to cold, and a +2 natural armor bonus. You also gain the burn special attack (as the universal monster rule), dealing damage equal to your slam attack whenever a creature fails its Reflex save against that ability. At 8th level, you deal fire damage equal to double your slam damage against opponents that fail their saves against your burn ability. At 15th level, you deal triple your slam damage against opponents that fail their saves against your burn ability.

Predator

You become a vicious predator, able to track your prey over incredible distances and snatch them up with your terrible jaws.

Minor Form: You gain a +4 competence bonus on Survival checks to track creatures that you have damaged in the past 24 hours. This bonus increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Large animal similar to a wide-mouthed wolf or a shark, as with *beast shape II*. You can choose your predator form each time you change your shape. In wolf form, you gain a speed of 40 feet; in shark form, you gain a swim speed of 40 feet and the ability to breathe water as well as air. In either form, you gain low-light vision, scent (30 feet), a +4 size bonus to your Strength, a –2 penalty to your Dexterity, a +4 natural armor bonus, and a bite attack with the grab ability. At 8th level, you gain the Improved Natural Attack feat with your bite. At 15th level, your speed increases to 60 feet and your scent ability increases to 180 feet.

Starvation

You take on a pallid, cadaverous form, as though you haven't eaten in weeks and are near to death. Despite your gaunt form, you have the incredible resilience of truly desperate creatures still clinging to life.

Minor Form: You gain a +2 enhancement bonus to your Constitution score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: You appear as an unnaturally gaunt version of yourself, with bony features and long claws. You gain low-light vision, scent (30 feet), two natural claw attacks using your shifter claws damage, compression (as the universal monster rule), a +4 natural armor bonus, and the Endurance feat. At 8th level, you gain the Diehard feat. At 15th level, you gain a rend attack that deals extra damage equal to that of your shifter claws attack plus 1-1/2 times your Strength bonus when you hit with two of your normal shifter claws attacks.

Tempest

Your shape becomes a field of swiftly roiling clouds and blasts of electricity, inflicting devastation around you.

Minor Form: You gain a +2 bonus on initiative checks. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium lightning elemental[B2], as with *elemental body II*. While you are in this form, you gain a fly speed of 60 feet (with average maneuverability) and you constantly create rain in your space and in squares adjacent to you, extinguishing nonmagical fires (including flames on creatures that have caught on fire) in those squares. Your slam attacks deal an additional 1d3 points of electricity damage. At 8th level, your slam attacks instead deal an additional 1d6 points of electricity damage and you gain the metal mastery ability of lightning elementals, granting you a +3 bonus on attack rolls if your opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem). At 15th level, you gain a +10 bonus on bull rush, disarm, overrun, and trip attacks when you charge a creature against whom your metal mastery ability applies.

Tsunami

You assume the form of a crashing wave of immense power, pushing away all in your path.

Minor Form: You gain a +2 enhancement bonus to your Strength score. This bonus increases to +4 at 8th level and to +6 at 15th level.

Major Form: Your shape changes to that of a Medium water elemental, as with *elemental body II*. While you are in this form, your base speed changes to 20 feet, you gain a swim speed of 60 feet, and you can breathe water as well as air. Your touch automatically extinguishes nonmagical fires of Medium size or smaller. At 8th level, you gain Improved Bull Rush and Improved Overrun as bonus feats. At 15th level, you gain the Improved Natural Attack feat with your slam.

Winter

You become a fearsome beast of ice and snow with a frigid grip. You are able to freeze your foes to the core.

Minor Form: You gain a +2 bonus to your natural armor and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +4 at 8th level, and +6 at 15th level.

Major Form: Your shape changes to that of a Medium ice elemental, as with *elemental body II*. While you are in this form, your speed is not reduced by snow and you can move across icy surfaces without penalty; you do not need to make Acrobatics checks to run or charge on ice. You gain immunity to cold and vulnerability to fire. Your slam attacks deal an additional 1d3 points of cold damage. At 8th level, you gain the Improved Natural Attack feat with your slam, and your slam attacks instead deal an additional 1d6 points of cold damage. At 15th level, when you deal cold damage to a creature, that creature must succeed on a Fortitude save (DC 10 + one-half your shifter level + your Constitution modifier) or be staggered for 1 round.

Blackblade Breaker (Soulknife Archetype)

The Blackblades are masters of destruction and have studied nearly every art to achieve this end. The blackblade breaker is a specific specialty among their ranks combining a latent psionic power and arcane potential to form a deadly tradition.

Destroyer of Spheres (Su): A blackblade breaker becomes a mid-caster[SoP], gains a spell pool and uses Wisdom as their casting attribute, and gains the

destruction and telekinesis spheres plus the energy blade talent as their starting talents. They also must have their mindblade summoned to use their spherecasting. If this is the character's first martial class they also gain a martial tradition. These abilities replace psychic strike and the bonus feat gained at 1st level.

Skills of Destruction (Su): The blackblade breaker can select martial and magical spheres and talents from both the Spheres systems instead of a blade skill. Additionally, they may use their psionic focus as though it was martial focus for martial sphere effects. They may choose to take blade skills as normal. This alters blade skill.

Multiwield (Su): At 5th level, when using the destruction sphere for area effects, the blackblade breaker can pay 1 additional spell point to choose to manifest thrown mind blades targeting any target in the area and may make an attack roll as part of the area of effect. If the attack hits any creature in the area they take mind blade damage in addition to the destruction effect and take a penalty to any Reflex save against the effect equal to the mind blade enhancement bonus. If the attack roll misses against that creature they automatically succeed any Reflex save for the area attack. This replaces quick draw.

New Bladeskill

Entropic Power (Su): Any enhancement bonus from your mind blade can instead be applied as a bonus to any of your caster or manifester levels for effects that deal damage instead of to hit and damage. You may choose which effect the bonus has as a free action once per turn.

Fell-Handed Juggernaut (Barbarian Archetype)

A barbarian with a weapon in his hands is a threat; a barbarian whose weapon has become a part of him is a terror. Fell-handed juggernauts are members of the Blackblades who take their connection with their implements of war to extremes, making their weapons a part of them when they rage. The Blackblades most often deploy these fearsome killers for urban cleansings, although generally the mere threat of sending in a fell-handed juggernaut is sufficient to cause citizens to flee. Some of the Blackblades' executioners are fell-handed juggernauts as well; these brutes relish the feeling of a flesh-fused blade slicing through the neck of the condemned.

Armed Rage (Ex): A fell-handed barbarian cannot enter a rage without holding a melee weapon in at least one hand. If the fell-handed barbarian is ever without a melee weapon in hand during a rage, her rage immediately ends. She can switch hands on a melee weapon without ending her rage, so long as it remains held in at least one hand.

While raging, the flesh of a fell-handed juggernaut's flesh flows over her weapons, keeping them in place. A fell-handed juggernaut cannot be disarmed of held melee weapons while in a rage, and cannot be forced to drop, throw, or stow a held melee weapon while in a rage by any effect, including compulsion effects or the frightened or panicked condition, unless she chooses to do so.

This ability alters rage.

Blood for Iron (Su): At 2nd level, a fell-handed juggernaut can absorb damage that would be dealt to her weapons. Whenever a weapon held by the fell-handed juggernaut takes damage, as a free action in reaction to the damage, the fell-handed juggernaut can sacrifice any number of hit points she has without. Each hit point sacrificed in this way prevents 1 point of damage dealt to the weapon.

This ability replaces uncanny dodge.

Heart for Iron (Su): At 5th level, if an effect would destroy a weapon held by a fell-handed juggernaut other than hit point damage, such as the *rusting grasp* spell, the fell-handed juggernaut can negate the effect as an immediate action by taking 1 point of Constitution damage.

This ability replaces improved uncanny dodge.

Mindbreaker (Mesmerist Archetype)

Many of the Blackblades inflict physical destruction, but mindbreakers are dedicated to mental devastation instead. Consummate interrogators and torturers, mindbreakers most often apply their talents in the Blackblades' Prison, extracting confessions from prisoners and leading the condemned to a new understanding of the truths the Blackblades offer. Many members of the Blackblades who joined through the Prison's "Rite of Migration" did so under the brutal tutelage of a mindbreaker. Skilled mindbreakers learn to affect even inanimate objects with their psychic powers, unlocking the inner drive toward entropy within inert matter.

Skilled Interrogator: A mindbreaker gains a bonus equal to 1/2 his mesmerist level (minimum 1) on Intimidate checks. Even if a mindbreaker fails an Intimidate check made against a single target by 5 or more, the target will not attempt to deceive the mindbreaker or hinder his actions.

This ability replaces consummate liar.

Hypnotic Stare (Su): The penalty for a mindbreaker's hypnotic stare ability gives a -3 penalty on Will saving throws. This penalty changes to -4 at 8th level and -5 at 15th level.

This ability alters hypnotic stare and replaces the 15th level bold stare.

Urge to Destruction (Su): A mindbreaker can bring forth entropy inherent in inanimate objects with a touch. By touching an object as a standard action and expending one use of his mesmerist tricks class feature, the mesmerist lowers the Break DC of the object by an amount equal to his mesmerist level (to a minimum of 0) for 1 minute. The mindbreaker must have the mesmerist tricks class feature to use this ability. At 14th level, the mesmerist may also reduce the object's hardness by half his mesmerist level (to a minimum of 0).

This ability replaces touch treatment.

Moment Bringer (Slayer Archetype)

More than mere assassins, moment bringers believe themselves to have a supernatural insight into the Last Moment of creatures they see. Although a moment bringer undertakes other missions as befits his personalities and interests, honing his skills in investigation and combat, he becomes a single-minded instrument of death when he identifies a creature as entering its final moments of existence. All moment bringers know their own end is coming—and soon—and are therefore more in tune with the approaching end of other creatures like them. Moment bringers believe this closeness is a mercy, allowing creatures reaching their end to have kin nearby. Although others believe that moment bringers merely invent their premonitions or seize upon opportunities to kill whenever they arise, moment bringers understand their knowledge comes from a higher source.

Close Kin (Ex): At 1st level, a moment bringer's studied target bonuses and the DCs of his slayer abilities increase by 1 against creatures of the same creature type as the moment bringer (and subtype, if the moment bringer is an outsider or a humanoid), but decrease by 1 against other targets.

This ability alters studied target.

Sudden End (Sp): At 6th level, a moment bringer can use *death knell* as a spell-like ability at a caster level equal to his slayer level. This ability can be used only against a creature dealt sneak attack damage by the moment bringer within the previous round. The saving throw against this effect is 10 + 1/2 the moment bringer's class level + his Intelligence modifier.

This ability replaces the slayer talent received at 6th level.

Assassinate (Ex): At 10th level, a moment bringer must select the assassinate advanced slayer talent.

This ability alters the advanced slayer talent received at 10th level.

Swift Death (Ex): At 14th level, once per day, a moment bringer can attempt to assassinate a foe without studying his foe beforehand. He must still succeed at a sneak attack against the target. At 19th level, he can make two such attacks per day.

This ability replaces quarry and improved quarry.

Slayer Talents: The following slayer talents (and rogue talents) complement the moment bringer archetype: bleeding attack, fast stealth, powerful sneak[APG], slowing strike, and surprise attack.

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the moment bringer archetype: deadly sneak[APG], evasion[UC], and hunter's surprise[APG].

Blackblade Spells

Although the following new spells were developed by the Blackblades, their use has spread throughout the Hyraeatan for others that delight in destruction.

Curse of Confessor's Isolation

School necromancy [curse]; **Level** cleric 5, sorcerer/wizard 6, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

This spell inflicts the soul-draining isolation of the oubliettes in the Blackblades' Prison. The target is blind, deafened, and paralyzed. The target may breathe normally; it may also speak, but only to confess to crimes it has committed. Each round that the target confesses to a crime as a full-round action, it may attempt a Will saving throw to end the effect; targets of this spell area aware of the benefits of confession, but are not compelled to confess if they do not choose. A target that ends the effect prematurely is blinded and deafened for the following 1d4 rounds.

Death Knell, Lesser

School necromancy [death, evil]; **Level** antipaladin 1, cleric 1, inquisitor 1, spiritualist 1, witch 1

This spell functions like *death knell*, except you gain 1d8 temporary hit points plus an additional number of temporary hit points equal to the HD of the subject creature, and you do not gain an enhancement bonus to Strength or an increase in your effective caster level.

Death Knell, Greater

School necromancy [death, evil]; **Level** antipaladin 3, cleric 4, inquisitor 3, spiritualist 3, witch 4

This spell functions like *death knell*, except that instead of a +2 enhancement bonus to Strength, you can choose to gain a +4 enhancement bonus to your Strength, Dexterity, or Constitution. At the time you cast the spell, you may elect to forego the bonus to your effective caster level; if you do, the enhancement bonus provided by this spell is a profane bonus instead.

Death Knell, True

School necromancy [death, evil]; **Level** antipaladin 4, cleric 8, inquisitor 6, spiritualist 6, witch 8

This spell functions like *death knell*, except that instead of the usual enhancement bonus to Strength and increase in your effective caster level, you may choose to either increase your effective caster level by 2 and gain a +4 enhancement bonus to your Strength, Dexterity, and Constitution, or to increase your effective caster level by 1 and gain a +2 profane bonus to your Strength, Dexterity, and Constitution. In addition, the target creature becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *resurrection* or similar magic must make a caster level check with a DC equal to the save DC of this spell or the spell fails and the material component is wasted.

Ecstasy of the Last Moment

School conjuration (teleportation); **Level** sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Fortitude negates; see below; **Spell Resistance** yes

You cast the target forward to an instant beyond the multiverse's Last Moment, when nothing exists any longer. If the target fails its saving throw, it vanishes completely for the duration of the spell. No magic or divination can detect the target during this time, as it exists outside of time and space—in effect, the target ceases to exist. At the end of the spell's duration, the target reappears in the space it last occupied (or the nearest possible space, if the original space is now occupied) and takes 2d10 points of Wisdom damage from the existential horrors of the multiverse's non-existence.

The Blackblades often use this spell on each other—or upon new recruits—to experience the sublime non-existence of the Last Moment. A creature that voluntarily foregoes the saving throw for this spell does not take any Wisdom damage upon its return from beyond the Last Moment.

Wrecker's Aspect

School transmutation (polymorph); **Level** alchemist 4, druid 5, ranger 4, shaman 5
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

When you cast this spell, you become a juggernaut of destruction. You sprout small, sharp knobs of bone from your skin and your muscles become larger and denser. You gain a +4 enhancement bonus to Strength and Constitution, a +2 enhancement bonus on disarm and sunder attacks, and can make a disarm or sunder combat maneuver as a swift action. Your disarm and sunder attacks do not provoke attacks of opportunity.

Blackblade Magic Items

Blackblade's Scabbard — 5,000 GP

Aura moderate abjuration **CL** 6th
Slot none **Weight** 4 lbs.

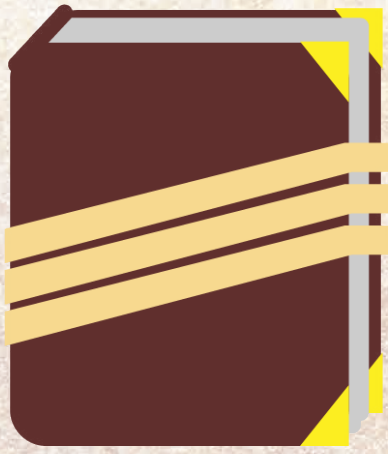
Description

This sleek black scabbard is completely devoid of any decoration or ornamentation, save perhaps a simple monogram of the bearer to differentiate it from others. Though this item is not limited to members of the Blackblades, it is popular among members of that particular Parity, as they limit purchases of magic items outside of weapons and armor.

After drawing a bladed weapon from the scabbard, the bearer may, as a swift or immediate action, apply a resistance bonus equal to the enhancement bonus of the weapon to a single saving throw. The bearer must activate this ability before the saving throw is attempted. The blade must be returned to the scabbard before the bearer can use this ability again.

The Bookbinders (Dark)

LN preeminent organization
Leaders Quantal Molean (Parity Council Speaker), Drave Mussentis (Tower of Pages)
Values controlling dangerous knowledge, organizing secrets and information
Nicknames: "Bookers," "Dustjackets," "Grimspines"
Public Goals to collect and regulate knowledge dangerous to Hyraeatan, to catalogue the collections and private libraries of the City's nobility and leadership, to provide sage services and family tutoring to Hyraeatan's elect, to record the knowledges of Infinity
Private Goals to control the distribution of the knowledge of the universe, to shape the minds of the young, to organize the collections of the Parity in the most effective manner possible
Allies among fellow Parities, Hands of Onus, the House of Heights, and the Temple of Coin align with both the collection and expansion of the archived secrets of the Bookbinders; outside the Parities the Elders of Thaon, the Emperor Haddrikai of Meddikar, and the Mapmakers of the Deep Gray.
Enemies the Ashborn and Blackblades advocate the destruction of knowledge found to be dangerous and work against the Bookbinders desires for control. The Steamwalkers and the Descendants of Dream lack explicit lore controls and advocacy of public education set them at odds; outside of the Parities, the Zeian Empire's (see Worlds of the Lattice in Chapter 5) efforts to collect and control information to further their imperialistic and expansionist agenda make them rivals.
Membership Requirements trained in Craft (books), Knowledge (arcana), or Knowledge (History)
Influence Limitations Each time the adventurers wish to reach a new rank, they must make a recovery of rare knowledge or securing a lost archive or achieve some task of value to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).



Special Tasks

Recover Rare Knowledge (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Bookbinders by recovering or discovering rare knowledge. This requires a successful Knowledge check against DC 10 + twice your level.
Secure Lost Archive (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Bookbinders by securing a lost archive or new repository of knowledge. Securing an archive that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Clasp"—Rank 1 (5 Fame)*: You can access the Bookbinders expansive networks of subject matter experts and sages. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you pay half as much as normal for the services of Sages.
- *"Binder"—Rank 2 (20 Fame)*: You gain some fame as a scholar and researcher affiliated with the Bookbinders. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain an additional +2 circumstance bonus to research checks at libraries and facilities within those areas.
- *"Sealer"—Rank 3 (35 Fame)*: You are connected to the secret network of deep extraplanar archivists belonging to the Bookbinders that may access secret lore on your behalf. You can cast commune once per day as a spell-like ability at your character level.
- *"Secreter"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Bookbinders. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, mnemonic mastery I*, sage (arcana, history, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: understand subject*,

skill specialization (Knowledge [arcana], Knowledge [planes], Spellcraft)

- *Rank 2 (20, 5 PP)*: borrow resources (1,000 gp), command team (1 1st-level theurge or wizard), mnemonic mastery II*, put in a good word, retrain (locate trainer), suppress knowledge*
- *Rank 3 (35 Fame, 2 PP)*: understand subject II*
- *Rank 3 (35 Fame, 5 PP)*: borrow resources (5,000 gp), command team (1 4th-level theurge, 1d4 3rd-level aegises, or 3d4 1st-level wizards), mnemonic mastery III*, reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level theurges or arcanists; or 5d4 3rd-level aegises or wizards), vault of shadows*

New Benefits

Mnemonic Mastery (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity uses its knowledge of mnemonic techniques to train you in expanded magical knowledge. The PCs can purchase this benefit for 1 favor (2 PP) per Rank effect. At Rank 1 (5 Fame), the bookbinder gains a special spell knowledge slot. A spell can be memorized into that slot with 15 minutes of study. Prepared spell casters may treat the memorized spell as though they had selected it with the Spell Mastery feat. Spontaneous casters may treat it as an additional spell known. At Rank 2 (Fame 20), the Bookbinder may buy two more such slots. At Rank 3 (Fame 35), the PCs can purchase three such slots.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Suppress Knowledge (20 Fame, 5 PP): Bookbinder agents actively collect written word, hide evidence, and spread disinformation regarding one subject in one settlement or district within 100 miles of Hyraeatan or the Lattice. Gather Information or research related Skill checks must roll twice and take the lower result.

Understand Subject (10, and 30 Fame; 2 PP or 5 PP): The Parity grants you supernatural resources into studying new texts. You may cast *comprehend languages* once a day but the target must be a book, scroll, or other form of written text. At Rank 3, you may purchase the ability to add *legend lore* to your spells known. You must be able to cast 6th-level spells to gain this benefit.

Vault of Shadows (50 Fame; 25 PP): The Parity uses its resources to create a specialized Shadow Plane variant of *mage's magnificent mansion* for you that functions as a personal library. This pocket reality may be opened once a day and is staffed with shadow librarians that can maintain your personal collection. Books and other written material persist when you leave the space and are present when you reactivate it. Once a day a shadow copy of any nonmagical text can be created by the magic of the place, but these copies may never leave the vault.

Bookbinder Views & Beliefs

> "The Past must be kept. Let others chase the words of the Future... Truth does not expire."
>
> —Giltharian Denlur

The current leadership of the Parity claims an ambiguous timeline, asserting that the Bookbinders were there when Aphos first researched his post-vampiric Ascension. They claim this as they claim to have been present at every event of import to Hyraeatan. Some more radical Bookbinders go further claiming that the Parity has been present at nearly every event of significance ever in Creation, though almost exclusively these are Xenthis Cypher radicals. While most find the claim ridiculous, any who have locked gazes with a high-ranking Bookbinder's eyes aren't always so sure.

The Bookbinders assert that all Knowledge must be kept, and that which is Kept must be Protected. The whys and hows of these edicts very from member to member and are not made simpler because of the various eras of organizational structures they have used when organizing their multitudinous book-hordes. These systems are often abandoned mid-implementation only leading to more confusion.

Whispers speak of the Bookbinders' resources and passions going to incredible lengths to gather Knowledge, including maintaining a massive espionage network stretching through the other Parities and far beyond Hyraeatan itself. This system of spies has led the common people of Hyraeatan to romanticize a group of stodgy scholars as often being far more than they appear. Some

claim they even employ strange magics ranging from forbidden divinations and temporal alteration to secure the knowledges that they crave.

Bookbinder History & Current Events

The Bookbinders' origins are about the least secretive piece of knowledge they are associated with. Duxandus the Everchill, who would later go on to found the Icegrave Enclave had with him in the early days of Hyraeatan's expansion a number of apprentices. One of these was Aldun Pescolarrae. The Bookbinders claim that Aldun discovered the lore of the Mausoleum Pit of Ynxilli which would later allow Duxandus to attain lichdom as an ice lich and lose all connection to humanity.

After this reckless choice Aldun became obsessed with the process of systematically cataloguing, registering, and sequestering the knowledge of his order. Soon, Aldun found his suspicions had come to pass and his master had wandered into the Bay of Shades and disappeared. So shocked were they by the abandonment, the other apprentices expressed nothing but relief when Pescolarrae declared himself chief among their order and immediately set about gathering more knowledge. Early efforts of the former apprentices included deep research into the vampiric lineages of the Sanguine Sovereignty that earned them their first major group of patrons.

Soon, their reputation for discretion, comprehensive knowledges, and responsibility in aiding the researches of the Sovereignty made the House of Heights approach the order to consider chronicling the lives and ascensions of its Eternals—a task the newly named Bookbinders were all too happy to set themselves to. Each Eternal was assigned a chronicler or "book-binder" to record their knowledges, history, and maintain their libraries. Each Bookbinder took an apprentice who was taught the role for their Eternal and the maintenance of each private library collection. Soon this practice was en vogue with the Sovereignty and Temple of Coin as well. These windows into the exclusive lore of the City's mightiest creatures and richest families elevated the order into a formidable organization in time for the Resolution to name them among the Parities of Hyraeatan.

Shortly thereafter the lore of the Eternals and the recording of their extensive life experiences began to take a toll on the membership of the Parity and even Aldun himself was drawn into the mysteries of an entropic Eternal named Artaea, eventually dying by her hand in a dark ritual. The leadership of the young Parity found itself at odds with what to do about the mounting issue versus the need of the House's Eternal Patrons. A revolutionary idea was proposed by the couple of Ridar and Molin Antolethes resulting in a numeric coding system (The Antolethes Numeric) and the systematic separation of lore and libraries into secret locations throughout the depressed neighborhoods of what would become the Archives district. The construction of grand vaults like the Spinehold Labyrinth (now simply called "the Labyrinth") and Gregor's Deep were conducted during this time.

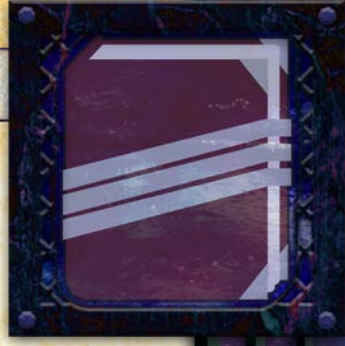
This lead to the formalization of the Archives Revitalization project and the partnership of the Hands of Onus with the Bookbinders. Major structures were mirrored with Anchors into the Nearing of the Archives to create exciting new destinations and a new age of socialization and upward mobility among the Bookbinders curator-scholars. Forbidden magical knowledge that left the secret vaults of the order allowed the Steamwalkers to craft the Orbs of Wonder. These artifacts would lead shortly to the Parity conflicts and kyton attacks known as the Wonder Wars.

It was also this brief age of success that probably led to the darkest moment in the Bookbinders' history, the Antolethes were revealed to be agents of the Steamwalkers and in the uproar the Parity nearly tore itself to pieces. The elderly couple were publicly executed in the streets of the Archives district and a radical group of arcanists and theurges seized the Tower of Pages and burned the master copies of the Antolethes Codex while securing as much of its lore as possible. These archivists, calling themselves only the Xenthis soon became the only centralized power in the Bookbinders tower and would begin scrambling the knowledges of the Archives so thoroughly that no hope of casually recovering knowledge from the secret libraries existed.

Rumors of a master collection of the new organizational structure of the Archives persisted and many newcomers joining the Parity asked their masters about the Xenthis Cypher. Others refused to acknowledge the structure instead defaulting to smaller Pescolarrae-format libraries under new or renewed patrons or forming lose affiliates still using variants of the Antolethes. Those coming under the care of the Xenthis faction find that the masters of the Tower of Pages have taken to the strange; indulging in the usage of vast quantities of greyroot and violent Archives raids that seem to progressively have less to do with recovering the lore of other factions and more on destabilizing the neighborhood completely.

Using lost records of secret passages, Antolethes adherents who have the backing of partners of the Temple of Coin have begun a secret campaign to reclaim portions of the Tower of Pages, slowly utilizing sections of servant stairway and serving passages to create a second set of chambers within the tower.

Increasing fractionalization has led to a large number of Bookbinders claiming to be "Unaffiliated." While these agents are often viewed with distrust, they do provide some small measure of communication between the various sects and present something of an outward facing presence that other Parities and the citizens of Hyraeatan



can get a sliver of stability from while interacting with them. Officially, the Xenthis Cypher currently has the seat on the Parity Council (though the representative denies this) and are the recognized leaders in most official circles. Pescolarrae adherents often exert influence through patrons in the House of Heights or Sanguine Sovereignty.

Personae of the Parity

Atsashu the Spinelock (LN agender voidangel (rune)† theurge† 20/overmage 4[MPotLS]): When Atsashu arrived in the City the House of Heights sent a delegation of Eternals to welcome it sensing a kindred spirit. The voidangel instead drifted above the Archive district for four days and then vanished. It materializes from time to time, most often in the Tower of Pages to receive a tome or scroll and then once more vanish into the Ether. It displays no favoritism among the various sects and traditions. When it has been seen intervening it is almost always to protect at risk knowledge but preserving life after knowledge and never recklessly endangering either.

Bessin Argmal (LE male fetchling wizard 3/aethernaut† 5/eldritch knight 1): Bessin left the Steamwalker Parity with a cache of research notes he declared had no right to be understood by anyone. Losing the trust of his old Parity, he has yet to earn much with the Bookbinders. He begged Uxarra to wipe all memory of the experiments from his mind and served as their apprentice for many years before the ceptu declared that Bessin should take an apprentice of his own and now continues with his apprentice Nuce as the house curator of the primary Vezrigard vampire clan library in the Crowns District. Bessin also has a strange tattoo stained in his flesh he has no memory of gaining.

Drave Mussentis (NE male tiefling vizier[AM] 14): Mussentis is among the most radical of the Xenthis Cypher adherents in the Tower of Pages. Known for relentlessly interrogating new recruits for loyalty to any other Parity or sect of the Bookbinders, Drave has often been seen in the Archives District escorting patrols of undead that he has "inducted" into the Parity to secure newly liberated caches of knowledge. He is suitably resistant to critique of his methods and has little issue forcing conversions with just enough discretion to avoid leaving enough evidence of his illegal activities. Some speculate that this has to do with the sizable cache of magic items his essence empowers.

Giltharian Denlur (LN male human wizard 10/guildmage 10/overmage 3[MPotLS]): The Thaonic wizard Giltharian arrived in the City after a long exile within the Void where he encountered truths that nearly broke him. Finding a new generation of auri'kiir sorcerers awaiting him on his homeworld he left them to their machinations in favor of a fresh start in Hyraeatan. Realizing that the Bookbinders were in possession of the same lore that he found so troubling he allied himself with them to make certain some secrets never escape their Archives.

> "Of course the Antolethes founders were traitorous spies, no one is arguing that! But their system of subject organization was superb..."
>
> —Inturutni, Pescolarrae Apprentice

Inturutni (LN female mirrorkin echo† 14): The mirrorkin Inturutni has long served the bookbinders, seeing themselves as a sort of eternal apprentice. A strict adherent to the Pescolarrae tradition, they tie themselves to an aging bookbinder in an inversive manner as to present a younger protégé version of themselves. Inturutni believes this breeds a more confident layer of leadership for the curator-scholars and helps them survive the predations of the Xenthis Cypher sect. Currently they are inversing the aged master **Cantiou Astimsis** (LN male undine wizard 12) and have assumed the appearance of a young ifrit girl.

Khol Bheric (LE male dhampir theurge† 7): This illegitimate child of a scion of the Bheric vampire clan and the house-curator of their libraries, Khol was recently recognized by the spawn of his father as a true member of the family after his research provided an unusual piece of lore. Since revealing this information, rumored to have something to do with the rise of the Hungerer himself, Khol has recently begun to sense something watching him and is seeking someone willing to defend him and investigate the source of the strange magic.

Mukri Gnomos (N female sylph fighter [reborn†] 12): The sylph Mukri stands over the Runeway main gates for the Ashborn. Flooded with conflicted knowledge from several lifetimes defending the City, she has aided the sects of the Bookbinders in keeping tabs on their rivals comings and goings and is responsible for countless clashes between factions within the Parity. Partially this is due to Mukri's prior lives as Bookbinders, both as a Pescolarrae apprentice and a Xenthis Cypher rebel. Additionally, her role as an Ashborn has been to encourage the Parity's in-fighting. Ultimately, she is considered a member of both Parities by those Parities leadership but is conflicted as to her own feelings of loyalty.

Quantal Molean (LN agendered rhyzala† theurge† 16): The rhyzala called Quantal serves as a representative of the Bookbinders on the Parity Council. They claim

to represent the Unified faction of the Bookbinders and only stare when confronted with the fact that no such faction is present elsewhere in the City. After awkward pauses they tend to smile and change the subject. Policy wise, very few in Pescolarrae, Xenthis, or Antolethes factions have found issue with their policy choices though none have felt particularly championed either. Rumors abound that the rhyzala's link to the future is more sound than most, but this has often turned out to be an effect of Quantal's specializations in light and divinatory spells and the circuits they make of the Eternal's temples listening for rumors or gossip in the Seraph's Ring.

Uxarra Inkblood (LE carrier ceptu† theurge† 17): Uxarra is one of the few openly Pescolarrae master Bookbinders that remains in the City. They use their massive mental magics to maintain a network of curator-scholars throughout the City. Some people call Uxarra the Master of the Invisible Tower because as much Parity business flows through the tentacles of the ceptu as does through the Xenthis controlled desks of the Tower of Pages itself. Uxarra is also negotiating an exchange of hidden knowledge with the Kraken gang in the Archives and the unseen forces behind them.

Giltharian Denlur

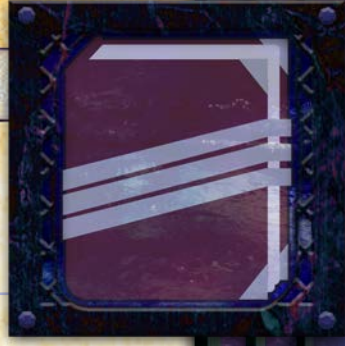
Bookbinder Game Mechanics

Animating paper into living libraries, sealing forbidden spells away from casters, and blurring lines of magic itself are only the barest fraction of the secrets the Bookbinders possess and battle to keep.

Papyrukineticist (Kineticist Archetype)

There is power in the written word, which churns inside the soul much deeper than most sane beings will ever dare to dive. Some fall down that rabbit hole completely…only to emerge as living gods, masters over libraries and the eternities they contain.

Ink-Stained & Invisible Hand (Su): A papyrukineticist may only use wild talents she possesses with the [aether] descriptor to affect objects made of, connected to, or composed primarily of paper, parchment, ink or other printed material; likewise, she may only Gather Power if she is in an area wherein books are present (such as a small library carried with her). A papyrukineticist may only use her basic telekinesis wild talent to manipulate or move books, ink and other printed material, and she may only use the kinetic healer wild talent to heal creatures (such as inkflesh initiate creatures; page 196) composed primarily of paper, ink or text; likewise, she may only use foe throw, pushing infusion, self telekinesis



or touchsight if her target is holding, clothed-in or composed-of books, ink or printed material.

In addition, the force ward defense wild talent of a papyrukineticist always manifests as a floating "halo" of pages and books, which orbit around her; these objects fall harmlessly to the ground again if she dismisses her force ward as an immediate action. A papyrukineticist must have ready access to a substantial number of books in order to use this ability, usually 100 gp worth of reading material per character level.

The Library Moves (Su): At 3rd level, the papyrukineticist may accept a point of burn as a standard action to use *lesser object possession* or *make whole* as a spell-like ability.

The Library: All constructs animated by the papyrukineticist through use of this class ability must be composed primarily of paper, ink and other printed material; creatures created in this way gain vulnerability to fire.

Whenever the papyrukineticist uses *make whole* as a spell-like ability, her effect always replaces the damaged components of her target object or construct with magically-summoned wraps of paper. Any objects repaired by use of this ability which were formerly composed of glass, brick, stone, steel, treated wood or other non-flammable materials thereafter suffer full damage from fire: instead of the normal half damage suffered by objects: and constructs repaired in this way gain vulnerability to fire, as above.

This ability functions as normal upon objects made-of or composed primarily of paper or untreated wood.

Twists of Power and Ink: At 5th level, the papyrukineticist gains the ability to read scrolls and to cast arcane spells from a scroll as if she had a caster level equal to her kineticist class level -4. She can decipher all scrolls, using her Use Magic Device skill in place of Spellcraft, and she does not need to cast *read magic* in order to decipher a scroll. Furthermore, she gains a +1 bonus to her Intelligence score for purposes of determining the level of spell she can cast from a scroll; this bonus increases by +1 at 10th level and every 5 levels thereafter (to a maximum of +4 at 20th level).

The papyrukineticist may choose at any time to accept one point of burn as a free action; if she does so, she adds a +10 bonus to all of her Use Magic Device skill checks until her burn is removed normally.

This ability replaces the Infusion gained at 5th level.

The Greater Library: At 7th level, as a standard action, the papyrukineticist may accept two points of burn to use *object possession* (usable only upon objects constructed at least partially of paper, ink and other printed material).

At 9th level, the papyrukineticist may additionally accept three points of burn to use *animate objects* (see **The Library**, above) as a standard action or to use *quickened make whole* (as above) as a swift action.

Tomeseal (Sorcerer Archetype)

The Bookbinders took advantage of their relationship with the Sanguine Sovereignty to curate bloodlines of highly specific magical ability creating lineages such as golemspine artificers and other exotic bloodlines. Among these are the tomeseals, mystics whose talents rely on sealing away the magical abilities of other spellcasters while gaining in raw power with each spell they sequester.

Weapon Proficiency: A tomeseal can select two martial or one exotic weapon proficiency in addition to those normally available to sorcerers. This alters sorcerer weapon proficiency.

Class Skills: All Knowledge skills are class skills for tomeseals.

This feature replaces bloodline class skills.

Spells: A tomeseal casts psychic spells regardless of their original spell list. If a spell's components line lists a somatic component, that spell instead requires an emotion component when cast by a tomeseal, and if it has a verbal component, it instead requires a thought component when cast by a tomeseal. Spells beyond the limits of Eschew Materials can be paid with alternate materials as usual for psychic magic. They use the standard Spells per Day table of a sorcerer and may cast any spells they know without preparing them.

Tomeseals lose access to standard sorcerer spells known beyond 0 level, instead gain access to the spell *consume magic I* at 1st level. At 4th level and every two levels after that they gain the next respective level of the *consume magic* spell. They may still use the Expanded Arcana feat to gain additional spells known. Other tomeseal class features may add spells to their spells known.

This ability alters sorcerer spells known.

Spellseal (Sp): At 1st level the tomeseal gains the ability as an immediate action to sacrifice a spell slot to create a *spellseal* whenever they successfully dispel a spell or spell effect with *consume magic* or another effect. The spell slot sacrificed must be equal to or lower than the spell dispelled and is an additional spell slot cost beyond the dispelling effect. The caster of the effect or spell must make a Will save against 10 + ½ the tomeseal's level + their Charisma modifier. If they fail the *spellseal* is created. A *spellseal* is a special kind of necromantic curse that lasts 1 day per tomeseal level, a *remove curse* is successfully used against it, or until the tomeseal dispels it. While the *spellseal* is in effect, the dispelled spell is removed from the target caster's spells known. They are not allowed to prepare, cast, or scribe scrolls of that spell until the *spellseal* is broken. The spell lost to the target is added to the tomeseals spells known as long as they have their focus on hand. Spells become psychic magic when

the tomeseal casts them regardless of their original type. While the *spellseal* is in effect, the tomeseal cannot regain the sacrificed spell slot. The *remove curse* spell and other similar effects may remove *spellseals* as normal.

This replaces the bloodline power gained at 1st level.

Shatterseal (Su): At 1st level, as an attack action the tomeseal can shatter a *spellseal* to unleash a blast of raw magical power as a ranged touch attack with close (25 ft.+ 5 ft. per caster level). This blast deals force damage equal to 2d6 + 1d6 per level of spell slot sacrificed to create the *spellseal*. Using shatterseal instantly destroys the *spellseal* ending its curse and benefits (if any).

This replaces bloodline arcana.

Focus (Su): The tomeseal begins play at 1st level with a special focus item such as a spellbook, tattoo needle, or bundle of scrolls. The focus helps the tomeseal shape their seals to bind spells away from other casters. Creating a seal involves a dramatic action by the focus as clasps and chains fall away from a shackled spell book to reveal a blank page where the spell of an enemy is transcribed or a bottle of tattoo ink animates sending streams of luminous dye into the flesh of the tomeseal. This item must be present on the person of the tomeseal to cast spells known from *spellseals* or to create new *spellseals*. If the focus is destroyed they can create a new one by expending 50 gp per level and 8 hours of uninterrupted work.

Secrets of the Seal (Su): Starting at 3rd level, the tome gains power from each seal they currently have in effect. Effects with more than one benefit must be selected when a new seal is created and may not be altered. The power gained is determined by the strength of the spell slot sacrificed to create it and the school of the spell sealed by the *spellseal*:

- *Abjuration*: The tomeseal gains their choice of armor bonus or deflection bonus to AC equal to the spell slot sacrificed to maintain the *spellseal*. An additional abjuration seal can have the other bonus type.
- *Conjuration*: The tomeseal gains their choice of a fast healing equal to one half the spell slot sacrificed to maintain the *spellseal* (minimum fast healing 1) or a resistance bonus to Fortitude saves equal to the spell slot sacrificed to maintain the *spellseal*. An additional conjuration seal can have the other effect.
- *Divination*: The tomeseal gains their choice of an insight bonus to AC equal to one half the spell slot sacrificed to maintain the *spellseal* (minimum +1) or a bonus on a single Wisdom-based skill check equal to the spell slot sacrificed to maintain the spell seal. An additional divination seal can have the other bonus type or impact a different skill.
- *Enchantment*: The tomeseal gains their choice of a morale bonus to attack and saving throws vs. fear effects equal to one half the spell slot sacrificed to maintain the *spellseal* (minimum +1) or a bonus on a single Charisma-based skill check equal to the spell slot sacrificed to maintain the spell seal. An additional enchantment seal can have the other bonus type or impact a different skill.
1. *Evocation*: The tomeseal gains their choice of an enhancement bonus to attack and damage rolls equal to one half the spell slot sacrificed to maintain the *spellseal* (minimum +1) or bonus damage to attacks requiring an attack roll (this damage is of a type matching the energy descriptor of a the sealed spell equal to the spell slot sacrificed to maintain the spell seal.) Damages and enhancement bonuses of the same type overlap. Additional damage bonuses can be gained by additional evocation seals.
- *Illusion*: The tomeseal gains their choice of a 5% miss chance (negated by *true seeing* or similar effects) for attacks against them per level of the spell slot sacrificed to maintain the *spellseal* or a bonus on a single Dexterity-based skill check equal to the spell slot sacrificed to maintain the spell seal. An additional illusion seal can have impact a different skill or grant a miss chance if not yet chosen.
- *Necromancy*: The tomeseal gains their choice of immunity to the dazzled, fascinated, or shaken conditions. If the spell slot sacrificed to maintain the *spellseal* was 3rd level or higher, they can choose to be immune to the confused, dazed, frightened, or sickened conditions. If the spell slot sacrificed to maintain the *spellseal* was 5th level or higher, they can choose to be immune to the cowering, nauseated, panicked, paralyzed, or stunned conditions. An additional necromancy seal can have additional immunities.
- *Transmutation*: The tomeseal gains their choice of an enhancement bonus to natural armor equal to one half the spell slot sacrificed to maintain the *spellseal* (minimum +1) or enhancement bonus to an Ability Score equal to the spell slot sacrificed to maintain the *spellseal*. An additional transmutation seal can grant a bonus to a different ability score.
- *Universal*: The tomeseal gains a bonus to caster level for *spellseals* to resist *remove curse* and the Will save DCs to resist them equal to half the spell slot sacrificed to maintain the *spellseal* (minimum +1).

This ability replaces the bloodline power gained at 3rd level.

Bonus Feat (Ex): At 7th, 13th, and 19th level the tomeseal gains a bonus feat which may be any combat feat or selected from the following list: Great Fortitude, Iron Will, Lightning Reflexes, Toughness, or Twin Seal†.

This ability alters bloodline feats.

Zeal of the Sealed Ones (Su): At 8th level, when you are benefiting from temporary hit points and have at least

one *spellseal* in effect, you gain an additional attack at your highest bonus each round. This attack does not stack with those granted by the *haste* spell and similar abilities.

This ability replaces the bloodline power gained at 8th level.

Eternal Seal (Su): At 15th level the duration of your *spellseals* becomes permanent. *Spellseals* can still be removed with *remove curse* and similar effects or dispelled by the tomeseal. You do not regain spell slots sacrificed to create *spellseals* while they remain in effect.

This ability replaces the bloodline power gained at 15th level.

Master of Seals (Su): At 20th level you become a true master of *spellseals*. You may spend a full-round action to grant existing seals you possess to another creature. They gain the benefits of the *spellseal* while it is in effect. You still do not regain use of spell slots sacrificed to create a *spellseal* until the *spellseal* is removed via *remove curse* or you choose to dispel them.

This ability replaces the bloodline power gained at 20th level.

Bookbinder New Feats

Twin Seal

You have learned to combine the power of your seals into greater seals of synergized power.

Requisites: Spellseal class ability, tomeseal level 9th or higher.

Benefit: Select one school of magic you can create *spellseals* of. You may stack two seals of the same bonus type together. You may only have one set of seals stacked in this manner per instance of this feat.

Special: You may select this as a bonus feat with your bonus feat class feature. You may select this feat more than once but no more than twice at 13th level and a third time at 19th level.

Bookbinder Spells

Consume Magic I

School necromancy; **Level** psychic 1, tomeseal 1
Casting Time 1 standard action
Components V, S, M (see text)
Range close (25 ft. + 5 ft./level)
Effect see text
Duration Instantaneous; and see text
Saving Throw none; **Spell Resistance** no

Drawing out the raw magic of a spell effect or spell being cast you attempt to consume it. You may make a check to dispel a spell effect or counterspell a spell being cast rolling 1d20+3 against DC 11 + the caster level of the spell or effect. This effect can also be used to suppress magic items for 1d4 rounds as per *dispel magic*. The spells, spell effects, or item's prerequisite spells must be of equal or lower level than *consume magic* to be targeted. If successful the transfer of raw magical energy grants you 5 temporary hit points. These temporary hit points fade in 2 hours if not lost to damage.

This spell counts as a dispelling effect for class abilities, feats, and other mechanics that interact with dispel checks or *dispel magic* spells. The flat modifier to the dispel check is treated as though it was the caster level of the dispelling effect in these instances.

Consume Magic II

School necromancy; **Level** psychic 2, tomeseal 2

As *consume magic I* with a check of 1d20+5 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 4 hours.

Consume Magic III

School necromancy; **Level** psychic 3, tomeseal 3

As *consume magic I* with a check of 1d20+7 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 6 hours. If you gain temporary hit points, you are also cured of fatigue or exhaustion.

Consume Magic IV

School necromancy; **Level** psychic 4, tomeseal 4

As *consume magic iii* with a check of 1d20+9 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 8 hours. If you gain temporary hit points, you may immediately save against any temporary negative levels you have if you wish.

Consume Magic V

School necromancy; **Level** psychic 5, tomeseal 5

As *consume magic IV* with a check of 1d20+11 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 10 hours. If you gain temporary hit points, you are healed of ability damage as though you rested a full night.

Consume Magic VI

School necromancy; **Level** psychic 6, tomeseal 6

As *consume magic V* with a check of 1d20+13 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. You may also make your *consume magic* check against curses as though casting *remove curse*. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 12 hours. If you are below 50% of your hit point total you may apply this amount as magical healing instead of temporary hit points.

Consume Magic VII

School necromancy; **Level** psychic 7, tomeseal 7

As *consume magic VI* with a check of 1d20+15 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 14 hours. If you gain temporary hit points or are healed, you may regain a spell slot of 3rd level or lower.

Consume Magic VIII

School necromancy; **Level** psychic 8, tomeseal 8

As *consume magic vii* with a check of 1d20+17 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 16 hours. If you gain temporary hit points or are healed, you may regain a spell slot of 4th level or lower.

Consume Magic IX

School necromancy; **Level** psychic 9, tomeseal 9

As *consume magic viii* with a check of 1d20+19 versus 11 + the caster level of the spell or effect to dispel or suppress the effect. If successful the caster gains 5 temporary hit points per spell level dispelled or suppressed and these points last up to 18 hours. If you gain temporary hit points or are healed, you may regain a spell slot of 5th level or lower.

Class Template: Cosmic Decretalist

While many scholars exist who pursue the mysteries of both the divine and the arcane, there are some who seem to harmonize the two. Just as the power of the gods can be interpreted through planar patterns, so too can arcane magic be observed through the lens of divinity. The Cosmic Decretalists are an order of planar scholars who seek out harmony in magical laws, in the process unlocking powerful secrets about the nature of magic.

Cosmic Decretalist is a class template suitable for the cleric and witch classes. When converting a character to a Cosmic Decretalist, the character loses or changes the following class features:

- **Cleric**: The cleric gains one fewer domain than normal.
- **Witch**: The witch does not gain hexes at 1st, 6th, and 16th levels, but may select arcane discoveries in place of witch hexes

Dweomer Affinity: At 1st level, the Cosmic Decretalist becomes adept at creating and utilizing magical items. They treat all spells on the cleric, witch, and wizard spell lists as being on their spell list for the purpose of using spell trigger and spell completion items.

Magical Lore: The Cosmic Decretalist may select arcane discoveries in place of feats, using their Cosmic Decretalist level in place of their wizard level and their spellcasting ability score modifier in place of their intelligence modifier.

Synthetic Spellcraft: At 6th level, the Cosmic Decretalist learns to combine magical energies to replicate spells for the purpose of crafting. The Cosmic Decretalist can bypass the normal restrictions for spell prerequisites on spell trigger and spell completion items by adding 3 + the spell level to the Craft DC.

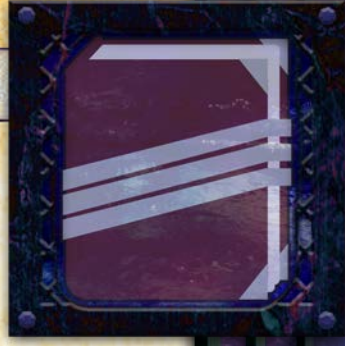
Root Spellcasting: At 16th level, as a swift action number of times per day equal to their casting Ability modifier, the Cosmic Decretalist taps into the fundamental order of magic itself to cast spells without binding themselves to any particular form. For these spells they may ignore any components except for material and focus components when casting spells as well as any spell resistance or immunity that targets possess.

Bookbinder Mythic Path Ability

The following mythic path ability is available to members of the Bookbinder Parity.

Tier 3 Universal Ability

Eternal Name (Su): You may spend a use of mythic power to inscribe your name within a book or other written work. You may have your name so inscribed once per tier. You do not regain that use of mythic power so long as the book or work remains inscribed. You may reclaim your mythic power from the inscription by touching it or when the work is destroyed. So long as those books are intact, you gain the effect of the Immortal 9th tier base mythic ability. At 6th tier, you return to life even if you were killed by a mythic creature or weapon of epic quality as long as even one book remains. At 9th tier,



you may ignore death even from artifacts. At 10th tier only the destruction of all books inscribe with your name will make you vulnerable to death. Spells and abilities similar to *legend lore* and *vision* can give hints as to the location of the tomes inscribed with this ability.

Bookbinder Magic Items

Bookbinders are renowned for their reverence of knowledge and immense collection of works; they are equally known for their difficulty accessing these vast stores of information. Much of this is a result of poor filing and storage systems, and various efforts have been taken over the Parity's long life to address this problem. One of the most successful were the *screedshrouds*, detailed below. Issues arose, however, when *screedshroud* users lost track of the item's various parts, or when librarians failed to maintain a system of standardized sigils and keywords for *screedshrouds* linked to similar works. Still, *screedshrouds* are still in use, and there are whispers of winding, serpentine scarves linked to whole libraries and possessing rare abilities.

SCREEDSHROUD **24,000 GP**

Aura faint divination **CL** 5th

Slot none **Weight** 5 lbs.

Description

This length of coarse, pale yellow cloth has a broad, shallow pocket sewn onto one end that usually holds a short quill and stout seal. The shroud, quill, and seal all bear the same sigil and keyword, and are usually kept together as a set.

When placed against a book, scroll, or other work with no more than 100 pages' worth of text, it inscribes its sigil and keyword, as *arcane mark*, and links the work to the *screedshroud*. When a user holds the quill above the *screedshroud* and speaks the command word, the shroud magically joins into a single round strip. The quill then animates to scribe the shroud with the contents of the linked work. The quill scribes text at a rate of 1 page per minute, and writes in illusory ink that fades over 2 minutes. The shroud floats and spins to keep pace with the quill. A *screedshroud* responds to simple commands such as *stop*, *continue*, or *reproduce page 3*.

Finally, a *screedshroud*'s seal can leave its mark on a spellbook, familiar, or similar component required for a prepared spellcaster to prepare their spells. As long as the *screedshroud* is linked to the component and in the spellcaster's possession, they may prepare spells as if they had the component with them.

A *screedshroud* cannot reproduce text or enable spell preparation unless it is within 2 miles of, and on the same plane as, its linked work, and cannot be linked to more than one work at a time.

Construction Requirements **12,000 GP**

Craft Wondrous Item, *clairaudience/clairvoyance*

GOLEMSPINE CLASPS **MINOR ARTIFACT**

The massive clasps of this tome: along with the solid hinge, centerpiece and corner-pieces of the ancient book: are smooth: forged of an icy, lusterless iron that can be seen beneath the ornate gilt, painted over the iron long ago, which has begun to fleck away with advanced age.

Aura Strong (abjuration) **CL** 21st+ (the magic to create these unique objects has been lost)

Slot None **Weight** —

Description

These heavy iron book-clasps can be secured to any high-quality hardcover tome or bound codex (whether constructed of pasteboard, velvet, leather or calfskin over rosewood). Securing a book with these magically-flexible clasps requires one full day's worth of uninterrupted work, basic knowledge of the bookbinder's art and access to a craftsman's studio.

A book bound with these clasps is immune to fire and to all spells that allow spell resistance; the bearer of the book may voluntarily lower this spell-resistance as a move action. In addition, any magical attack or effect that would deal fire damage to the book instead heals 1 point of damage to the book for each 3 points of damage that the attack would otherwise deal. In this way, a book secured with *golemspine clasps* may be restored to pristine, mint condition by direct exposure to magical fire.

If a book bound with *golemspine clasps* has full hit points when it is exposed to magical fire, the protection afforded by the *golemspine clasps* additionally extends to cover all books within a twenty-foot radius. If a book has spent at least one week within the twenty-foot radius aura of protection provided by a fully-healed book bound with *golemspine clasps*, this protection from magical fire further extends for one full month after the *golemspine clasps* depart the area.

By the creative use of the *golemspine clasps* and a bit of careful planning, a book bound in *golemspine* can be rotated through the collection of a large library and thereby grant protection against magical fire to a huge number of books left within its aura.

Bookbinder Family Trait: Golemspine Artisan

The rarest and most valuable substance in the universe is symbolic intelligence: the decipherable recordings of a social animal, made to hold memories in a way that another living mind can then access and replay the stored information. Books are, simply put, the ultimate evolution of our most ancient oral traditions, cave paintings and dances: they represent power over time itself, holding forever our lives, histories, songs, poetry and horror.

This symbolic intelligence must be carefully curated. Protected. Ensured against the flames of ignorance, war and darkness.

Prerequisite: Ancestral membership in the Bookbinder Parity.

Benefit: You possess a set of *golemspine clasps* and the means to employ them. These artifacts are bound to you and you alone, by magic that is still poorly understood: if your bound set of *golemspine clasps* are ever lost or stolen, the set returns to you the next time you wake; if you are killed, your *golemspine clasps* vanish and cannot be recovered until you are returned to life or are raised as an undead or construct creature (see the Inkflesh Initiate template, below). All members of the Bookbinders Parity have their attitude toward you shifted one category toward the positive, if their attitude was not initially hostile; this shift can be further modified by your actions, or it might change over time naturally. A member of the Bookbinder Parity must know your identity as a keeper of lost & powerful magic to be affected by this Family Trait.

While in an area that contains magical libraries, you may earn money each day as per the Perform skill except that you employ your Craft (bookbinding) skill.

If you learn of the existence of a set of *golemspine clasps* that are outside the control of the Bookbinders, you are expected to retrieve them and pass them to a superior within your Parity.

New Template: Inkflesh Initiate

Many among the elders of the Bookbinders Parity appear mortal. They are not: beneath their skin pumps not blood, but ink; instead of bones, they possess only infinite layers of yellowed parchment. Their tongues are merely tattoos reading "taste" and "speak"...and their pitch-dark eyes can read in the depths of unfathomable blackness without a candle.

"Inkflesh initiate" is an inherited template that can be added to any corporeal creature who has an Intelligence score of 3 or higher and who has successfully performed the Initiation of Inkflesh occult ritual, below (referred to hereafter as the base creature).

Challenge Rating: Base creature's CR + 1.

Alignment: An inkflesh initiate usually has the same alignment as the base creature; none of these creatures are good-aligned and most tend toward evil and law.

Type: The creature's type changes to construct. Do not recalculate base attack bonuses, saves, or skill ranks.

Armor Class: An inkflesh initiate gains a bonus to its natural AC based on its HD, as noted in the following table.

HD	Natural Armor Bonus
1–4	—
5–8	+1
9–12	+2
13–16	+3
17+	+4

Hit Dice: Change all of the creature's racial hit dice to d10s. All hit dice derived from class levels remain unchanged. As constructs, an inkflesh initiate gain a number of additional hit points as appropriate for its size (+10 hit points for Small creatures, +20 for Medium creatures, +30 hit points for Large creatures, etc.). In addition, an Inkflesh initiate uses its Charisma score in place of its Constitution score when calculating hit points, due to its written in blood and bold prose extraordinary ability (see page 197).

Defensive Abilities: An inkflesh initiate gains the standard immunities and traits of construct creatures. In addition, it gains vulnerability to fire and rejuvenation.

Rejuvenation (Su) When an inkflesh initiate creature is destroyed, it reforms 2d4 days later as text within its chosen tome. The only way to permanently destroy an inkflesh initiate is to destroy the tome containing its essence before the creature reforms.

Attacks: An inkflesh initiate retains all weapon proficiencies and natural weapons. It also gains use of a single masterwork melee weapon, for which it must possess proficiency, which it may draw from its chosen tome at will as a free action; the inkflesh initiate may only draw one such weapon at a time. This weapon gains an enhancement bonus (or equivalent weapon special abilities) when wielded by the inkflesh initiate; the bonus is based on the hit dice of the inkflesh initiate, as noted in the table below. A weapon created in this way melts into a puddle of non-magical ink and coils of burned parchment when the inkflesh initiate creature is destroyed, or when the weapon is released by the inkflesh initiate for more than one round.

HD	Weapon Enhancement Bonus
1–3	—
4–6	+1
7–9	+2
10–12	+3
13–15	+4
16+	+5

Abilities: An inkflesh initiate has no Constitution score.

Skills: An inkflesh initiate gains a +10 racial bonus on Stealth checks while within a library or bookstore while using her become text ability. In addition, an inkflesh initiate may always pass as a living member of her species with no Disguise check required when she is not using her become text ability.

Special Qualities: An inkflesh initiate gains the following special qualities:

Written in Blood and Bold Prose (Ex) An inkflesh initiate uses its Charisma score in place of its Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).

Become Text (Su) As a standard action, an inkflesh initiate can transform into a cloud of floating words in the vague shape of her former self, gaining many of the benefits of the swarm subtype. While in this state, the inkflesh initiate is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*, but not including mind-affecting effects that target a single creature), with the exception of spells and effects generated by the inkflesh initiate, which always treat the inkflesh initiate as a single creature if she so chooses. She also takes 50% more damage from area effects (such as *fireball* and splash weapons). While in this state, she is also susceptible to high winds: she is treated as a Fine creature for the purposes of determining wind effects.

While in this form, an inkflesh initiate suffers no penalties for squeezing and can move through spaces as if she were a creature of Fine size. Any nonmagical attack she makes deals half damage; magic attacks are unaffected, and the inkflesh initiate can still use her magic items and other equipment as normal. The inkflesh initiate cannot retreat inside solid objects nor truly fly—though weightless, she must start her turn adjacent to something that is both solid and of Small size or larger (such as the ground or a wall). She may not enter any liquid, but she may walk upon the surface as if it were solid. Anyone attacking the inkflesh initiate while she is in this state must either take a -4 penalty on their attack roll or resolve the attack against both the inkflesh initiate and the surface to which she is immediately adjacent.

An inkflesh initiate can restore herself to her mortal-seeming guise at any time as a standard action.

Enter Book (Su) While she is in her become text state, the inkflesh initiate may enter any book she touches. When she does so, her physical body disappears, and she immediately appears within the text of the book: either as an editor (in the case of poetry and non-fiction) or as a character (in the case of fiction or prose).

The inkflesh initiate can use her normal senses upon the outside world while within a text and may attempt Perception checks to notice anything occurring near the book that she has entered. While within a text, the inkflesh initiate can move anywhere within the book, hiding within the pages as a background character or ducking behind a stray comma, and she may even temporarily alter it (such as by killing the main character on the first page or by editing the text directly so that she may "speak" directly to a reader). The inkflesh initiate cannot use any spells or other abilities while within a book. The inkflesh initiate can leave a book that it has entered at any time as a move action; once it leaves the text, the book immediately reverts to the state it had before the inkflesh initiate entered. If someone destroys or damages the book while it is occupied, the inkflesh initiate is unharmed but immediately exits the book.

New Occult Rituals

Initiation of Inkflesh

School Transmutation; **Level** 9th

Casting Time 9 hours

Components V, S, M (an accurate but flattering biography of the primary caster, as she wishes to be remembered, worth at least 4,000 gp; exotic & toxic inks mixed with powerful drugs, worth at least 4,000 gp.), F (thirteen full-length mirrors, fifteen pedestals, a darkwood chalice, heavy velvet curtains suitable for use in a library and a high-quality source of music, worth a total of 28,000 gp), SC (minimum zero; a maximum of up to twenty secondary casters may assist with this ritual)

Skill Checks Craft (tattooing) DC 33, 2 successes; Knowledge (arcana) DC 33, 2 successes; Perform (singing or string instruments) DC 33, 1 success; Perform (oratory) DC 33, 1 success; Profession (writer) DC 33, 2 successes; Spellcraft DC 33, 1 success

Range self

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** no

Backlash The primary caster is exhausted and immediately falls to -1 hit points, bleeding out and dying (if still a living creature); the primary caster also suffers a permanent -4 penalty to one ability

score (selected by the primary caster). The caster may choose to reduce her Constitution score with this Backlash: if the ritual is successful, this penalty is obviated.

Failure The primary caster immediately suffers the effects of *feeblemind* and gains the ravenous creature template[AB]. The primary caster gains sustenance only from consuming the flesh of the ritual's secondary casters, although she may mistakenly attempt to gain sustenance from other members of her own species or from books in her bestial fury. If the primary caster is ever slain by violence or other mishap (rather than dying of her accursed starvation), she returns to life in 2d4 days (as per *true resurrection*) and gains either the advanced simple template, the giant simple template or another appropriate +1 CR template (such as the earth-infused template); these special templates always stack.

Effect

This ritual may only be cast on the primary caster's birthday. It must be cast indoors, within a library, near windows, during daylight hours while the sunlight is blocked by curtains; the ritual must be completed after the sun is set, bathed in near-total darkness (lit only by candles, if at all). This ritual may only be cast by a living creature.

By means of this ritual, the caster may apply both the advanced simple template and the inkflesh initiate template to herself.

The ritual begins with the primary caster placing an accurate but flattering biography herself, as she wishes to be remembered, upon a curtain-draped pedestal; this book will become her chosen tome if the ritual is successful. The primary caster then stands upon a matching pedestal; she gazes at this book: and at the surrounding mirrors: near-exclusively for the duration of the ritual. The primary caster is then tattooed, head-to-toe, with the text of her book as it is read aloud, becoming lost in the reflections around her as the drugs set in. She sings in-time with the provided music until she cannot tell which image is her, becoming the book: an elaborate, shadow-draped fantasy.

If any mirror is damaged or destroyed during the course of this ritual's casting, or if the primary caster's chosen tome is harmed in any way, the ritual automatically fails.

The ritual concludes with the primary caster receiving an unholy "baptism" from a darkwood chalice full of drug-laced ink, drinking deeply & becoming reborn. If the ritual is successful, the primary caster vanishes: she appears within her text within 2d4 days, as normal.

Binding of the Braided Tale

School Transmutation; **Level** 8th
Casting Time 8 hours
Components V, S, M (Twin works of poetry or prose describing a theoretical hybrid character bearing attributes of both subjects penned in a ink derived from their mixed blood, favorite beverages, and 24 potions [8 *potions of fox's cunning*, 8 *potions of owl's wisdom*, and 8 *potions of eagles splendor*), F (4 portraits [one of each subject as a child and one as they are now], an elaborate tête-à-tête with mithral filigree, a pair of wine bottles with masterwork quality wine from the birth year of each subject, and another set of the same amount of the same potions, 444 feet of cord woven from planar spider silk, SC (minimum two; while there is no theoretical maximum of secondary casters to this ritual, they must always be added in multiples of 2.)
Skill Checks Craft (painting) DC 32, 1 success; Knowledge (arcana) DC 32; Perform (percussion instrument) DC 32, 1 success; Perform (oratory) DC 32, 1 success; Profession (vintner) DC 32, 1 successes; Profession (weaver) DC 32, 2 successes; Spellcraft DC 32, 1 success
Range two subjects in close range
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** no
Backlash The primary caster is exhausted and suffers a reversal of their alignment if not true neutral; the primary caster also automatically fails any Bluff skill checks against the subjects or secondary casters as that they can always slightly sense the caster's emotions after the rituals bonding energies are released.
Failure The primary caster immediately suffers the effects of *energy drain*. The subject's suffer volatile miscibility in their bodies (roll on the Radia effects table 1d8 times for each subject at 1d8 Intensity). The imagined entity from the works manifests two copies as though each was created by a *mirror of opposition* with the GMs choice of levels from each of the subject and intent on destroying each subject and all casters involved in the ritual. The hybrid entities possesses all of the intended abilities of both subjects regardless of its final level composition.

"We fight the fight that matters. Not to dominate the Radia or shape the Prime Material to our own image. We fight for future of Knowledge itself."

—Drave Mussentis

Effect

This ritual breaks down the barriers between two beings allowing them to blur knowledges and understanding. It may be cast on any day that anniversaries the subjects first meeting, or any significant date from before they met that is held in common between the subjects and/or a parent of each (one subjects father's birthday if it is also the day the other's parents were married or so on). The ritual must begin precisely four hours before sunset (or the 8th hour Outwise if cast in Hyraeatan). This ritual may only be cast on creatures that are vulnerable to mind-affecting effects.

By means of this ritual, the subjects are bonded on a psychic level sharing fundamental skills and abilities. For every odd level the lowest level or hit die subject has, both subjects may select and gain either one spell, feat, psionic power, or sphere talent and a up to a single class skill that the other has. The subjects must still qualify for any of the abilities gained (this may cause shared spells or powers to shift levels). Additionally, because of the ongoing psychic link both subjects will immediately gain any condition the other has as soon as the other subject gains it (including dead). The same is true for any mental ability damage, mental ability drain, or negative levels. Neither of the subjects may speak without the other allowing it.

The ritual begins with the primary caster attuning the potions to the magically inked works of fiction extolling the shared attributes of the subjects as though they were a single being. The secondary casters sound out an elaborate timing of drums to sequence the ingestion of each of the potions by the subjects. Should the order be incorrect or the timing off between the subjects the ritual fails. The subjects must also make a Constitution check (DC 20) to hold down potions after the first ten.

A pair of secondary casters uses a single length of cord to weave an elaborate criss-cross around the four paintings of the subjects and the subjects themselves. After the nesting of cord is complete, the subjects drink the entire bottle of wine from the other subject's birth year.

The ritual concludes with the primary caster igniting the written works and imbuing the essence of the co-mingled entity with the subjects. If the ritual is successful, the subjects are bonded and experience a profound shared understanding.

Chrysalis Covenant

CG preeminent organization
Leaders the Thr3e
Values self-evolution, guided transformation

Nicknames: "Pupas," "'Pillars (short for Caterpillars)," "Sheds," "Cuckoos"

Public Goals to restore and heal the sick and injured of Hyraeatan, to maintain hospices for public health, to manage Hyraeatan's medical industry, to shed outdated concepts for Hyraeatan's daily operations, to delve the infinite possibility of the self

Private Goals the Chrysalis Covenant seeks to harness the power of the Radia to change Hyraeatan and its people into new and advantageous forms; to change the nature of reality by altering its inhabitants

Allies among fellow Parities, Ashborn, Descendants of Dream, and Steamwalkers; outside the Parities, Maelwyn of the Mithral Throne, the Dragonlords of Issovohl, and the Nascent Choir of Aldra.

Enemies the Blackblades and the Icegrave embrace philosophies that are too final and unchanging to find common ground with the Parity, where the Hands of Onus constantly struggle over the resources given by the Parity Council to care for the City's less fortunate souls

Membership Requirements trained in Heal, Knowledge (arcana), Knowledge (nature), or Knowledge (psionics)

Influence Limitations Each time the adventurers wish to reach a new rank, they must make a successful personal transformation or uncover a significant transformative resource for the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Personal Transformation (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Chrysalis Covenant by making a successful personal transformation. This requires a successful Knowledge (arcana), Knowledge (nature) or Knowledge (psionics) check against DC 10 + twice your level and may require a journey to facilitate the change.

Transformative Resource (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Chrysalis Covenant by securing or creating a new transformative resource. Acquiring a resource that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Pupa"—Rank 1 (5 Fame)*: You can access the Chrysalis Covenant's associated network of healers, mendicants, and their patrons. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you earn twice as much as normal from Profession (herbalist) or Profession (midwife) checks. Additionally you pay 10% less for healing spellcasting services (not including component costs).
- *"Hatcher"—Rank 2 (20 Fame)*: You receive some of the Covenant's training in advanced healing and medicinal techniques. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Heal checks.
- *"Morphic"—Rank 3 (35 Fame)*: You are imparted with rites of transformation that are used by the highest levels of the Chrysalis Covenant. You can cast a variant *reincarnation* once per day as a spell-like ability at your character level. This ability targets willing, living creatures in addition to corpses and requires no material components.
- *"Mercurial"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Chrysalis Covenant. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), gather information, minor chrysalis*, sage (dungeoneering, nature, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: balm I*, skill specialization (Heal, Knowledge [nature],

Spellcraft)

- *Rank 2 (20, 5 PP)*: balm II*, borrow resources (1,000 gp), command team (1 1st-level druid or shifter), minor shifting*, put in a good word, retrain (locate trainer)
- *Rank 3 (35 Fame, 5 PP)*: balm III*, borrow resources (5,000 gp), command team (1 4th-level radiant, 1d4 3rd-level druids, or 3d4 1st-level shifters), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost), major chrysalis*
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level druids or radiants; or 5d4 3rd-level radiants or shifters), greater chrysalis*

New Benefits

Balm (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity provides a store of emergency draughts for the PCs. The PCs can purchase this collection for 1 favor (2 PP) or its standard market price. At Rank 1 (5 Fame), the draughts provided are 6 *potions of cure light wounds*. At Rank 2 (Fame 20), the draughts are 3 *potions of cure moderate wounds*, and 1 *potion of remove disease*. At Rank 3 (Fame 35), by spending 2 favors (5 PP) the PCs can purchase further potions from the Covenant at a 10% discount. For the purposes of item availability, the Parity counts as a metropolis.

Greater Chrysalis (50 Fame, 25 PP): The Parity imbues you with the power of transformation, as the spell *polymorph any object* once per day. This ability only works on willing targets.

Major Chrysalis (35 Fame, 15 PP): You may select 2 points of eidolon evolutions[APG] and apply them to yourself as though you were an eidolon of a summoner of your Fame score divided by 5. If you are not using rules for evolutions, increase a single ability score by a +2 species/racial bonus. You may only select this benefit once.

Minor Shifting (20 Fame, 5 PP): One of your feats becomes unstable enough to change whenever you rest for 8 or more hours. You must qualify for the feat as normal and any feats relying on a lost feat for prerequisites become inert until you regain it. You can select this benefit again at 40 Fame.

Minor Chrysalis (5 Fame, 1 PP): You may undergo a single transformative metamorphosis allowing you to reallocate 1 point from one ability score to another. You may achieve a minor chrysalis once per rank.

Chrysalis Covenant Views & Beliefs

Progress is the path of Changes, so says the Chrysalis Covenant. Each moment should be spent in activities that aid the coming transformation. Being what you are, focusing on what you intend to be, and marshaling your resources to Become it. Each stage of life is to be explored fully to take all the learning and experience it has to give. Each moment surrendered when the time to Become is at hand...

> "Simple healing or transcendent apotheosis, the magnitude is meaningless. All that matters is change."
>
> —The Thr3e

The Chrysalis Covenant (often just "the Covenant" in the common speak of the City) espouses healing as a part of transformative process and often times takes this philosophy to the extreme of acting as mediator to periods of intense discord on the Council. And if compromises often favor their Parity, they just cite the benefit of "level heads." Any research in to aggravant pheromones going on at the time was entirely coincidental.

The Shadow Plane's quasi-reality is seen as an ideal womb to facilitate the arts and practices of Metamorphosis. Physical laws can be made servants to willpower and illusions of life and changes can gain footholds in reality. Sometimes the nature of Hyraeatan's stability can cause the Parity to seek locations deeper in Shadow or tangent to Dream or the Etheric Planes to engage proper mutability. Members often hire mercenary escorts on these excursions to help them deal with the unexpected.

Chrysalis Covenant History & Current Events

The Chrysalis Covenant formed early in Hyraeatan's history, not among the earliest Parities, but immediately thereafter and prior to the raising of the great towers. The Covenant continues this claim to the present, though the extant record of events is vague, and the claim likely includes post-hoc projection of their modern identity. What is clear is that the Covenant emerged from an amalgamation of two earlier groups, the Philosopher King's Daughters and the Shapers in Splendor, devoted to alchemical transmutation and manipulation of Shadow and Ethereal essence respectively. The merged groups continued to be led by a figure known simply as the Philosopher King, alternatively described as 'shadow wyrm' and 'divine construct', and a half-fey sorcerer named Felicira of the Bright Gloaming. Within a century they merged with a third group, the Disciples of Mending, led by a fetchling thaumaturge, Lomirius the Gifted, devoted to all manner of healing (possibly as rumors claim, fractured from an early iteration of the House of Heights). Merging their groups and related philosophies, the three continued as a council, taking charge of the nascent Chrysalis Covenant, building the Tower of Change and within the space of a decade the Grand Hospice which swiftly eclipsed the former in public prominence. The transition from the unified council to later iterations of rule is poorly documented or simply lost, but the founders were ultimately laid to rest in individual crypts below the Tower of Change, and small shrines to each remain to the present day. A persistent rumor however claims that the tomb of the Philosopher King is empty, not plundered, but instead that it was never used, leaving the founder's nature and fate an open mystery.

The Covenant garnered its earliest support among the shadow-touched fetchlings, but swiftly expanded its numbers and focus to embrace an increasing variety of half-breed races and planetouched, with these generally comprising over half of the Parity's membership ever since. Over the years small numbers of celestials and fiends have joined the Covenant in pursuit of their own metaphysical progress towards higher rank, though very few openly display their nature. The most famous historical examples include the succubus Zulaeria of the Burning Tongue who ultimately rose to nascent demon lord status, the meladaemon Mirasoriam the Starving who sought to transcend her soul-hunger before being herself dragged back to Abaddon and consumed by the Horseman of Famine, supposedly on the cusp of actually accomplishing her task, and currently the "chorus-less" imentesh Lingering Whisper of the Fall has risen to prominence. Fallen celestials have been exceptionally rare, with most of them eschewing the need for outside guidance, while so-called risen fiends have taken succor in the Covenant, seeking and finding aid in their own physical and moral transformation from their origins in the absence of a defined path forward to whatever they might ultimately find and Become.

The Covenant traditionally frowns upon vampirism, even as its alchemists and various casters seek alternative paths towards life extension and eternal youth. Many assume their stance is simply not wishing to step upon the Sanguine Sovereignty's domain and avoid inter-Parity conflict, as the Covenant has no prohibition upon undead members, and undeath is viewed with mixed notions, either as a stagnant state, or the transition to undeath itself a form between states. Any research involving vampirism is buried from outside view and tightly overseen, though the Thr3e have apparently provided bottomless funding for research towards methods of combating and curing the affliction, leading some of their underlings to worry that they're not simply preparing for any future conflict, but endeavoring to start it themselves.

Following on this, the Covenant's reaction to the Church of the Faith Devoured has varied over the stretch of years. Their initial response was that of tense horror, but over time their stance—their public stance at least—has increasingly moderated and rationalized the event: change happened and it continues to happen. The present leadership of the Thr3e however may very well harbor the whispered notion that the historical status quo is itself also simply a transitory state, and they may very well be the ones to initiate a new stage in the future, and when they do, the upheaval will be profound. Of course such dire rumors are just as likely to be that, rumors started by the Covenant's enemies, intending to seed distrust. Still, the fact that many could even conceive of the idiosyncratic Thr3e playing with such future possibilities says something in and of itself.

Similarly, the Covenant has followed this path in the past, acting in Hyraeatan's best interests and counter to prior allegiances. Although their immediate public actions have always been to advocate mediation over rash action, the Parity agreed and advocated for the expulsion of the Lightbringers, and their actions seem very much to have been correct, given the exiled group's subsequent actions. Many years later, the Covenant was among the first to spearhead the acceptance of the Eternal Dawning as a Parity, though the initial hopes of embracing them as ideological fellow-travelers ultimately soured with public rivalry and distrust. Still a certain strata among both Parities collaborate out of public view so far as it concerns the Sanguine Sovereignty and Blackblades, with a trade in knowledge and resources flowing in both directions.

A persistent and problematic element within the Covenant has been members' temptation to listen to the horrific siren song of the kytons and explore their

transformative and corruptive processes, tainting their own Becoming. Time and again through the Parity's history individual members, and even entire splinter sects, have fallen to this temptation and have popped up and been put down, at times violently, but never truly expunged, simply lying dormant like a recurrent infection or some would say a cancer in periodic remission. The chain devils' whispered promises carry hope and horror, offering freedom and self-realization through agonized ecstasy, and far too many have fallen to the scalpel's slice, never aware of their own corruption into monsters before they're too far gone to be saved.

While the Covenant acknowledges that pain and struggle can lead to personal growth and transformation, the kytons fetishize pain as the only true path, and while giving meaning to pain, it blinds one to the extent of their actions and the depths of evil and depravity to which they'll descend. While the Thr3e do not explicitly ban covenant membership to kytons, they and members who engage in kyton inspired techniques are watched and firmly reminded of the requirement of consent. Pain is regressive if it inures one to mistakes, and meaningless if it overshadows one's Becoming as its entirety rather than a path to the next transitory state. Those who delve too deep find that their change involves expulsion and exile from the Parity, or upon being called to meet with one of the Thr3e, they simply vanish.

The Covenant is not in itself immune to transformative flux, but curiously enough such endogenous change is not something well known outside of its highest ranks. Roughly several centuries prior to the present time, there exists a profound discontinuity and indeed a blank spot of fifty years in Covenant history. Records prior to this time flow without issue, according leadership to the aasimar alchemist Corin the Awakened, then his disciple the sylph Amandari ap'Drogathim, and then the records cease at a fundamentally prosaic entry related to additional funding allocations to the Grand Hospice. There are no hints at conflict either from within or without, no discord brewing within the ranks, no ideological fracture at the highest tiers, and no evidence of censored or stolen records, simply a cessation of recorded history for the space of precisely five decades.

Records after that point immediately pick up without any notation of significant events, and it can be inferred that the Thr3e assumed leadership some two decades into the lost years, but their predecessor's fate is absent and their own arrival to, admission, and rise to power within the Parity is vacuously unexplained.

While the other Parities' histories are intact throughout the so-called lost years, giving no sense of a city-wide corruption in time, neither do they record any particularly important events in connection with the Covenant during that period. Minor events as such their presence at meetings in their typical mediator role, and their operations at the House of Healing are obvious but without elaborate details; time goes on without upheaval or discontinuity in the day to day operations of the Covenant. Following the discontinuity, these other Parities do take note of a broadening and liberalizing of the Covenant's research, a considerable expansion of the Tower of Change that nearly doubled its available space, and perhaps greater acceptance of morally gray avenues by its members' so long as consent existed for all parties involved.

All attempts to determine the content of the Lost Years have failed through mundane investigative means, though occasional reports exist of books on other planes being found with visible blank spots and cleanly excised text to render the Lost Years intact, evidence of no simply prosaic absence of content, but retroactive cleansing of history for unknown purposes. Magical divination on the other hand betrays a distinct dichotomy of answers. A majority of attempts simply fail to reveal any details, while a minority fraction finds something but causes an immediate reaction on the caster's part. Most diviners betray a look of sudden confusion and concern, followed by a slight tremor and then… nothing, either having forgotten what they found or a distinct and frightened unwillingness to discuss it. Those few investigators willing to discuss their findings admit that whatever they saw, it was scrubbed from their minds almost effortlessly, but that the words of books used to focus their divinations moved, changed, looked back at them, and smiled, bemused more than malicious. The only solid fact gleaned thus far from these diviners was a name or phrase, 'We of Malleable Dissonance', a name which conveniently enough appears in no other extant sources.

Personae of the Parity

The Thr3e (CN unknown gender unknown race oracle 20): Despite having guided the Covenant for the past two centuries, the identity and nature of the Parity's leader(s) remains complicated, as there are three of them, or perhaps simply one. Eschewing individual names, the first appears as an ashen-skinned and white-haired fetchling with brilliant purple eyes, typically dressed in dark colored but extravagant nobleman's attire. The second takes the form of a half-dragon woman with iridescent green hair and ivory claws carved with elaborate scrimshaw, dressed in sorcerer's robes of deliberately muted colors, again with bright purple eyes. The third member appears as a gender-fluid tiefling with stubby horns, speckled toad-like skin patterns that shift and move, the same brilliant purple eyes, and dressed in clerical attire but always with a blank holy symbol devoid of specific iconography beyond their Parity symbol.

Beyond their unique eye color, the only unifying feature amongst them is that each casts three shadows: their own

and that of the other two. None of the Thr3e takes a distinct name, preferring their title and nothing more, but for ease of distinction, their Parity members default to the following names, obviously never used in their presence: Gray, Green, and In-Between.

Adding to their ambiguous identity, minor features of each change by the day, and every few years one of them radically shifts some physical aspect such as gender or apparent race. Additionally, the Thr3e are rarely if ever seen in the same location. On most days two of them flit about the Tower of Change from room to room, observing, experimenting, and talking with their Parity members, while one of their triad walks the city itself, both on inter-Parity business and simply to wander. Collectively the Thr3e encourage their Parity members to find their own path, define their own nature, and pursue their own Becoming free of judgment and external restrictions, save for the only binding maxim: change can be difficult, painful, or even horrific to endure, but it must **always** be willing.

Lingering Whisper of the Fall (CN genderfluid imentesh bard 10): Perhaps the most immediately recognizable member of the Covenant, the imentesh protean perpetually "swims" through the air, rarely able to remain still for long as it coils lazily about, talking to itself or softly singing rhyming poetry full of ideological ear worms. A physically manifest creature of chaos, instability, and physical transformation, the protean regularly gathers a flock of Covenant members and bystanders who simply wish to sit and watch as the chaos-wyrm's body shifts colors, scale patterns, spouts and molts its prismatic plumage into crystalline dust, butterflies, or anything else that happens. Through it all the chorus-less protean talks, and that element is how they serve the Covenant as they once did the keketar priest-kings of the Roil. The protean's beguiling speech carries a transformative power just as puissant as a transmuter changing lead to gold, healing a broken limb, or crippling an enemy with a withering curse. Never speaking of his exile, some suspect that he never fractured his alliances at all, and his true allegiance remains to the Anarch Lords of the Roil rather than the Covenant.

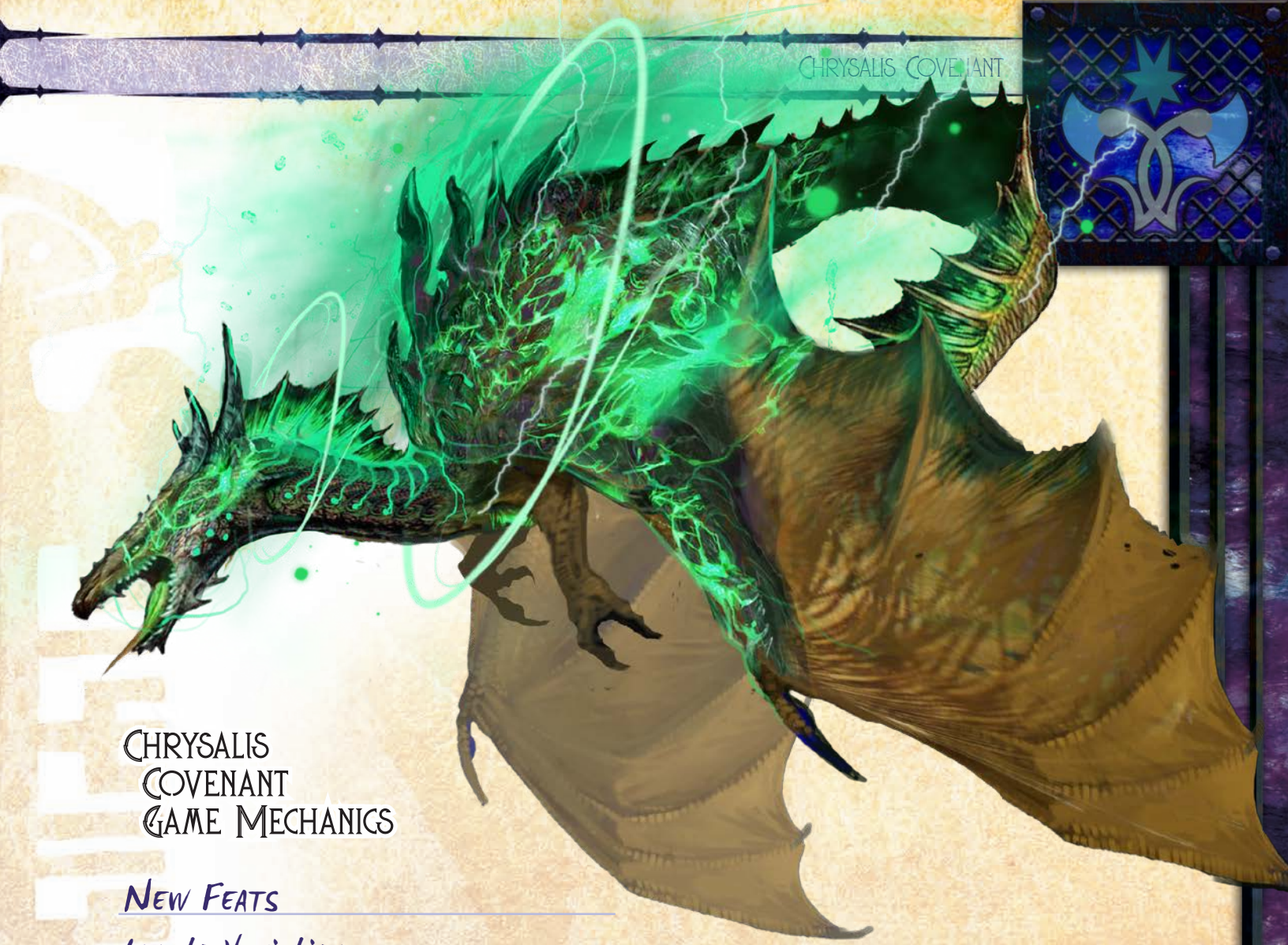
Nulieilun (CG male mirrorkin† echo 15/master of shapes[MPotLS] 1): Nulieilun or often just "New" reflectively imprinted on a member of the Covenant over a decade ago and immediately began exploring his reflective abilities to experience the transformative capacities of others. Taking on shapeshifts, supernatural abilities, and even the properties of magical items New attempts to experience as little repetition as possible in his mirrorkin bonds or reflected magic. Strangely, he brings little of this energy to his role on the Parity Council instead becoming a paragon of patient response and calm mediation. Some whisper that New simply selects bonds with other Parity Council members such as Quantal Molean of the Bookbinders or Sacred Thrall Halniku of the Hands of Onus during the meetings to project this demeanor. New is currently paying top coin to bring live specimens of rare magical creatures to his Lake Zephuon estate and menagerie to explore the reflection of their strange abilities.

Vorngev the Shifted Wyrm (CG male taninim racial paragon[ICoD] 20/master of shapes[MPotLS] [champion[MA]] 10): Frequently seen soaring under the emissions of the Radia, just out of danger, Vorngev represents among the most powerful of the Covenant's Eternals. The Dragon of Change has ventured broadly through the multiverse in his quest to understand the nature of Change and since returning to Hyraeatan has become a passionate guardian of all creatures agency when pursuing an internal truth. His priests are lent a modicum of his transmutative power and draconic might.

Zinasha Alkaria (NG female half-orc alchemist (chirurgeon) 13): Zinasha is perhaps the most prominent of the great number of various half-blooded Covenant members. By virtue of escaping societal prejudice or self-directed desire to explore the divided nature of their blood, many pupae embrace the Parity's notion of change and transition and seek to explore, divest, or embrace their own divided nature. Zinasha however didn't begin her life as a half-orc, but rather it is rumored as a full-blooded and male human alchemist. The particulars of her transformation, and indeed ready and exuberant embrace of all that it came with, are something she keeps close to her chest, and most assume that at some point she'll end up a full-blooded orc or another variety of half-blooded race entirely. Despite her profound interest in her Becoming—her own personal journey of change—her alchemical specialty primarily reflects the Parity's tendency to eschew the divine as a route to healing compared to self-reliance and individual will.

"I have absolutely no idea where I'll end up, but the getting there, it's beautiful."

—Zinasha Alkaria



Chrysalis Covenant Game Mechanics

New Feats

Innate Variation

Suffused with the metaphysical substance of Change, your body innately seeks to alter itself at a basic level, perched upon the inflection point of Being as it is, granting you certain advantages.

Prerequisite: Membership in the Chrysalis Covenant, base attack bonus +6

Benefit: Your body's internal anatomy measurably shifts and moves, bordering upon having no distinct and stable structure moment to moment. As a result, you have a 25% chance to negate additional damage taken on critical hits or precision damage such as sneak attacks. This ability does not stack with similar effects such as the fortification enhancement on armor. Additionally, 1/day as an immediate action you may shift one of your attributes up by 2 points at the expense of lowering another by 2 points. This effect lasts for one action, effectively granting you a +1 bonus on certain actions or saves for that brief duration.

Nascent Becoming

Following the Covenant's guidance, you have taken the first beginning step to alter yourself and Become.

Prerequisite: Membership in the Chrysalis Covenant

Benefit: You gain two character traits of your choice. The traits chosen must possess different species or racial qualifications, one of which you qualify for based on your current species, and the other without such qualifications, so long as the chosen species or racial trait pertains to a species with the same type as your current species. If you are already a half-breed, such as half-elf or half-orc and you select a character trait exclusive to one of your parental species or races, you may select one additional trait from one of them.

Minor Becoming

Your Becoming continues, and your personal transformative transfiguration has granted you the abilities of a race beyond your own natal classification.

Prerequisite: Membership in the Chrysalis Covenant, Nascent Becoming, base attack bonus +5 or Fortitude base save +5.

Benefit: You gain the benefits of a single species or racial ability other than attribute bonuses (subject to GM approval) granted at first level to a 0 HD race or species different from your own. For games using the *Pathfinder Roleplaying Game Advanced Race Guide* racial abilities of above 3 RP should be balanced with a drawback trait.

Special: You may select this feat more than once, with GM approval, selecting a different race or species and a different ability each time.

Major Becoming

Your Becoming continues, altering your very nature on a permanent basis, both physical and metaphysical.

Prerequisite: Membership in the Chrysalis Covenant, base attack bonus +7, Minor Becoming.

Benefit: Reaching within yourself, you can temporarily assume a template thematically associated with your own personal evolution. Choose one simple template (subject to GM approval) such as (but not limited to) anarchic, celestial, fiendish, giant, or resolute. This choice is permanent and cannot be changed, though this feat may be selected multiple times, each time selecting a new template. 1/day as a standard action you may take upon this template for 1/hour per point of Charisma bonus, including both the mechanical effects as well as thematic elements in terms of appearance.

True Becoming

Your explorations have reached their apex, fully infusing you with the essence of something beyond what you were when you began your path. This itself is, of course, only transitory still, as the journey of Change never ends.

Prerequisite: Membership in the Chrysalis Covenant, base attack bonus +9, Minor Becoming, Major Becoming, Nascent Becoming.

Benefit: Choose one template such as half-celestial, half-fiend, or half-dragon (with other templates subject to GM approval and thematic fit to your character's evolution). You gain the permanent effects of this choice as an acquired template.

Special: You may select this feat more than once, with GM approval, selecting a different template each time.

Will Becomes Flesh

The Covenant teaches that substance is mutable, ever changing, and that by force of will personal change can proceed. Your understanding of this teaching has allowed you to alter your physiology to withstand by will what would otherwise break your body alone.

Prerequisite: Membership in the Chrysalis Covenant.

Benefit: By will alone your body can resist what assaults it, be it affliction, poison, disease, or other physical malady. A number of times per day equal to your Charisma bonus, you may utilize a Will save in place of a Fortitude save if the former would provide a higher bonus. This feat counts as Great Fortitude for purposes of other game mechanics.

New Spells

The following spells are available to Chrysalis Covenant members:

Blood Balm

School conjuration (healing); **Level** sorc/wiz 4
Casting Time 1 standard action
Components V, S
Range touch
Effect creature touched
Duration instantaneous
Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

Drawing upon your own health to supply the positive energy required to heal, you suffer in order to heal yourself or others of various afflictions. By touch, you may attempt to cure any curse (as *remove curse*), disease (as *remove disease*), or poison (as *neutralize poison*) at the expense of a single point of Constitution damage. You may use this on a creature other than yourself at the cost of two points of Constitution damage.

Gifted Transfiguration

School Transmutation (polymorph); **Level** alchemist 6, druid 6, sorc/wiz 6
Casting Time 1 full-round action
Components V, S, F/DF (blood willingly given by an outsider)
Range personal
Target you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell allows you to assume the form of a single outsider for whom you possess a drop of their blood given willingly. Your type changes to outsider and you adopt any specific subtypes they possess. You gain their physical statistics and all extraordinary and supernatural abilities they possess. You do not gain access to any spells or spell-like abilities. You appear identical to that specific outsider and gain a +15 circumstance bonus to disguise and any Charisma based skill checks if you attempt to impersonate them.

TRANSFORMATIVE BAN

School abjuration; **Level** alchemist 7, cleric/oracle 8, sorc/wiz 7, summoner 6
Casting Time 1 standard action
Components V, S, F/DF (blood from a creature with the shapeshifter subtype)
Range medium (100ft.+10ft./ level)
Target 50-ft.-radius emanation centered upon a point in space
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes

A more powerful variant of *transformative censure*, this spell is as often used to assure allies against deception as it is to combat enemies. This spell creates a pale, iridescent blue glow about the target area. Any creature present in the initial area or subsequently moving into the area is returned to its native form and dazed for as long as it remains in the area and for 1 round if removed by another. Additionally, any creature affected is subsequently unable to utilize any shape-changing natural ability, spell-like ability, or spell for the duration of the effect. This effect on individual creatures or the initial emanation can be dispelled.

TRANSFORMATIVE CENSURE

School abjuration; **Level** alchemist 3, cleric/oracle 4, inquisitor 3, sorc/wiz 3, summoner 3
Casting Time 1 standard action
Components V, S, F/DF (blood from a creature with the shapeshifter subtype)
Range close (25ft.+5ft./2 levels)
Target one creature
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

The Chrysalis Covenant's experience with all manner of transformations and keen interest in creatures capable of enacting such transformations has granted the Parity experience in combating hostile creatures with these capabilities. Any targeted creature that fails its save against this spell is immediately returned to its native form and dazed for 1 round. Additionally for the spell's duration the affected creature is barred from use of any shapechanging natural ability, spell-like ability, or spell.

New Oracle Curse

Ever-Changing (Oracle Curse of Corruption)

Exposed to and infused with raw Chaos, your body is wracked by physical instability. Your body constantly shifts and changes form piecemeal unless you actively exert control, and even then it still occurs at a subtle and perpetual level, and over time you become unrecognizable as the same person.

Effect: You take a –2 penalty on all Charisma-based skill checks due to the unsettling nature of your ever-shifting features and a –1 penalty to Fortitude saves due to a slight frailty imparted on your form. Whenever you cast a Transmutation effect, increase the save DC by +2 and all such effects are cast at one caster level higher.

At 5th level, add *alter self* to your list of 3rd-level oracle spells known

At 10th level, add *baleful polymorph* to your list of 5th-level oracle spells known

At 15th level you become immune to unwanted polymorph effects and offensive polymorph subschool effects are instead turned back on the original caster

New Prestige Class: Fleshwarper

While many members of the Chrysalis Covenant focus on themselves and their own personal transition, others instead turn their study and practice of Change outwardly on the practice of healing, restoration, and survival against agony, affliction, and disease. Trained in the House of Healing, they gain both a resistance to ailments and infirmity, but the capability to heal the same in others. Endure. Persist. Overcome. While most of this focus pertains to the healing of afflictions, both physical and otherwise, these same techniques can be turned from a curative or palliative application to an offensive one, harming or crippling one's foes. At the height of their power of course is the power to deny the stagnation that is death, because in the end of course the goal is the same for the individual: Endure. Persist. Overcome.

Hit Dice: d6.

Requirements

To qualify to become a Fleshwarper, a character must fulfill all of the following criteria:

Feat: Minor Becoming.
Skills: Healing 5 ranks, Spellcraft 5 ranks.
Special: Must be a member of the Chrysalis Covenant.

Class Skills

The Fleshwarper's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana)(Int), Perception (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier.

Table 3-1: Fleshwarper Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	fleshwarp	+1 level of existing class
2nd	+1	+1	+1	+1		+1 level of existing class
3rd	+1	+1	+1	+2	resilient flesh	+1 level of existing class
4th	+2	+1	+1	+2		+1 level of existing class
5th	+2	+2	+2	+3	twisting touch	+1 level of existing class
6th	+3	+2	+2	+3	expanded spells i	+1 level of existing class
7th	+3	+2	+2	+4		+1 level of existing class
8th	+4	+3	+3	+4	expanded spells ii	+1 level of existing class
9th	+4	+3	+3	+5		+1 level of existing class
10th	+5	+3	+3	+5	death is change	+1 level of existing class

Class Features

All of the following are features of the fleshwarper prestige class.

Weapon and Armor Proficiency: Fleshwarpers gain no proficiency with any weapon or armor

Spells per Day/Spells Known: When a fleshwarper gains a level they gain new spells per day as if they had also gained a level in a spellcasting class they belonged to before they added the prestige class. They do not, however, gain any other benefits a character of that class would have gained. This essentially means that they add the level of fleshwarper to the level of whatever other spellcasting class they have. If the character had more than one spellcasting class before they became a fleshwarper, they must choose which class they adds each fleshwarper level to for the purposes of determining spells per day.

Fleshwarp (Su): At level 1, a fleshwarper can heal wounds (their own or those of others) by touch, similar to a paladin's lay on hands ability. They can use this ability a number of times equal to their fleshwarper level plus their Charisma modifier. With one use of this ability, a fleshwarper can heal 1d4 hit points of damage for every fleshwarper level they possess. Using this ability is a standard action, unless the fleshwarper targets themselves, in which case it is a swift action. A fleshwarper only needs one free hand to use this ability.

Alternatively, a fleshwarper can use this power to deal damage to living creatures, dealing 1d6 points of damage for every level the fleshwarper possesses. Using fleshwarp in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Affected creatures can save for half damage with a successful Will save (DC 10 + 1/2 fleshwarper level + Charisma bonus).

Resilient Flesh (Ex): At level 3, a fleshwarper gains a bonus equal to 1/2 their fleshwarper level to all saves versus curses, disease, or poison.

Twisting Touch (Su): At level 5, as a standard action, a fleshwarper may affect a single creature within 100 feet with a *baleful polymorph* effect by using one of their uses of fleshwarp.

Expanded Spells I (Ex): At level 6, a fleshwarper adds *breath of life* to their spell list.

Expanded Spells II (Ex): At level 8, a fleshwarper adds *reincarnation* to their spell list.

Death is Change (Ex): At level 10 if the fleshwarper dies, they are subject to a *reincarnation* effect one round to one day later (at their discretion). They may roll a number of times equal to their Charisma bonus and select the most favorable choice. This effect may occur no more than once per year.

New Prestige Class: Fluid Soul

Among the most devoted of the Chrysalis Covenant are those who seek personal transfiguration in the most obvious of physical, tangible ways. Gaining profound control over both their physical body and the metaphysical substance of their souls, they blur the line between the two and slowly but profoundly change the very substance of both. Also known as 'The True Shifters' for their ability to transiently alter their form, they represent a very public example of their Parity's beliefs as manifest examples of Becoming. The most powerful of their kind ultimately gain the power to transform in ways beyond the scope of even the most powerful spells.

Hit Dice: d10.

Table 3–2: Fluid Soul Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	special
1st	+1	+2	+2	+2	alter self
2nd	+2	+3	+3	+3	becoming feat
3rd	+3	+3	+3	+3	claws and bite
4th	+4	+4	+4	+4	becoming feat
5th	+5	+4	+4	+4	energy immunity
6th	+6/+1	+5	+5	+5	becoming feat
7th	+7/+2	+5	+5	+5	wings
8th	+8/+3	+6	+6	+6	becoming feat
9th	+9/+4	+6	+6	+6	mastered shifting
10th	+10/+5	+7	+7	+7	true shifting

Requirements

To qualify to become a fluid soul, a character must fulfill all of the following criteria:

Feats: Minor Becoming.

Skills: Healing 5 ranks, Knowledge (planes) 5 ranks

Language: Abyssal, Celestial, or Protean

Special: Must be a member of the Chrysalis Covenant

Class Skills

The fluid soul's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes)(Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis)

Skills Points at Each Level: 4 + Int modifier

Class Features

All of the following are features of the fluid soul prestige class.

Weapon and Armor Proficiency: Fluid souls gain no proficiency with any weapon or armor

Alter Self (Su): At 1st level, a fluid soul gains the ability to utilize *alter self* as a supernatural ability at will. The fluid soul gains the shapeshifter subtype.

Becoming Feat (Su): At 2nd, 4th, 6th, and 8th level, the fluid soul gains a bonus Parity becoming feat they qualify for.

Tooth and Claw (Ex): At 3rd level, a fluid soul gains a bite attack that deals 1d6 points of damage plus your Strength modifier and two claws that each deal 1d4 points of damage plus your Strength modifier. These attacks are primary natural attacks allowing you to make one bite attack and two claw attacks as a full attack, using your full base attack bonus. At 5th level in fluid soul, these are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points for the bite and 1d6 for the claws. These physical features can be manifested or suppressed as a swift action.

Energy Immunity (Ex): At 5th level, a fluid soul gains immunity to a single type of energy: fire, cold, acid, electricity, or sonic. Once chosen this immunity cannot be changed.

Wings (Ex): At 7th level, a fluid soul permanently gains a set of wings, either feathered like a bird, membranous like a dragon or bat, or another aesthetic of your choice. Accordingly the fluid soul gains a fly speed of 30 feet (average maneuverability) if wearing light armor or unencumbered, or 20 feet (poor maneuverability) with a medium or heavy load or medium or heavy armor. Fly is a class skill for you. These physical features can be manifested or suppressed as a swift action.

Mastered Shifting (Su): At 9th level, a fluid soul can be under two polymorph subschool or psionic *metamorphosis* effects at one time including their own *alter self* abilities. Shapechanged forms never inhibit supernatural abilities from this class.

True Shifting (Su): At 10th level, a fluid soul gains the ability to briefly transform into any non-unique, non-mythic creature for a period equal to a number of minutes per day equal to their character level. A fluid soul's ability is limited to forms with hit dice equal to or less than their character level plus Charisma bonus. The fluid soul gains all associated racial abilities including extraordinary and supernatural abilities but not spells or spell-like abilities.

"The present is only a skin to shed. We must vanquish the fear of our potential and become our future, slipping free of the husk of a past unworthy of our truer selves."

—Vorngev,

The Shifted Wyrm

Chrysalis Covenant Magic Item

The Chrysalis Covenant gains access to the following magic item:

Gloves of Guided Change 3,000 GP

Aura faint transmutation (chaos) **CL** 5th

Slot neck **Weight** 0.25 lbs.

Description

These supple gloves of deep silver swim beneath the surface with shimmers of random color. Otherwise no two sets look alike.

These gloves are seen to be vital tools in the efforts to guide the power of chaos into desirable transformations. Once per day when making a random roll to determining results of spells, powers, and abilities with random effects such as *reincarnation* or *prismatic spray,* the caster may choose to re-roll the result after they become aware of the result. If they choose to re-roll the result they must use the new result even if it is less desirable.

Construction Requirements 1,500 GP

Craft Wondrous Item, alter self

Chrysalis Covenant Veils

Members of the Covenant have learned the secrets of forming these veils from their studies of proteans and the Roil:

Talons of the Roil

Descriptors Chaos
Class Daevic, Eclipse, Nexus
Slot Wrists
Saving Throw Fortitude

"I have seeded the power of change within these claws and now they will work one FINAL change on you."

Shimmering and iridescent, these talons allow you a measure of the proteans disregard for reality and aptitude for twisting space. They may tear at the weight of gravity and find weakness where there is none. When you shape this veil your hands gain a pair of claws that can be used as natural weapons dealing 1d6 damage each (1d4 for Small characters, 1d8 for Large). The critical threat range and multiplier of the claws is 19–20/x2. These claws allow you to ignore critical and precision immunity 5% of the time. Additionally, critical reduction and *fortification* effects are reduced by 5% of their effectiveness. If instead of attacking with the claws you make a movement with a standard action 10 feet of your movement may ignore gravity as though you had flight with perfect maneuverability. If you end your

turn without another means of remaining in your space, you fall as normal.

Essence

You gain an insight bonus equal on attack rolls made to confirm a critical threat for each point of essence invested in this veil. You also gain an insight bonus equal to the invested essence on damage rolls made as part of a critical hit. (This extra damage is also multiplied for the critical hit.) Your chance to ignore critical immunity and mitigation increase by 5% and you may move an additional 5 feet of your movement when ignoring gravity for each point of essences invested in this veil.

Chakra Bind (Wrists) **[D7, E12, N8]**

You gain the ability to charge your talons with the shifting energies of the Roil. Once per round as a free action you can infuse your claw attack with the power of a warpwave for one 1 round per essence invested in this veil. On a critical hit, the target of this attack must make a successful Fortitude save or be affected as though by a protean's warpwave. In addition, increase the critical threat range and multiplier of the claws to 18–20/x3. Once you have discharged this ability you may not charge your claws again for 1d4 rounds. You may only use this ability a number of times per day equal to your veilweaving modifier.

Runes of the Keketar

Descriptors Chaos
Class Nexus, Vizier
Slot Head, Body
Saving Throw Special

"The lyrics of the Roil's song are painted around my being wilting reality's rules like flowers forgotten."

Crowned by the writhing, sacred glyph-notes of primal chaos your being is empowered by their shifting prismatic hues. You develop a minor ability to shape reality to attack your foes imagining hostile changes to the reality around them. Rocks fall from fissures in space, wind-shears freeze, or bodies erupt in spontaneous combustion as the protean glyphs of shaping flare and twist. As a standard action, you may force an opponent within 60 feet to make a Will save. If they fail, they take 2d6 of damage of the energy or physical type of your choice. If they succeed the save they take only 1 point of damage per die you would have rolled.

Essence

For each point of essence invested in this veil, the damage of your imagined attacks increases by 1d6. For every three points of essence invested the damage inflicted when a target wins the opposed Will save is increased by 1 point per die that would have been rolled to a maximum value of 5.

Warpwave Effects

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Chakra Bind (Head) **[N6, V6]**

Binding this veil to your Head increases your ability to focus and manipulate reality. For every 2 points of essence invested in Runes of the Keketar you may target an additional creature with a different imagined attack. Each creature must be within 15 feet of another creature. You may not imagine the same damage type more than once.

Chakra Bind (Body) **[N20, V20]**

In additon to the effects of the Head bind, binding this veil to your Body charges you with the primal essence of the Roil causing miniature warpwaves to erupt from you whenever you are struck for damage by a melee attack. The attacker and up to 1d4 adjacent creatures of your choosing are impacted by the released energies and must make a successful Fortitude save or be affected as though by a protean's warpwave. A creature successfully saving against the warpwave is immune to further triggers of this ability for 1d4 rounds.

Descendants of Dream (Light)

CN preeminent organization
Leaders the Triad of Visionaries (Bythalia of Lies, Tharling of Memory, Uptersi of Truth)
Values expanded consciousness, free expression
Nicknames: Dreams, Sleepers, Nightmares, Sparkles, Stagehands
Public Goals to declare and celebrate Hyraeatan's holidays, to maintain kivas for public enlightenment, to manage Hyraeatan's entertainment industry, to keep Hyraeatan's legends, to explore the planes
Private Goals the Descendants wish to use Hyraeatan and its lattice as a massive tool for experimenting with and understanding the structure of the multiverse
Allies among fellow Parities, Steamwalkers and the Temple of Coin; outside the Parities, Maelwyn of the Mithral Throne, and the Hourstitchers' Guild of the Bright Lands
Enemies although they publicly claim to have no enemies, among fellow Parities, they find no common ground with Hands of Onus or Sanguine Sovereignty, and often end up at cross-purposes with the House of Heights, Eternal Dawning, and Foreseen; outside of the Parities, the Wardens' structuring work interferes with their experimental designs for the city
Membership Requirements trained in Craft (any), Knowledge (planes), or Perform (any)
Influence Limitations Each time the adventurers wish to reach a new rank, they must make a breakthrough in planar exploration or art or achieve some task of value to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Occult Discovery (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Descendants of Dream by making an occult discovery. Exploring a planar destination that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.

Noteworthy Performance (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Descendants of Dream by creating art or performing in an importantly novel way. This requires a successful Craft or Perform check against DC 10 + twice your level.

Benefits

Passive Benefits (Fame Awards)

- *"Wanderer"—Rank 1 (5 Fame)*: You can access the Descendants' extensive contacts with performers and their patrons. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you earn twice as much as normal from Perform (any) and Profession (guide) checks.
- *"Seeker"—Rank 2 (20 Fame)*: You gain some fame from your association with the Descendants' famous performers and explorers. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Diplomacy checks.
- *"Voyager"—Rank 3 (35 Fame)*: You are taught secret routes among the planes used by elite Descendants of Dream. You can cast *shadow walk* once per day at your character level.
- *"Grand Celebrant"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Descendants of Dream. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (arcana, local, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: acquire materials* (350 gp), skill specialization (Craft [any], Knowledge [planes], Perform [any])
- *Rank 2 (20, 5 PP)*: acquire materials* (1,000 gp), borrow resources (1,000 gp), command team (1 1st-level aethernaut or bard), put in a good word, retrain (locate trainer), rumor*
- *Rank 3 (35 Fame, 2 PP)*: planar transcendence*
- *Rank 3 (35 Fame, 5 PP)*: acquire materials* (magic), borrow resources (5,000 gp),

command team (1 4th-level bard, 1d4 3rd-level aethernauts, or 3d4 1st-level cryptics), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or bards; or 5d4 3rd-level aethernauts or cryptics)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or bards; or 5d4 3rd-level aethernauts or cryptics), demiplane*

New Benefits

Acquire Materials (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity gathers a collection of instruments, costumes, clothing, jewelry, and/or artisan's tools from its stock for the PCs. The PCs can purchase this collection for 1 favor (2 PP) or its standard market price. At Rank 1 (5 Fame), the combined value is 350 gp or less. At Rank 2 (Fame 20), the value of this collection increases to 1,000 gp. At Rank 3 (Fame 35), the PCs can purchase magic weapons and armor from the military at a 10% discount by spending 2 favors (5 PP). For the purposes of item availability, the Parity counts as a metropolis.

Demiplane (50 Fame, 25PP): The Parity adjusts ley lines to create a permanent demiplane for your personal use, as the spell *create greater demiplane*. Gaining this award again adds to the demiplane as if you had cast the spell again.

Planar Transcendence (35 Fame, 2 PP): You add *plane shift* to your class spell list as a 5th-level spell and add it to your spells known. You must be able to cast 5th-level spells to gain this benefit.

Rumor (20 Fame, 5 PP): Descendant performers spread a plausible rumor on your behalf in one settlement or district within 100 miles of Hyraeatan or the Lattice.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Descendants of Dream Views & Beliefs

The Descendants of Dreams (often just called Descendants) study the nature of reality through its expression in the arts and the inspiration of the mind, wakeful and sleeping. Exploring what is by portraying what is not. They claim that the heart of reality lies in Dream and that all things resolute have their origins in that ephemera. They believe everyone an actor or artist but also, and as importantly, an audience. It is no surprise then that the it is in the Descendants' Shadowed Theatres that one may experience some of the most lavish productions of the stage both uproarious comedy and gut-wrenching tragedy.

> *"No place...no journey...no thing... can be achieved without first dreaming it is possible."*
> —Syvaxa, Visionary of Discovery

Beyond the overt presence of the stage and the patronage of many, if not all, of Hyraeatan's street performers, the Descendants of Dream also maintain a large number of public kivas. The large areas are alternating presentation spaces, meditation gardens, and public zones of collaboration. Descendant patrons will often hire experts on a dizzying array of subjects to "be available" to the public. While some use this affiliation to rise as demagogues, many citizens of the City in Shadow claim to have been educated solely by spending time in the kivas. If the public spaces similarity to psychically empowering mandalas are brought up to the Descendants, they generally give a quick coy smile and move the conversation along.

The deeper complexities of the order revolve around creation, illusion and reality. And those not engaged in expression as art, are often exploring the limits of these concepts. Conjurers and mind-benders find themselves aligned, often times before they realize it, with the group. Adventures of all stripes are often retained for support teams for Descendant aethernauts, explorations into demiplane genesis, or excursions in the realms of Nightmare.

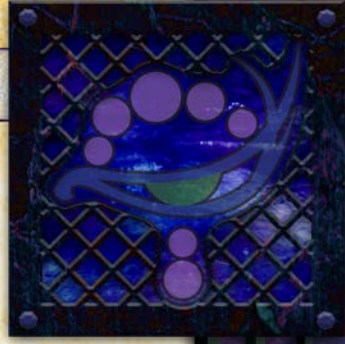
Uptersi,
Visionary of Truth

Descendants of Dream History & Current Events

The Descendants of Dream are said to have formed as a group of followers around a fetchling child now remembered only as the Singer of Wonders. The Singer went down in legend for moving the Archweaver to abandon stealing the power of the Radia and join Hyraeatan. No mention of the child after reaching adulthood can be found, leading to the widespread belief that they assumed a new identity. The best-known early leader of the Descendants of Dream, the diva Iltamigo, is considered the most likely adult identity of the Singer of Wonders. He formed the modern unified Parity by crashing a tragic play put on by his chief rival (and rumored lover) Erzetza. There, he performed an oratorio that took the entire audience to previously unknown boundaries between Dream and Nightmare. The display convinced her and her Nightmare Sculptor followers to join his nascent Parity, combining Dream and Nightmare into something stronger despite their ongoing disagreements.

The Descendants are said to have been founded on the principle of altered consciousness, collecting great art as explorations of different views on reality. This art helps them orient themselves and reach new understandings of the cosmos as they align themselves with spiritually- and mentally-defined planes of existence. In realms such as Shadow, Dream, Nightmare, and planes of moral and ethical concepts, beliefs and feelings can become tangible forces. Art helps to explore, understand, and even influence these places. Thus, Descendants have always been artists as much as explorers and chroniclers of studies, meditations, and travels through the rifts in reality surrounding Hyraeatan.

Early in Hyraeatan's history, the arrival of ceptu visionaries—including the Parity's eldest Eternal, Uptersi—brought an influx of sudden new ways of looking at the city and its cosmic significance. These new ideas wildly changed the Parity's true goals. The planar connections opened possibilities beyond simple exploration: the City's own expanding ley lines could reveal profound truths about the cosmos and the way the planes of existence connect. The ceptu brought these



teachings as if called for that purpose, although they had no apparent means to locate and reach Hyraeatan.

When the Faith of Parity was overtaken by the Sanguine Sovereignty, many philosophical Descendants assumed the role of spiritual guides to citizens who felt they could no longer trust the Faith Devoured to teach of the balance of grand cosmic principles. The kivas then became more than just a way to share ideas, but a place to consolidate the city's soul and identity outside of the grasping reach of Aphos. This defiant venue cemented the Descendants as among the most popular among the city's wider populace ever since.

During the Lightbringer Incursion, Descendants served as support for the city's defense. Eventually, the Eternal Uptersi convinced Maelwyn of the Mithral Throne to betray Hyandil and shatter her alliance. With his help and collaboration from trusted members of the Steamwalkers, they created a weapon called *Sunslayer* that cracked the fragile time of the Bright Lands, and Maelwyn ensured that Hyandil and her powerful vtakonivik allies were in position to be struck by it. The Flowered Queen escaped after what seemed to her to be nearly an eternity, but her allies were slain by defenders of the Bright Lands to avoid collateral devastation.
The newest Eternal, Visionary Tharling Urnusk, assumed his position after his predecessor and husband Crom One-Tusk was slain while leading an attack against a kaiju. That Crom remains bound to him as a phantom, providing him with all that former Eternal's mythic power, made it easy for Tharling to establish his mystic authority and access to the expertise required for the position.

After the kaiju attack on the Docks District, the Descendants have been very active with efforts to rebuild the community, to the point of creating friction with the House of Heights as they overstep the House's plans for sustainable rebuilding. The Parity is openly on good terms with the House of Heights, but their competition in the hospitality industry combined with Descendants' secret obsession with keeping the city's mutability (opposing the House's obsession with meticulously guiding the city's growth) has resulted in many quiet grudges.

Descendants of Dream are avoided by some Wardens. The Descendants have a reputation as scatterbrained and unreliable when assigned to Warden duty—an act some maintain intentionally to cover the fact that they sometimes assign saboteurs as Wardens. While they have no wish to undermine the city as a whole, the Descendant leadership has secret designs on exploiting the city's mutable nature to alter reality and experiment with the confluence of the planes around Hyraeatan.

Lately, the Descendants have been getting more brazen in their efforts to unshackle the city's growth, moving to force the House of Heights to hand over care of the Annexi. As evidence that the House is unfit to handle the city's growth, they point to old legends that suggest the House has lost at least one of the vital artifacts.

The Descendants of Dream maintain public kivas for the education of the populace. Not only does it help the City run more smoothly, but it often gives them the first chance to recruit potential visionaries and explorers before rivals such as the Bookbinders, Eternal Dawning, and Steamwalkers might get to them.

The Descendants claim they remain close with the Archweaver, also claiming he alerts them to changes in the Radia that might indicate further tampering by the Runeweb Syndicate. In addition, the Archweaver replays the Song of Wonder on interdimensional webbing for the enlightenment of Descendant Eternals, although only from a distance. None have seen the Archweaver directly in centuries, although some Descendant clerics and oracles believe their magic is inspired by the Archweaver's timeless music. This close association and frequent excursions beyond the City in Shadow means that the Descendants are by far the most common targets of schemes by the Runeweb Syndicate. Aethernauts have recently begun finding their equipment resonating at the frequencies of strange, unknown planes when not in use after aranea attacks or veryx sabotage, but to what purpose has not been determined.

Personae of the Parity

Byvaxa, Visionary of Discovery (CG female veryx (amoxa) aethernaut 19/guardian[MA] 9): Byvaxa is the most accomplished of the Descendants' many planar explorers, one who has bodily visited places there are not even words to define. She is officially chief of Hyraeatan's interplanar messengers and decides how they will be trained, but she ignores this duty in favor of seeking further forms of transcendence. She does, however, escort major fellow Eternals when they must travel on official city business. Her Eternal symbol is a planar orrery made of webbing and she grants the Artifice, Chaos, and Travel domains.

Hildolei the Dawnreaver (CN female shadow fey aethernaut 15): The mostly-retired captain of the famous privateer orrery ship *Forever Dusk* is hired at great expense to mentor aethernaut expedition leaders and orrery ship captains and navigators. Rarely, when she gets wind that one of her old enemies has been sighted, she sets sail again with a fresh crew to seek revenge. Most of the time, however, she enjoys her many-terraced manor in the Docks District. It is said to hold trophies from her many raids into strange realities chartered for the Descendants' planar cartographers, privateer strikes against rivals of Hyraeatan, and most famously *Sunslayer*, a magical ballista.

Imilxica Fire-Builder/"Resplendence" (N/LN female human vigilante[UI] 8): Nearly every student in the Colleges District hopes to spot this disguised hero using her alchemical light bombs to stop and expose reckless experimenters. She is secretly also a lecturer of an influential kiva teaching cosmology and philosophy to the masses. She uses shadow illusions to deliver lectures even as she hunts down the most dangerous mad scientists of the Colleges District, ensuring there can be no reprisal against the Descendants of Dream by the Steamwalkers when she steals dangerous research and delivers it to her superiors.

Inandi Crown-Taker (CN female vanara bard 13/trickster[MA] 6): Inandi is one of the most famous Eternals of the Descendants of Dream. Her performances as acrobat and actress are rare but legendary, as are the heists her actors orchestrate. It is a credit to Inandi's ingenuity that despite her infamy, she has never been proven guilty or caught in the act. She has demonstrated the sleight of hand to steal evidence as well, including the memories of witnesses. In fact, she continues to be invited to perform everywhere in the city because anywhere she appears generally makes more from the crowds she draws than they lose from the stunts of theft that happen in her wake. Rumors hold she stole her talent as a performer and even her immortality from a previous Inandi who was replaced when trying to learn forbidden techniques of imitation used by disciples of Sarros the Mapmaker.

Ptepsuru (CG carrier ceptu shadow weaver[CLSSW] 17): An ancient (but not Eternal) ceptu is perhaps the most popular and visible leader of the Descendants of Dream. They commonly drift across the skies of the Docks district, teeming with resplendent colors and listening to the sounds below before responding with colorful illusions and inspiring music of inhuman beauty. They oversee the Descendants academies, taking time to mentor the most promising students of the Descendants' academies of art.

Tharling Urnusk, Visionary of Memory (CN male half-orc spiritualist[OA] 10/archmage[MA] 8): Ostentatiously dramatic, Visionary Urnusk is responsible for the dark pageantry and magical preparations for Hyraeatan's memorials of war heroes, harrowing reenactments of Hyraeatan's darkest moments for posterity, and macabre festivals to appease the spirits of the dead (which he coordinates with the Icegrave Enclave). He believes that sometimes the city needs an unpleasant surprise to keep it ready for anything, and some of his more grandiose productions have gotten nightmarishly out of hand. For his part, Tharling is concerned his displays are being sent intentionally off-kilter by Sarrossian infiltrators, but he isn't sure who to trust. His Eternal symbol is a colorfully painted skull and he grants the Chaos, Knowledge, and Madness domains.

Uptersi, Visionary of Truth (CN female ceptu wilder[UP] 20/marshal[MA] 10): Uptersi manages the loose guild of entertainment organizers, including managers of public kivas, cabarets, taverns, feasthalls, amphitheaters, Shadowed Theaters, and independent street performers. Over the centuries, she has experimented with the scheduling of moving performances, attempting to create strong enough emotional patterns and psychic associations to bend and amplify the numerous ley lines that crisscross Hyraeatan. She has become increasingly fixated on her goal, to the point where she has recently risked the Parity's reputation with displays of truly nightmarish quality simply to learn more about the Dimension of Nightmare and its possible uses as a weapon against increasingly aggressive Sarrosians. Her Eternal symbol is the harp and she grants the Charm, Chaos, and Knowledge domains.

Zynehallia (N female judow cantor[ACS] 7/worldsinger 3[MPotLS]): A rising star explorer of the planes, Zynehallia hails from a region of the Shadow Plane parallel to the planet Akasaat in the Aethera star system[ACS]. Her home with her adoptive mothers was a rare refuge in a landscape ravaged by the ambitions of clockwork-obsessed kytons. Her divine music inspired her with the direction of a road that would take her out of that place, and she found a lost fragment of the Lattice that pointed her toward Hyraeatan. Now that she has had a taste of the countless worlds beyond her home sphere, she has tried returning home to rescue her family only to find that the twisting ways of Shadow seem to fight against her. Her home it seems is lost to her.

Descendants of Dream Game Mechanics

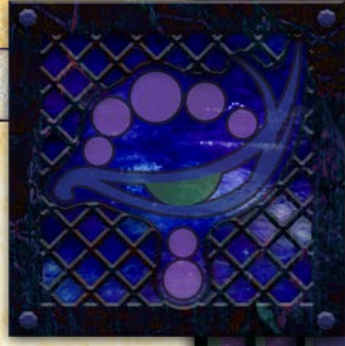
The Descendants of Dream favor classes that are skilled in Perform or able to conceal reality in illusion, since here in the Plane of Shadow, performance and illusion can become reality.

Descendants of Dream have access to the following archetypes and other class options.

Divided Shade (Vigilante[UI] Archetype)

Divided shades cleave off an aspect of their identity as a separate, quasi-real creature by convincing enough others that these aspects are not the same person and drawing on the power of the Shadow Plane. This allows them to publicly serve the Descendants' interests while simultaneously seeing to their secret agendas.

Split Identity (Sp): Whenever a divided shade changes from one identity to another, he can create a shadow duplicate of himself as he appeared in the identity he just changed out of or as he appears now. The duplicate



functions as an illusion created by *silent image*. The divided shade can concentrate on this illusion as a swift action. The divided shade can move the area of the illusion up to 30 feet as part of concentrating on the effect. Whenever the divided soul casts this spell-like ability, any previous split identity illusions immediately end. As the divided shade gains vigilante levels, the illusion becomes more powerful: *minor image* at 3rd level, *major image* at 5th level, *persistent image* at 9th level, and *programmed image* or *project image* at 11th level. This ability replaces the social talents gained at 1st level and 9th level.

Threatening Shade (Ex): At 8th level, the illusion created by the split identity ability has a touch of reality to it. It can threaten adjacent squares and can make one real attack per round that the divided shade concentrates. The attack uses the divided shade's attack bonus for that attack and deals 1d10 points of damage modified by the divided shade's Charisma modifier. The attacked creature gets Will save to disbelieve; if it disbelieves, the attack deals only 1 point of damage.

At 14th level, the divided shade can make the illusion of his other self more real three times per day by taking no action other than concentrating for 1 round. The quasi-reality then lasts for 1 round per vigilante level. The illusion can act using the same modifiers as the divided shade, but any creature or object affected gets a Will save to disbelieve it. If the target succeeds (objects automatically succeed), the damage dealt is reduced to 20%. The illusion has only 20% the divided shade's hit point total at the time it was imbued with quasi-reality. This ability replaces the vigilante talent gained at 8th level.

Sensitive (Mesmerist[OA] Archetype)

Sensitives read the emotions of others to better help or manipulate them, depending on the sensitive's goals.

Piercing Insight (Su): The sensitive adds half his mesmerist level as a bonus on all Sense Motive checks. In addition, the mesmerist qualifies for the Improved Dirty Trick[APG] and Greater Dirty Trick[APG] feats, even if he doesn't have Intelligence 13 or Combat Expertise. He can also ignore those prerequisites for feats that require Improved Dirty Trick or Greater Dirty Trick. This ability replaces consummate liar.

Empathic Collective (Su): At 2nd level, the sensitive gains the collective ability as a vitalist[PU] of his mesmerist level. His key ability score is Charisma. The mesmerist risks losing his highest-level available spell slot as if cast without effect when a member dies (rather than risking power points). Each member knows the basic emotional state of each member, as well as whether they are conscious or unconscious. The sensitive can make a Sense Motive check as a standard action to discern if a member is under a mind-affecting effect. Any member can aid any other member on a saving throw against a mind-affecting effect as an immediate action; the empathic connection is enough warning for an ally to provide help this way. At the GM's discretion, an effect might be too subtle to notice if the effect of failing that saving throw would not be immediately detectable to that ally (such as *modify memory* used to replace a memory that isn't presently relevant). The assisting character must make a Will saving throw against DC 10 in order to give the target a +2 bonus on the assisted saving throw. This ability replaces towering ego.

Collective Treatment (Su): The sensitive does not gain the ability to use touch treatment on himself as a swift action, but can use touch treatment through his collective. This ability alters touch treatment.

Planar Pathsinger (Cantor[ACS] Archetype)

Cantors are valued by the Descendants of Dream for their keen ability to hear the resonance of the planes. When properly trained, they are invaluable allies to planar expeditions arranged by the Parity.

Pathsong (Su): Planar pathsingers learn a song that resonates with the Lattice, helping them orient themselves even across planar boundaries. By expending 1 round of divine performance, the cantor orients allies within 60 feet, who gain a +2 bonus on Survival checks to avoid becoming lost. They also gain a +1 bonus on the planar pathsinger's choice of Acrobatics, Climb, Fly, or Swim checks. The planar pathsinger must continue to perform the song for the remainder of the hour, otherwise its effects end, but only 1 round of divine performance is expended for that hour. The bonuses double at 7th level. At 13th level, the planar pathsinger and her allies can also gain the benefits of *shadow walk*. At 19th level, they move at double speed when using *shadow walk* and can arrive exactly where the planar pathsinger intends. This divine performance replaces harmony of fate.

Oneironaut (Aethernaut Archetype)

Oneironauts study the dreams of the city and of other worlds to understand how reality shapes dreams and how dreams affect the actions of dreamers.

Dream Combatant (Su): At 5th level, an oneironaut is always aware when he is in a mindscape and can use his influence opportunity ability when in any mindscape, including a psychic duel. He can expend one use of influence opportunity to cast *instigate psychic duel*[OA] (DC

10 + 1/2 aethernaut level + oneironaut's Intelligence modifier), but only if he or his target are in the Dimension of Dreams, Nightmare, or on the Ethereal Plane. This ability replaces the favored plane gained at 5th level.

Dream Explorer (Su): An oneironaut can use *dream*, *mindscape door*[OA], and *nightmare* in place of *dimension door* at 9th level, *dream travel*[OA] in place of *ethereal jaunt* at 12th level, and *dream voyage*[OA] in place of *etherealness* at 18th level. The save DC for any dream explorer ability that allows a saving throw is 10 + 1/2 aethernaut level + aethernaut's Intelligence modifier. This alters rift step.

Psychotrope Guide (Alchemist[APG] Archetype)

Psychotrope guides are the prototypical alchemists of the Descendants of Dream: psychonauts, brewers of the most fabulous magical drinks, chefs of surreal foods, and hookah lounge attendants.

Batch Infusions: Psychotrope guides gain the infusion discovery automatically and can produce a number of duplicate extracts each day equal to his level + their Intelligence modifier. Each duplicate extract is produced just like any other extract but must be a duplicate of a currently prepared and unused extract. This ability replaces bomb.

Shoulder to Cry On (Ex): At 2nd level, a psychotrope guide can spend an hour in conversation with a creature to attempt a Heal or Profession (bartender) check to treat one corruption, disease, insanity, madness, or confusion effect. Any bonuses that apply to Craft (alchemy) checks apply to this check if the psychotrope guide has access to an alchemist's lab to concoct an alchemical treatment for the subject. The DC is equal to the affliction's save DC. If successful, the subject gets a +4 bonus on its next saving throw against that affliction. This ability replaces poison use.

Aromatic Infusions (Ex): At 6th level, a psychotrope guide can transform three identical infusions into an aromatic infusion, which produces a cloud in a 5-foot radius when the vial is opened or thrown as a splash weapon. This cloud doesn't impair vision and grants the infusion's effect to any living creature that doesn't hold its breath in the area. A creature that holds its breath still has a 50% chance of being exposed. An exposed creature can negate the effect of an inhaled infusion with a successful Fortitude saving throw. This ability replaces swift poisoning.

Storytwister (Bard Archetype)

Storytwisters tell tales so vivid they come to life from the murky reality of the Shadow Plane. Many learn from fey tutors, the most famous of which is Maelwyn of the Mithral Throne.

Impossible Verisimilitude (Su): At 6th level, the storytwister tells a story into quasi-reality, creating effects similar to *shadow conjuration* (save DC 10 + 1/2 bard level + storytwister's Charisma modifier). At 9th level, the spell level limit increases to 4th. At 12th level, the spell level limit is 5th. At 15th level, this effect instead mimics *greater shadow conjuration*. At 18th level, the spell level limit is 7th. This bardic performance replaces *suggestion*, inspire greatness, and *mass suggestion*.

Bardic Masterpiece: Discant on the Archweaver's Web

Your performance tells of the countless interweaving, resonating strands woven by the Archweaver after hearing the Song of Wonders, resonating with the song for all Hyraeatan to hear. The allegory about the thought, hopes, and fears that span reality and cut through all dreams and nightmares inspires listeners to act in concert without conscious planning.

Prerequisite: Perform (act, string, wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: Two targets within 60 feet get a +2 bonus on checks with the skill of your choice, on attacks against an opponent of your choice, and on saving throws against the attacks of an opponent of your choice. Mind-affecting effects aimed at one of the two targets also target the other, even if it isn't in range; each gets a separate saving throw (if any). This performance has audible components.

Use: 1 round of bardic performance per minute.

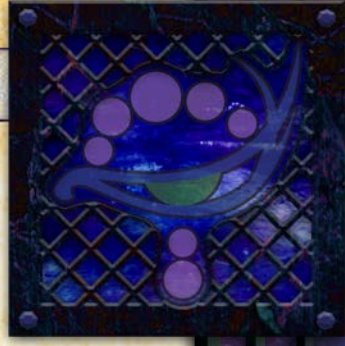
Action: 1 standard action.

Bardic Masterpiece: Kiva Mnemonic Chant

Kiva lecturers are known for bringing students up to speed with incredible concision, although the students' retention is not always so impressive in the long term. Kiva mnemonics incorporate dizzyingly disparate elements that suddenly reveal unexpected connections that make them impossible to forget—at least until after the next test.

Prerequisite: Perform (act, oratory, sing) 5 ranks.

Cost: Feat or 2nd-level bard spell known.



Effect: One target's mind fills with bits of lore you have accumulated across your life. As long as the target is within 30 feet, it can use your ranks in the skill of your choice or its own, whichever is better. However, the target takes a –2 penalty on checks with other skills. An unwilling target can negate this effect with a successful Will save. This performance has audible components.

Use: 1 round of bardic performance per minute.

Action: 1 standard action.

Cryptic[UP] Insights

Descendant of Dream cryptics study the patterns of dreams and nightmares, crowds and empty streets, sparks of inspiration that fuel ley lines and meaningless fads, riots and private chambers filled with passion.

Dream Patterns (Su): If the cryptic hears a creature's dream recounted in detail or observes them firsthand, she can learn the answer to one question about the creature as if using *mind probe* (DC 10 + 1/2 cryptic level + cryptic's Intelligence modifier). Each dream allows another question to be asked. The cryptic must be at least 8th level to select this insight.

Eternal Pattern (Su): The cryptic can hang a psionic power with duration 2 hours or longer on a ley line, essentially rendering it permanent until the target is no longer within the ley line or the cryptic dismisses it as a standard action. The power points spent on the power cannot be regained in any way until it ends. The cryptic must be at least 12th level to select this insight.

Patterns in the Crowd (Ex): The cryptic doesn't treat crowd squares as difficult terrain and can move a crowd as a swift action with a successful Bluff, Diplomacy, Intimidate, or Knowledge (local) check against DC 15. In an urban area, the cryptic can gather or disperse a crowd filling a 20-foot radius within 60 feet with any of the same checks as a full-round action. In addition, the cryptic's disrupt pattern ability damages swarms and troops normally. Finally, the cryptic can move through the space of any creature with a language as if it were not there; this provokes attacks of opportunity normally.

Mesmerist[OA] Bold Stares

Descendant of Dream mesmerists can use the following bold stares.

False Hope: The target counts as a willing target for the mesmerist's tricks, collective (if he has that ability), and spells that only function on willing targets. If the target would otherwise be unwilling, it gets a Will save to negate each such spell. Even if it fails, the creature has a 50% chance of ignoring the effect of such a spell or trick for 1 round at the start of its turn each round. If a mesmerist with the collective ability forces an unwilling creature into his collective this way, that creature gets a Will saving throw (DC 10 + 1/2 mesmerist's level + mesmerist's Charisma modifier) to negate being added and gets another saving throw to leave every 24 hours thereafter and before being affected by each effect directed at it through the collective.

Phantasmagorian (Shadow Weaver[CLSSW] Perspective)

You use the subjective horror of nightmares—both your own nightmares and those of others—to focus your will.

Perspective Spells: All spells on the sorcerer/wizard spell list and the psychic[OA] spell list. Your shadow illusions are also phantasms—they can be perceived only by creatures within a 30-foot radius you select. If the shadow illusion is normally at least a 20-foot radius or larger, you target all creatures in an area twice as large instead. Those creatures make their saving throws to disbelieve the shadow illusions immediately, even if they don't believe themselves to be interacting with the illusion. The targets never get a further opportunity to disbelieve unless it is a situation so obvious as to grant them at least a +4 bonus on the saving throw.

Perspective Realizations: Your realizations are listed below.

Force of Personality: You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the effects of your silhouettes. Once this choice is made, it cannot be changed.

Nightmare Stalker (Su): You get a bonus on Intimidate checks equal to half your shadow weaver level (minimum +1). You can affect creatures with your phantasms (including all your shadow illusions) regardless of any immunities, but creatures that would otherwise be immune gain a +4 bonus on their saving throws to disbelieve.

Nightmarish Magic: At 6th level, you gain Traumatic Spell[OA] as a bonus feat. Once per day, you can apply the feat to a spell without altering its spell level or casting time.

Actualization: At 20th level, you can automatically apply Traumatic Spell[OA] to all spells of 5th level or lower that you cast. When added this way, the feat doesn't modify the spell level or casting time.

Descendants of Dream Mythic Path Abilities

Any mythic character can select these path abilities.

1st-tier Universal Abilities

Immortality of the Word (Su): You perfect yourself by the power of language. You are immune to being magically aged. Whenever you begin a bardic performance, make a Diplomacy or Intimidate check in combat, or cast a language-dependent spell, you can spend one use of mythic power to regain a number of hit points equal to your tier.

3rd-tier Universal Abilities

You must be at least 3rd tier to select these path abilities.

Read the City (Ex): You can sense the feelings and aspirations of a whole neighborhood, district, or small city. To do so, you must spend a use of mythic power and listen to the city for 1 minute while you are outdoors or in a major public place. You learn the prevailing attitude toward any individual or group of your choice. You can change this attitude by performing in a public place for 1 hour, spending another use of mythic power, and succeeding at a Perform check against DC 10 + twice subject's Hit Dice (use 5 for a small or uninteresting group, 10 for a large or unpopular group, or 15 for a vast or enemy group). Mythic creatures and creatures with a higher Intelligence modifier than your mythic tier aren't swayed this way.

Descendants of Dream Spells

Descendants of Dream have access to the following spells.

HIDDEN LESSON

School enchantment (compulsion) [mind-affecting]; **Level** adept 2, alchemist 2, bard 1, cleric 3, inquisitor 1, medium 1, mesmerist 1, psychic 2, shadow weaver 2, shaman 3, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

Casting Time 1 minute

Components V, S

Range 90 feet

Targets all intelligent creatures that can see or hear you (as appropriate for your performance) throughout the casting time

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You embed a subtle message into a performance or lecture while you cast the spell that listeners can't help but eventually notice, no matter how little thought they invest. The message must be no more than 50 words. Observers cannot tell you are casting a spell unless they succeed at an opposed skill check—you use your higher modifier between Bluff and Spellcraft and they use their higher modifier between Sense Motive and Spellcraft. You can even communicate across language barriers, so long as the audience observes the performance and has an Intelligence of at least 1. Its comprehension of the message might be limited by its intellect, however. If the message you send is a lie, you get a +4 competence bonus on the Bluff check (but not the check to conceal your spellcasting).

RESPLENDENT FESTIVAL

School conjuration (creation); **Level** bard 4, occultist 5, sorcerer/wizard 5, summoner 5

Casting Time 1 round

Components V, S

Range 1 mile

Effect decorations for one 500-ft. cube/level (S) weighing in total no more than 200 lbs./level

Duration 1 day/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a lavish set of decorations appropriate to any festival placed around the area. These decorations are visually impressive, but flimsy and of negligible value. Decorations no larger or heavier than a lantern can levitate, but not bear any weight. You can place the decorations to create difficult terrain or provide concealment anywhere you wish in the area.

SHADOWED THEATER

School illusion (shadow) [darkness, shadow[UM]]; **Level** bard 3, medium 3, mesmerist 3, psychic 4, shadow weaver 4, sorcerer/wizard 4, spiritualist 4, summoner 4

Casting Time 1 standard action

Components V, S

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

Area 20-foot-radius emanation

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You create an area where the influence of the Plane of Shadow is stronger. All saving throws in the area against darkness-based effects and illusions have a –2 penalty. All saving throws against light-based effects have a +2 circumstance bonus.

New Zodiac Constellation

Descendants of Dream gain access to this lost constellation of the Void. Zodiacs choosing the Wanderer must replace another constellation with it. This choice may be made whenever the zodiac first chooses a cosmology or adapts to a new one.

THE WANDERER

Mysterious and reclusive, the Wanderer empowers those who value the journey above destination.

Element: Variable; Once per round, as a free action, the zodiac may set the wanderer's element to any element of their choice as long as they have two or fewer manifestations of that element active.

Manifestations: Champion, Equipment

Champion (Essence cost 6): You gain the ability to manifest the Wanderer in the form of a fetchling bard with the storytwister archetype, whose class level is equal to your zodiac level -3 (minimum 1). In addition to armor and equipment appropriate to an NPC of its class level, the Wanderer always appears with a magical cloak of resistance with a bonus to saving throws equal to one-half your zodiac level (minimum 1). All equipment the Wanderer appears with disappears as soon as it is dismissed for any reason. Any bonuses the cloak would gain in excess of +5 must be spent on special armor abilities which the cloak may gain as if it were a suit of magical armor.

Essence: Creatures under the effect of the Wanderer's inspire courage bardic performance deal an additional 2 points of elemental damage with weapon attacks of the element type set by the zodiac, plus 1 additional point of elemental damage per point of essence invested.

Equipment (Essence cost 4): You gain the ability to manifest the Wanderer as a magical cloak of shadow that swims with faint ribbons of vibrant color. This cloak provides the wearer with the benefits of an *endure elements* spell and grants energy resistance 5 of the element type set by the zodiac. At 10th level the cloak also grants 5 resistance to the opposite element type. Also, you may extend the protections of the cloak to any ally within 15 feet that is benefiting from any bardic performance as a free action.

Essence: For every point of essence invested in the cloak of the Wanderer increase the energy resistance(s) granted by 3 and the range at which it can benefit allies by 5 feet.

Eternal Dawning (Light)

NG preeminent organization
Leaders the Jeweled Ladies and Lords of the Daestari

Nicknames: "Beacons," "Blindspots," "Gems," "Shinies"

Values unity of being, focused virtue, balance between aspects of the self

Public Goals to balance Hyraeatan in the wake of the Lightbringers' betrayal, to heal the Lattice from the Aldran Apocalypse and other planar catastrophes, to bring the Eight Virtues to the citizens of Hyraeatan who struggle to attain them, to keep Hyraeatan's legends, to explore the planes

Private Goals the Dawning wishes to make Hyraeatan into a permanent home for the Daestari people and to instill the Virtues of the Jewels into the populace of the City

Allies among fellow Parities, the Sanguine Sovereignty's public support never really amounts to much while the real allies stand among the House of Heights, the Foreseen, the Thunderchildren, and the Hands of Onus; outside the Parities, Dragonkin of Aldra, and the meditants of Adah-Xo in the Splinters

Enemies the Blackblades spoke out violently against the Dawning when it arrived and even took martial actions against them, while the Temple of Coin crippled them with debt after they arrived, the Sanguine Sovereignty's subtle advocacy for them always seems to involve challenges that are difficult or impossible to achieve and the Jeweled Lords now view them as enemies; outside of the Parities, the Xeggan Alliance of Aldra and the Apaths of the Vile Geometries hold the Dawning in great enmity

Membership Requirements trained in Knowledge (arcana), Knowledge (religion), or Knowledge (psionics)

Influence Limitations Each time the adventurers wish to reach a new rank, they must champion their virtue in the face of adversity or achieve a "trinity balance" of mind, body, and soul under the eye of the Parity after advancing significantly. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks **Champion Virtue (1 Favor/2 Fame)** Once every two months, you can increase your Fame score or take a step toward raising your influence with the Eternal Dawning by championing your chosen Jewel of Virtue in the face of opposition to it. Defeating a foe or overcoming a hazard with CR higher than your level satisfies this special task.

Trinity Focus (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Eternal Dawning by demonstrating your "Trinity Focus"—the embodiment of your chosen Virtue in mind, body, and spirit—in a specific way. This requires the observation of an Eternal Dawning member of higher rank and a successful unaided in Knowledge (arcana), Knowledge (religion), or Knowledge (psionics) check against DC 10 + twice your level.

Benefits

Passive Benefits (Fame Awards)

- *Rank 1 (5 Fame)*: You experience the first stages of Trinity Awakening gaining the "First Sight" and may now *detect magic* at will. You may make Knowledge (arcana), Knowledge (psionics), and Knowledge (religion) checks untrained. If you could already *detect magic* you get a +2 to these skill checks instead. You gain the [psionic] subtype, 1 power point, and the ability to maintain psionic focus.
- *Rank 2 (20 Fame)*: You gain notoriety as being affiliated with the Eternal Dawning. When dealing with good-aligned creatures within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Diplomacy checks. When dealing with evil-aligned creatures this becomes a +2 to Intimidate.
- *Rank 3 (35 Fame)*: You are taught advanced principles of Unity and Sacrifice. You can manifest *metaconcert* as a psi-like ability once per day at your character level.
- *Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Eternal Dawning. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (arcana, psionics, or religion +15)
- *Rank 1 (10 Fame, 2 PP)*: second sight*, skill specialization (Autohypnosis, Knowledge [arcana], Knowledge [psionics], Profession [soldier])
- *Rank 2 (20, 5 PP)*: borrow resources (1,000 gp), command team (1 1st-level aegis or paladin), power of trines*, put in a good word, retrain (locate trainer), third sight*
- *Rank 3 (35 Fame, 2 PP)*: reward of heroism*
- *Rank 3 (35 Fame, 5 PP)*: borrow resources (5,000 gp), command team (1 4th-level cavalier, 1d4 3rd-level aegis, or 3d4 1st-level paladins), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level cavaliers, psions, or psychics; or 5d4 3rd-level aegises or paladins), memory of virtue*

> *Behold our Amethyst Lady*
> *And know that she is Discipline*
> *Listen to her stories*
> *To see the strength in them*
> *Her will is too strong to cave to temptation*
> *Her magicks are built on the strongest foundations*
> *And even when faced with the toughest frustrations*
> *Her composure remains befitting of her station*
> *So if you wish to walk the Amethyst Path*
> *Then follow her example till you breathe your last.*
>
> —The Song of Amethyst

New Benefits

Memory of Virtue (50 Fame, 25 PP): The Parity guides your awakening to the point of self-imprinting on the memory of the multiverse, as the spell *akashic form*. You may use this ability once per day.

Power of Trines (20 Fame, 5 PP): You blend the power of magic, martial, and mental arts. When in a *metaconcert* effect your saving throw bonuses apply to saves vs. all spells, martial attacks, and sphere abilities. Your manifester level bonus applies to all psi-like abilities, effective caster levels, and veilweaver levels you have. These bonuses are in addition to the normal psionic bonuses.

Reward of Virtue (35 Fame, 2 PP): You add *greater heroism* to your class spell list as a 5th-level spell and add it to your spells known. You must be able to cast 5th-level spells to gain this benefit.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Second Sight (10 Fame, 2 PP): You may *detect psionics* at will and *detect thoughts* once a day as spell-like abilities equal to your character level.

Third Sight (20 Fame, 5 PP): Your insight into the spiritual nature of things grows as you develop the third sight allowing you to detect alignment as an inquisitor of twice your rank.

Eternal Dawning Views & Beliefs

The Eternal Dawning has the distinction of being the most "recent" addition to the Parities of the City of 7 Seraphs. Its crusaders "only" having arrived centuries ago. Driven from their homeland by the ravages of a magic-corrupting plague, the Eternal Dawning has taken up the quest to seek a way to cleanse their homeworld. This in turn has led them to travel and seek answers in disparate corners of Creation. Failing this they hope to forge a new homeland worthy of their Virtues.

As the Dawning finds other civilizations, particularly those in the grips of plagues, corruption, curses or sin, they have offered a hand and accepted those wishing to seek a better life. As such they have adopted societies species, and cultures time and time again as the Crusade continued to seek the cures to its own and now dozens of other maladies and curses. The presence of the Jeweled Lords, a group of immortal mystics, allows the Crusade to maintain focus despite a constant influx of diverse cultures and peoples.

Their arrival in Hyraeatan allowed the Parities to set their balance right after an older Parity, the Lightbringers had abandoned its Tower. The opportunity to establish a base of operations so close to the planar "highways" of the Lattice could not be ignored. The Ruby Lady and Lord Sapphire brought a large contingent to Hyraeatan and have maintained a presence ever since.

Eternal Dawning History and Current Events

Few remember the name of the Daestari's ancient homeworld, lost to them generations ago. It is said to have been a beautiful place. A world of brilliant colors, sparkling oceans, and wonders built with their own hands. With their magic and knowledge they had found an idyllic balance with their homelands and peace with their neighbors. They began to explore what lay Beyond the Veils that separated Source from the Prime Worlds and Life from Death and the Outer Worlds of the Spirits.

They found the Lattice and began to map its lengths. They learned to walk the ways through shadow. During this time the foundling girl, Nexalla, followed them home from their travels. She was a wild thing and hungry to learn. She strived to master all of their lore. She was proud and did not hold to the tradition of mastering one Virtue at a time.

The Daestari came to fear her hunger. They recognized something desperate and savage within. When she began to use their lore in ways that were taboo, they decided to take action. The girl, now a woman, was cast out. Sent back to the road she had walked as a child. Knowing nothing but the Daestari and their enemies she sought out those enemies. Some say she meant to destroy them and prove her worth. Others that she craved collusion and vengeance.

Nexalla's exile would become considered to be their greatest mistake. Her perversions of their ways became a thing out of Nightmare. The shame they felt for their rejection was wide and altered their views. Perhaps her evil was fated, but they did not see it so. Regardless, the Daestari swore that they would never again to cast out one willing to learn their ways. Nexalla's vengeance was terrible and her magic poisoned even the Daestari's homeworld and gods themselves. Fleeing their homeland they sought out a new place among the Shadows and Light of Creation.

The Daestari who founded the Eternal Dawning hold several virtues (generally numbered Eight, but this is somewhat contested) in highest regard. Each of these virtues is represented by a specific gemstone. Each also holds a duality of a school of magic and a psionic discipline said to bind thought to fervor. The gemstone and virtue pairings (and their affiliated supernatures) are:

- *Amethyst (Discipline)*: *Lawful Neutral*: Abjuration magic and psychokinesis psionics
- *Emerald (Honor)*: *Lawful Good*: Evocation magic and clairsentience psionics
- *Sapphire (Justice)*: *Lawful Neutral*: Divination magic and psychocreativity psionics
- *Topaz (Mercy)*: *Neutral Good*: Conjuration magic and telepathy psionics
- *Carnelian (Valor)*: *Chaotic Good*: Transmutation magic and psychoportation psionics
- *Ruby—(Passion)*: *Chaotic Neutral*: Enchantment magic and psychometabolic psionics
- *Diamond (Unity)*: *True Neutral*: Necromancy magic (mostly ancestral spirit communication) and general psionics (emphasis on abilities of the collective using classes)
- *Onyx (Selflessness) True Neutral*: Illusion magic and thanatism psionics (mostly to channel ancestral spirits)

Members of the Dawning are expected to choose a Virtue and pursue it above all others with the totality of their being. This totality being defined as mind, body, and spirit. The focus on mind, body, and spirit in turn lend to the concept of a personal Trinity. Each member of the Dawning attempts to embody their chosen virtue physically, mentally, and with whatever spiritual abilities they develop. Those that have great success become Trinity Knights, Trinity Mages, or Trinity Angels.

The Daestari are presided over by a Lady or Lord that exemplars their chosen virtue. Collectively these leaders are called the Jeweled Lords. When they arrived in the City of 7 Seraphs they were given the Lightbringers' tower as their own. It was renamed the Tower of Jewels in honor of them.

Despite this the majority of the Eternal Dawning's business is conducted from their original settlement near Hyraeatan, Outstar. It is there that they train their members in the Trinity arts: mastery of body, focus of mind and depth of spirit.

Personae of the Parity

Kraea "the Passionate", the Ruby Lady (CN female human egoist 3/mosaic mage 3/shifter[SoP] **3/trinity mage 10/master of shapes 5**[MPotLS]**)**: The Ruby Order has often strained against the more rigid traditions of the Dawning's precepts but despite these tensions is considered a necessary place to include those who otherwise might struggle with more "demanding" virtues. Few embody this better than Kraea herself. Capricious and wild, some feel she would be more at home in the fey courts of the Glarewood rather than the monastic halls of the Soul Temples of Outstar. Yet, as frequently as she might be found masquerading as a simple Warden or spiraling the dance-floor of a Crown District ballroom, she can be seen stock-still in meditative pose in the Xo Meditants halls. Chief of the intelligence efforts of the Dawning she is equal parts spy, mystic and rebel for the cause. Her fledgling Eternal faith is seen publicly as

sycophants but rumors persist that she takes matters of her nascent religion very seriously.

Erayah the Lord Sapphire (LN female human aegis[UP] 3/diviner 3/shaper[SoP] 3/trinity angel† 10/overmind[MHH] 5): Erayah is the fourth Sapphire Jeweled Lord since the arrival of the Dawning in Hyraeatan and the first to actually relocate from Outstar to the Tower of Jewels. She represents the Parity on the Council. She has taken it upon herself to investigate the depths of the Tower since the Lightbringer Incursion. While she prefers to maintain strict control of the investigations and surveying missions she accepts the joint taskforce of the Wardens on the matter and allows Circles to investigate portions of the edifice. She also has taken to bringing in mercenaries to bolster the effort, primarily to source new recruits to send back to Outstar. Her efforts to win over the support of the inevitables of the Grand Machine are well known and often criticized. The House of Heights have also approached her regarding her latent ascension citing the Paladins of Azure who have begun deriving magic from invoking her name.

Loiant Marse of the Topaz (NG male human cavalier[APG] 13): A commander in the Blades of Mercy, the Gentle Knight Loiant is known to be one of the greatest masters of non-lethal combat techniques in the City. Known only to kill as a last resort, the stories of Marse's battlefield conversions are legendary including the redemption of the Fury of Lecant who later returned to Hyraeatan as an ally among the Blackblades. Loiant is often invited to events where the presence of all Parities is required but rank is not a factor. So well-loved in the public eye, the Sovereignty has made him a target of their efforts to integrate the Dawning into the Crowns District having recently offered him a mansion at one time thought to be owned by Hyandil's allies.

Vayan "the Many Hued" Xesdides (LG elan male telepath[UP] 5/sorcerer 1/incanter[SoP] 3/trinity mage[BB:LP] 4): Despite dominantly Xo heritage, Vayan has embraced an ancient traditional view of the Daestari's philosophies claiming that members of the Dawning should aspire to move through each virtue and master it to a "pleasing satisfaction" before moving on to the next. This view has fallen out of favor with the Eternal Dawning as a whole where the general view is that an individual cannot ever hope to achieve perfect mastery of a single virtue but should endeavor to do so.

Eternal Dawning Game Mechanics

The Eternal Dawning favor those who master themselves in many ways to a singular end, the following options are available to them:

Jeweled Knight (Cavalier Archetype)

On the Eternal Dawning's crusade through the boundless Beyond, the once great cavalry of their lost Homeworld transitioned into more contemplative and mystic martial Orders. These orders each took up the Jewel of one of the Lords or Ladies that guided the Daestari people seeking their own masteries of the magical and psionic gifts their own patron favored. Ruby and Sapphire Jeweled Knights are the most common orders to visit the City at current due to their respective Ladies activities but all Eight Virtues have their own Dominions.

Dominion (Su): At 1st level the Jeweled Knight unlocks the powers of their respective gemstone Order. These manifest in a series of escalating spell-like or psi-like abilities. They gain access to these abilities at each odd-level as indicated in Dominion ability. The abilities also may interact with their Oath and Challenge class features. Dominion replaces the mount, cavalier's charge, expert trainer, mighty charge, and supreme charge abilities.

Dominion of Sapphire (Justice)

Lawful Neutral: Divination magic and psychocreativity psionics

Forewarned (Su): You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your cavalier level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Diviner's Fortune (Sp): At 3rd level you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your cavalier level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Summoner's Call (Ex): At 4th level, if you maintain focus when manifesting a power of the creation subdiscipline, the duration is increased by 1 round plus 1 round for every four cavalier levels. In addition, your astral constructs gain an additional menu option of the highest menu available when you manifest the power.

Scrying Adept (Su): At 11th level, you are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

Jeweled Knights and Psionic Focus

Many feats detailed below, as well as many psionic class abilities, work either by maintaining or expending psionic focus.

Gaining Psionic Focus: Merely having the ability to hold a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused.

If you have a power point pool or the ability to manifest psi-like abilities, you can meditate to become psionically focused. Meditating is a full-round action that provokes attacks of opportunity.

Jeweled Knight Orders

As a particular aspect of Daestari civilization's influence on the Eternal Dawning, jeweled knight cavaliers do not organize by Order rather Dominion or Jewel tradition. So an Order of the Cockatrice jeweled knight with the Dominion of Ruby would be called a Ruby Cockatrice knight and answer to the Ruby Lady.

This results in only Eight "Orders" within the Eternal Dawning with subspecialties following standard Orders.

Astral Ally (Su): At 20th level, you can change the duration of an *astral construct*UP power to permanent. You can have no more than one astral construct power made permanent in this way at one time. If you designate another astral construct power as permanent, the previous power immediately ends.

Dominion Abilities:: Starting at 1st level you may manifest or activate one of either of the pair of abilities listed as a psi-like or spell like ability of your cavalier level. At each listed level you gain another pair you may activate one of per day.

- 1st—*astral construct*UP or *comprehend languages*
- 3rd—*reconstruction*UP or *detect thoughts*
- 5th—*greater concealing amorpha*UP or *arcane sight*
- 7th—*crystalline bonds*UP or *scrying*
- 9th—*hail of crystals*UP or *telepathic bond*
- 11th—*crystallize*UP or *true seeing*
- 13th—*mass ectoplasmic cocoon*UP or *vision*
- 15th—*astral seed*UP or *discern location*
- 17th—*true creation*UP or *foresight*

Dominion of Ruby (Passion)

Chaotic Neutral: Enchantment magic and Psychometabolic psionics.

Impressive Presence (Su): You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five cavalier levels you possess, up to a maximum of +6 at 20th level.

Metabolic Healing (Su): At 3rd level, as long as you maintain psionic focus, you gain fast healing 1 when you manifest any psychometabolism power on yourself. This fast healing lasts for a number of rounds equal to the level of the power manifested. The fast healing increases by 1 for every four cavalier levels thereafter.

Perfection of Self (Su): At 4th level, as a swift action you can grant yourself an enhancement bonus to a single ability score equal to 1/2 your cavalier level (maximum +10) for one round. You may use this ability a number of times per day equal to your cavalier level.

Aura of Awe (Su): At 14th level, you can emit a 30-foot aura of awe for a number of rounds per day equal to your cavalier level as a swift action. Enemies within this aura take a –3 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive and may be ended as a free action. This is a mind-affecting effect.

Mental Mirror (Su): At 20th level, whenever you succeed at a saving throw against a mind-affecting effect, that spell, power or effect is reflected back at its caster, as per *spell turning*.

Dominion Abilities: Starting at 1st level you may manifest or activate one of either of the pair of abilities listed as a psi-like or spell like ability of your cavalier level. At each listed level you gain another pair you may activate one of per day.

- 1st—*minor metamorphosis*UP *or charm person*
- 3rd—*animal affinity*UP *or daze monster*
- 5th—*metamorphosis*UP *or suggestion*
- 7th—*resist death*UP *or charm monster*
- 9th—*psionic revivify*UP *or dominate person*
- 11th—*major metamorphosis*UP *or greater heroism*
- 13th—*fission*UP *or power word blind*
- 15th—*fusion*UP *or power word stun*
- 17th—*true metamorphosis*UP *or dominate monster*

New Cavalier Order: Order of the Jewel

Cavaliers belonging to the Order of the Jewel are sworn to one of the Eight Jewels of Virtue. It is rare for one to belong to the Order and not also be a Jeweled Knight (see above) but it has been known to happen.

Edicts: Order of the Jewel cavaliers follow the Virtue of their jewel. They try to advocate for priority for that focus with mind, body, and soul. Commands from the Jeweled Lady or Lord of their Order must be executed to the best of one's ability.

Challenge: Whenever an order of the jewel cavalier issues a challenge, the target of the challenge takes a –1 penalty on saving throws against powers, spells, and psi- or spell-like abilities used by jeweled knights, allies benefiting from their union of the trinity aura or other members of the Eternal Dawning. This penalty increases by 1 for every 4 levels the cavalier has. An order of the jewel cavalier can't issue a challenge against any creature of the Eternal Dawning unless it has an alignment component in opposition to the cavaliers.

Skills: An order of the jewel cavalier adds Knowledge (arcana) and Spellcraft to their list of class skills. An order of the jewel cavalier can attempt these skill checks untrained. Whenever an order of the jewel cavalier attempts a Spellcraft check to recognized an enemies powers or spells in combat, they receive a bonus on the check equal to half their cavalier level (minimum +1).

Order Abilities: An order of the jewel cavaliers gains the following abilities as they increases in level.

Union of the Trinity (Ex): The presence of the cavalier galvanizes the diverse strengths of their allies. As long as two other allies within 30 feet are a different species, class or alignment than one another they gain a +1 insight bonus to armor class, attack rolls, saving throws, and skill checks. At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

Vessel of the Trinity (Ex): At 8th level the cavalier may channel the power of their allies into their own form. As a move action as long as there are at least two creatures with a different species, class or alignment in their aura they gain a +4 enhancement bonus to a single Ability Score of their choice for 1 minute. They may activate this ability a number of times per day equal to their Charisma Modifier. The bonus increases by 2 at 12th, 16th, and 20th levels.

Strike of the Spectrum (Ex): At 15th level, whenever the cavalier makes a melee attack against the target of his challenge and there are at least five instances of allies with a different species, class or alignment than their own within their union of the trinity aura, the cavalier gains a bonus on attack and damage rolls equal to his Charisma modifier. This damage is multiplied on a critical hit.

Eternal Dawning Feats

Reform Dominion

You can alter the nature of your Dominion slightly.

Requirement: Dominion class feature. Knowledge (arcana) 5 ranks, Knowledge (psionics) 5 ranks

Benefit: You can spend one hour in meditation to alter a psi-like or spell-like ability you know. You may replace the selected ability with another from the same school of magic or psionic discipline of the same level or lower until the next time you lose consciousness for more than 1 hour.

Trinity Focus

Your mind energizes the essence receptacles with latent psionic power.

Prerequisite: Spellcraft Ranks 3, psionic character, essence pool.

Benefit: While you are psionically focused, you gain 1 point of temporary essence. You may invest and spend this point normally, but if you use it to fuel an essence burn ability, you lose and may not regain your psionic focus for 1 minute. You may expend both the psionic focus and burn the temporary essence as a swift action to gain a +2 circumstance bonus to a single caster level for 1 round or +2 to a single attack roll.

Trinity Warrior

Your martial skill has begun to blend with your supernatural power.

Prerequisite: Base attack bonus +3, Spellcraft Rank 3, spellcasting, manifesting or other similar ability.

Benefit: Select one non-spherecasting class that grants you spells, spell-like abilities, powers, supernatural abilities or veils. You may choose to substitute your BAB for your caster level, manifester level or another level based resolution for that class. This effective level can stack with other abilities and feats that increase caster level but will never take a character's caster level above their hit dice. Spherecasters taking this feat may apply it to a single Sphere for determining effective caster level for that sphere with GM approval.

Special: This feat may be taken more than one time. Each time select a new class or Sphere to apply the benefits to.

New Prestige Class: Trinity Knight

Warriors who train to blend their psychic potential and spiritual virtues with their combat style, the Eight Jeweled Orders each maintain a core of trinity knights. Leaders and specialists they find themselves involved in nearly any significant conflict that the Eternal Dawning spearheads.

Hit Dice: d10

Requirements: To qualify to become a Trinity Knight, a character must fulfill all of the following criteria:

- Base attack bonus +5
- Levels in three non-prestige classes, two of which must have the following abilities: the ability to cast 1st level spells from a single source, spherecasting CL 1st, essence pool of 3, or manifest 1st level powers.
- **Feat**: Trinity Warrior

Table 3–3: Trinity Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Aligned Class
1st	+1	+1	+0	+1	path of the knight	+1 level of lowest aligned class
2nd	+2	+1	+1	+1	trinity combat	+1 level of both aligned classes
3rd	+3	+2	+1	+2	path of the knight	+1 level of both aligned classes
4th	+4	+2	+1	+2		+1 level of lowest aligned class
5th	+5	+3	+2	+3	path of the knight	+1 level of lowest aligned class
6th	+6	+3	+2	+3	trinity mastery	+1 level of both aligned classes
7th	+7	+4	+2	+4	path of the knight	+1 level of both aligned classes
8th	+8	+4	+3	+4		+1 level of lowest aligned class
9th	+9	+5	+3	+5	path of the knight	+1 level of lowest aligned class
10th	+10	+5	+3	+5	trinity strike	+1 level of both aligned classes

- **Skills**: Knowledge (martial, religion, or history) 5 ranks, Spellcraft 5 ranks
- **Special**: Must be a member of the Eternal Dawning.

Class Skills

The trinity knight's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier

Class Features

All of the following are features of the trinity knight prestige class.

Weapon and Armor Proficiency: Trinity knights gain proficiency with martial weapons and light and medium armor.

Aligned Class (Ex): Trinity knights are required to study different disciplines to fuse into one specific trinity state. They must select three of their non-prestige classes as aligned classes upon entering this prestige class. At the indicated levels, a trinity knight must choose an aligned class they belonged to before adding the prestige class to advance. They gain all the class features for one additional level of their aligned class as if they had gained a level in it. They gain the class features of an additional level of their lowest aligned class as indicated on the table above. They still retain the hit dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class.

Path of the Knight (Su): At 1st level, a trinity knight can select one class to count trinity knight levels in for purposes of the following class features: proficiency Spheres of Might[SoM], initiator level, or enhanced mindblade. At 1st level and every odd level thereafter, the trinity knight may select one of the following: a blade skill, an extra talent for Spheres of Might[SoM], or to progress stances and maneuvers known. Alternatively, the trinity knight may progress a cavalier order as though trinity knight levels were cavalier levels. Once this decision is made it may not be changed.

Trinity Combat (Su): At 2nd level, a trinity knight learns to cast spells, activate supernatural abilities, veil powers, or manifest powers and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a ability that is being used. To use this ability, the trinity knight must have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, they can make a single attack with his melee weapon at a –2 penalty and can also activate a power, spell, veil, or supernatural ability with an activation time of 1 standard action (any attack roll made as part of this power also takes this penalty). If they activate defensively, they can decide to take an additional penalty on their attack rolls, up to their caster or power modifier bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the power and its power points are wasted, but the melee attack still takes the penalty. A trinity knight can choose the order of attacks and activations.

Trinity Mastery (Ex): At 6th level, a trinity knight may combine two swift actions to activate abilities from different classes as a single swift action. A trinity knight could switch martial stances *and* change essence investment, manifest a swift action spell and a swift action power, and so on. A trinity knight can only use trinity mastery once per day per point of their lowest mental ability modifier to a minimum of once per day.

Trinity Strike (Su): At 10th level, the trinity knight can take a single standard action attack benefiting from any martial sphere or maneuver, manifesting any two powers, spells or supernatural abilities against a single target they strike with a weapon or fired piece of ammunition. Area effects attacks only resolved against that one target much in the same manner as a weapon with the *spell storing* magic item ability.

Table 3–4: Trinity Angel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Aligned Class
1st	+1	+1	+0	+1	angelic form. integrated formation	+1 level of lowest aligned class
2nd	+2	+1	+1	+1	telekinetic combat	+1 level of any 2 aligned classes
3rd	+3	+2	+1	+2	improved formation	+1 level of lowest 2 aligned classes
4th	+4	+2	+1	+2	sustaining virtue	+1 level of lowest aligned class
5th	+5	+3	+2	+3	essence infusion	+1 level of any 2 aligned classes
6th	+6	+3	+2	+3	advanced formation	+1 level of lowest 2 aligned classes
7th	+7	+4	+2	+4	tireless virtue	+1 level of lowest aligned class
8th	+8	+4	+3	+4	silent virtue	+1 level of any 2 aligned classes
9th	+9	+5	+3	+5	mastered formation	+1 level of lowest 2 aligned classes
10th	+10	+5	+3	+5	astral celerity, trinity assault	+1 level of any 2 aligned classes

New Prestige Class: Trinity Angel

As much as signature of the Eternal Dawning as their name, the crystalline angel warriors of their crusade are visible anywhere they travel. Hovering as living examples of each Virtue's trinity focus the angels are, not surprisingly, confused with actual celestial beings when the Daestari first arrive on a new world.

Hit Dice: d10.

Requirements: To qualify to become a trinity angel, a character must fulfill all of the following criteria:

- Able to bind veils to the hands or feet chakra
- Form astral armor or conjuration sphere (with merge talent)
- Levels in three non-prestige classes two of which must have the following abilities: the ability to cast 1st level spells from a single source, spherecasting CL 1st, essence pool of 3, or manifest 1st level powers

Skills: Knowledge (martial, religion or history) 5 ranks, Spellcraft 5 ranks

Special: Must be a member of the Eternal Dawning

Class Skills

The trinity angel's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Fly, Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the trinity angel's prestige class.

Weapon and Armor Proficiency: Trinity angels gain proficiency with martial weapons and light and medium armor.

Aligned Class (Ex): Trinity angels are required to study different disciplines to fuse into one specific trinity state. They must select three of their non-prestige classes as aligned classes upon entering this prestige class. At the indicated levels, a trinity angel must choose an aligned class they belonged to before adding the prestige class to advance. They gain all the class features for one additional level of their aligned class as if they had gained a level in it. They gain the class features of an additional level of their lowest aligned class as indicated on the table above and may choose between options if two are tied for lowest effective level. They still retain the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class.

Angelic Form (Su): At 1st level, a trinity angel with the form astral armor quality gains the following armor form:

- *Crystal Angel Armor*: This levitation crystal encases the trinity angel in a shining ectoplasmic crystal of a single hue of the character's choosing (almost always matching their chosen virtue). Micro-conduits still allow for breathing but the armor must be dismissed to eat or use potions. This armor takes a full round action to shape form counts as full-plate astral armor but gains the following customizations: flight (perfect, base speed plus 20 ft.), stalwart

A crystal angel with the protection sphere instead gains the armored aegis talent. By spending a full-round action to cast a special version of the armored aegis talent they also gain the effects of the stalwart aegis customization, and a fly speed equal to base speed plus 20 feet as long as they are under the effect of that armored aegis. A trinity angel with both form astral armor and the Protection sphere may use either option as they choose. They

gain the benefits of sphere talents and customizations regardless of which base ability they use.

Integrated Formation (Su): At 1st level, when in angelic form, the trinity angel's veils merge seamlessly into their crystalline armor or armored aegis making them much more difficult to detect (+10 to DCs to recognize the shaped veils nature) until they are used. Weapon-like veils do not gain this advantage.

Telekinetic Combat (Su): At 2nd level, the trinity angel develops extremely short range telekinesis when in angelic form. They may select one mental ability score to act in place of their Strength and a second that may act as their Dexterity. These may not be the same ability score. Once this selection is made it cannot be changed. They may wield weapons within 5 ft. of themselves as though they were held by a creature with Strength equaling the chosen mental ability score.

Improved Formation (Ex): At 3rd level, the trinity angel may assume angelic form as a standard action.

Sustaining Virtue (Ex): At 4th level, the trinity angel does not require food or water to survive in angelic form.

Essence Infusion (Su): At 5th level, the trinity angel can use psionic or magical energy to temporarily increase the power of a shaped veil. The trinity angel can infuse psionic power points, spell levels or spell points to temporarily increase the power of a shaped veil. This energy forms 1 temporary essence point per level of spell sacrificed or 2 power points spent. This essence lasts 1 minute and must be invested in a single veil. If a spell point (Spheres of Power) is used, it creates temporary essence up to half your caster level.

Advanced Formation (Ex): At 6th level, the trinity angel may assume angelic form as a move action.

Silent Virtue (Ex): At 7th level, the trinity angel does not require air and no longer is considered breathing when in angelic form. All spells may be cast as though they were benefiting from the Silent Spell metamagic feat when in angelic form.

Tireless Virtue (Ex): At 8th level, the trinity angel no longer requires sleep in angelic form.

Mastered Formation (Ex): At 9th level, the trinity angel may assume angelic form as a swift action.

Astral Celerity (Su): At 10th level, the trinity angel may assume angelic form as a part of a swift action to activate or change another class feature such as redistributing essence or changing a martial stance. They may choose to be considered an outsider instead of their normal creature type when in angelic form. All spells are cast as though benefiting from the Still Spell metamagic feat.

Trinity Assault (Su): At 10th level, once per day the trinity angel may take a special standard action to launch a combined attack fusing their three aligned classes. Select one standard action ability from each aligned class. The attack follows the targeting of the most inclusive attack and applies the attack of all three effects. For example if a *fireball* was cast with a *Reaper's Scythe* veil weapon and a *mind thrust*UP psionic power, all the *fireball* targets would be checked against a single veil weapon attack to apply the *scythe* damage and targeted by a *mind thrust*UP.

Eternal Dawning Magic Items

CRYSTAL OF CLEANSING — **1,200 GP**

Aura faint evocation **CL** 5th

Slot none **Weight** –

Description

These 1-inch round faceted crystals of high clarity feel warm to the touch and glow very slightly in darkness. The Eternal Dawning created the crystals to ferret out illicit undead and those under the mental control of others. Owners frequently add the crystals to jewelry, weapon hilt, or other ornaments to carry them discreetly. The Sanguine Sovereignty forbid the use of these crystals and confiscate them if found.

Anyone carrying a crystal of cleansing gains a +2 insight bonus to Sense Motive checks to notice that someone is affected by mind control. When crushed as a standard action, this crystal emits a burst of light in a 20-foot radius that deals 4d6 untyped radiant damage to any creatures with the undead subtype (DC 18 Reflex save for half). Undead creatures who are particularly susceptible to light instead take 4d8 untyped radiant damage (DC 18 Reflex save for half). Any creature in the radius of the crystal effects who is under the effects of a mind control spell must succeed at a DC 18 Will save or be stunned for 2d4 rounds. The crystal is consumed upon use.

Construction Requirements **600 GP**

Craft Wondrous Items, *searing light*, *protection from evil*

"Devotion is a synthesis of the whole self. Joining mind, body, and spirit to our Chosen Path."

—Kraea, the Ruby Lady

The Foreseen (Light)

N preeminent organization
Leaders the Triad of Seers (Hehvi the Decisive, Mesihiv Who Watches, and Sesherees the Cautious)
Values precognitive insight, navigating the future, controlling the Radia's destiny
Nicknames: "Gazers," "Psykes," "Spooks," "Tomorrow Children"
Public Goals to foresee dangers to Hyraeatan and advise the Parity Council about the future, to manage the Docks District interplanar travel, to equip Hyraeatan's navy with planar shifting engines, to map planar pathways to Hyraeatan, to guide the winds of fate
Private Goals the Foreseen follow a secret architecture for the future of Hyraeatan and the multiverse at large, they use their position to influence the shape of events to reach this ideal future
Allies among fellow Parities, Temple of Coin, Eternal Dawning, House of Heights; outside the Parities, Captains of the Stellar Council, the Norns of the Aesir, and the Blackblossom of Endaemon
Enemies publicly none, among fellow Parities, they find themselves at odds with the Blackblades reckless destruction, and recruit from many of the same places as the Descendants of Dream. Tensions with the Icegrave for control over Docks District resources have increased since the Incursion; outside of the Parities, the Zeian Empire, the Stoneseers of Ghett, and the Council of Time all vie for control of the future.
Membership Requirements trained in Knowledge (planes), Knowledge (psionics), or Profession (helmsman)
Influence Limitations Each time the adventurers wish to reach a new rank, they must make or recover record of a significant prediction or protect a seer or item of divinatory value to the Parity significantly more powerful than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Significant Prediction (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Foreseen by predicting a significant event in time to interact with its outcome or verify a prophetic insight of another member. This requires a successful concentration check against DC 10 + twice your level. The GM may require additional story elements to fulfill this prediction.
Protect Seeing Magic (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Foreseen by protecting a seer, clairsentience item, or divinatory tool. Protecting seeing magic that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)
- *"Omen"—Rank 1 (5 Fame)*: You can access the Foreseen's Docks District contacts with helmsmen, sailors, and their patrons. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you earn twice as much as normal from Profession (pilot, helmsman, or sailor) checks.
- *"Portent"—Rank 2 (20 Fame)*: You gain some weight from your affiliations with the Foreseen's mysterious seers and diviners. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Intimidate, Bluff, or Diplomacy checks when referencing the future.
- *"Sign"—Rank 3 (35 Fame)*: You are trained to visualize the present and future in the manner of the mystics of the Foreseen. You can manifest *divination* once per day as a spell-like ability at your character level.
- *"Seer"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Foreseen. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.
- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (arcana, local, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: charter voidship* (1 way passage), skill specialization (Craft [any], Knowledge [planes], Perform [any])
- *Rank 2 (20, 5 PP)*: charter voidship* (tandem

expedition), borrow resources (1,000 gp), command team (1 1st-level aethernaut or nomad), lesser foresight*, put in a good word, retrain (locate trainer)

- *Rank 3 (35 Fame, 2 PP)*: Radia-infused vision*
- *Rank 3 (35 Fame, 5 PP)*: charter voidship* (personal expedition), borrow resources (5,000 gp), command team (1 4th-level nomad, 1d4 3rd-level aethernauts, or 3d4 1st-level psychics), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or nomad; or 5d4 3rd-level aethernauts or psychics), minor orrery engine*

New Benefits

Charter Voidship (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity allows you the use of a cabin on a voidship to reach an interplanar destination. At Rank 1 (5 Fame), you may gain passage to any destination an already scheduled voidship voyage. At Rank 2 (Fame 20), you may participate in and return on an expedition chartered by yourself and another party. At Rank 3 (Fame 35), you may charter a voidship expedition for up to a dozen people by spending 2 favors (5 PP).

Lesser Foresight (20 Fame, 5 PP): As a member of the Foreseen you may make a re-roll on a single d20 roll once per day.

Minor Orrery Engine (50 Fame, 25 PP): The Parity installs an orrery engine on a vehicle of your choosing for your personal use. They retain the right to inspect the device and reclaim it should the owner perish or betray the Parity. This does not pay for the cost of the vehicle.

Radia-Infused Vision (35 Fame, 2 PP): You gain your choice of Ability Focus, Endowed Mind[UP], or Greater Spell Focus (divination) as a bonus feat. You must qualify for the feat to gain this benefit.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Foreseen Views & Beliefs

The Foreseen's founders came to Hyraeatan because (they claimed) they *had* to. Revealing the nature of their precognitive skills they had been forewarned of a calamity that may have destroyed the City in Shadow. They quickly proved themselves of value to the Council and by the time the Parities were formalized were already thought of as part of it.

The Foreseen cultivate the ability to experience Insight and with it shape the Future. Often cryptic natures and this forward thinking behavior work against the Parity in social settings. With a membership often thought to be distracted, manipulative, crazy, or all three interactions tend from mind-numbingly boring to riotously unexpected.

> "Others will try to map your future to carve out theirs, but such maps are only found in your own mind's eye."
>
> —Sesherees the Cautious

A final tenet of the order is that of Commitment. Once the Future desired is seen, for predictive abilities to function at their apex, efforts to act on Insight must be consistent. This tenet more than any is the genesis of more stress inside and out for the Parity. Each members Commitment may range from singled-mind pursuit to chaotic, rapid changes in behavior to hone in on the exact desired outcome. Methods of Insight also are evaluated, supported and verified in ways that can place group membership at odds.

Foreseen History & Current Events

After the first great expansion of the City, the Church of Parity decreed the Resolution—a holy mandate for those who were not born of Shadow to form into balanced groups set to a sacred Balance. The Circle of Six and their multitudinous followers and rivals tried to appease the Fade with creeds, charters, and oaths. The mystics of Old Hyraeatan found them wanting again and again, declaring them imbalanced and anathema to the Occlusion and Radia. The *shadowtides* destroyed the Grey Fields and left a massive gorge in their wake.

And then they came.

From the Lattice, a procession of blindfolded prophets, time-warped oracles, and visionary psychics arrived unbidden. They split and flowed throughout the City, whispering words, shifting small objects, and arriving precisely at the hour of the Final Resolution. They brought the number of Parities to fourteen. They balanced those who claimed most insight into the Dark and proclaimed themselves seers in the Light.

The Fade were pleased.

A twisted being, said to be drown in the Great River of Time, presented itself on their acceptance and its eyes dripped with tears. It whispered something to the minds of the Faith of Parity. What exactly was said remains unclear. The damaged areas flooded with water from Shadow Plane oceans and became the Bay of Yiss and the Bay of Shadows.

The Foreseen's assumption of control of the area around the Bay of Shades was critical to the stabilization of the Occlusions' perimeter and is considered to be the most tangible proof of the Resolution's power. Some conspiracy theorists hold that the Foreseen engineered the entire affair despite the Icegrave's confirmation that the dangers of the Bay's encroachment were all too real.

More likely the Foreseen's interest in the Docks was tied to the Grand Orrery. When the Resolution was pronounced and the Foreseen formally recognized, they immediately set to work creating one of the most powerful pieces of divinatory artifice ever assembled. Clearly a work-in-progress before their appearance, the construction of the massive housing edifice and assembly of its workings was complete three days after their claiming of the site near the Radia's Eye. After its completion, the Foreseen began to ferry strange boxes to the Tower of Coin, thought to contain the first orrery engines. The Temple of Coin responded in kind filling the coffers of the Foreseen to near bursting and supporting the Master of the Docks' autocratic rule of the newly named district.

Under the clairsentient guidance of the Parity, the Docks proceeded construction at a wild pace. Some hired hands balked at the strange instability of the waterline but none of the Foreseen's overseers hesitated, replacing those whose work suffered with newer workers. The arrival of ceptu pilgrims seeking the enlightenment they called Sien and their settling of the Bay's underwater shore was the missing piece that at last crystallized the boundaries of the waters and matched the seemingly mad specifications of the Master of the Docks perfectly.

At the christening of the Docks, a strange ship sailed into the new Port full of a crew of blind madmen. Its captain thrust the mantle of the ship that would come to be called the *Coinspinner* onto the shoulders of a Foreseen member named Kilroy. The self-titled "Saint" helmed the voidship for a century adding to the knowledge and treasures of the Parity. Saint Kilroy then sold the vessel to the Temple for a coin of brass, a coin of silver, and a coin of iron.

The Parity is led by the Triad of Seers (Hehvi the Decisive, Mesihiv Who Watches, and Sesherees the Cautious) which follows a generally established pattern of psychic, psion, and oracle. The Triad contemplates in session ever few days to envision the future. The Parity will only take action on insights confirmed by at least two of the Seers. If the third is convinced the others are wrong they may petition the lower membership for at least three visionaries who also agree that the original vision was incorrect. This does not stop members of the Triad from taking more discrete action through intermediaries even if a majority is not found.

More recently tensions in conflicting visions have caused more splintering within the group. Some attribute this to the Fractures of the Crown District generating conflicting possible futures. Other sects, such as the Weavers of Fate were formed in order to use the ingestion of fate eater organs as a tool to realize their desired adjustments to the timeline and force the futures they desire to manifest. They run the only fate eater organ smuggling operation in the planes.

It is rumored that recently a large array of psychically active items has entered the city through the Docks, surfacing from the tangent demiplanar black market known as Destiny's Bodice. It is also rumored that most of them are being purchased by fade mystics affiliated with the Foreseen.

Personae of the Parity

Awavooshta Ooouinioo (LG female sylph nexus† 6): Awavooshta, Voosh to her friends, is abstracted in demeanor even when she is focused on something intently. Strikingly tall and slender she seems to wave in the winds that constantly surround her form. While her prognostication abilities are limited to reading the future with cards, she is an invaluable resource for captains venturing into the void between worlds known as the Sea of Shadow and Stars. Most of her abilities have the positive side effect of replenishing the ship's air as well. As a result she if often gone for months at a time, acting as the eyes of the Parity beyond the spacelanes.

Galen Mac Flynn Mac Corwin Mac Caedmon Mac Kilroy a.k.a **Galyn the Lame (CG male gnome oracle**[APG] **(time) 12)**: Nobody believes him, but Galyn the Lame claims to be a direct descendant of Saint Kilroy the Explorer. Short, even for a gnome, he is extremely vain and doesn't miss a chance to invoke the good saint's name. Oddly enough, he really is a direct descendant although he lacks the means to prove it. He is completely unaware that Oswin the Mad is his half-sister separated from him at birth. One of his greatest ambitions is to find

the long lost journal of his famous ancestor, *Spectral Footprints*, and the esoteric magics contained within.

Elshien, Blade of Fate (CG male living item[GGtLI] 19/wielder[BoB] 9): Many, even those on the Parity Council assume the aasimar **Salvis Zorbenson** (CG aasimar wilder[UP] 4/sorcerer 4/mageknight[SoP] 2/trinity mage[UM] 8) is the Foreseen's representative on the Parity Council. While the mystic knight makes an imposing figure in black and gold, it is in fact Elshien, his golden topaz greatsword that is assigned the duty by the Triad. Salvis makes quite a show of going through sheafs of paper while the sword instructs his actions causing many to believe he carries dossiers of prophecy on his person.

Oswin the Mad (LE female gnome time thief[GGtTT] 9): Known for her dark and twisted humor, Oswin seems unassuming, but in reality she is deadly and vicious. Raised since infancy in a Foreseen orphanage her loyalty to the Parity is paramount and unwavering. She uses her skills as an enforcer and guardian for Parity interests. It's not her fault if she relishes the ugly parts of the job. She has no idea that Galyn the Lame is her half-brother, and even less that Saint Kilroy is her great, great grandfather.

Simon Tempest (NE male human wilder[UP] 16): Simon is the leader of the Weavers of Fate, a faction of the Foreseen that are responsible for the illegal trade in fate eater organs in the city. They believe that these entrails are the key to both perfect precognition and direct influence of the threads of fate. A kindly, unassuming, and vaguely distracted seeming man he is in fact extremely observant and utterly merciless. He collects butterflies from across the planes, and has an addiction to dreamtime tea. He is adamant that his own hands must always remain clean and enacts any violence by proxy.

Serendipity (CG female umbral kobold diviner 3): An up and coming initiate into the Parity, Serendipity is almost painfully cheerful, and relentlessly optimistic. She is also an amazingly talented diviner and has been taken under the wing of senior members of the Parity. Her mismatched eyes, one green and one brown, make her easy to identify. Her dream for the future is to become a ship navigator on the Sea of Stars, hurtling through empty space as she travels from planet to planet across the night sky.

Elshien, Blade of Fate

Yagra (NG male tiefling witch[APG] [cartomancer] 20): An escapee from the depths of the Abyss where he was raised in chains, Yagra is a recent arrival in the City, and has only just taken his initiation ceremony as a member of the Foreseen. Kindhearted because he has seen so much pain, yet prone to fits of rage when intoxicated he is obviously still adjusting to life outside the Abyss. He can often be found telling fortunes in various districts of the city.

Foreseen Game Mechanics

Membership in the Foreseen grants you access to the new game mechanics:

Foreseen Anachronaut (Bard Archetype)

Planewalker (Ex) An anachronaut gains a bonus equal to half his bard level on Knowledge (the planes), Knowledge (history), Knowledge (religion), and Linguistics checks. He can re-roll a check against one of these skills, but must take the result of the second roll even if it is worse. He can re-roll one additional time per day at 5th level and every five levels thereafter.

This ability replaces bardic knowledge.

Uncanny Dodge (Ex) At 2nd level, an anachronaut gains uncanny dodge, as the rogue class feature of the same name.

This ability replaces well-versed.

Guided Probability (Su) At 5th level, once per day an anachronaut can choose to roll two dice instead of one for any skill check, keeping the best result. She can use this ability one additional time per day for every three levels she possesses beyond 5th, to a maximum of eight times per day at 20th level.

This ability replaces lore master.

"I've seen the outer limits of time and the far reaches of lost infinities. I've penned sonnets sitting on a dead god's knee, and joked in the face of conflicting futures."

—Baleron Oerdi,

Foreseen Anachronaut

"Schools of magic? No. We see through the winds of time and tug on the threads of destiny itself. No mere school can embrace the needs of our multi-generational focus. By the Grand Orrery is our arcane path mapped!"

—Theodoric the Arrogant,

Foreseen Adept

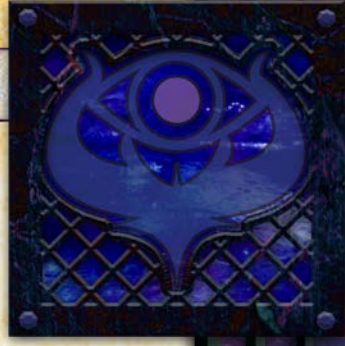
Foreseen Adept (Wizard Archetype)

No School (Ex): Instead of specializing in a focused arcane school of magic, a wizard can choose to specialize as a foreseen adept. Unlike a normal arcane school, this requires the wizard to select necromancy as his single opposition school. He does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed school as normal.

Bonus Spells A Foreseen gains one additional spell slot of each wizard spell level he is able to cast (including level 0). He may only use these spell slots to prepare spells from the foreseen adept spell list:

Foreseen Adept Spell List

- **0-level**: *arcane mark*, *resistance*, *detect magic*, *read magic*
- **1st**: *bungle*, *comprehend languages*, *identify*, *mirror strike*, *true strike*
- **2nd**: *arcane disruption*, *embrace destiny*, *haunting mists*, *knock*, *make whole*, *time shudder*, *twisted space*, *obscure object*
- **3rd**: *arcane sight*, *clairaudience/clairvoyance*, *explosive runes*, *haste*, *locate weakness*, *nondetection*, *pain strike*, *sands of time*, *slow*, *urban step*
- **4th**: *akashic communion*[MTT], *detect scrying*, *dimensional anchor*, *lesser geas*, *hallucinatory terrain*, *nondetection (communal)*, *remove curse*, *scrying*, *true form*



- 5th: *analyze dweomer*, *contact other plane*, *dismissal*, *legend lore*, *life bubble*, *planar adaptation*, *mage's private sanctum*, *trace teleport*, *greater track ship*†
- 6th: *age resistance*, *antimagic field*, *break enchantment*, *contingency*, *disintegrate*, *globe of invulnerability*, *legend lore*, *mage's lucubration*, *planar binding*, *prognostication*, *true seeing*
- 7th: *banishment*, *ethereal jaunt*, *age resistance (greater)*, *arcane sight (greater)*, *scrying (greater)*, *sequester*, *insanity*, *create demiplane (lesser)*, *limited wish*, *planar adaptation (mass)*, *planar refuge*, *plane shift*, *teleport trap*
- 8th: *create demiplane*, *discern location*, *dimensional lock*, *maze*, *moment of prescience*, *greater planar binding*, *protection from spells*, *rift of ruin*
- 9th: *temporal stasis*

This replaces arcane school and Scribe Scroll.

New Fetchling Trait

Fade Insight (Ex) Fade are fetchlings native to the City and environs, and they have seen much over the span of years. Once per day, such a fetchling can roll twice when making a Knowledge (the planes) or Knowledge (history) check and take the better roll.

This racial trait replaces shadow blending.

Advanced Temporal Talents (Time Thief)

Temporal Buffer (Su) The time thief creates a field of unstable probability around herself which impedes magic and psionic attacks. The time thief can spend two motes to add a +2d4 bonus to saves vs arcane, divine, psychic, or psionic attacks made against him. This increases to +3d4 at 16th level. The time thief can decide to add this bonus immediately after seeing the result of the original die roll.

Future Shock (Su) The time thief can force a target to suddenly age. She spends an aevum and makes a ranged touch attack as a standard action against any target she can see within 100 ft. + 10 ft./time thief level. If she hits the target, it advances one age category. The target gains the penalties to its Strength, Dexterity, and Constitution as normal, but does not gain bonuses to Intelligence, Wisdom, and Charisma that it would from normal aging. The target must make a Fortitude save (DC 10 + 1/2 the time thief's level + the time thief's Charisma modifier) to avoid this effect and instead be staggered for one round per point of the time thief's Charisma bonus. If the target fails the save by more than 5 points it advances two age categories.

New Bardic Masterpiece: Hymn of Auld Hyraeatan

A tale of the days when the first Others arrived and took the ancestral home of the Fade for their own.

Prerequisites: Perform (oratory) 10 ranks, Perform (sing) 10 ranks.

Cost Feat or 3rd-level bard spell known.

Effect One creature hearing this is filled with remorse to the point of self harm for the way their people have treated the native fade over the millennia. Each round, the target must save or deal 1d8 points of damage plus its Strength modifier to itself using an item held in its hand or with unarmed attacks.

Each creature within range receives a Will save (DC 10 + 1/2 your ranks in either Perform [oratory] or Perform [sing] + your Charisma modifier). If a creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class. If a creature's saving throw succeeds, it becomes immune to this performance for 24 hours. Fade are immune to this effect.

Use 5 rounds of bardic performance.

Action 5 full rounds.

Chronos Domain

Deity: Deities of time and fate, denizens of the timestreams

Granted Powers

- *Erase From Time(Su):* As the oracle revelation[UM].
- *Embrace The Alternates(Sp):* Starting at 8th level you can see across possible timelines increasing your accuracy, at the expense of diffusing the damage across the alternates. For any attack requiring a to hit roll you may roll twice and choose which one to keep. However, if you do hit, you only do 50% normal damage. On a confirmed critical you do full damage without critical modifiers as the alternate timelines momentarily synch.

Domain Spells

- 1st—*true strike*
- 2nd—*time shudder*[ACG]
- 3rd—*akashic communion*[MTT]
- 4th—*sands of time*[UM]
- 5th—*permanency*
- 6th—*age resistance*[UM]

- 7th—*lesser time stop*BoDM
- 8th—*temporal stasis*
- 9th—*time stop*

Dimensions Subdomain

Associated Domain: Travel

Replacement Power: The following granted powers replace the base speed increase and agile feet power of the Travel domain.

Portal Sight (Su): You can lay your hand upon any portal, gate, or stargate and see what is on the other side, as if using *clairvoyance*. Using this power takes 1 minute, during which time you must be touching the portal's frame. You can keep looking for as long as 10 minutes with each use of this power, but must touch the surface and take no other action the entire time. You can use this power a number of times per day equal to 3 + your Wisdom modifier.

Anticipate Trouble (Su): As a standard action, you can attune yourself to a portal or gate with a touch. Attunement lasts for 1 minute. If you pass through the portal within that time you gain an amount of temporary hit points equal to 1d4 + 1 for every 2 cleric levels you have. These temporary hit points last for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*cultural adaptation*UI, 4th—*lesser planar binding*, 9th—*gate*

Stellar Subdomain

Associated Domain: Travel

Replacement Power: The following granted power replaces the base speed increase and agile feet power of the Travel domain.

Pilot's Precognition (Su): The cleric gains + 2 on her ship's base save, CMB, and CMD when piloting.

Navigational Insight (Su): When piloting the Sea of Stars a voyage between two planets within a solar system takes only 2d10 days, and a voyage to another star system takes 2d10 weeks.

Replacement Domain Spells: 1st—*air bubble*, 5th—*greater track ship*†, 6th—*Kilroy's adaptable skyship*†

Kineticist Talent: Anchoring Infusion

Your kinetic blast prevents a foe from using any sort of extradimensional travel.

Element aether **Type** substance infusion
Level 5 **Burn** 3
Prerequisites Telekinetic Blast
Associated Blasts force
Saving Throw none **Spell Resistance** Yes

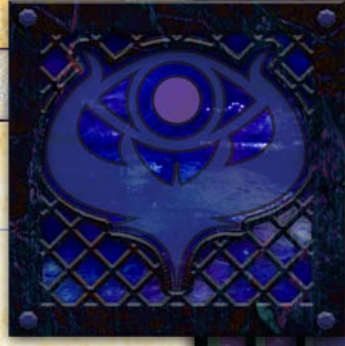
Whenever a blast with this infusion deals damage to a foe that foe is encased in a shimmering field of energy that blocks all extradimensional travel, as the *dimensional anchor* spell. Unlike *dimensional anchor* it will prevent a summoned creature from disappearing at the end of its summoning spell. This effect lasts for one minute.

New Loci Spirits

THE DAWN PSYCHIC OF RADIA

XP 9,600

Neutral energized protective singular boon loci spirit



(20 ft.-radius centered on the third Silver Dock)
Caster Level 10
hp 20
Ceremony Diplomacy DC 20, Perform (oratory) DC 20

Effect
The celebrant entreats one of the founding members of the Foreseen—Aliq'na'sheem, the Dawn Psychic of Radia. From the first generation of her people born beneath the storm called Radia she could always see through the time winds, sometimes at the expense of her present day. Offerings of strong perfumes and pungent incense combine with the celebrant's recounting of the Arrival in the city and the founding of the Foreseen. If the ceremony is successful, the ghostly form of an elan woman with multicolored hair appears and lays her hands on the celebrant's temples, granting the celebrant the benefit of a *true* *prognostication* spell.

Corruption Effect
True *prognostication* becomes *energy drain* (DC 23)

Note
Due to the extraordinary power of this unique loci spirit the corruption effect extends beyond mind affecting and inflicts *energy drain* instead. This is purely due to the power of Radia pulsing through the spirit.

Foreseen Feats

Membership in the Foreseen grants you access to the following feats:

Extra Motes

You have access to more motes of time than usual for your level.

Prerequisite: motes of time class feature.

Benefit: Your pool of time motes increases by 2.

Special: You can gain extra motes multiple times. The effects stack.

Foreseen Spell Strike (Metamagic)

Combining limited prescience with your knowledge of planar threats allows you to bypass the resistances and damage reduction of extraplanar creatures.

Prerequisites Knowledge (the planes) 6 ranks, Spell Focus (divination)

Benefit When targeting a creature with the extraplanar subtype your spell ignores any energy resistance or damage reduction the target has. Your spell doesn't ignore energy resistance, damage reduction, or saving throw bonuses granted by other spells and effects. A Foreseen Spell Strike spell uses up a spell slot 2 levels higher than the spell's actual level.

Foreseen Equipment

Membership in the Foreseen grants you access to the following items:

New Drugs

FATE EATER ORGANS — **3,000 GP**

It is believed the Lattice is the shadow of Yggdrasil which passes through the domain of the fate eaters. Creatures that derive their sustenance from devouring the destiny lines of mortals. Hyraeatan is one of the only places in the cosmos where there is an active black market trade in their organs. Known to a few that trade is operated by the Weavers of Fate, a sect of the Foreseen.

Type drug (ingested) **Addiction** severe, Fortitude DC 20

Effects 2d12 minutes; confused, 10% chance of contracting a random form of insanity for 1d4 days. Roll 1d6 for random effect:
- × Becomes Immune to scrying for 1d6 days.
- × Bestows use of the Psychic Sensitivity feat for 1d10 days.
- × May permanently change one feat, skill, archetype, class feature (including bloodlines), or species/racial trait.
- × May permanently change one class level to a different class, change an archetype, or change up to two racial traits.
- × Gains GM's choice of experience equal to a defeating CR of your level in a party of 4 or free retraining.
- × Foresees future conflicts in a cryptic and disjointed vision. The next time she enters combat, she can make one extra standard attack at any point in the first three rounds as an immediate action.

Damage 1d3 Wis damage

Foreseen Spells

GREATER TRACK SHIP

School divination (scrying) [travel]; **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5, summoner/unchained summoner 5, witch 5
Casting Time 1 standard action
Components V, S, F (piece of ship)
Range see text
Effect magical icon
Duration 1 hour/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell functions like *track ship*, except as noted above. Additionally, with the proper planar charts, a ship can be tracked anywhere across the planes or the scattered worlds of the Sea of Stars.

Kilroy's adaptable skyship

School transmutation; **Level** cleric/oracle 6, sorcerer/wizard 7, summoner/unchained summoner 7; **Elemental School** air 8, earth 8, fire 8, water 8
Casting Time 1 minute
Components V, S
Range touch
Target One vehicle, Colossal size or smaller
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell functions like *planar adaptation*, except it is an area effect protecting a single ship and all aboard. The effect extends 10 feet beyond the ship's outer hull in all directions (including the masts and sails if any).

Foreseen Magic Items

Spectral Footprints — 9,475 gp

11,395 gp with ritual

St. Kilroy's Spellbook [Lvl 13]

This ragged tome's darkwood cover is covered in small gouges, acid burns, scorches and other signs of extreme abuse. The inside is packed with notes, diagrams, and scribblings in a dozen planar languages. Odd random objects, from wyvern feathers to strips of skyshark leather, can be found between the pages seemingly used as bookmarks. Despite the array of languages the text seems to be authored by the same person, the legendary mystic theurge Saint Kilroy The Explorer (Foreseen). The book chronicles his exploits across the planes of existence and the Sea of Shadow and Stars. Any well-traveled planewalker has encountered the ancient graffiti reading "Kilroy was here" in ancient gnomish at some point in their journeys. Usually someplace no one is supposed to have ever been before.

Protection A series of three superior locks each augmented with *arcane lock* (DC 50). The book itself is protected by *explosive runes* (Reflex DC 20), the spells are hidden with *secret page*. The special phrase is "One step beyond."

Holy Symbol Any round in which you use this tome as a divine focus for the casting of a spell or to channel positive energy, you count as presenting a holy symbol, chanting prayers, or ringing a handbell for the purpose of keeping vampires at bay (As if you had the feat Potent Holy Symbol and the tome were a holy symbol of your god).

Spells

- 7th—*plane shift*, *planar refuge*, *create demiplane (lesser)*
- 6th—*getaway*, treacherous *teleport*, *legend lore*, *shadow walk*, *true seeing*
- 5th—*break enchantment*, *dismissal*, *hostile juxtaposition*, *life bubble*. *trace teleport*
- 4th—*akashic communion*[MTT], *dimensional anchor*, *lesser age resistance*, *nondetection (communal)*, *scrying*, *shadow step*
- 3rd—*arcane sight*, *blood biography*, *dispel magic*, *explosive runes*, *magic circle against chaos*/evil/good/law, *see beyond*, *tongues*, *urban step*, *nondetection*
- 2nd—*anti-summoning shield*, *escaping ward*, *obscure object*, *glitterdust*, *haunting mists*, *invisibility*, *locate object*, *mirror hideaway*
- 1st—*anticipate peril*, *break*, *bungle*, *burning disarm*, *comprehend languages*, *cultural adaptation*, *expeditious retreat*, *floating disk*, *jury-rig*, *memorize page*, *secluded grimoire*

Preparation Ritual

Planar Savant (Su) Your mind suddenly opens to the glory of the planes. Unlike other boons, you do not spend this one. Until you prepare spells again, you are considered trained in Knowledge (the planes). If you are already trained in Knowledge (the planes), you gain a +2 circumstance bonus on those checks instead.

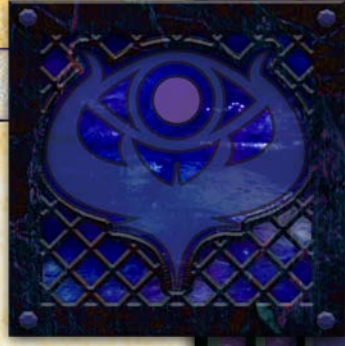
The Grand Orrery — Major Artifact

Aura overwhelming conjuration and divination (CL 25th)
Slot none **Weight** 8,000 lbs.

Description

In an extradimensional space somewhere in the Docks the *Grand Orrery* mutters and spins. The magnificently engraved cones, rods, fans, and spheres of its structure seem to dance in slow motion as images from throughout time and space shift across their shining surfaces. Rising twenty feet high and almost as wide it illuminates the shadow-lined chamber with a shifting, multi-hued radiance. The extradimensional room is 60 ft.-square and the *Orrery* sits at its center. Powered by the forces of Radia above and a psionic connection to the Akashic Record, the *Grand Orrery* is the greatest resource of the Foreseen.

Anyone entering the extradimensional chamber must succeed at a DC 40 Will save to avoid being affected as if by the spell *insanity* due to the psychic overload. Those not driven insane by the spectacle before them may use the *Orrery* for a multitude of purposes.



Within Chamber of the Orrery

Spells of the divination school operate at +5 caster level and as though empowered and extended. The additional spell slot cost is paid by the Orrery.

Psionic powers of the clairsentience discipline operate at +5 manifester level and as though empowered and extended. The additional power point cost is paid by the *Orrery*.

The chamber and everything in it is immune to scrying by anything short of a major deity.

There is a 10% chance each visit that the Master of the Docks will be there. There is a 25% chance that a senior member of the Foreseen will be there, overseeing *orrery engine* production.

Operating the *Orrery* allows the operator to make a DC 50 Spellcraft check to activate. Once activated the operator can reconfigure the Orrery. Each reconfiguration forces a Will save (DC 30) to avoid being affected as if by the spell *insanity*. There can be three operators using three different configurations at any given time.

Grand Orrery Configurations

All configurations are considered spell-like abilities and have a DC equal to 25 + the configuration spell level.

- **Orrery Visions** As *greater scrying* but the following additional spells function reliably through the sensor: *analyze aura*, *analyze dweomer*, *arcane sight*, *detect anxieties*, *detect desires*, *detect psychic significance*, *detect radiation*, *discern next of kin*, *psychic reading*, *technomancy*.
- **Pierce the Veil** This configuration grants the operator the benefits of *discern location*.
- **Planar Cartography** This configuration grants the operator a +20 bonus to Knowledge (the planes) checks.
- **Temporal Cartography** This configuration grants the operator use of *prognostication* and *true prognostication*.
- **Craft Reality** As *create demiplane, greater* but made permanent as though with the *permanency* spell. This property requires an additional DC 50 Spellcraft check, failure results in the confused condition for 1d10 minutes.
- **Foreseen Decree** As *mage's decree*[UI] but targeting only the members of the Foreseen Parity within the City and 500 miles around it on the Ethereal and Shadow planes.
- **Targeted Banishment** Allows the operator to target any extraplanar entity within the City's borders with *banishment*.
- **Close the Docks** Only used twice in the City's history this configuration allows the operator to close the planar connections of the docks to all destinations except for the Plane of Shadow. This property requires an additional DC 50 Spellcraft check, failure results in the confused condition for 1d10 minutes.
- **Engine Weaving** This configuration causes the *Orrery* to create subsets of itself: the *orrery engines*. Linked to the *Great Orrery* both psychically and sub-psionically, these engines propel ships through void between worlds and across the barriers between planes. The *Orrery* weaves them in groups of three at a time.
- **Covert Configurations** It is rumored in the higher echelons of the Foreseen that there are additional configurations known only to the Master of the Docks and a few select other ancients.

Destruction

The *Grand Orrery* can only be destroyed by extinguishing the etherstorm Radia. Anything short of that merely destroys its current physical manifestation. If "destroyed" by anything short of that the *Grand Orrery* will reassemble itself by downloading bits of its own recursions from the *orrery engine* scattered across the planes. If it is completely destroyed all *orrery engines* throughout the multiverse will become inert.

History

The first thing done by the group that would become the Foreseen upon their arrival was to construct the *Grand Orrery* and the extradimensional redoubt in which it resides. Three ancient and powerful beings collaborated on its construction: **Stellik the Psychic**, **Porl the Psion**, and **Jebrenax the Oracle of Time**. Pulling together the threads of destiny and probability into an extradimensional space they manifested a microcosm of the multiverse. It is here that the Foreseen work to advance their plans for the timelines and also the center of production for the *orrery engines* that drive so much trade across the planes. Few not of the Foreseen have ever visited it, and many of the common folk of the City believe it to be myth.

Hands of Onus [Dark]

LN preeminent organization
Leader Keeper Atosa Harmagli
Values strength in bearing burdens, gaining meaning through obligation
Nicknames: "Lugs," "Staggers," "Whitecoats," "the Obliged"
Public Goals to manage the tribunal courts of the Parities, to care for the mental well-being of the citizens of Hyraeatan, to administer the sanitariums and soup kitchens of the City, to sacrifice for the greater needs of the City, to bear the weights no one else can
Private Goals the Hand of Onus wish to maintain the Balance of the Radia and Occlusion at all costs, as such they often discretely participate in massive actions to shift the City's nature
Allies among fellow Parities, Temple of Coin, the Bookbinders, the Eternal Dawning and the Icegrave Enclave; outside the Parities, The Inevitable Pillars of the Grand Machine, the Iron Dukes of Dis, and the Moon Queens of Lunera
Enemies the carefree proceeding of both the Steamwalkers and Descendants of Dream lack a long term care for consequence while the Chrysalis Covenants willingness to shed any ties prohibiting transformation drives them against the Hands; outside of the Parities, the Passions of Avria and the Howling Crowns of the Pandemonia
Membership Requirements trained in Craft (any), Knowledge (nobility), or Profession (any)
Influence Limitations Each time the adventurers wish to reach a new rank, they must fulfill a burden of significant danger or difficulty or endure a hardship for the benefit of the City or the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Fulfill Burden (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Hands of Onus by fulfilling a burden under exceptional danger or difficulty. Fulfilling a burden that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.
Endure Hardship (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Hands of Onus by enduring hardship while in the service to a greater burden. This requires a successful saving throw, Heal check or Profession check against DC 10 + twice your level.

Benefits

Passive Benefits (Fame Awards)

- *"Bearer"—Rank 1 (5 Fame)*: You carry the weight of the service of the Hands of Onus and people in the community respond. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you pay half as much as much as normal for inns and lodgings in non-Metropolis settlements.
- *"Debtor"—Rank 2 (20 Fame)*: Your Parity's reputation for thankless service proceeds you. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Diplomacy checks.
- *"Servant"—Rank 3 (35 Fame)*: You are trained in the arts of caring for the minds of others. You can cast *restoration* once per day at your character level but only to heal mental ability scores and conditions. When you use this ability, the target also receives new saving throws against any long-term effect from a failed Will save.
- *"Thrall"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Hands of Onus. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (history, local, or nobility +15)
- *Rank 1 (10 Fame, 2 PP)*: lend resources* (500 gp), skill specialization (Craft [any], Heal, Sense Motive)
- *Rank 2 (20, 5 PP)*: burden's back*, lend resources * (2,000 gp), borrow resources (1,000 gp), command team (1 1st-level aegis or cleric), put in a good word, retrain (locate trainer),

- *Rank 3 (35 Fame, 2 PP)*: debtor's deepening*
- *Rank 3 (35 Fame, 5 PP)*: lend resources * (magic), borrow resources (5,000 gp), command team (1 4th-level cleric, 1d4 3rd-level aegis, or 3d4 1st-level radiants), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aegis or clerics; or 5d4 3rd-level radiants or vitalists)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aegis or clerics; or 5d4 3rd-level radiants or vitalists), deathless debtor*

New Benefits

Burden's Back (20 Fame, 5 PP): You may ignore decreases to base speed while encumbered, you still suffer Dexterity bonus limitations and potential run multiplier decreases. If you exceed your heavy load you are limited to dragging weight as usual.

Lend Resources (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity grants an ally an item or items from the Hands of Onus stockhouses, provide the Hands of Onus member will accept the price of the item as a debt to the Hands. The PCs can grant the item or items for 1 favor (2 PP). They then incur a debt to Hands of 50% of the item or items standard market price. At Rank 1 (5 Fame), the combined value is 500 gp or less. At Rank 2 (Fame 20), the value of the item increases to 2,000 gp. At Rank 3 (Fame 35), the PCs can provide wondrous items by spending 2 favors (5 PP) and incurring a 110% debt of the value of the item. They may only have one debt from this ability at a time. For the purposes of item availability, the Parity counts as a metropolis.

Deathless Debtor (50 Fame, 25 PP): The Parity initiates you into the ultimate dedication of burden. As long owe a debt of significant value you are preserved to fulfill it. Each morning as long as your owe someone something you are preserved as the spell *akashic form*[OA]. Gaining this award again adds to the demiplane as if you had cast the spell again.

Debtor's Deepening (35 Fame, 2 PP): You gain 1 point of essence, +1 to saving throws, and a +1 to caster or manifester levels whenever you are encumbered or at least 2,000 gp in debt to another creature.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Hands of Onus Views & Beliefs

Burden is sacred. Burden is strength. Burden is focus. The weight of promises, commitments and sheer physical labor is the path to perfecting the self, so say the Hands of Onus. Arriving in the earliest days of Hyraeatan's founding, the Hands simply cited it was their obligation to help and within a few short days were accepted into the forming Parity Council.

> *"Even the lattice proves our truth, those who rise weightless may never find Hyraeatan. Burden is the Way."*
>
> —High Keeper Atosa Harmagli

Followers of the Hands of Onus can be found in several diverse—and at times, conflicting—professions in the city. The most visible adherents to this philosophy are the city's ubiquitous porters, hauling goods around the city. These porters are often well-muscled but hunched by years of carrying heavy loads. Many civil servants are Hands as well, particularly attorneys and magistrates in the Tribunals. Carrying on a long tradition of civil service that began when the Hands first came to Hyraeatan, these imposing figures see themselves carrying the heavy, if invisible, burden of holding up the pillars of a stable society. Several bankers, merchants, and landowners throughout the city are also Hands, seeing the debt they carry in their profession as a sacred obligation.

Traditionally, the Hands believed in a hierarchy of burdens, which they call the Ladder of Weights. At the lowest rung, and therefore providing least enlightenment, are physical weights borne by muscle power alone. The next higher rung is debt, or any obligation that can be repaid with money. Still higher are personal obligations, such as to care for another's physical well-being or a contract for services to be provided. At the top of the

Ladder of Weight is an obligation to support society as a whole, such as that borne by the city's magistrates or the leaders of the Hands of Onus. This hierarchy is remarkable for being overtly classist, as it puts physical laborers such as porters and builders at the bottom, middle-class professions such as shopkeepers and landholders at the center, and educated professionals such as physicians and politicians at the top. This overt classism has received recent pushback, and the leadership of the Hands of Onus has responded swiftly. In the past few years, the leaders of the Hands of Onus have made pronouncements eschewing the Ladder of Weights and asserting that no one type of weight is superior to another—all burdens are sacred, in any form. Among the Obliged, these leaders insist the Ladder of Weights serves to stratify the Hands rather than unite them, and should be jettisoned for a more egalitarian outlook. Practically speaking, they note, members usually fill many rungs of the Ladder of Weights: a hardworking laborer probably has relatives to support, and may have an obligation to pay rent or a mortgage on his home.

One of the key burdens the Hands support is the management of the city's mental health. Most doctors at the Great Sanitarium are Hands, dedicating themselves to healing the minds and spirits of others. As the Plane of Shadow tends to have an oppressive effect upon the minds of non-natives, the Hands at the Great Sanitarium are experienced in treating a wide variety of mental illnesses and often overloaded with cases. Often, successfully treated patients leave the Great Sanitarium with a keen sense of their physicians' burdens, and become Hands themselves. Critics assert that these physicians extract secrets and lore from the mentally ill, hoarding it for the Hands' use, then recruit influential patients to their cause.

In addition to carrying burdens on their own, the Hands of Onus serve as witnesses to the burdens of others. Hands are, by tradition, present at weddings, significant business deals, and judicial sentencings, to ensure that all parties are aware of the weight of the proceedings. In modern times, having one of the Obliged present is seen more as a formality or an archaic tradition than an actual necessity. The Hands of Onus don't press themselves into a situation where the participants don't want them, but they make a clear distinction between promises or obligations that are "supported" or "unsupported," based on whether one of the Hands was present at its initiation.

Hands of Onus are most easily identified by the white coats they wear. For porters, this coat is short and short-sleeved, to provide for greater freedom of motion. For the healers at the Great Sanitarium, the white coat includes a startlingly clean smock with several pockets for physician's gear. Magistrates at the Justice Courts wear ornate white cloaks, replete with honors and markings denoting years of service and significant cases they have presided over.

Many Hands privately express their devotion by wearing heavy weights, called karkeroi, under their clothing. Karkeroi are leather neck braces with a series of dangling straps that hang across the shoulders, chest, and back. Hooks at the end of these straps hold weights of various sizes. Many Obliged wear their karkeroi every day, and they are rarely noticeable under cloaks or other bulky clothing even when holding dozens of pounds of weight. Most karkeroi weights are squares of iron and are usually inscribed with runes, numbers, or names representing an obligation (such as the names of family members or the amount of a debt), but stones and rows of coins are also popular. Veryx members often attach them with webbing to the legs or abdomen. When one member of the Hands of Onus makes a debt to another—such as the long-term debts that most of the Obliged have to the organization—they present a karkeroi weight to represent the transaction.

History

The Hands of Onus appeared in Hyraeatan's early days, claiming that they had a philosophical obligation to aid in the city's construction and expansion. The city's early inhabitants took the Hands at their word, and the hardworking newcomers soon proved their honest intentions by helping with building construction, public services, and city administration. As they secured their place in the city by taking on weighty tasks, the Hands of Onus explained their core philosophy: burden is sacred and empowering. To take on obligations—either physical, mental, or social—creates strength and leads to self-perfection.

The Hands of Onus have always been among the first to rebuild the city after disasters or wars. For example, when the Flowered Queen led her army through eldritch fey portals to overrun the Orchard District and was repelled by Ashborn and Warden forces, the Orchard District was severely damaged. The Hands arrived in great numbers once the invasion was repelled, carefully replanting trees and rebuilding structures ravaged in the fighting. The Obliged were studiously neutral in their activities so as to avoid triggering any further conflict in the volatile District, reconstructing Covenant of the Chrysalis farms, tilling Ashborn farms, and feeding Blackblades work-camps alike.

The Archives Restoration project of the Bookbinders was seen as an opportunity to take on much of the City's burden. The ancestral "Debt" of the veryx drove them to the Parity in great numbers and they fill many roles in the Greydowns and Warrens areas of the District. Parity advocates indicate that when the Bookbinders' in-fighting ceased re-vitalization of the area, only the Hands efforts kept the District in livable condition.

Personae of the Parity

The following personae are well-known among the Hands of Onus.

Broadback (LN agendered marut inevitable): A towering being of marble, obsidian, and iron, Broadback served in the rigid hierarchy of inevitables for millennia. Known for its unceasing dedication, Broadback rose in the hierarchy to command a legion of other marut inevitables, each with Broadback's devotion to bringing justice to those who cheat death. When Broadback's Dustbringer Legion clashed with a force of vampires from the Sanguine Sovereignty in Hyraeatan, several inevitables unexpectedly betrayed Broadback and its legion. Its spirit broken in the ensuing rout, Broadback retreated both emotionally and physically. Broadback now lives a subservient and nearly emotionless life of a porter for the Hands of Onus and refuses to speak of its past accolades or battles. Broadback's helmet is long gone, revealing an obsidian face riven by two large cracks that show iron cogs beneath.

Hap Grandle (N male human psychic[OA] 10): A sprightly and entertaining figure in the Tower of Oaths, Grandle spends most days as a lowly clerk, recording agreements for registrants who come seeking formal recognition. Grandle has a singsong voice and a tendency to speak informally of the serious matters brought to his attention, although his dedication to detail means there's little his frustrated superiors can do to reprimand him. Grandle's true ability is as a powerful psychic healer. When he meets with visitors in the Tower of Oaths, he performs a subtle psychic scan to determine their greatest anxieties and, if possible, provides guidance or advice in order to alleviate it. This willingness to subtly seek out hidden burdens and take them on makes Grandle a devout, if surreptitious, follower of the Obliged philosophy. With a shock of white hair and motley clothing more appropriate to a court jester than a clerk, the lanky Grandle is hard to miss.

Lucenna Halniku (LG female shadow fey† paladin 17/guardian[MA] 4): Among the most dour of the shadow fey in the City, Lucenna has almost entirely shed the fey mien of the Glarewood. When her family was beholden to the **King of Dancing Swans** and as is denied by **Maelwyn** and his court. Her time in the Archives saw her take on increasing amounts of obligation and debt trying to raise her families esteem. Eventually, she was seen as overstepping her bounds and censured even in the King's court in Archives when she married the scion of the human Halniku family on his behalf. She ignored his call to surrender the honor of her clan and instead commissioned a set of cold-iron karkeroi that she wears beneath her armor despite the discomfort and pain they cause. Each is said to be detailed with umbral runes of the shortcomings of her House and family. She constantly seeks for ways to improve the standing of her species, house, and disgraced King. She serves as the Hands representative on the Parity Council.

Keeper Atosa Harmagli (LN female fetchling[ARG] sorcerer 18): One of the few fades publicly active in Hyraeatan, Keeper Harmagli is the most senior member of the Hands of Onus. With a stout build uncharacteristic for her race, Harmagli has close-shaven black hair and unusually large, white eyes. Although the leader of an entire Parity would normally be an impressive role, the Hands consider it to be just another duty, albeit a heavy one, and afford Harmagli few concessions that aren't also granted to lower-ranking Obliged. Skilled at administration, Harmagli has a keen intellect and can immediately bring to mind any obligation in the complicated web of promises that sustain the Hands of Onus. Visitors who meet with Harmagli in the Tower of Oaths are often surprised to find her greeting them by name and reminding them—diplomatically—of what they owe to her Parity. Harmagli rarely leaves her divan, as she is weighted with so many karkeroi that their weight exceeds her own many times over, yet she still manages to pace back and forth under their weight when facing a difficult dilemma.

Peter of the Lantern (LG male human cleric 19/hierophant 3[MA]): Peter wandered into the City devoid of any memories of his prior life and lost to all knowledge but his faith, clutching only his strange Lantern and a length of pale bone. Saying only that he thought he belonged here, he was taken to the Great Sanitarium to attempt to recover his memories. Efforts to repair his mind seemed to be a lost cause but his power to restore others soon caused him to rise from patient to staff. In time his attention turned beyond the facility to the Archives District as a whole. Some whispers persist that since leaving the Great Sanitarium he has sent more than one political enemy of the Hands back to his old cell for "healing" but those who deal with him personally swear by the mans virtues. He is Lucenna's chosen replacement for the Parity Council should anything happen to her.

Uluxaxulu (LG female mirrorkin† shadow weaver† 14): Uluxaxulu or Ulu to her friends, spends most of her time patrolling the Archives between the Greydowns and the Warrenweave trying to aid those who run afoul of trouble during *shadowtides*, dangerous Radia storms, or run-ins with the various gangs of the District. She has come to conflict with **Ralis Silverhand** on more than one occasion as she believes his patrols force an insincere and meaningless obligation. She has even gone so far to take another's place on his patrol just to undermine what she sees as conscription.

Peter of the Lantern

Hands of Onus Game Mechanics

Members of the Hands of Onus have access to the following archetypes, alternate class features, and new prestige class.

Loadlightener (Cleric Archetype)

Clerics in the Hands of Onus understand more than most the burdens of illness and suffering. Not only do such burdens weigh down the body, but they prevent the Obliged from adequately bearing the other burdens of life. An injured porter can't work, and an ill shop-owner can't prosper enough to borrow even more funds. Loadlighteners are clerics dedicated to ensuring that their companions are free from debilitating conditions, taking on the maladies themselves if necessary so that all may experience the sacred joys of bearing the heaviest possible burdens.

Channel Energy: A loadlightener cannot heal herself with her channeled energy. Whenever a loadlightener channels energy to heal, she can choose one creature other than herself in the area with the blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened condition. The creature temporarily overcomes the chosen condition; this does not end the effect causing the condition, but suspends that condition's effect for 1 round for each die of channeled energy rolled. During this time, the loadlightener has the condition instead, and the condition cannot be removed from the loadlightener during this time. A loadlightener cannot use this ability to suspend a condition to which she is immune.

This ability alters channel energy.

Spontaneous Casting: A loadlightener does not gain the ability to spontaneously cast *cure* or *inflict* spells by sacrificing prepared spells. However, a loadlightener can spontaneously cast the following spells by sacrificing a prepared spell of the same level or higher (for spells that appear on multiple spell lists, use the level applicable to the cleric spell list): *break enchantment*, *heal*, *mass heal*, *neutralize poison*, *regenerate*, any cleric spell with "remove" in its name.

This ability alters spontaneous casting.

Sworn Fighter (Fighter Archetype)

All fighters practice with weapons and armor in order to bring their fight directly to their foes. Some fighters consider their training a serious obligation and can flexibly adapt their outlook based on promises they have made. These fighters take their word very seriously and are almost always lawful.

Sworn Promise (Ex): At 2nd level, once per day as a full-round action, a sworn fighter may speak aloud a solemn promise as a full-round action to gain a +1 bonus on saves or checks related to his active promise, as described below. This bonus increases by +1 for every four levels beyond 2nd. The bonus applies until the sworn fighter uses a full-round action to speak aloud a different promise.

- *Promise of awareness*: The bonus applies on Perception checks and on Will saves against illusions.
- *Promise of bravery*: The bonus applies on Will saves against fear and to the DC of Intimidate checks to demoralize him.
- *Promise of stamina*: The bonus applies on Fortitude saves and on Constitution checks made to continue running, to avoid damage from a forced march, and to avoid nonlethal damage from starvation or thirst.
- *Promise of surefootedness*: The bonus applies to the sworn fighter's CMD when resisting bull rush, trip, and reposition combat maneuvers.
- *Promise of vengeance*: The bonus applies to weapon damage rolls, including ranged weapons or thrown melee weapons so long as the target is within 30 feet. Any creature that is immune to sneak attacks is immune to this additional damage, and any item or ability that protects a creature from critical hits also protects a creature from this additional damage. This additional damage is precision damage, and isn't multiplied on a critical hit.
- *Promise of vigilance*: The bonus applies as a dodge bonus to AC against attacks made by opponents flanking the sworn fighter.

At 7th level, when a sworn fighter may have two promises in effect at the same time; a new promise replaces either of his active promises, as he chooses. At 19th level, a sworn fighter may have three promises in effect at the same time. A sworn fighter may not select the same promise multiple times.

This ability counts as bravery for the purposes of feats or abilities that increase the bonus of a fighter's bravery class feature (such as the *sash of the war champion*UE), but not for abilities that alter the fighter's ability to use his bravery bonus (such as the Improved BraveryUI feat).

This ability replaces bravery, armor training, and armor mastery.

Paladin Oaths

Some paladins swear an oath to uphold a goal or an ideal, taking the oathbound paladinUM archetype. The following additional oaths are available to paladins with this archetype.

Oath against Trustbreakers

All paladins are honest, never giving their word unless they intend to uphold it to the best of their ability, but most understand that not all creatures can be held to the same high standard. Paladins that accept the oath against trustbreakers refuse to believe this, and dedicate themselves to hunting down liars and oathbreakers and punishing them for their deceit. Paladins with this oath rarely address petty liars or cheats, instead bringing justice to those who have broken their word with disastrous consequences, abdicated an obligation that damages many people, or abused a significant trust. The Hands of Onus sanction many paladins with this oath, as they believe that reneging on an obligation means abdicating a sacred duty. Paladins among the Hands are, oddly enough, kinder foes; they are usually stern but corrective in their discipline. Unsanctioned paladins that have taken the oath against trustbreakers are often self-righteous crusaders who consider liars to be no better than fiends.

Deities: Non-evil powers of Law.

Detect Chaos (Su): This ability works like the standard paladin ability to detect evil, except as *detect chaos* instead of *detect evil*.

This ability replaces *detect evil*.

Smite Trustbreaker (Su): Once per day, a paladin with this oath can cry a challenge to an oathbreaker or liar. As a swift action, the paladin chooses one target within sight to smite. If the paladin believes the target has broken a serious oath (usually, because the paladin witnessed the broken oath or received information about the broken oath from a legal authority or an aggrieved party), the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. Regardless of the target, smite trustbreaker attacks automatically bypass any DR the creature might possess.

In addition, while smite trustbreaker is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is good or lawful, the smite is wasted with no effect.

The smite trustbreaker effect remains until the target of the smite is dead or until the next time the paladin with this oath rests and regains her uses of this ability. At 4th

level, and at every three levels thereafter, the paladin with this oath may smite trustbreaker one additional time per day, to a maximum of seven times per day at 19th level.

Smite Evil (Su): When a paladin with this oath reaches 4th level, she gains the ability to spend one use of her lay on hands ability when using her smite trustbreaker ability to instead smite evil, as the paladin ability of the same name.

This ability replaces channel positive energy.

Sworn Oathkeeper (Su): At 11th level, a paladin with this oath can formally witness an oath or agreement between two creatures. If either creature breaks or reneges on the agreement and the paladin becomes aware of this, she gains the bonuses from her trustbreaker smite ability against that creature at all times. This ability ends when the creature fulfills the conditions of the oath or receives just punishment for breaking the oath. The maximum number of witnessed oaths a paladin with this oath can have active at a time is equal to her Charisma modifier (minimum 1).

This ability replaces aura of justice.

Code of Conduct: Keep all promises made, no matter the circumstances. Never make a promise lightly. Instruct others in how best to make and keep oaths. Hold those who break their promises accountable for the wrongs that inevitably result.

Oath Spells: 1st—*detect evil*; 2nd—*castigate*APG; 3rd—*discern lies*; 4th—*rebuke*APG.

Oath of Parity

Few paladins suffer villainy's existence, crusading against chaos and evil to the best of their ability. In Hyraeatan, however, absolute balance is necessary to keep the city from being consumed by the coruscating energies that sustain it. Some paladins swear at the Tower of Oaths to support the Parities and the delicate balance necessary to keep the city functioning. This is not because they are any less stalwart in their quest against evil, but because they know that evil—properly contained—can be a force to support the spread of good. Considered suspect by many other paladins, those that swear the oath of Parity have a more flexible moral code and gain powers over the shadows that balance light and darkness.

Deities: Non-Chaotic powers of Good.

Lay on Hands (Su): When a paladin with this oath heals damage with her lay on hands ability, the recipient of the healing gains concealment against all targets for 1 minute. Additional uses of this ability do not stack, but reset the 1-minute duration. A paladin with this oath requires a standard action, rather than a swift action, to use her lay on hands ability on herself.

This ability modifies lay on hands.

Pierce the Darkness (Su): At 5th level, a paladin with this oath gains Blind-Fight as a bonus feat and darkvision with a range of 60 feet. If she already has darkvision, the range increases by 30 feet instead. At 10th level, she gains Improved Blind-Fight as a bonus feat. At 15th level, she gains the see in darkness ability.

This ability replaces divine bond.

Associates: Paladins sworn to this oath may more freely ally with evil associates than other paladins, although even a paladin with this oath must end the alliance immediately if she feels it is doing more harm than good.

Code of Conduct: Accept the redemption of any who will be redeemed. Understand that shadow makes the light more appealing to those in darkness. Suffer evil to exist only so long as it is identified, contained, and used as a counterbalance to empower the spread of good.

Oath Spells: 1st—*faerie fire*; 2nd—*darkvision*; 3rd—*deeper darkness*; 4th—*shadow step* UM.

Burden (Spiritualist Emotional Focus)

A phantom with this emotional focus feels a terrible weight that prevented its soul from moving into the afterlife. Although this weight may be physical, such as a phantom that died in a collapsing building, it is more often a metaphysical burden. This weight might be a benevolent obligation, such as duty felt to a sickly spouse or child, or a great guilt over unfinished business, such as a shopkeeper that died while under a crushing debt. These phantoms display a gray aura and always appear hunched, as though suffering from a great physical burden, even if their burden is a psychological one. These phantoms are usually noisy, continually emitting long sighs and grunts of effort.

Skills: The phantom gains a number of ranks in Perception and Survival equal to its number of Hit Dice. While confined in the spiritualist's consciousness, such a phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

Shouldered Weight (Ex): The phantom adds twice its number of hit dice to its Strength score to determine its carrying capacity. This bonus doesn't apply to combat, breaking items, or any other Strength-related rolls. Furthermore, when the phantom is within its master's consciousness, it grants the benefits of this Strength score increase to its master.

Burdensome Grip (Su): Each time the phantom hits a creature with a melee attack, for 1 round that creature takes a –2 penalty on all weapon attack rolls. This effect does not stack with itself.

Encumbering Aura (Su): When the spiritualist reaches 7th level, as a swift action the phantom can emit

Table 3–5: Sacred Debtor Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Indebted (1 designated creditor), indebted components
2nd	+1	+0	+0	+1	Aligned spellcasting class, indebted (3 designated creditors)
3rd	+1	+1	+1	+2	Aligned spellcasting class, indebted (7 designated creditors), power of obligation
4th	+2	+1	+1	+2	Aligned spellcasting class, indebted (15 designated creditors), *indebted sending*
5th	+2	+1	+1	+3	Aligned spellcasting class, solipsistic debt

a 10-foot-radius aura that causes creatures to experience overwhelming burdens. Creatures in the aura other than the phantom are treated as if carrying a medium load. If the creature is already carrying a medium load, it is instead treated as if it were carrying a heavy load. If the creature is carrying a heavy load, its maximum Dexterity bonus to AC is reduced to +0, it takes a –9 armor check penalty, and its movement speeds are reduced to 5 feet. This is a mind-affecting phantasm effect. Deactivating the aura is a free action. The phantom can use this ability in either ectoplasmic or incorporeal form.

Pressing Hands (Su): When the spiritualist reaches 12th level, as a standard action, the phantom can summon mighty stone hands to grapple an enemy within 60 feet. The hands immediately make a grapple combat maneuver against the target using the phantom's statistics (including the phantom's CMB, natural weapon damage, and abilities), except that the hands are always considered to be one size larger than the target. On following rounds, the hands attempt to maintain the grapple and damage the target. The hands immediately disappear and the effect ends if the hands fail to grapple their target, the target escapes or dies, or the phantom ceases to be manifested. The effect also ends if the phantom uses this ability against a different target. The phantom can use this ability three times per day.

Take the Load (Su): When the spiritualist reaches 17th level, the phantom carries the burden of its allies' armor. Allies that start their turn within the phantom's encumbering aura can move at their normal speed while wearing medium or heavy armor for 1 round. This ability also grants the phantom's spiritualist master the ability to move at her normal speed while wearing medium or heavy armor as long as the phantom is not banished to the Ethereal Plane.

Prestige Class: Sacred Debtor

Although many members of the Hands of Onus seek out debt with others to accrue burdens, sacred debtors intentionally become indebted to their companions to form a closer bond. Sacred debtors come from any spellcasting class, and their tradition defines their approach to personal indebtedness. For example, wizards often maintain a massive ledger as important to them as their spellbooks to track their debts owed and paid, while clerics may keep such minutiae in their heads, reciting their obligations each day alongside their prayers. In any case, sacred debtors gain their powers from being so heavily indebted to others that the amount they owe exceeds their net worth. This doesn't mean that sacred debtors need to live like paupers (although many do, so that even small debts exceed their total worth), but those who live well must maintain correspondingly larger obligations.

Hit Die: d6.

Requirements

To qualify to become a sacred debtor, a character must fulfill the following criteria.

Alignment: Any non-chaotic.

Feats: Eschew Materials

Skills: Appraise 7 ranks, Knowledge (local) 3 ranks, Spellcraft 3 ranks

Spells: Ability to cast 3rd-level spells.

Class Skills

The sacred debtor's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

The following are class features of the sacred debtor prestige class.

Weapon and Armor Proficiency: A sacred debtor gains no additional weapon or armor proficiencies.

Indebted (Su): A sacred debtor may declare another creature to be her designated creditor as a full-round

action. To be selected, the sacred debtor must owe the designated creditor more than she can currently pay; more specifically, the sacred debtor must owe the designated creditor more money than the total sell value of all items, property, and other tangible assets that the sacred debtor personally owes. This debt must be genuinely and legally owed, although it need not be commercially reasonable (that is, the sacred debtor might have purchased something from the designated creditor at a grossly inflated price). If the amount owed to the designated creditor drops below the sacred debtor's total asset value (whether due to a partial repayment to the designated creditor or accumulation of additional personal assets), the creature immediately ceases to be the sacred debtor's designated creditor.

A creature need not be willing to be designated as the sacred debtor's designated creditor, and need not even be alive or on the same plane at the time of the designation. The creature must be unequivocally identified by the sacred debtor, although the sacred debtor need not know the creature's name. A creature that can see a sacred debtor and is within 30 feet of the sacred debtor automatically knows that it is a designated creditor of the sacred debtor.

At 1st level, a sacred debtor may have no more than one designated creditor at a time, but the maximum number of designated creditors increases as the sacred debtor rises in level, as indicated on Table 3-05. Selecting a designated creditor that would exceed the maximum number requires that the sacred debtor release an existing designated creditor as a free action. A sacred debtor may also release any number of designated creditors as a full-round action. Releasing a creature as a designated creditor doesn't change the amount the sacred debtor owes to the creature.

Indebted Components (Su): A sacred debtor can reduce the expensive material component of any spell she casts on a designated creditor by 250 gp. If this cost of the component is reduced to zero, she does not need that component at all. A spell with multiple targets must be cast only upon designated creditors to receive this reduction. The amount of this reduction increases by 250 gp per sacred debtor level, to a maximum of 1,250 gp at 5th level.

Aligned Spellcasting Class (Ex): Sacred debtors come from several spellcasting traditions, each offering a unique perspective and skill set. At 2nd level, a sacred debtor must choose a spellcasting class she belonged to before adding the prestige class to be her aligned spellcasting class. She gains all the class features for one additional level of her aligned spellcasting class as if she had gained a level in it. She gains the class features of an additional level of her aligned spellcasting class at 3rd, 4th, and 5th levels. She still retains the hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class.

Power of Obligation (Su): At 3rd level, up to three times per day when a sacred debtor casts a spell that includes at least one designated creditor as a target, she can choose to increases the DC of the spell by 2, treat the spell as empowered (as though from the Empower Spell feat) or treat the spell as extended (as the Extend Spell feat). These effects do not increase the effective spell level of a spell cast this way.

***Indebted Sending* (Sp)**: At 4th level, once per day as a standard action, the sacred debtor can use *sending* as a spell-like ability. She may target any or all of her designated creditors, and each may respond to the sacred debtor individually.

Solipsistic Debt (Su): At 5th level, the sacred debtor always counts as a designated creditor to herself. She does not count toward her total number of designated creditors.

Hands of Onus Magic Items

The following magic items are well-known in Hyraeatan, but particularly useful to members of the Hands of Onus.

ANALYST'S NOTEPAD — **1,800 GP**

Aura faint divination (CL 5th)
Slot none **Weight** 1/2 lb.

This leather booklet contains several hundred thin vellum pages with a quill pen attached to the spine by a long strap. When the wearer speaks a command word, the pen dances along a blank page in the book, transcribing words that it hears in small, neat script. The pen transcribes even soft sounds and mutterings, and ignores meaningless babble or cries, making it particularly useful for physicians at the Great Sanitarium to translate their inmates' ravings. Use of the pad provides a +3 circumstance bonus on Linguistics checks regarding spoken words or language as well as on relevant Profession checks. An *analyst's notepad* can transcribe two hundred hours of normal speech before its pages are full and it no longer functions.

Construction Requirements — **250 GP**

Craft Wondrous Item, *tongues*

FOUR-FOOTED BOOTS — **4,000 GP**

Aura faint transmutation (CL 5th)
Slot feet **Weight** 4 lbs.

These sturdy leather boots have steel toes and reinforced heels. When the wearer speaks a command word, duplicate shins and feet sprout from the wearer's knees, providing him with an awkward gait but the stability of having four feet. The wearer's base land speed is reduced by 5 feet, to a minimum of 5 feet. The wearer is treated as a quadruped for

determining carrying capacity and receives a +4 competence bonus on Acrobatics checks to keep his balance and a +4 competence bonus to his Combat Maneuver Defense when resisting a bull rush, reposition, or trip attempts while standing on the ground. The *four-footed boots* remain on the wearer's original feet and, despite having an extra pair of feet, the wearer doesn't gain another feet magic item slot. The wearer can remain in four-footed form for up to 5 hours per day. This duration need not be consecutive, but it must be used in 1-hour increments.

Construction Requirements **2,000 gp**

Craft Wondrous Item, *beast shape I*

Porter's Whitecoat — 500 gp

Aura faint transmutation (CL 1st)
Slot body **Weight** 5 lbs.

Many porters in Hyraeatan wear distinctive white coats, and some take out loans for a magical version of the distinctive garb. This long coat is made of thick leather dyed white and remains clean despite spills or smudges. The wearer's carrying capacity is doubled, but only when the wearer doesn't have any hands free.

Construction Requirements **250 gp**

Craft Wondrous Item, *ant haul*

Hands of Onus Spell

Burden's Blessing

School transmutation (shadow); **Level** cleric/oracle 2, druid 2, psychic 2, shadow weaver 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time move action
Components V,S,Special (encumbrance)
Range Personal
Effect One surge of power
Duration 1 round/level until discharged
Saving Throw none; **Spell Resistance** no

Utilizing balancing magic based on the Occlusion, the Obliged have found strength. Upon casting this spell you become rooted to the ground by the supernatural weight of your accepted burdens. You gain a circumstance bonus equal to your caster level to your cmd against attempts to move you (bull rush, reposition, grab etc.) from spot you are in. At any point after casting this spell you may release it as a free action to empower the mystical aspect of your being with the physical burdens you bear. You lose the bonus to cmd but gain a bonus to the caster or manifester level of your next spell or power you activate depending on your current encumbrance. Light loads add +1, Medium +2, and Heavy +3.

Hands of Onus Veil

Bindings of the Obliged

Descriptors Force
Class Eclipse, Nexus, Vizier
Slot Wrists
Saving Throw Will

"Let my dutiful burden serve to remind all of the weight of living, and punish those who seek to flee this or any obligation."

Shaping these dark iron chains linked with weighted medallions and karkeroi bestows a crippling amount of weight on the veilweaver which amplifies outward as ghostly chains attaching to creatures in the area around them for 30 feet. These chains act as though a masterwork buckler for the veilweaver and reduce all movement speeds of enemies within by half. Enemies may ignore this movement restriction by taking 3d6 points of magical slashing damage tearing the chains free when they start their movement at the beginning of any round or as soon as they enter the area movement speed reduction. This damage never occurs more than once a turn The veilweaver is considered to have a light load for purposes of encumbrance unless already more encumbered. Movement penalties and damage taken from this veil is considered are force-effects and can impact creatures with the incorporeal subtype.

Essence

For each point of essence invested in this veil, the radius of the chains movement restrictions increases by 5 feet and an additional 5 feet penalty is applied to the modified speed (to a minimum of 0 feet). The damage of removing the chains increases by 1d6. For every two points of essence invested the veilweaver's encumbrance increases by another load category up to a maximum of heavy.

Chakra Bind (Wrists) **[E8, N8, V8]**

Binding this veil to the Wrists allows the veilweaver to use a standard action to hurl masses of chained karkeroi at enemies within 60 feet. The targeted creature must make a Will save against the veil. If they fail, they inflicted with the effects of a *slow* spell and their encumbrance increases as though they were on load category higher. A creature may be impacted by more than one instance of this ability though only their encumbrance category increases. A target may not be increased above heavy load. For every category increased your encumbrance category decreases. For every category your encumbrance lightens above light load, the carrying capacity of a heavy load increases as though your strength was one point higher.

House of Heights (Light)

LG preeminent organization
Leaders the six High Elders (including Ilohana of Pyres, Ultheoza of Entropy, Zeraldric of Mind)
Values ambition, preparation, self-discipline
Nicknames: "Ancients," "Crusts or Dusts," "Grudges," "Low Gods"
Public Goals to preserve Hyraeatan's laws, to regulate city citizenship, to help others reach immortality, to provide housing to Hyraeatan's citizens, to reach godhood, to manage Hyraeatan's expansion
Private Goals the House wishes to see Aphos banished; a secret faction wishes to see the Lightbringers return to the city at the expense of another Parity, generally the Ashborn or Eternal Dawning
Allies among fellow Parities, Chrysalis Covenant, Foreseen, Hands of Onus, Steamwalkers, Temple of Coin; outside the Parities, Maelwyn of the Mithral Throne, Yalendra the Drowned Queen, the Wardens, and the Hourstitchers' Guild of the Bright Lands
Enemies among fellow Parities, Ashborn, Blackblades, Sanguine Sovereignty; outside of the Parities, Undreamt, the Court of Dancing Flames of the Bright Lands
Membership Requirements be a citizen of Hyraeatan
Influence Limitations Each time the adventurers wish to reach a new rank, they must take a step toward self-actualization and achieve some task of value to the Parity significantly more noteworthy than the last.

Special Tasks

Step Toward Apotheosis (1 Favor/2 Fame) Once per month, you can increase your Fame score or take a step toward raising your influence with the House of Heights by taking a step toward immortality. Completing a mythic trial (or a task that would be a suitable mythic trial, if you are not mythic) and learning useful information related to gaining immortality satisfy this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Initiate"—Rank 1 (5 Fame)*: You can access the House's extensive properties and contacts with landowners. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you can maintain an average lifestyle without spending money.
- *"Aspirant"—Rank 2 (20 Fame)*: You benefit from goodwill toward the House's charitable works. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Diplomacy checks and you can maintain a wealthy lifestyle without spending money.
- *"Ascendant"—Rank 3 (35 Fame)*: You can access a House of Heights safehouse stocked with items worth up to 100 gp anywhere the House has agents. Divination spells of 6th level or lower cannot location or penetrate the safehouse. You can restock the safehouse or establish a new safehouse in place of the old one once per month. In addition, you can maintain an extravagant lifestyle without spending money.
- *"Infinite"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the House of Heights. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, lifestyle* (wealthy), sage (history +15)
- *Rank 1 (10 Fame, 2 PP)*: skill specialization (Autohypnosis[UP], Diplomacy)
- *Rank 2 (15, 1 PP)*: lifestyle* (extravagant)
- *Rank 2 (20, 5 PP)*: borrow resources (1,000 gp), put in a good word, retrain (locate trainer)
- *Rank 3 (35 Fame, 5 PP)*: ambrosia*, borrow resources (5,000 gp), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), longevity*, mythic defiance*

New Benefits

Ambrosia (35 Fame, 5 PP): You can purchase ambrosia[MA] at a 10% discount or receive one dose as two favors (15 PP).
Lifestyle (5 or 15 Fame, 1 PP): The House of Heights allows you to live well on its property, gaining a wealthy or extravagant lifestyle for 1 month

without expending any money.

Longevity (50 Fame, 25PP): You cease to age for 25 years (or for 1 year per 2 Fame you have).

Mythic Defiance (50 Fame, 25 PP): Once per day, you can resist mythic power. If you aren't mythic, one effect treats you as mythic. If you are mythic, you automatically succeed on a saving throw against a mythic effect.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

House of Heights Views & Beliefs

Ceradon was numbered among the Circle of Six, but some contend he first stood among the apprentices (or servants) of Aphos and that the vampire's journey to Immortality was as much their proof of concept as it was the triumph of necromancy. The House of Heights claims it was ultimately Ceradon's research the yielded results beyond simple undeath. Not surprisingly the contention was scoffed at by the Sanguine Sovereignty who claimed that all of Aphos' disciples became his first clergy. Where ever the truth or lies, the House of Heights claims Aphos among its first successes on the Path of the Immortal. The Parity's dedication is to achieving Eternity.

> *"So many strive for eternity, yet so few can face forever."*
>
> —Ceradon of the First Circle

The House believes that Immortality is both individual path and reactive science. They often rapidly engineer environmental, arcane, or social circumstances around a member's pending transformation. As quickly abandoning the effort, if it is a failure. The Parities of the City include far more than Aphos' Eternal apotheosis as successes, and the House counts no less than a dozen ascendants from other organizations among the Eternal's ranks. This discounts things that the House has since distanced itself such as the Dancers in the Dark or the contagious persona of the Likeness.

When not actively engaged in the central effort to achieve various forms of immortality, the Parity is as actively engaged in the development of Hyraeatan as a City that can actively support the needs of a growing eternal population. They hold seminars on social reintegration, generational planning, and countless other subjects to explore the full ramification of their intentions toward Forever.

House of Heights History & Current Events

The House of Heights claims it was founded by members of Aphos' inner circle, including the famous Eternal Ceradon, as they each sought their own form of immortality better than vampirism. Soon thereafter, three others managed their own ascensions. Two current High Elders, Ultheoza and Zeraldric, recreated themselves through chaos magic and mental perfection, respectively. The third, the human ranger Anzanziba, drank the blood of an invading deific avatar she and Aphos slew.

When the Archweaver arrived to help build the Seraphs, Ceradon, Zeraldric, Anzanziba, and Ultheoza together created four tools called the Annexi to help shape the growing City with lessons learned from the Archweaver. Ever since, spellcasters allied with the Runeweb Syndicate have schemed to steal the Annexi so that they can turn the city's own Seraphs or Lattice against it.

The House of Heights lost its founder Ceradon about the same time Aphos consumed the Faith of Parity and the Lightbringers fled the City of Seven Seraphs. He simply disappeared one day after Hyandil visited him, leaving the other High Elders to squabble over how to respond to the blatant power grab. Given Aphos took care to ensure the laws had technically been upheld, the High Elders eventually chose a public but indirect route. The House of Heights founded the six Loci of Eternity in the Pacts District to support redoubled recruitment efforts. There, they held out their numerous Eternals as sources of divine power and guidance toward Eternity apart from the Church of the Faith Devoured. To this day, many of the House hope to see Aphos destroyed and the Church of Parity restored, although they dare not act openly against him.

In their bids to outdo the gods and attain their own version of divine ascension, some in the House have sought out powers beyond the bounds of reason. With the loss of the allied Lightbringers as a moderating influence, these attempts grew more brazen and reckless. Some in the House sought immortality through the promises of Great Old Ones whom they did not worship but saw as potential peers and partners. Others learned of the

Undreamt and wished to conquer their reality-bending power to throw off the shackles of age.

These attempts proved dangerous mistakes, corrupting or killing several rising potential Eternals and destroying the Loci of Entropy and Incarnation as well as the Docks leading beyond the known Multiverse such that they and nearby areas had to be scoured and rebuilt entirely. Dealing with Undreamt entities and Great Old Ones is now fiercely prohibited and the knowledge to do so censored, but every now and then the clues are rediscovered and must be rooted out again.

Rumor has it that one of the Annexi was stolen by High Elder Anzanziba to aid Hyandil when she returned to conquer Hyraeatan. It is said that the artifact was the reason Hyandil's fortress became such an impenetrable siege castle, and it is now thought lost somewhere in the ever-changing Silver Heights estates in the Orchard District after Anzanziba fled there in a vain attempt to evade justice. The Runeweb has long sought pawns to infiltrate Silver Heights to verify this rumor and seize the lost Annexi if it is still there.

Allies of the Flowered Queen yet lurk within the House of Heights, lobbying for open and permissive policies while waiting for opportunities to replace the current power structure with just the House of Heights and returned Lightbringers in control. The Descendants of Dream have recently begun to dig into this rumor in a bid to force the House to share control of the Annexi.

The House has always had tense relations with the Divinities, especially the gods of good. While hardly evil, the House decries the creation of winged angels by the good gods as copying the preexisting Eternal symbol of unity upon which Hyraeatan's Seraphs were built. Moreover, many Eternals hold that their own ascension proves gods are wrong to lord their power over mortals—they should be teaching mortals to join them in mythic insight and power.

As a result, many members meticulously look for any grounds to counter, argue against, or otherwise drive out the churches of many Divinities. They also push for policies that make it more difficult for churches to influence the city's officials. Some accuse them of paranoia, given the fervor with which they investigate every hint of potential Divinity-backed subterfuge or treachery. Their draconian interpretation of housing policies for temples and shrines has pushed some relatively harmless faiths to ally with dangerous planar intruders in order to secure safe harbor for their worship.

Many key members of the House of Heights actively seek alliances among the fey of the Bright Lands (see Worlds of the Lattice in Chapter 5). They variously seek fey alchemical ingredients for elixirs of longevity, fey partners to raise immortal children with, and physical shortcuts around the passage of time. The House's Ministry of Unions arrange marriages for non-members and members alike with allied aberrations, fey, outsiders, and other immortal partners to facilitate so that their offspring can help build an immortal society. The Ministry of Unions must sometimes hire investigators to verify that these immortals are not infiltrators connected to dangerous forces such as the Undreamt, Great Old Ones, Outer Gods, or the Lightbringers.

Personae of the Parity

Alhandriana Assassin-Slayer (NG female human time thief[GGTT] **6/godhunter**[MPLS] **3)**: This Eternal recently ascended with the path of Incarnation, sealing her status when she dealt the killing blow to the god-touched messenger of a deity of assassins summoned into an Archives District tenement. She is notorious for her impassioned deconstruction of religious rhetoric in the Nearring. She was awarded a ceremonial role in the honor guard of the Ministry of Housing, but frequently undertakes investigations on her own to determine if the Wardens Blackblades are adequately investigating and punishing the runners of unregistered shrines and temples.

Asterion Tigerfang (LG male catfolk[ARG] **investigator**[ACG] **10/super-genius**[MPLS] **5)**: Among the most prominent adherents of the Unity path, Asterion is also one of the most popular and influential members of his Parity across the city. Although he is a brilliant politician, he has proven even more insightful in the coordination of marriages, adoptions, and political alliances. He often serves on important delegations into the Bright Lands, where he is known as a peerless matchmaker between fey and mortals. These trips often require guards to avert sabotage of meetings by jealous would-be suitors. His official title is Minister of Rejuvenation, but he spares little time for spa administration. No upper-crust party is deemed a hit without his incisive commentary and coy flirting with every attractive man. He tries to keep quiet his reliance on a constantly-rotating coterie of hired agents to catch problems that might unravel his delicate deals.

Ilohana, Matriarch of Clan Oria'a, High Elder of Pyres (LG female dwarf alchemist[APG] **16/genius**[PG] **8)**: High Elder Ilohana oversees the Locus of Pyres and the guardianship of the city's laws. Her family is notorious for grooming scions to take on major offices of the city at the expense of newcomers, which they justify by their experience in such matters. Her family, especially her choice to continue having occasional children with her two husbands, is a constant source of contention with her fellow High Elders—it flies in the face of the Parity's planning for large-scale immortality. Ilohana's symbol is a lushly forested volcano and she grants the Community, Healing, and Law domains.

Messerial Osh, Voice of the Infinite (LN female ifrit[APG] **wilder**[UP] **14/overmind**[MHH] **3)**: Rumored to rely predominantly on psionic meditations to slow her aging, Messerial has served as the House of Heights' voice on

the Parity Council for well over a century. She has yet to establish a faith and does not consider herself an Eternal despite periods of empowerment with the Loci of Mind and Entropy. Her husband recently surrendered to the rigors of age and she nearly complete with her decade of mourning. She has vocally expressed she does not intend to spend forever alone and will no doubt seek out another paramour shortly.

Ultheoza, High Elder of Breaking (CN female shadow fey† illuminatus[LCI] 20/archmage[MA] 10): An Eternal who takes the ever-changing moon as her symbol and source of power, Ultheoza is mistress of the Locus of Entropy. She joined the House of Heights after being driven out of the ruling house of a client world in Shadow. She is the most prominent of the High Elders and is known for blocking attempts to build temples to the Divinities in Hyraeatan. Ultheoza's symbol is two crescent moons flanking a full moon and she grants the Chaos, Healing, and Luck domains.

Zeraldric, High Elder of Mind (LN male elan[UP] psion[UP] 20/overmind[MHH] 10): Zeraldric is one of the oldest Eternals in Hyraeatan. Zeraldric is master of the Locus of Mind, and oversees the secret council of elans in the City of Seven Seraphs. Although he does not hide his elan nature, his people keep their council and membership secret. Zeraldric delegates most public appearances to his subordinates within the Archive of Laws or to his lover and fellow Eternal, Asterion. Zeraldric's symbol is an eye within a heart and he grants the Law, Healing, and Psionics[UP] domains.

House of Heights Game Mechanics

The House of Heights attracts members from many different walks of life. All strive to be the best they can be, and many aspire to gain immortality thereby. Most fall into one of the six major paths of ascension: Mind, Tempus/Time, Entropy, Incarnation, Pyres, and Union.

Locuspex (Cleric Archetype)

Locuspices are priests serving the Eternals of Hyraeatan, especially those of the House of Heights, but sometimes of other Parities. Their gods were all once mortals, in some cases within living memory. Younger Eternals are often incapable of granting spells of all spell levels, which occasionally leaves particularly accomplished Locuspices without access to normal spellcasting at their highest level of spells. Some contend with surpassing their teachers in this sense by moving on to another Eternal or Divinity, but most see this as a time to meditate on the cosmic balance that the Eternals embody. These excelling priests are referred to as "paraicons" as opposed to "subicons" that have not exceeded their patrons. Paraicons assist with the maintenance of the Seraphs. These priests trained among the Seraphs can learn to mold their own belief into a close approximation of the divine power their patrons cannot grant them.

Eternal Worship: Every locuspex must worship an Eternal, one of the ascended mortal heroes of Hyraeatan. They must choose from that Eternal's domains and can cast normal cleric spells only up to that Eternal's maximum spell level.

Seraphic Spells: The locuspex gains spell slots above her Eternal's maximum, but they cannot be used to prepare normal cleric spells. Instead, a locuspex can prepare shadow illusions from the shadow weaver[CLSSW] spell list. These spells count as divine for the paraicon. These shadow illusions emulate cleric spells instead of emulating spells from any other spell list.

Living Crucible (Alchemist Archetype)

Followers of the Pyres path, living crucibles purify their bodies with intense magical energy and alchemical reactions to achieve immortality.

Living Crucible (Su): Your body has been hardened by long exposure to intense energy, and you can add more raw energy to cleanse it of toxins. At 2nd level, you can consume a bomb as a standard action. Rather than damaging you, the bomb gives you a bonus on saving throws against cold effects and diseases for 1 round. If you have already contracted a disease, the bonus applies on your next saving throw against that disease even if it doesn't take place during that round. The bonus is equal to your poison resistance bonus. This ability replaces poison use and alters poison resistance.

Purge Spell (Sp): At 6th level, when you use living crucible, the bonus also applies against all spells. This ability replaces swift poisoning.

Purge Frailty (Su): At 16th level, you no longer age and cannot be magically aged. In addition, when you use living crucible, the bonus applies to negative energy effects, death effects, and effects that penalize, damage, or drain your ability scores.

Entropic Ascendant (Illuminatus[LCI] Archetype)

Entropic ascendants learn to navigate the currents of chaotic energy across the planes to sidestep the usual movement of souls. They make themselves eddies in the river of souls to achieve the destinies they choose.

Everchanging Immortality (Su): At 10th level, you gain the another life illuminatus attainment. If you die, you can use the attainment on yourself, after 10 minutes or when it would next be usable. Whenever you use the attainment, you can roll three times on the table and choose the result you prefer. At 18th level, you do not gain any negative levels when you use this attainment on yourself. Whenever you do so, you can change the allocation of your skill ranks as you see fit. This ability replaces the implement marvel gained at 10th level and the attainment gained at 18th level.

Incarnation Ascendant (Monk Archetype)

Incarnation ascendants pursue immortality by perfecting their bodies.

Inviolate Form (Su): At 17th level, you cannot age or be magically aged; you gain no bonuses or penalties for aging and do not die from old age. You are immune to negative energy damage and death effects and can spend 4 ki points to end a spell or effect that would penalize or stop your attacks or movement. This ability replaces timeless body and tongue of the sun and moon.

Mind Ascendant (Psion[UP] Archetype)

Mind ascendants strip away their physical limitations to become immortal beings without form.

Mind Over Matter (Su): At 14th level, you cannot die of old age, although you continue aging until you reach your maximum age. You cannot lose consciousness unless you choose to, even when dying. You are still staggered when at 0 or fewer hit points. This ability only allows you to take purely mental actions if you are below 0 hit points. Although you can be stabilized, you still lose hit points if you take a standard action. This ability replaces the discipline power gained at 14th level.

Unbound Consciousness (Su): At 15th level, you can leave your body, gaining the incorporeal subtype and the incorporeal quality, for 1 round per psion level. While outside your body, you cannot activate items or interact with objects except those with the *ghost touch* property. Divide your hit point total evenly between your body and incorporeal mind; nothing affecting one affects the other, except for spells and magic items that do not require activation (which apply fully to both as long as your body is alive). Your body is helpless as long as your mind is apart from it. You can dismiss this projection early as a standard action, returning instantly to your body. At 20th level, you can use this ability indefinitely, but if you are apart from your body for more than 24 hours, you lose the benefit of all spells and items affecting your body. This ability replaces the bonus feats gained at 15th level and 20th level.

Tempus Ascendant (Time Warden[GGTW] Archetype)

Tempus ascendants learn to sidestep the passage of time little by little until age passes them by altogether.

Sidestep Duration (Su): At 5th level, the time warden can spend one mote to hold off the end of a chosen spell's duration for himself only by an amount of time equal to the spell's normal duration. This replaces the duration mote use.

Sidestep Age (Sp): At 13th level, the tempus ascendant is immune to effects that would age him or alter the rate at which time passes for him (such as *slow* or *temporal stasis*) unless he chooses to be affected. He ceases to age and does not die of old age. This replaces the aevum gained at 13th level.

Unity Ascendant (Radiant Archetype)

Unity ascendants draw upon countless Akashic echoes and a blend of techniques from various paths of ascension.

Incarnate Resilience (Ex): At 5th level, the Unity ascendant becomes immune to disease. This ability replaces the martyr's renewal improvements gained at 5th level.

Pyre Resilience (Ex): At 9th level, the Unity ascendant becomes immune to poison. This ability replaces the martyr's renewal improvements gained at 9th level.

Mental Resilience (Ex): At 11th level, the Unity ascendant becomes immune to exhaustion and mind-affecting effects that would prevent her from acting. She can draw such effects out of allies when she reclaims essence from them. This ability replaces the martyr's renewal improvements gained at 9th level.

Temporal Resilience (Ex): At 13th level, the Unity ascendant becomes immune to magical aging and any effect that would make time pass faster or slower for her. She can draw such effects out of allies when she reclaims essence from them. This ability replaces the martyr's renewal improvements gained at 13th level.

Primordial Resilience (Ex): At 15th level, the Unity ascendant becomes immune to the confused condition. She can draw the confused condition out of allies when she reclaims essence from them. This ability replaces the martyr's renewal improvements gained at 15th level.

Deathless Unity (Ex): At 17th level, the Unity ascendant becomes immortal and immune to death effects. She takes no penalty from negative levels (although they still kill her when they exceed her hit dice). She can draw negative levels out of allies when she reclaims essence from them. This ability replaces the martyr's renewal improvements gained at 17th level.

Class Template: Enhanced Paragon

Class templates are similar to archetypes. They modify existing base classes in order to allow them to better fulfill new roles. However, class templates can be applied to multiple classes, unlike the more exclusive archetypes. A class template follows the same rules as archetypes for determining whether or not they are compatible with other archetypes or class templates.

The enhanced paragon is a class template suitable for the paladin and antipaladin classes. When converting a character to an enhanced paragon, the character loses or changes the following class features.

- **Paladin**: The paladin loses the divine grace, divine health, aura of courage, aura of resolve, aura of faith, and aura of righteousness class features.
- **Antipaladin:** The antipaladin loses the unholy resilience, aura of cowardice, plague bringer, aura of despair, aura of sin, and aura of depravity class features.

Essence Pool: At 2nd level, the enhanced paragon gains a pool of essence equal to half their class level.

Paragon Ward: At 2nd level, the enhanced paragon can form their essence into a barrier both physical and mental. For each point of essence invested in this ability, the enhanced paragon gains a +1 bonus to all saving throws.

Akashic Aura: At 3rd level, the enhanced paragon's essence flows out into the world around them, affecting themself and any creatures within 10 feet. The enhanced paragon may invest essence into any of the following Akashic auras, and so long as they have the requisite essence.

- *Courage:* For every point of essence invested in this aura, the enhanced paragon and their allies gain a +2 bonus to saving throws against fear effects.
- *Depravity:* For every point of essence invested in this aura, the enhanced paragon's enemies take a -2 penalty to saving throws against charm and compulsion effects.
- *Despair:* For every point of essence invested in this aura, the enhanced paragon's enemies take a -1 penalty to saving throws against all effects. This does not stack with other Akashic auras.
- *Fear:* For every point of essence invested in this aura, the enhanced paragon's enemies take a -2 penalty to saving throws against fear effects.
- *Health:* For every point of essence invested in this aura, the enhanced paragon and their allies gain a +2 bonus to saving throws against disease effects.
- *Resolve:* For every point of essence invested in this aura, the enhanced paragon and their allies gain a +2 bonus to saving throws against charm effects.
- *Righteousness:* For every point of essence invested in this aura, the enhanced paragon and their allies gain a +2 bonus to saving throws against compulsion effects.
- *Vindication:* For every point of essence invested in this aura, the enhanced paragon counts all weapons wielded by their allies as one of the following for the purpose of overcoming damage reduction: silver, cold iron, good, evil, lawful, or chaotic

Ablative Essence (Su): At 8th level, the essence capacity of the enhanced paragon's paragon ward and Akashic aura class features increases by 1. In addition, whenever the enhanced paragon has at least three points of essence invested in an Akashic aura which grants a bonus to saving throws, they gain immunity to the type of effect the Akashic aura grants a bonus against. This immunity is not shared with their allies.

Expanded Aura (Su): At 14th level, the enhanced paragon's akashic aura expands from 10 feet to 20 feet. In addition, the essence capacity of the enhanced paragon's paragon ward and Akashic aura class features increases by an additional 1. If at least 5 points of essence are invested in an Akashic aura which grants a bonus to saving throws, all of the enhanced paragon's affected allies

gain immunity to the type of effect the Akashic aura grants a bonus against.

Bastion of Faith (Su): At 17th level, the enhanced paragon gains DR/evil (if they are a paladin) or DR/good (if they are an antipaladin) equal to the amount of essence invested in their paragon ward. If the enhanced paragon gains the holy champion or unholy champion class features, they double this damage reduction rather than gaining damage reduction from that class feature.

New Prestige Class: High Aspirant

High aspirants pursue immortality and oneness with the multiverse by one of several paths taught by the House of Heights.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become a high aspirant, a character must fulfill all the following criteria.

Skills: Knowledge (nature or planes) 5 ranks.

Special: Must be a member Rank 2 (Aspirant) of the House of Heights. Must spend 2d12 weeks time within on of the Loci of Eternity. This class uses elements of the *Pathfinder Roleplaying Game: Mythic Adventures* rules and GMs should consider this class carefully before allowing it. Some mythic campaigns may find this class inappropriate to characters with mythic paths of their own.

Class Skills

The high aspirant's class skills (and the key ability for each skill) are Acrobatics (Dex), Diplomacy (Cha), Knowledge (nobility) (Int), Knowledge (planes) (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the high aspirant prestige class.

Weapon and Armor Proficiencies: The high aspirant doesn't gain proficiency with any weapons or armor.

Hard to Kill: The high aspirant gains the hard to kill feature. If the high aspirant is a mythic character, she instead gains the ability to spend one use of mythic power once per round without using an action to heal 1 hit point per mythic tier while dying.

Hone Self (Ex): At 1st level and every odd level thereafter, the high aspirant gains a +1 inherent bonus to an ability score of her choice. The increase stacks, but can't be applied to a score with an inherent bonus greater than half her high aspirant level.

Aspiration (Su): The high aspirant can draw upon a pool of intense determination to achieve great deeds. This pool has a number of uses available each day equal to 3 + the high aspirant's level. A high aspirant can't use aspiration for more than one purpose each round aside from the surge ability. If she has mythic power, instead add her high aspirant level to the number of daily uses of mythic power she has.

Surge (Su): The high aspirant can call upon the budding power within her to exceed her own limits. As an immediate action after she rolls a d20 but before she learns the outcome of the roll, she can choose to roll a d6 and add it to the total. This can change the outcome. At 7th level, the die increases to a d8. If the high aspirant already has the surge ability, instead increase the die size by one step, to a maximum of d12.

Aligned Class: High aspirants come from many different backgrounds, and they show an unusual range of diversity. At 2nd level, the high aspirant must choose a class she belonged to before adding the prestige class to be her aligned class. She gains all the class features for this class, essentially adding every high aspirant level beyond 1st to her aligned class to determine what class features she gains. She still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of her aligned class as well as those of the high aspirant prestige class.

Mythic Feat: At 2nd level, 6th level, and 10th level, the high aspirant gains a mythic feat. For the purposes of this feat, she treats her mythic tier as half her high aspirant level. If she has mythic tiers, add them for this purpose. She can spend aspiration as if it were mythic power for this feat.

Amazing Initiative (Ex): At 4th level, the high aspirant gains a bonus on initiative checks equal to one-quarter her class level. As a part of rolling initiative, she can expend one use of mythic power to add her surge die to the initiative check result. If the high aspirant has mythic tiers, add half her tier to the bonus.

Recuperation (Su): At 5th level, the high aspirant is restored to full hit points by 8 hours of rest (so long as she is alive). In addition, by expending half her remaining uses of aspiration (minimum one), she can rest for 1 hour and regain a number of hit points equal to half her full hit points and regain all limited-use class features as if she had rested for 8 hours. This rest doesn't restore any uses of aspiration or mythic power. If the high aspirant already has the recuperation ability, she instead ages at half the normal rate.

Immortality (Ex): At 8th level, the high aspirant ceases to age and cannot be magically aged. If the high aspirant is a mythic character or has immortality from another source, she instead gains the stalwart ability (whenever she succeeds at a Fortitude or Will saving throw for a partial effect, she instead experiences no effect).

Table 3–6: High Aspirant Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	aspiration, hard to kill, honed self, surge
2nd	+1	+1	+1	+1	aligned class, mythic feat
3rd	+2	+1	+1	+2	aligned class
4th	+3	+1	+1	+2	aligned class, amazing initiative
5th	+3	+2	+2	+3	aligned class, recuperation
6th	+4	+2	+2	+3	aligned class, mythic feat
7th	+5	+2	+2	+4	aligned class
8th	+6	+3	+3	+4	aligned class, immortality
9th	+6	+3	+3	+5	aligned class
10th	+7	+3	+3	+5	aligned class, mythic feat, mythic saves

Mythic Saving Throws (Ex): At 10th level, the high aspirant suffers no effect at all when successful at a saving throw against a spell or ability so long as it wasn't from a mythic source. If the high aspirant already has mythic saving throws, she instead gains the improved stalwart ability (whenever she fails a Fortitude or Will saving throw for a partial effect, she experiences the partial effect anyway).

House of Heights Mythic Path Abilities

1st-tier Universal Abilities

Any mythic character can select these path abilities.

Immortality of Pyres (Su): You perfect yourself by the power of controlled energy. Whenever you accept burn or take acid, cold, electricity, fire, or sonic damage, you can spend one use of mythic power to heal a number of hit points equal to twice your tier. This can prevent the damage from killing you or knocking you out.

Immortality of Tempus (Su): You perfect yourself by touching the raw power of time itself. You are immune to having time manipulated for you against your will, including *slow* or magical aging. Whenever you take damage, you can spend one use of mythic power to regain a number of hit points equal to your tier, to a maximum of the damage dealt.

Immortality of Incarnation (Su): You perfect yourself by honing your body. You are immune to being disintegrated, petrified, paralyzed, or magically aged. Whenever you take bludgeoning, piercing, or slashing damage, you can spend one use of mythic power to regain a number of hit points equal to twice your tier.

Immortality of Breaking (Su): You are as unpredictable as a storm, fueled by raw chaos. Whenever you fail a saving throw to negate a spell or effect, you can spend one use of mythic power to attempt the saving throw again at the start of your next turn. You can use this ability even if you are dead at the time. If the saving throw was to negate damage you already took, the damage is undone accordingly (provided it hasn't already been healed). This can bring you back from the dead if it raises your hit points high enough; if it does, you gain a temporary negative level that lasts for 24 hours.

Immortality of Mind (Su): You perfect yourself by the power of your mind. If you would die while under a harmless mind-affecting effect or while concentrating on a psychic spell, umbral spell, or psionic power, you can spend a use of mythic power to instead gain a temporary negative level that ends in 24 hours and stabilize at –1 hit point.

Immortality of Unity (Su): Your immortality stems from a balancing of many paths. You can use another mythic path ability with "immortality of" in its name by spending a use of mythic power to negate an effect it provides immunity to or to use its activated function (even if you don't have that path ability). You must also pay any mythic power cost of that ability.

Mythic Vivification (Su): When you invest essence in multiple allies using the same vivification ability, the essence is pooled rather than invested individually and the benefit of that total is applied to all those allies (although benefits beyond your essence capacity are lost). You must invest at least 1 essence in each ally that benefits.

3rd-tier Universal Abilities

You must be at least 3rd tier to select these path abilities.

Akashic Essence (Su): Your essence helps preserve your ideal form as it is recorded in the Akashic Record. You have spell resistance equal to 5 + your total essence pool that doesn't apply to harmless spells and spells you willingly accept.

House of Heights Spells

The following spells are taught to members of the House of Heights.

Cheat Death

School conjuration (healing); **Level** cantor 4, covenant mage 4, medium 3, occultist 4, shaman 4, spiritualist 4, sorcerer/wizard 4, summoner 4, witch 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature that died since the end of your last turn
Duration instantaneous and 1 day; see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You interrupt the claiming of the target's soul as it dies, interceding with a psychopomp in a momentary vision during which time seems to stop. To save the target, you must either trick the psychopomp with a successful Bluff check or prevail against it in a game with a successful Profession (gambler) check. In either case, the DC is 10 + target's Hit Dice. Alternatively, you can win at a game of strategy with a successful Intelligence check against DC 10 + target's highest ability modifier. The attempt takes place entirely inside the vision and takes no time. You may only try one way to save the target, and if you fail you gain 1 temporary negative level that lasts for 1 day. If you succeed, the target is returned to life with 1 permanent negative level and stable at 1 hit point per caster level.

House of Health

School abjuration; **Level** bard 4, cleric 5, covenant mage 4, inquisitor 4, medium 3, occultist 4, paladin 3, shaman 5, spiritualist 4, witch 5
Casting Time 1 round
Components V, S, DF/M (a pinch of garlic)
Range 0 ft.
Area one dwelling occupying up to one 10-foot cube/level (S)
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bless a dwelling (including public accommodations) with health and well-being. The dwelling and anyone invited there (all creatures are invited in public buildings) gain spell resistance 10 + your caster level. Any creature that attempts a weapon attack into the area must succeed at a Will save or be forced to choose a different action instead. Any occupant who leaves the area or attacks loses these protections, even if they later return. Creatures resting in the area gain the benefits of 8 hours of rest after 2 hours and the benefits of full bed rest after merely 8 hours of rest. Subjects who rest for 8 hours gain a +4 bonus on saving throws against afflictions with a frequency of 1/day for the following 24 hours.

Wings of Venerability

School abjuration [force]; **Level** cantor 6, cleric 6, covenant mage 6, medium 4, occultist 6, psychic 6, sorcerer/wizard 6, witch 6
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You weave an occult barrier of six wings inscribed with symbols of self-perfection and longevity enfolding you as they ward off weapons and spells. This spell's potency depends upon the balance between the ravages of age and the insight they grant. You gain a deflection bonus to your AC according to your age category: younger than adult (+1), adult (+2), middle aged (+3), old (+4), venerable (+5), or beyond maximum age (+6). You also gain spell resistance 20 + the deflection bonus from your age category.

House of Heights Magic Items

The following item is available to members of the House of Heights.

Golden Apple of Longevity — 10,000 GP

Aura strong conjuration **CL** 13th
Slot — **Weight** 1/2 lb.

Description

You cease to age for 13 years after you eat this gleaming golden apple. During that time, all spells you are subject to when you have no other spells upon you have their durations extended, as if with the Extend Spell feat.

Construction Requirements 5,750 GP

Craft Wondrous Item, Extend Spell, *greater age resistance*UM, *limited wish*

House of Heights Threats

New Template: The Likeness

The Likeness — CR 7

XP 3,200
House of Heights
LE Medium outsider (native, psionic)
Init +5; **Senses** darkvision 60 ft.; Perception +14
Aura curse (30 ft., DC 17 Will)

Defenses

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)
hp 76 (9d10+27)
Fort +6, **Ref** +8, **Will** +8
Defensive Abilities evasion; **SR** 18

Offense

Speed 30 ft.
Melee mwk dagger +15/+10 (1d4+1/19–20)
Ranged power +14 (power effect)
Special Attacks sneak attack +1d6
Psion Powers Known (ML 8th; concentration +13; 78 PP/day)
4th (7 PP)—*empathic feedback* (DC 19), *fold space*,

personality parasite (DC 19), *slip the bonds*

3rd (5 PP)—*body adjustment*, *dispel psionics*, *energy retort* (DC 18), *energy wall* (DC 18)

2nd (3 PP)—*ego whip* (DC 17), *energy push* (DC 17), *everyman*, *id insinuation* (DC 17)

1st (1 PP)—*disable* (DC 16), *energy ray*, *inertial armor*, *mind thrust* (DC 16), *telempathic projection* (DC 16)

0 (at will)—*detect psionics*, *empathy*, *far hand*, *telekinetic punch*

Tactics

Before Combat The Likeness manifests *inertial armor* each day and adds *empathic feedback* when expecting trouble.

During Combat If in a group, the Likeness ensures one is positioned so that she can quickly *fold space* to safety if the fight seems lost. In any case, she prioritizes exposing creatures to her curse and manifesting defensive powers like *slip the bonds* at the beginning of a fight.

Morale Knowing she can be replaced but only in time, the Likeness fights to the death unless alone, in which case she flees when reduced below 20 hit points.

Statistics

Str 12, **Dex** 21, **Con** 16, **Int** 20, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +10; **CMD** 26

Feats Cloak Dance[UP], Combat Manifestation[UP], Dodge, Endowed Mind[UP], Weapon Finesse

Skills Acrobatics +17, Autohypnosis +15, Bluff +15, Disguise +12, Knowledge (psionics) +17, Perception +14, Perform (dance) +12, Sense Motive +12, Spellcraft +14, Stealth +17, Use Magic Device +15

Languages Aklo, Common, Elven, Maenad, Sylvan, telepathy 100 ft.

Ecology

Environment urban

Organization solitary, pair, cell (3–5), or outbreak (6–16)

Treasure NPC gear (as former identity)

Special Abilities

Curse Aura (Su) Any creature that sees or hears the Likeness within 30 ft. must succeed at a Will saving throw or its mind becomes infected with the curse of infectious persona, slowly becoming another copy of the Likeness. Each copy of the Likeness has one other way to spread her curse, such as touching a text containing a portrait of that copy. In rare cases of repeated exposure, a victim develops the possessed corruption[HA] instead of or in addition to the curse. The save DC is Charisma-based.

Infectious Persona: *Aura*—visual or auditory; *save* Will DC 17; *onset* immediate; *frequency* 1/day; *effect* victim's appearance and personality become notably more like the Likeness, causing 1d6 Charisma drain and moving the alignment one step closer to lawful evil or, if already lawful evil, the victim gains the Likeness-controlled creature simple template; *cure* 2 consecutive saves. Whenever the victim enters combat and has Charisma drain, it must succeed at a Will save against this curse's effect or gain a personality parasite[UP] until combat ends that seeks to hide, further, and spread the curse rather than blindly harming the victim; a target without caster or manifester level 5th instead experiences paranoia[OA] upon failing this save. When the personality parasite manifests in a Likeness-controlled creature, the parasite is the original creature's personality, while the Likeness remains the dominant personality. The DC to remove this curse with remove curse or break enchantment is 22. *Mind seed*[UP], *psychic chirurgery*[UP], and *psychic surgery*[OA] can remove this curse as if it were a *mind seed*. Removing the curse reverses any alignment change and the Likeness-controlled template.

The Likeness is the only term now used to refer to a contagious persona that was originally a means to immortality for an unconventional member of the House of Heights. Her name has since been scoured from all records for fear of causing more infections, since it's still not fully understood exactly what vectors can spread the infection. It was an imperfect copy, and now never fully attains the psionic might of the original. However, sometimes the personality takes over a more powerful individual and uses ability drain restoring effects such as restoration to maintain the useful abilities of such a Likeness-infected creature.

Eventually, an infected individual appears to be a fair-skinned, blonde female humanoid with a deathly pale, emotionless face. Individuals have only slight variations in appearance and personality to hint at who that copy of the Likeness used to be. An individual that reaches this stage of infection is effectively dead but can't be returned from the dead for as long as the converted body lives.

Likeness-Controlled Creature (CR +0–+2)

"Likeness-controlled creature" is an acquired template that can be added to any humanoid with the curse of infectious persona, which is referred to hereafter as the base creature. Its personality and appearance are both almost unrecognizable, obviously favoring the Likeness but retaining abilities and broad strokes of memory, personality, and appearance distinguishing it from other Likeness-controlled creatures. A Likeness-controlled creature whose Charisma is drained to 0 by the infectious persona curse becomes the Likeness completely, losing this template and all but the faintest traces of the individual it once was (including memories and abilities). This template can only be removed by removing the curse of infectious persona. The base creature's CR increases by +2 only if it has 6 or fewer Hit Dice; if it has between 7 and 12 Hit Dice, its CR increases by +1.

Quick Rules/Rebuild Rules: *Alignment* LE; *Type* outsider (augmented, native, psionic), retaining any subtypes; *Aura* curse (see above); *SR* 11 + new CR; *Powers Known* (as above) these powers function as if manifested with Intelligence 20 regardless of the base creature's score.

Icegrave Enclave (Dark)

LE preeminent organization
Leaders Duxandus the Everfrozen, Maker of Ice
Values expanded consciousness, free expression
Nicknames: "Ghouls," "Mourners," "Shrouds," "Whitewights"
Public Goals to claim and lay to rest the dead of Hyraeatan, to staff the Icetomb Necropolis and watch over its corpses, to facilitate the questioning of the dead for Citizens in need, to explore the Occlusion and its effects on Death, to map the reaches of death and undeath
Private Goals the Icegrave wishes the multiverse to experience the clarity that comes of shedding passion as only the undead can, the postulate a new future for reality where the dead govern a greater creation
Allies among fellow Parities, Temple of Coin, Sanguine Sovereignty, and the Hands of Onus; outside the Parities, Maelwyn of the Mithral Throne will never forget the Icegrave's aid in the Lightbringer Incursion, the Soulbreathers of Doln, and the Talon Mages of Lottaia.
Enemies the Ashborn and Chrysalis Covenant find no alliance to the stagnant dead, and the Foreseen resent their recent intrusions; outside of the Parities, the Church of Parity has at times appropriated Icegrave undead for its own needs and the slight did not go unnoticed
Membership Requirements trained in Craft (any), Knowledge (religion), or Perform (any)
Influence Limitations Each time the adventurers wish to reach a new rank, they must make a dangerous mission to recover the remains of a dead creature for the Parity or recover a piece of information from the dead unknown to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Recover the Fallen (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Icegrave Enclave by recovering the remains of a dead creature significant to the Parities or the City of Hyraeatan. Exploring a planar destination that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.
Discover Whispers (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Icegrave Enclave by recovering important information from the dead. This requires a successful Knowledge (religion) or Sense Motive check against DC 10 + twice your level.

Benefits

Passive Benefits (Fame Awards)

- *"Whisperer"—Rank 1 (5 Fame)*: You wear the Icegrave Enclave's respect for the dead like a shroud. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you earn twice as much as normal from Perform (oratory) and Profession (mourner) checks.
- *"Listener"—Rank 2 (20 Fame)*: You gain some fame from your association with the Icegrave Enclave' funerary services and mourners. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Diplomacy checks.
- *"Speaker"—Rank 3 (35 Fame)*: You are able to hear the stories of the dead. You can cast *legend lore* once per day on a corpse as a spell-like ability at your character level.
- *"Voice"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Icegrave Enclave. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (arcana, history, or religion +15)
- *Rank 1 (10 Fame, 2 PP)*: glacial gift* (+2), skill specialization (Craft [any], Knowledge [history], Knowledge [religion])
- *Rank 2 (20, 5 PP)*: borrow resources (1,000 gp), command team (1 1st-level eclipse or necromancer), glacial gift* (+3), put in a good word, retrain (locate trainer), servitor*
- *Rank 3 (35 Fame, 2 PP)*: tombspeech*

- *Rank 3 (35 Fame, 5 PP)*: glacial gift* (+4), borrow resources (5,000 gp), command team (1 4th-level necromancer, 1d4 3rd-level cleric, or 3d4 1st-level eclipses), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level eclipses or necromancers; or 5d4 3rd-level clerics or necromancers), timeless preservation*

New Benefits

Chill of the Tomb (10, 20, or 35 Fame; 2 PP or 5 PP): The Icegrave Enclave has offered you a taste of the eternity of undeath. With GM permission you may retrain a level in a class to a suitable undead class such as revenant, the undead racial paragon class, or the like. Alternatively, the character may become a dhampir. Every time this benefit is selected a number of levels up to your current rank may be retrained into an undead class.

Glacial Gift (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity draws forth the memories of the dead into magical ice and transfers their echo giving you access to greater skills. Select one Skill of your choice. At Rank 1 for 2 PP, you can gain a +2 to Skill checks with that Skill and the ability to make checks untrained. At Rank 2 for 2 PP, you can select a new skill to receive the +2 bonus, and raise the bonus of the old one to a +3. At Rank 3 for 5 PP, a third skill gains the +2 and the prior ones are raised by +1.

Timeless Preservation (50 Fame, 25PP): The Parity trains you in the methods to bring others into the Enclave, as the spell *create greater undead*, for 1 PP each you may learn rare variants of the ability as well, such as the creation of ice liches.

Tombspeech (35 Fame, 2 PP): You gain the ability to cast *speak with dead* a number of times equal to your highest mental ability score as a spell-like ability at your character level.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Servitor (20 Fame, 5 PP): You may gain an undead servitor when in one settlement or district within 100 miles of Hyraeatan or the Lattice. Treat this servitor as a zombie fighter with one-half your level in HD.

> "The process of Abandonment is never easy, but it is a necessary part of part of life. Here, let me make you a cup of something hot and we'll talk about it."
>
> —Mailen Thorrow

Icegrave Enclave Beliefs & Views

The Icegrave Enclave is most often stereotyped as morbid and obsessive with the nature of death. Their Parity is driven to understand the varied states of the Dead. Explaining that both honoring the remains and consorting with those troubled souls who remain locked in the Ether grants the secret knowledges too important to leave alone. Due to this the Parity has claimed oversight of the funerary needs of Hyraeatan.

Under the scarcity of arable lands for food production and disproportionate need for physical interment and disposal the Parity has created an unusual solution. Given control over a section of the Docks, the Icegrave has taken to freezing the dead into massive chunks of ice which are then ferried to be fused into an island of similar floating tombs. Sculpting wildly fantastic icy sepulchers for those who can afford it and offer copper freezes to handle the poorer citizenry in large mass gravebergs.

The Icegrave holds that Memory of the dead and their lives is the only true way to ensure progress. As such they offer tours of the Icetomb and services for magically questioning the fallen there. In times of peril they have been known to animate remains to help the Ashborn defend the city, despite tension between the two Parities. Lastly the Parity offers compassionate counseling and assistance in grieving, a process which they call Abandonment. This process is viewed from the dual lens of the living mourning the dead, and the undead shedding concerns for their former lifetimes.

Icegrave History & Current Events

One of the oldest Parities in the City, the Icegrave Enclave has gone through few changes in its history and has been known by a few different names. Its founder, Duxandus the Ice Maker, crafted the Tower of Ice himself as a private workspace where he worked towards immortality. Like all of Hyandil's companions, he loved the princess of light. However, in order to best serve her and the city she created, he walked the Path of Ice to its logical conclusion and froze his heart.

With his immortality in hand, Duxandus came to see how truly fleeting mortal knowledge is. With this in mind, the Tower of Ice was changed and reshaped into a massive library, now known as the Scrolls of the Dead. Contrary to its name, both transcribed secrets of the dead and more traditional books were kept there. However, with this changed would eventually come friction. When the Bookbinders formed, the two Parities would often clash over how such things should be handled. The older and more respected of the two, the Icegrave Enclave put its foot down on the matter. In particular, the knowledge rescued from the Chill Embrace was not to be gathered or used lightly.

With the library there also came a swelling of the Enclave's ranks. Duxandus had his own staff, as well as a number of magical disciples, but of course the library needed librarians, pages, and curators. With them came the various kinds of support personnel: binders, preservationists, and custodians. The Ice Maker himself made fewer and fewer public appearances as time wore on and his creation grew. Of his disciples, a few over the years sought the same sort of immortality that their master had. Duxandus chose three from these few and formed the council known as the Emissaries of Winter to run things in his place.

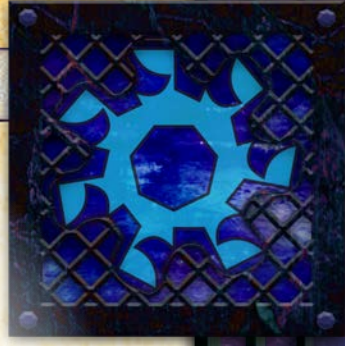
Running concurrent to the formation of the Scrolls of the Dead was the project that the Enclave was to be ultimately known for: the creation of the first massive gravebergs. The lack of arable land in the face of the Occlusion had always been a pressing problem, and one that had only worsened with the coming years. The Ashborn of course had their own methods, and some in the Orchards planted the dead with the trees. However, the Emissaries came to the conclusion that such a waste of knowledge was nearly criminal. Being immortals, the frost liches sought to see everything as a long game. They presented their plan to the other Parities: instead of being buried in soil that could be used for crops, the dead should be put to rest in ice. When the *shadowtides* of the Occlusion threatened the City, they got their chance.

Using tireless undead wills they drove back the *shadowtide* and revealed the desolation that would fill with waters and create the Docks District. Of course, there were rumors and accusations galore, particularly from the Bookbinders. The Enclave, they said, was trying to horde information for themselves for the pure sake of profit and no responsibility to its use. The Steamwalkers, of course, derided both parties for their ridiculous notions of clinging to the past. However, as they are in all things, the Enclave was patient, steady, and unrelenting. Their own dead had always been interred in the lowest portion of the Tower of Ice, but it was immediately apparent that this precise solution wasn't going to work for the entire City.

Some of the masters of evocation magic that helped to tend to the very structure of the Tower of Ice proposed what was in hindsight an obvious solution: the gravebergs. Later known as the Frozen Shepherds, these evokers performed the heavy-lifting of the interment efforts. The services that they offered, from simple burials that helped to form the stabilizing structure of the icy monoliths to elaborate icy mausoleums, helped to fill the Parity's coffers, and the position became one of prestige. It was at this point that Duxandus' efforts became known as they are at present: the Icegrave Enclave. The City continued to grow, with the gravebergs growing alongside it. Naturally, this necessitated a great deal of collaboration with the Docks. Eventually this collaboration largely ended up as control, with a veritable army of bookkeepers juggling interment schedules with shipping timetables.

As with the library, the Enclave's new facets caused not only a swell of personnel, but of supporting services to offer. The House of Tears was one of these services. The House was initially unique among the Enclave for its concern with not the dead, but with the living left behind. With their efforts, both internally and through pamphlets that they passed out, death was not just a grim inevitability, it was a ritualized part of life that they now termed "Abandonment." Grief was not meant to be hidden or suppressed, but to be shared and processed, particularly in the counseling sessions that the House offered. As the years went by, those who worked at the House of Tears were no longer merely members of the Parity with time and a sympathetic ear, but trained therapists with a firm grasp on emotional healing and care. This improved the Enclave's reputation with the common people more than anything else and gave the group a warmer, if still solemn front with which to address the general public.

All of this delighted the Emissaries. Between the invaluable funerary services the Parity now offered, their holdings in the Docks, and the benevolence of the House of Tears, the Enclave had fully secured its future as an integral part of not just the balance of the City, but of the lives of its populace. Were they not equally concerned about their internal squabbles, the liches could have perhaps pushed for still more social influence, but this was not the case. However, even after the Parity



grew from a cabal of anti-social mages to a respectable organization, there was push-back.

The arrival of the Eternal Dawning brought with it a wave of anti-undead sentiment. To many, the Enclave's dual actions of respectfully interring the dead and animating them to defend the City seemed at odds with one another. Additionally, the idea of so many powerful necromancers in Hyraeatan caused rumors of outbreaks of undead. Even the formation of haunts entirely unconnected to the Enclave, such as murders or executions, were pointed to as proof of the growing menace. The soft, amiable House of Tears was not the group to solve this public relations problem, so still another facet of the Tower of Ice was formed: the Icegrave Sentinels.

To protect the Enclave, it's image, and the peace of mind of the populace, a special sort of vocation was needed. Traditional paladins could deal with undead, but nearly all saw the art as an abomination. One of the more martially-minded members of the Emissaries of Winter suggested a radically new code of conduct for holy-minded warriors. This path would walk the line between the living and the undead with means to treat with both, while still focusing on the Icegrave Enclave's devotion to respecting the dead and preserving their knowledge. Perhaps most importantly, they were also the Parity's way of internally policing itself. Any necromancer, whether they were a member or not, who was found to be using their arts in a malicious manner was now sought after and eliminated by stern squads of Icegrave Sentinels.

Personae of the Parity

Amarian (LN female dhampir paladin [Icegrave sentinel] 20) and Sanora Caldus (LN female dhampir cleric [death, ice] 20): The Icegrave Enclave prides itself on its Icegrave sentinels—an unorthodox order of paladins whose code is more in line with the Enclave's priorities: those of knowledge, death, and undeath. The head of the Guardians of the Embraced, the Enclave's elite paladin corps, Amarian dedicates much of her time to teaching theology and combat at the Temple of Memory. A sturdily, ancient-looking building with clean lines and few frills, the Temple has stood for nearly as long as the Icegrave Enclave itself and serves as training ground and home to both its cleric and paladin trainees and staff.

Amarian's wife, Sanora is the mother superior of the Temple, and both have poured a great deal of time, effort, and resources to make sure the reputation of their order remains deservedly respectful. Graduates of the Temple of Memory who have gone rogue are almost always dealt with swiftly, fatally, and, above all, internally. It is this strict, prompt response that has kept agents of other Parities—notably the Eternal Dawning and the Ashborn—largely from their door.

"Yes, I'm sure you're very impressive.... But this is our place. You will be quiet, you will be respectful, and above all you will make an appointment first."

—Auralan Delfire

Auralan Delfire (LN female half-elf ghost expert 15): Appearing as a stout, dignified half-elf woman in austere robes and half-moon spectacles, the ghost Madam Auralan Delfire is one of the Icegrave Enclave's longest-standing members—rumored to be second only to Duxandus in years of service. The specter doesn't speak about what brought her back from the Chill Embrace to continue her mortal life's work, but the obvious and popular theory is that her work ethic was literally supernatural and drew her forth from her modest crypt and back to her desk.

In addition to controlling who goes to or from the Enclave's great icebergs, Auralan has served as the dock's main point of contact with the Tower of Ice itself, managing the shipping and interment schedules with an iron quill. In either of her positions, Madame Delfire does not suffer fools of any sort lightly, and her stern gaze has only become chillier in death.

Issana Doul (LN female fetchling sorcerer [Icegrave bloodline] 18): Issana is a spindly, almost twiggy fetchling woman with frost perpetually settled on the ends of her short, spiky white hair. Her family have been Enclave members for generations, so it was only a matter of time before the evocation magic sunk into the very bones of their descendants. Fiercely proud of her work, Issana considers her fellows in the Frozen Shepherds to be her adopted family.

While it is one of the most obvious jobs of the Icegrave Enclave, few put much thought into the mundane work of freezing the bodies of the poor into mini-icebergs. Issana, as the leader of the Frozen Shepherds—commonly known as "freezers"—of course thinks about little else. A great deal of time and effort going into the arranging of the dead, mostly based on the numerology that affects the rest of the city. Depending on the number of corpses meant to be interred, they are laid down in sets of four or six. It is a

commonly held belief that groups of six make for the best undead when the time comes to defend the city, while groups of five are to be shunned at all cost, least they cause a malicious haunt.

Mailen Thorrow (NG male fetchling bard [dirge bard] 15): As a tall, sturdily-built fetchling with a magnificent black beard, few would guess Mailen's occupation. However, he has a kind heart, a deep, beautiful singing voice, and a deep desire to help others. Mailen is the head of the Icegrave Enclave's counselors that help those grieving, a department known as the House of Tears. It's far from the flashiest facet of the Enclave, but it is one of the best known to the common people. The House's doors are always open to members of the Enclave and those mourners whose loved ones rest in the gravebergs, and their counsel is free, though they do request a small donation to help cover costs.

Vahna Frostwing (LN female tiefling ranger 3/necromancer 12): When Moripelle her frostcrest hawk animal companion was slain by Zeian scouts, Vahna gathered her fallen friend. Seeking aid from Ashborn druids she was consoled with platitudes of the natural order and other assurances. It wasn't enough for her. She went to the Funerary Docks and asked the porters there to take her to the Icetomb. Uncertain of her course when she arrived, instead of honoring the bird as she had first thought she began questioning the dead on how the bird might rise again. Mastering enough necromancy to restore her fallen companion to animus, Vahna took to an advocacy of the non-humanoid fallen under the Icegrave's authorities and is currently constructing a vault for honored veryx dead.

"Most of the lay people probably think that we just slap the bodies on there, freeze it over, and call it a day, but it's so much more than that. If they had any concept of the numerology and rune-working happening here, well, let's just say we freezers would get a little more appreciation."

—Issana Doul

Ice Grave Game Mechanics

The following new mechanics are available to members of the Icegrave Enclave.

Icegrave Sentinel (Paladin Archetype)

While more traditional paladins dedicate themselves to a glorious cause, an icegrave sentinel instead turns to the somber duties of the Chill Embrace. Eschewing many standards of the living, these paladins value history and knowledge above all else, and do not consider the presence of undead to necessarily be the anathema that their fellows do, causing many other sects to see them as misguided at best and heretical at worst.

The Icegrave Enclave greatly supports the training of their paladins and have their own personal school near the docks known as the Temple of Memory. Instead of focusing on the ways of their specific faith, aspiring icegrave sentinels are required to hone their skills here instead. While combat is certainly a focus of the curriculum, there is a great deal of focus on study and reverence for the past as well, nurturing not only the strong but the thoughtful aspects of their trainees.

While all Icegrave sentinels represent the Parity in at least a small way, some choose to take their loyalty a step further and join the Guardians of the Embraced, an elite group of powerful paladins that serve as diplomats to other Parities as well as generals of the Enclave's undead army. Many even take levels in cleric to become accomplished necromancers themselves.

Alignment: An Icegrave sentinel can be any lawful alignment, including lawful evil, and they may follow any lawful Eternal or other deity. An evil Icegrave sentinel may still gain the lay on hands paladin class feature.

This alters the paladin's alignment restrictions.

Code of Conduct: An Icegrave sentinel must be of a lawful alignment and loses all class features except proficiencies if she ever willingly engages in wanton destruction, especially that of a great object of history or knowledge in particular those that honor the dead (for example: a library, the single copy of an ancient tome, or a mausoleum). Killing those with great knowledge is not encouraged, but bringing back their corpse if the unavoidable happens is. Casting necromancy spells is not considered a moral failing in the eyes of the Enclave, though such actions may still cause a character's alignment to shift.

This alters the paladin's code of conduct.

Skills: An icegrave sentinel adds Knowledge (history) to her list of class skills, instead of Knowledge (nobility).

This alters the paladin's skills.

Icy Calm (Su): Icegrave sentinels do not indulge in the flashy heroics of other paladins, and turn instead to somber, respectful tasks. An Icegrave sentinel uses Wisdom instead of Charisma as her key spellcasting

ability score (to determine her spell DCs, bonus spells per day, bonus on concentration checks, and so on), and to determine the effects of lay on hands.

This ability alters the divine grace, paladin's spellcasting, smite evil, and lay on hands.

Lawkeeper (Su): Their proximity to both death and undeath gives Icegrave sentinels a different view of the world. They tend to spurn more traditional ideas of good and evil and instead view chaos as one of the great faults of the world. Instead of an aura of good, an Icegrave sentinel instead has an aura of law with a strength equal to her paladin level.

Instead of seeking out evil, an Icegrave sentinel may instead choose to root out chaos. She gains *detect chaos* as the spell. This ability otherwise functions as *detect evil*.

An Icegrave sentinel may choose to instead be able to smite chaos. This ability functions as smite evil, but against chaotic-aligned creatures. Smite chaos does additional damage to outsiders with the chaotic subtype, chaotic-aligned dragons, and fey and automatically bypasses any DR the creature might possess. If the target is not chaotic, this ability is wasted with no effect and otherwise functions as smite evil. In addition, an Icegrave sentinel who has smite chaos instead gains DR/chaos at 17th and 20th level and treats her weapons as lawfully-aligned for the purposes of overcoming damage reduction at 14th level.

Once these choices are made, they cannot be reversed.

This ability alters aura of good, *detect evil*, smite evil, aura of justice, aura of faith, aura of righteousness and holy champion.

Touch of the Grave (Su): Some Icegrave sentinels are particularly proficient in the ways of undeath. The Guardians of the Embraced in particular tend to fight alongside the armies that the Parity's necromancers call up in times of crisis. Using this power is not considered a violation of the code of conduct by the Enclave, but a character may still be corrupted by repeated use.

At 3rd level, an Icegrave sentinel may choose to instead gain the cruelty and channel negative energy class features as though they were an antipaladin of equal level. Once this choice is made, it cannot be reversed.

Beginning at 4th level, an Icegrave sentinel who chose to gain the cruelty and channel negative energy class features may choose gain the ability to cast a small number of spells from the antipaladin spell list as opposed to the paladin spell list.

Once the above choices are made, they cannot be reversed.

This ability alters lay on hands, channel positive energy, and spellcasting.

Frost Bound: An Icegrave sentinel's bond with her weapon is different than that of most paladins. When using the divine bond class feature to add a weapon property she may not select *flaming* or *flaming burst* but may also chose from *frost, icy burst*, and *unholy*.

This ability alters divine bond.

Subdomain: Chill Embrace

Associated Domain: Death.

Replacement Powers: You see death as a dignified slumber from which a creature should not be woken without cause. The following granted power replaces the bleeding touch power of the Death domain.

Death's Touch: As a standard action, you can fire a black beam from your hand, targeting any foe within 30 feet as a ranged touch attack. The beam deals 1d6 points of negative energy damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells:

- 1st—*frostbite*UM
- 4th—*wall of ice*
- 7th—*ice body*UM

Icegrave Bloodline

Proximity to the Enclave over generations has fused the very essence of the gravebergs into your bloodline.

Class Skill: Knowledge (religion)

Bonus Spells: *ray of enfeeblement* (3rd), *frigid touch* (5th), *ray of exhaustion* (7th), *wall of ice* (9th), *blight* (11th), *freezing sphere* (13th), *control undead* (15th), *symbol of death* (17th), *glacier* (19th).

Bonus Feats: Combat Casting, Deadpan Expression† (see page 268), Elemental Spell (cold), Improved Iron Will, Iron Will, Skill Focus (Survival), Magical Aptitude, Spell Focus

Bloodline Arcana: Unlike most sorcerers who power their spells through their personal presence, you take a more measured approach. You use your Wisdom, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells. You gain a +2 bonus on all Survival and Knowledge (religion) checks.

Bloodline Powers: Your connection to the gravebergs and the Tower of Ice have granted you a strange combination of powers, but they are no less effective for it.

Claws of the Dead (Su): At 1st level you can grow claws as a free action. At 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage each (1d3 if you are Small) plus your Strength modifier. At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws become *frost* weapons, each dealing an

additional 1d6 points of cold damage on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Protection of the Grave (Ex): At 3rd level, you gain resist cold and electricity 5 and a +2 bonus on saving throws made against mind-affecting effects. At 9th level, your resistance to cold and electricity increases to 10 and your bonus on poison saving throws increases to +4.

Icy Endurance (Ex): At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and to +6 at 17th level.

Closing Death's Door (Su): At 15th level, you gain a sense of when you are going to die. And it is not today. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to –1 hit points and are automatically stabilized.

Icegrave Scion (Su): At 20th level you become the epitome of the Tower of Ice's ideals. You no longer need to breathe, as if wearing a *necklace of adaptation*. In addition, you are immune to cold, sneak attacks, fatigue, and sleep.

Icegrave Enclave Feats

Membership in the Icegrave Enclave grants you access to the following feats:

Corpse Cajoler

Working with the finicky dead for so long has given you a knack for speaking to them.

Prerequisites: Membership with the Icegrave Enclave, ability to cast 3rd level spells

Benefits: You gain a +4 on the DC for spells that allow you to talk to the dead, such as *call spirit*, *speak with dead*, and *speak with haunt*.

Deadpan Expression

Your time among the dead has given you a constantly-solemn expression, making it difficult for people to get a read on you.

Prerequisites: Membership with the Icegrave Enclave

Benefits: Add your Wisdom modifier to your Bluff skill checks in addition to your Charisma modifier.

Skilled Reanimator

Working with the professionals at the Icegrave Enclave has improved your technique, resulting in sturdier creations.

Prerequisites: Caster level 6th

Benefit: All skeletons or zombies that you personally create are affected as though they have the Toughness feat.

Traits

Traits listed here can be taken either at character creation or with the Additional Traits feat, even if they are species/race traits.

Awakened Heritage (Species/Race, Undine)

Your time with the Icegrave Enclave has awoken something in your blood.

Benefit: You gain a +1 trait bonus to the DC of any spell you cast using the cold descriptor.

Cold Fortified (Faith)

Your constant exposure to the gravebergs has hardened you to the cold.

Benefit: You gain a +1 trait bonus to AC against spells with the cold descriptor or any effect that deals cold damage.

Haunt Hardened (Social)

You have become accustomed to the tricks of the haunted gravebergs.

Benefit: You gain a +2 trait bonus on Perception checks to notice haunts and a +1 trait bonus against all haunt-based effects.

One of Them (Race, Dhampir)

Some undead nearly recognize you as one of their own.

Benefit: You gain a +1 deflection bonus to AC against attacks from corporeal undead. This increases to a +3 if the creature is a vampire spawn.

Subtle Senses (Combat)

Your dealings with undead have given you an understanding of how they move.

Benefit: You gain a +1 insight bonus to AC against attacks from corporeal undead.

New Creature Template: Frost Lich

Few undead are as well-known as the lich. However, either by design or magical interference, the caster can become infused with freezing cold as well as unholy

energy, creating an alternate creature known as the frost lich. The Icegrave Enclave's own Duxandus is said to have been the first of this kind. Some say that it was on account of his desire to snuff the feelings in his heart, others that it was a flux in the influence of the Elemental Plane of Water when the wizard extracted his soul. Regardless, it is agreed that frost liches are a rarity among undead, particularly outside of the City.

A council of frost liches known as the Emissaries of Winter serve as Duxandus's advisors. This group handles much of the Enclave's business, leaving their leader to pursue his own research and interests. The Emissaries are notoriously scheming, though thankfully for the rest of the City, they choose to mostly focus their plots on each other. With eternity at their fingertips, these undead concoct ever-more elaborate machinations against their fellow council members in the hopes of gaining favor, powerful magical items, or simply satisfaction.

There are tales of creatures being cursed (or blessed, depending on one's view) spontaneously with this state through the will of the gods or the touch of the Planes or even the intervention of Duxandus, though none of these have been proven. Particularly under these extraordinary circumstances, a frost lich is said to be able to fight the evil of its undead nature, though it forever remains tainted by the necrotic energy that animates it.

Purposefully becoming a frost lich requires more effort and precision than the already-daunting task of becoming a lich. Such a feat requires the creature to have a caster level of 12, and the crafting of a frost lich's phylactery costs 25% more than it would otherwise.

Creating a Frost Lich

"Frost lich" is an acquired template that can be added to any creature that meets the requirements of becoming a lich. The statistics for a frost lich are identical to that of a lich except as noted here. Any abilities gained by a frost lich are in addition to those of a lich.

CR: Same as base creature +3

Alignment: Any non-good

Type: A frost lich gains the cold descriptor

Senses: A frost lich gains tremorsense 20 ft. on snow and ice

Damage: A frost lich's touch attack does an additional 1d8 points of cold damage. This additional damage does not apply when the frost lich uses its touch attack to heal a creature.

Special Abilities:

Armor of Ice (Su): A frost lich can, as a standard action, wreath its body in ice. This grants the lich an additional +4 natural armor for 1 round per 2 Hit Die possessed by the frost lich. While this ability is active, the frost lich takes a -4 penalty to all Dexterity-related checks. A frost lich can use this ability 3 times per day.

Freezing Aura (Su): The frost lich radiates a chilling aura as though it were an old white dragon.

Frosted Step (Su): A frost lich can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Freeze the Flames (Su): A frost lich can, as an immediate action, expend a spell slot to reduce the damage of any spell with the fire descriptor by a number of points equal to the expended spell's damage. The damage is reduced before calculating the doubled damage on account of the frost lich's fire vulnerability. A frost lich can use this ability a number of times equal to half its caster level.

Skills: A frost lich has a +8 racial bonus on Survival checks and always treats Survival as a class skill.

Haunts

It comes as no surprise that the gravebergs are the site of many strange and unique haunts. Those of the Tower of Ice are more concerned with knowing the triggers and weaknesses of such manifestations than they are with eliminating them, seeing the haunts as an additional layer of protection.

Aligned Haunt Template (CR +0 or +2)

Sometimes a spirit's devotion to their alignment is so strong that it persists even after death. Such haunts can be of any alignment and take damage from alignment-specific effects and spells (such as *holy word*) as though they were a corporeal creature of the same alignment. The haunt otherwise takes damage normally.

Rarer haunts take this dedication to another level and gain the ability to use smite evil, good, law, or chaos, according to their nature. Treat this ability as though the haunt were a paladin of a level equal to its caster level, assuming a +2 in place of its Charisma modifier. However, a haunt does not gain a bonus to its AC on a successful smite. The haunt regains its uses of this ability every night at midnight.

Freezing Haunt Template (CR +1)

The chill of their graves has made some haunts preternaturally cold, regardless of its other effects. On the first round that such a haunt manifests, every creature in its area must make a Fortitude save or take 1d4 Dexterity damage as their joints stiffen.

Mnemonic Haunt Template (CR +1)

Those scholars who have died without finding the knowledge they sought may instead attempt to steal it from others. Prepared spellcasters who begin their turn inside the haunt's area must make a Will save or lose a randomly-chosen prepared spell slot. When the haunt is destroyed, every creature in its area must make a Will save or take 1d6 Wisdom damage.

Negative Energy-Infused Haunt Template (CR +2)

The proximity of the gravebergs to so much negative energy has made some of the haunts there particularly tenacious. Treat these haunts as though they have the channel resistance special ability. The haunt may make a Will save against channeled energy at a +6.

Sadistic Haunt Template (CR +2)

Some haunts were formed from spirits of murderers or torturers and still delight in causing pain. Such haunts may attempt a sneak attack in the surprise round in addition to its normal effects. The sneak attack does damage equal to that of a rogue with a level equal to the haunt's CR. Creatures that take damage from this sneak attack must make a Fortitude save or be sickened. Every round thereafter, the victim may make a Will save at the start of his turn to recover from the sickened effect; otherwise that effect persists for an additional round.

New Haunts

THE FALLEN SENTINEL **CR 13**

The dedication of these unorthodox paladins is so great that it sometimes follows them beyond the grave.

XP 25,600

LN persistent aligned haunt (manifested vision in a 10-ft radius)

Caster Level 13

Notice Perception DC 25 (to hear the approach of booted footsteps)

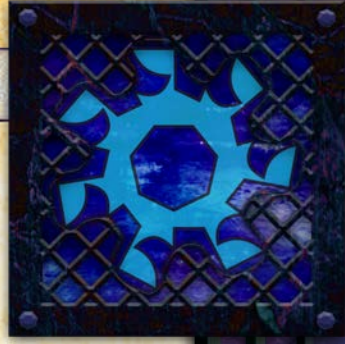
hp 58

Trigger proximity

Reset 1 day

Effect

When living creatures enter the mausoleum the body of an armor-clad figure with a gashed and bloodied breastplate manifests. It advances purposefully and attacks as per a *mage's sword* spell (+19 attack



bonus) every round for as long as the haunt persists. Additionally, the ghostly sentinel uses smite chaos every round, switching targets if the smite fails.

Destruction

The soul can be put to rest if a funeral in the style of the Icegrave Sentinels is held for it. Such an occasion requires a cleric with both the ice and death domains to deliver a proper oration (DC 20 Diplomacy or Perform [oratory] check; clerics trained at the Temple of Memory gain a +5 on this check), must last at least one hour, and use incense worth at least 100gp.

LOST CHILD CR 10

XP 9,600

CE free-roaming haunt (manifested vision in a 30-ft radius)

Caster Level 10

Notice Perception DC 20 (to hear quiet sobbing)

hp 20

Trigger proximity

Reset 1 day

Effect

As a living creature comes within range, a young child can be seen, crying as they approach. Looking up, the child points to a creature and asks, "Are you lost, too?" while using a ranged touch attack to banish the creature as per *maze* (attack bonus +10).

Destruction

A *find the path* spell must be successfully cast on the manifestation (touch AC 20).

Icegrave Enclave Magic Items

The following magic items are available to Icegrave Enclave members.

RIMECOWL 16,200 GP

Aura moderate necromancy **CL** 9th

Slot head **Weight** 2 lbs.

Description

Granted to middle and higher ranking members of the Icegrave Enclave, this cowl is made from coarse, pale blue fabric that covers one's mouth when worn. The wearer's breath emerges as an icy cloud regardless of prevailing temperatures.

A *rimecowl* grants the wearer cold resistance 5 and protects them from cold environments, as *endure elements*.

Additionally, the wearer can cast *speak with dead* three times per day on command. If the spell's target creature is missing any parts necessary for speech, such as a jaw or tongue, the wearer's icy breath coalesces to form frozen facsimiles of the missing parts; facsimiles last the duration of the spell, after which they sublimate into the surrounding air. The *rimecowl* does not grant speech to corpses that could not speak during life.

Finally, once per week the wearer can cast an augmented version of the *rimecowl*'s *speak with dead*. This augmented spell does not allow a Will save for a dead creature with an alignment different from the caster's, succeeds even if the target has been the subject of *speak with dead* within the last week, and grants both the wearer and the target the effects of *comprehend languages*.

Construction Requirements 8,100 GP

Craft Wondrous Item, *endure elements, speak with dead*, Heighten Spell; must be created within an Icetomb or Graveberg

Icegrave Enclave Spell

FROSTWELD

School necromancy[cold]; **Level** cleric/oracle 4. shaman 4, sorcerer/wizard 5, witch 4

Casting Time 10 minutes

Components V,S,M (tears of a mourner)

Range touch

Target corpse or creature

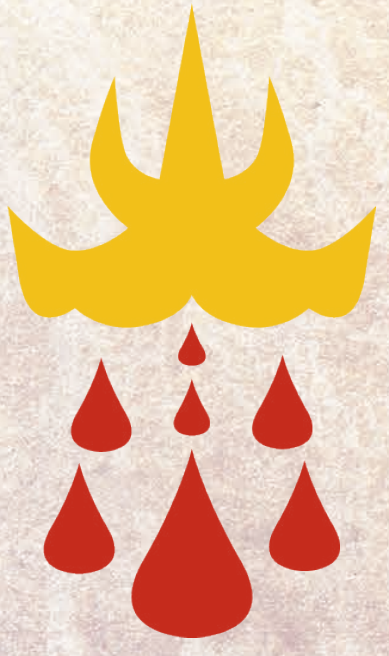
Duration permanent [D]

Saving Throw Will negates; **Spell Resistance** yes (object)

You utilize negative energy imbued frost to seal the remains of a dead creature into a block of preserving ice filling the creatures space or spaces. So long as the ice remains, the corpse within does not decompose. The properties of the ice allow you to cast *speak with dead* and other spells as though touching the remains by touching any portion of the ice encasing it. Mundane fire dealing less than 10 points of fire damage a round does not damage the ice. Unlike normal ice, the magical ice created by this spell has a hardness equal to the caster level of the spell against anything by magical fire. Magical fire or exceptionally hot normal fire must deal 10 points of damage per caster level to dispel this spell releasing the remains unharmed. This spell oddly will also preserve a creature at negative hit points as though it were dead allowing stabilized creatures to be preserved for indefinite amounts of time. Corpses and creatures affected by frostweld may be attached to one another for form structures and barriers. Ice created by frostweld floats effortlessly on any volume of water larger than the space it contains.

Sanguine Sovereignty (Dark)

LE preeminent organization
Leaders the Council of Blood (Asummahn the Sated, Valtinia the Many Fanged, Oriaseph the King)
Values satiety and hunger, maintaining legacies, culling weakness
Nicknames: "Bleeds," "Crowns," "Drains," "Goldbites," and "Oldbloods"
Public Goals to maintain the sanctity of the bloodlines of Hyraeatan's earliest settlers, to control the vampiric siring process, to help all peoples be of use to society, to keep Hyraeatan's safe from those who engage in Wanton Consumption
Private Goals the cultivation of the bloodlines of Hyraeatan to feed the most powerful lineages to the greatest of the Blood, to further the will of Aphos, to control the Legacy of the Circle of Six
Allies the Bookbinders, Hands of Onus, Blackblades and Icegrave Enclave. Additionally, they have a nominal alliance with the Eternal Dawning with both parties resent; outside the Parities, Maelwyn of the Mithral Throne, the Marabets of Cricozarn, the and the Hourstitchers' Guild of the Bright Lands
Enemies the Ashborn stand against the generational controls of the Sovereignty, while the Descendants of Dream elevate common bloodlines to celebrated status, the bad blood with both the House of Heights and Temple of Coin is for more complex deep-rooted; the Anlaces of Cricozarn, the Pale Ones of the Twin Heavens
Membership Requirements trained in Knowledge (arcana), Knowledge (history), or Knowledge (religion)
Influence Limitations Each time the adventurers wish to reach a new rank, they must make a breakthrough in planar exploration or art or achieve some task of value to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).



Special Tasks

Secure Feeding Ground (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Sanguine Sovereignty by securing a new feeding ground. This is generally a willing participation by a community or its leaders to supply blood to the Parity. This requires a successful Diplomacy or Knowledge (religion) check against DC 10 + twice your level.
Control Hunger (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Sanguine Sovereignty by containing or destroying a creature guilty of wanton consumption, unauthorized spawning, or similar lacks of control. Defeating a creature or containing a being that bested a total CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Acknowledged"—Rank 1 (5 Fame)*: You are known to be an affiliate of the Sanguine Sovereignty in some circles. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you earn twice as much as normal from Perform (any) and Profession (guide) checks.
- *"Peer"—Rank 2 (20 Fame)*: You gain some notoriety as a representative of the Sovereignty. When dealing with undead who are familiar with Hyraeatan you gain a +2 bonus on Diplomacy checks.
- *"Scion"—Rank 3 (35 Fame)*: You are taught minor blood magic and vampiric powers. You can cast *gaseous form*, *summon monster III*, and *vampiric touch* once per day at your character level. You must consume a vial of preserved ichor or fresh blood if you use these powers or become sickened.
- *"Crown"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Sanguine Sovereignty. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or

the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (history, nobility, or religion +15)
- *Rank 1 (10 Fame, 2 PP)*: revenant apotheosis I*, skill specialization (Knowledge [arcana], Knowledge [religion], Perform [oratory])
- *Rank 2 (20, 5 PP)*: revenant apotheosis II*, borrow resources (1,000 gp), command team (1 1st-level eclipse or cleric), put in a good word, retrain (locate trainer), secure coffin*
- *Rank 3 (35 Fame, 2 PP)*: shadow sepulcher*
- *Rank 3 (35 Fame, 5 PP)*: revenant apotheosis III*, borrow resources (5,000 gp), command team (1 4th-level cleric, 1d4 3rd-level eclipses, or 3d4 1st-level revenants[LV]), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level clerics or eclipses; or 5d4 3rd-level revenants[LV] or eclipses), sire*

> "Hunger will never lie. Blood will always tell."
>
> —Sovereignty Proverb

New Benefits

Revenant Apotheosis (10, 20, or 35 Fame; 2 PP or 5 PP): The Sanguine sovereignty has deemed you worthy of turning. With GM permission you may retrain a level in a class to a suitable vampiric class such as revenant[LV], the vampire racial paragon class[ICoV], or the like. Alternatively, the character may become a dhampir. Every time this benefit is selected a number of levels up to your current rank may be retrained into a vampire class.

Sire (50 Fame, 25PP): The Parity allows you to create progeny by initiating you into its deepest sources you may *create greater undead* once a day as a spell-like ability. You are held responsible for the actions of those you create.

*Hungry Soul (*20 Fame; 10 PP): The Sanguine Sovereignty has awakened your soul to the power of hunger. Whenever you deliver a blow that drops a living creature below 0 hit points that has positive-energy affinity, you gain a point of temporary essence. This essence can be burned or invested normally and fade after 24 hours. You may not gain more than a total of your veilweaving modifier or Constitution modifier points of temporary essence per day with this ability.

Secure Coffin (20 Fame, 5 PP): The Sanguine Sovereignty keeps a secure coffin for you under guard in one of the Halls of Blood. While not your "true" coffin, it serves as such if your actual coffin is destroyed. If you are not fully vampiric you may sleep in the coffin to gain the benefits of an attended full night of rest.

Shadow Sepulcher (35 Fame, 2 PP): Once a day by spending 10 minutes you may create a small demiplanar enclosure in which to rest, the shadowstuff of the enclosure counts as your coffin, only you, bound animals and gear you carry may enter to shadow tomb. It expires after 24 hours.

Sorcerous Satiety (10 Fame, 5 PP): You gain an Eldritch Heritage feat of your choice. This feat does not preclude you from selecting the feat normally or require prerequisites.

Sanguine Sovereignty Views & Beliefs

The Sanguine Sovereignty claims to be the founding Parity of Hyraeatan. Citing references to the Immortal Ascendant, Aphos Kalavol. A mage said to have first sought immortality in vampirism before eventually shedding mortality altogether and becoming a divine Patron of Hunger. Aphos' priesthood created the city's first vampire nobility from Aphos' last remaining mortal blood. Overtime the line between the First Hunger's church and the nobility grew so blurred that it is assumed that almost all vampires have some religious authority.

Aphos taught that Hunger on all levels—Food, Flesh and Lust—was the drive to life itself, the heart of the divine. He saw vampirism as the most obvious route to divine empowerment. He also believed that as that natural order had hierarchies of predator and prey, so too did the societies of the living. By ensconcing the vampiric element in the elite of society he mirrored the divine pattern of life in a predatory crown.

Lastly, the Hungerer believed that the greater existed to empower the gifted lesser, and on union of circumstance and fate, the poorest urchin with the right intrinsic

qualities—beauty, talent, genius—could be elevated to the nobility (and often vampirism). This practice is held even today where the living nobility "encrown" in a rite of blood ascension. Titles shed and passed to a commoner as they take a larger estate in the vampiric Crown. This romance allows the Sovereignty far more influence than their current day single Council vote would indicate.

Sanguine Sovereignty History & Current Events

The Sanguine Sovereignty has existed since the earliest days of Hyraeatan as one of the original Parities. Their founder and master, the vampiric immortal Aphos Kalavol led them personally in their earliest days before stepping aside upon his divine ascension as God of the Faith Devoured.

In those earliest days, what would eventually become the Sanguine Sovereignty as it accreted membership, philosophy, power and organization began exclusively comprised of vampires and enthralled vampire spawn, roughly half of them spawned by Aphos himself. Prominent bloodlines from that period still extant include the Oriaseph, Vezrigard, Bheric, Koszlusic, and Rohindri lineages, with the lineage spawned by Aphos' renegade daughter (and founder of the Temple of Coin) Rysia refusing to identify through her name, instead splitting off into three extant lesser lineages under their own names Azvelik, R'horli, and Sandranith, and two now extinct lines, Z'velid and Jorlun.

While the Sovereignty began exclusively among vampires, it did not remain so for long. Swiftly it branched out to include a broader membership including dhampir birthed of the original nobility and their mortal lovers (their dhampir progeny were not included in the ban on unauthorized spawn), and a significant mortal following seeking to enrich themselves by service, hoping for the rare gift of vampirism by the same, or genuine true believers in Aphos' creed of hunger and desire. Additionally as the Sovereignty diversified and expanded, the original and ruling vampiric contingent significantly diversified as a result of intentional and occasionally unwilling experimentation upon themselves, members fallen from grace, unsanctioned spawn, enemies from outside the Parity, and many failed would-be vampires finally gifted something quite different from their cherished expectations. Beyond a diversity of form, the ruling class of unearthly beautiful vampires have expanded the scope of traditional vampire powers and weaknesses, including alternate forms such as the dracostrigoi or blood-wyrms bred from an original stock of drakes who frequently lair upon the spires above and in tunnels below major Sovereignty holdings or gracing the side of their masters and mistresses in public like monstrous, draconic hounds. Of course though, the precise nature of these expanded strengths and diminished liabilities are a closely guarded secret.

Unlike the other Parities, due to their vampiric nobles' functional immortality, the so-called Bleeds have held a profoundly stable leadership since their origin. Numerous members have existed since the earliest days of the Parity itself. Of course while they remember their role in the past and the flow of past events, the recorded history from the period is itself scattered and so little remains to confirm anything that they might say, assuming that the elder Goldbites have any desire or need to strictly speak the objective truth at all. The ruling member of the Sovereignty, the King in Sackcloth, has lived since the beginning, but has intentionally muddied his past with legend and conflated younger members identities with deceased elder members as it suits him and his god, Aphos the Hungerer. Truth is oft as malleable as the soft flesh of a willing victim's neck.

Since the beginning the Sovereignty has sought to insinuate its influence into every aspect of Hyraeatan's society, becoming an integral part of the city's function and making it difficult to distinguish where mortal nobility ends and a vampiric substrata emerges and overtakes. Without actual direct conflict with any of the other Parities, the Sovereignty has ensconced itself like a latent infection, invisible at first glance until one pricks the flesh and finds it bubbling up from below. The first of the great Houses of Hunger began not as examples of the Parity's exaltation of excess, but as inns, taverns, and brothels owned by mortals that grew to extreme prestige and eventually became folded into the Sovereignty's coffers either by purchase or more often by their owners' assumption into the vampiric ranks themselves. This procedure exists beyond the city itself where the Sovereignty's symbol alone carries social weight and prestige, both by admiration and fear.

Beyond the accumulation of wealth and power within its own pack of blood-hungry wolves atop a captive flock of sheep, the Sovereignty hunts for promise and potential. Individuals gifted with beauty, drive, or savant skill are often selected and supported by the Parity in a vast patronage system, with the singular most promising ultimately elevated to mortal nobility or gifted with vampirism upon showing their value and most importantly their loyalty. A source of extreme controversy in Hyraeatan though is when the Goldbites target members of other Parities, with the fallen Sellsoul Jaelaria the Pure being perhaps the most galling example, and given the Temple of Coin's own origins, the Greeds are a frequent target. In most of these situations, assuming that the poached member survives any attempts on their life, they often assume the identity of a long-deceased or vanished Bleed, 'rising from their slumber' and usually finding their former and enraged Parity happy to bury the matter rather than admit weakness.

The Sovereignty's accumulation of wealth, power, and social influence has not always been slow and generational, as their hunger began early with the bloodiest and most singularly transformative event in Hyraeatan's history: the Grand Consumption of the Faith of Parity. It came swiftly and without warning when the shadows cast by the spires of the Church writhed and moved, sealing fast the doors and windows and vomiting forth Aphos into the very center of the most holy ground in Hyraeatan. Animals panicked and infants cried, and when the crowd finally tore down the doors a moment after the screaming from within ended, they looked up into the smiling faces of the former priests, their eyes red, the wounds upon their necks still fresh and livid, all of them enthralled to the Hungerer.

From that point forward the line blurs between the Sanguine Sovereignty and the Church of the Faith Devoured. Technically the Sovereignty's ruling elements are distinct from those of the Church, but in the end the leaders of both were all sired directly by (or at least claim to have been sired directly by) Aphos himself, and His will dwells in their veins. Yet despite this blurry distinction, since the Grand Consumption, there has been growing tension simmering just out of the public eye and the emergence of subtle ideological fault-lines between the Sovereignty and the Church of the Faith Devoured, primarily upon the issue of who most directly represents and speaks for Aphos. Amidst a constant one-upmanship between higher ranking members of each, and more principally between specific and rival lineages within both, the problem is compounded by the rare intervention of Aphos himself as since his ascension the Hungerer has rarely deigned to personally intervene and speak directly. More likely both groups' now divine founder sees their competition and occasionally internecine conflict as a natural and beneficial reflection of his philosophy. Arising out of this possibility is the competition within and between the most prominent bloodlines rising from the eldest of Aphos' spawn, constantly jockeying for attention and primacy, seeking to raise their social standing and make themselves objects of obsession for mortals seeking to be granted vampirism as their spawn.

Sending shockwaves through the city, after the Great Consumption, Aphos' subsequent unexpected abdication of official authority over the Sovereignty and behind the scenes negotiations by multiple Parities is likely the only reason the city did not erupt into all out civil war. Still, there were repercussions, with numerous assassinations and vanishings throughout the city, notably Crovela the Gluttonous and the entirety of House Z'velid a minor bloodline found burned to ashes in their own mansion hours after the Great Consumption. These and other deaths throughout the city were likely allowed to remain unpunished rather than spiral out of control and foment civil war as cooler heads prevailed. Some suspect the deaths to have been primarily internecine, but others lay blame upon the Temple of Coin by way of the Blackblades or the Chrysalis Covenant, but most now conveniently lay blame upon the Lightbringers as a last statement prior to their abandonment of Hyraeatan and exile from the Council.

The Sovereignty shed no tears over the Lightbringers self-exile, given their opposition to vampirism and open disgust over the Great Consumption. The absence of such ideological opposition threatened to swing the balance of power if not for the arrival of the Eternal Dawning. Bizarrely the Sanguine Sovereignty was among the first to offer the Beacons recognition as a Parity and ownership of the former Tower of Light. Unfounded rumors claim that for decades prior to the Eternal Dawning's arrival, members of the Sovereignty had sought to delve into the Lightbringers' headquarters there in search of an artifact known as the Sevenfold Door of Wailing Wonder, an intelligent daemonic artifact locked away by the fallen Parity or perhaps responsible for rotting them from within. Repeated attempts in recent years to cajole members of the Eternal Dawning to find and retrieve the object have proven useless, but the continued attempts are in themselves an indication of truth to such rumors.

Personae of the Parity

Aeskela the Seeker (LE female aasimar vampire inquisitor of Aphos 15): Lithe and deadly, Aeskela the Seeker technically serves Aphos rather than the vampiric nobility of her own Parity. Dressed in tailored black mail and velvet, with only a gleaming gold and ruby cloak pin to mark her allegiance, it is allegiance that she watches for. Rather than watching the nobility themselves, though such is rumored, she divides her time between seeking out desired rarities and hunting down unsanctioned spawn. Primarily though, she determines if aspiring nobles are worthy of vampirism and if the beneficiaries of those they would uplift as they are uplifted are likewise worthy.

Asummahn the Sated (LE male human vampire theurge 18/eclipse 1/master-of-shapes 7[MPoLS]**)**: The Sated, as he is known, is among the eldest of the living Vezrigard vampires. Particularly interested in his abilities to control blood and the shape of his own unliving flesh, Asummahn is thought to be one of the most accomplished shapechangers in the City and even has rumored friendship with the Chrysalis Covenant. Most assume the sleek, aristocratic personage they see in his seat on the Parity Council is nothing but a veneer. As for the Sated's title, many think his mastery of flesh and blood has allowed him to curb his appetite completely, but others whisper of his pilgrimages worlds like Cricozarn and the mass graves of the dead left in his shadow.

Jaelaria the Pure / the Forsaken (NE female tiefling blood arcanist[ACG] (impossible[PPC:CoB]) 20): Seven times the tiefling, Jaelaria was given the gift of vampirism and seven times her body rejected the tainted gift, the damned essence in her veins seemingly mocking her. At most, she has enjoyed vampirism for a week before vomiting forth torrents of burning blood and resuming her prior nature. Robbed of the gift promised her, the former member of the Temple of Coin obsesses over the nature of vampirism itself and spends most of her time experimenting on vampiric blood, willing vampires, and more than anything else, directly upon herself. She strongly suspects that her bloodline's original fiendish sire **Voroleck the Sevenfold Scream**' siphons away the gift, though how and why eludes her knowledge. Rumors claim that failed seekers of vampirism who refuse to accept their denial and any gifted with vampirism who later prove to offend the greater sanguine nobility are ultimately given over to her. Hidden within a warded chamber accessible only via teleportation spells, Jaelaria supposedly harvests them again and again, tapping their veins to feed her addiction and forcing them to feed upon her and thus grant herself the gift, if only for hours or days at a time, that she seemingly cannot possess.

Mantiri Koszlusic (LE male revenant[LV] revenant mage[LV] 17): Adopted into the Koszlusic clan in an effort to "revitalize" the line Mantiri is often accused of sympathizing with the Temple of Coin and their dedication to coin before lineage. No one in the Parity is aware of his early dealings with Lenia the Inkstained and his debt to the contract devil is no doubt of far more concern than his love of money and excess. As his questionable status rises more in the Parities awareness it is only a matter of time before the Koszlusic clan elders look outside the Sovereignty for a remedy to their problem.

Nalis Sandranith, Baron of Bastards (LE male dhampir rogue 3/eclipse† 3/chosen of the bloody crown† 10): Said to be one of Rysia's (and therefore Aphos') line, the dhampir Nalis has earned the respect of the Sovereignty by trimming the Temple of Coin's vampiric lineages including no small number of cousins, uncles, and other kin. His nickname as the "Baron of Bastards" marks him the most powerful acknowledged dhampir in the City, those his actual title in the Crowns District rolls of the nobility is obscure as it is long.

Oriaseph ,the King in Sackcloth (LE male fetchling vampire sorcerer 20): The architect of the Sanguine Sovereignty is a contradiction in expectations. In public the King in Sackcloth is a man of stunning beauty and charisma, a figure carved from flawless alabaster, with radiant and

"I seek and I will find, even if I must gut and dissect those unworthy of this gift to find the secret of my own embrace in the sanguine poetry of their screams."

—Jaelaria the Pure

burning red eyes, wearing only a simple crown of gold and a single star ruby, but dressed in rough and tattered sackcloth. The King in Sackcloth cultivates a sense of his own omnipresence within the Houses of Hunger and the pooled shadows of every structure owned by the Parity. He may in fact somehow infuse his essence there, distributed like some manner of vampiric genius loci when not discretely and corporeally manifested, though other rumors claim that he dwells within a personal demiplane tangent to the Tower of Blood.

Supposedly one of Aphos' original disciples, and among the first gifted with vampirism by the Hungerer himself, beyond that Oriaseph is a mystery, having intentionally buried his past amongst layer upon layer of rumor and self-crafted legend. Some whisper that he was the twin and prodigal sibling of Rysia of the Temple of Coin who, like her, abandoned their father, but unlike her he returned, faithful and penitent. The Temple of Coin dismisses this claim and instead states that he was one of—her—first spawn and jealous of her heritage falsely claims to be the dual spawn of Aphos' body and blood. The King in Sackcloth makes no claims himself of course.

"Crowns and scepters, diadems and robes... transient trappings to those who have transcended the ladder of heritage and power."

—Oriaseph, the King in Sackcloth

Sanguine Sovereignty Game Mechanics

New Feats

Authority of Entry

The Sanguine Sovereignty teaches that society exists with a natural order of the strong over the weak, the predatory above the flock of prey, and the vampiric nobility ranked above all others. Entrenched in their positions of social might by centuries of generational accrual of wealth and influence, the nobility of the Covenant consider themselves natural lords of Hyraeatan, and as such no longer subject to the traditional vampiric ban on entering a dwelling without position.

Prerequisite: Membership in the Sanguine Sovereignty, Wisdom 13, must be a vampire.

Benefit: You are no longer subject to the requirement of permission from an authorized person in order to enter a home or dwelling.

Children of the Dragon

The Sanguine Sovereignty has long experimented upon themselves, their spawn, and others to expand the scope, variety, and capabilities of vampirism. As a result of this, you have gained the capability to take upon the form of one of the Parity's so-called dracostrigoi or blood-wyrms.

Prerequisite: Membership in the Sanguine Sovereignty, base attack bonus +9, must be a vampire.

Benefit: As an adjunct to your change shape ability you can also assume the form of one of the Parity's dracostrigoi. This functions as *form of the dragon I*, except that you assume the form of a medium sized black dragon with elongated limbs, iridescent black-red scales, and luminous red eyes.

Favor of the Sanguine Noblesse

The Sanguine Sovereignty's influence stretches far and wide, with even their symbol eliciting reactions of admiration, awe, and fear. Members of the Sovereignty aspiring to personal power, influence, and even vampirism, having rising in standing within the Parity are able to leverage that synergy of person and Parity to great effect.

Prerequisite: Membership in the Sanguine Sovereignty.

Benefit: By leveraging your social standing within the Sanguine Sovereignty you greatly increase your personal magnetism. A number of times per day equal to your Charisma bonus, you may add half of your character level to any single Charisma based skill check. Additionally, once per day when interacting with a member of the Sanguine Sovereignty you may roll twice on any save or skill check and take the highest result.

My Masters' Vigour

By constant exposure to the Sovereignty's vampiric nobility and knowing or unknowing experimentation upon your body, a potent fraction of their undead physiology has imposed itself upon you, granting vigor not from physical hardiness but from personal magnetism.

Prerequisite: Membership in the Sanguine Sovereignty, Charisma 13, must be a non-undead mortal.

Benefit: Although still mortal, a fraction of your undead masters' vigor infuses and strengthens you. Rather than utilizing your Constitution bonus to calculate hit points and Fortitude saves, you instead utilize your Charisma bonus. If you later become undead you may exchange this feat for another you qualify for.

Unbending Authority

By virtue of centuries of self-experimentation on their own ranks and quasi-religious beliefs, the vampiric nobility of the Sanguine Sovereignty are invested with personal authority and unyielding will beyond the capability of mortals and beyond that of normal vampires. Normal vampires may dominate the minds of simple humanoid mortals, but members of the Sovereignty can bend the minds of creatures beyond this simple limitation.

Prerequisite: Membership in the Sanguine Sovereignty, Wisdom 15, must be a vampire.

Benefit: While standard vampires possess the dominate ability which functions as *dominate person*, your ability instead functions as *dominate monster*. The ability is otherwise identical to the baseline.

Undead Grace

Somehow touched or tainted with a fraction of vampiric taint in a manner similar to your masters' dhampir children, your body possesses a unique association with the powers of life and death. Over time you have managed to cultivate that minute spark of vampirism into a power you can draw upon at will.

Prerequisite: Membership in the Sanguine Sovereignty, must be a non-undead mortal.

Benefit: Drawing upon the ubiquitous taint of your undead masters, you reverse the effects of the forces of life and death upon your physiology. A number of times per day equal to your Charisma bonus, as an immediate action you can swap your association with positive and negative energy, treating yourself as undead for one round with respect to the effects of positive and negative energy effects.

New Spells

Feast Upon the Flayed

School necromancy; **Level** cleric 4, inquisitor 4, magus 3, sorc/wiz 3
Casting Time 1 standard action
Components V, S, F (a small piece of bloodstone carved with the Sanguine Sovereignty's symbol)
Range see text
Effect 10 ft. radius centered on the caster
Duration 1/round per level
Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

This spell taps into the life force shed by bleeding creatures, quickening their blood loss and siphoning the shed essence to heal the caster of their own wounds. Upon casting, creatures (inclusive of enemies and all others) within a 10 ft. radius of the caster suffer double the effect of any preexisting or incurred bleed damage. In addition, for every point of bleed damage suffered by creatures within the area of effect, the caster heals 1 point of damage.

Withering Glory

School enchantment; **Level** bard 4, inquisitor 6, oracle 5, sorc/wiz 5 **Casting Time** 1 standard action
Components V, S
Range 30 ft.
Effect living creatures meeting your gaze
Duration 1 round/level (D)
Saving Throw Will (negates); **Spell Resistance** yes

This spell grants you a gaze attack capable of weakening your foes by virtue of your own terrifying glory. Each round this spell is in effect, any creature within 30 feet that meets your gaze must succeed on a Fortitude save or suffer a -1 (increasing by an additional -1 for each point of your base Charisma bonus) penalty on attacks, saving throws, and skill checks for 1 round (plus one additional round for every 4 caster levels). Creatures may protect themselves in the same manner as any other gaze attack. If your own gaze attack is reflected back on you, the spell ends, though enemies already affected do not have their penalty dismissed and it remains for the standard duration.

New Prestige Class: Chosen of the Bloody Crown

While the Sanguine Noblesse, the vampiric elite of the Sanguine Sovereignty rule as gilded, undead predators above a captive, captivated flock, they are few in number compared to the mortals in their service who aspire to their rank. Among these true believers and aspirants are a chosen few favored by their vampiric patrons for their skill, bravery, and beauty. These select few are often taken as bodyguards, proxies, and even lovers by their patrons who ritually feed them small amounts of their tainted and alchemically drugged blood. Granted proxy authority among their fellow mortals and blessed with a progressively expanding and tantalizing taste of vampirism's abilities—though pointedly not immortality—they serve without question even as outside

Table 3–7: Chosen of the Bloody Crowns Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Patron's favor, sneak attack +1d6
2nd	+1	+1	+1	+1	Damage reduction
3rd	+2	+1	+2	+1	Beguiling gaze, sneak attack +2d6
4th	+3	+1	+2	+1	Spider climb
5th	+3	+2	+3	+2	Misty transit 40 ft., sneak attack +3d6
6th	+4	+2	+3	+2	Energy drain resistance
7th	+5	+2	+4	+2	Misty transit 80 ft., sneak attack +4d6
8th	+6	+3	+4	+3	—
9th	+6	+3	+5	+3	Misty transit 160 ft., sneak attack +5d6
10th	+7	+3	+5	+3	Return to the master's side

observers question if their gifts given like perpetually dangled vampiric carrots are anything more than an addiction.

Hit Dice: d10

Requirements

To qualify to become a chosen of the bloody crown, a character must fulfill all of the following criteria:

Skills: Diplomacy 5 ranks, Charisma 15.

Special: Must be a member of the Sanguine Sovereignty, may not be a vampire, Favor of the Sanguine Noblesse, must gain the patronage of a specific member of the Sanguine Sovereignty's vampiric nobility

Class Skills

The Chosen of the Bloody Crown's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local)(Int), Knowledge (nobility)(Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skills Points at Each Level: 6 + Int modifier.

Class Features

All of the following are features of the chosen of the bloody crown prestige class.

Weapon and Armor Proficiency: Chosen of the bloody crown gain no proficiency with any weapon or armor

Patron's Favor (Su): Beginning at level 1, a chosen of the bloody crown is empowered by the presence of their patron, with this power increasing with proximity. When within 15ft of their patron, a chosen of the bloody crown gains a +2 circumstance bonus to attacks, saves, and skill checks, increasing by +1 for every additional two levels of chosen of the bloody crown. Outside of this range but up to one mile per level of chosen of the bloody crown, this bonus is reduced by half.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If a chosen of the bloody crown gains a sneak attack bonus from another source, the bonuses on damage stack.

Damage Reduction (Su): At 2nd level a chosen of the bloody crown gains DR 5/silver.

Beguiling Gaze (Su): At 3rd level a chosen of the bloody crown gains the ability to mentally beguile their enemies. This ability functions as *charm person* using the chosen of the bloody crown's level as the caster level. A chosen of the bloody crown can use this ability once per day for every two chosen of the bloody crown levels she has attained. The DC for this ability is Charisma-based. At level 7 this ability functions as *charm monster*.

Spider Climb (Su): At 4th level a chosen of the bloody crown gains the ability to walk upon sheer surfaces like a vampire. This ability functions as *spider climb* using the chosen of the bloody crown's level as the caster level.

Misty Transit (Su): At 5th level a chosen of the bloody crown gains the ability to disperse into a fine mist and coalesce at a distant point, traveling as if by means of a *dimension door* spell. The limitation is that this magical transport must end in an area not in direct sunlight and must be visible with a line of transit. A chosen of the bloody crown can jump up to a total of 40 ft. each day in this way; this may be a single jump of 40 ft. or four jumps of 10 ft each. Every two levels higher than 5th, the distance a chosen of the bloody crown can jump each day doubles (80 ft. at 7th, 160 ft. at 9th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-ft. increment.

Energy Drain Resistance (Su): At 6th level by virtue of their close association with their vampiric patron, a chosen of the bloody crown is significantly resistant to energy drain. Regardless of the source, a chosen of the bloody crown is functionally immune to any energy drain

Table 3–8: Sanguine Sorcerer Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Blood reservoir	+1 level of existing class
2nd	+1	+1	+1	+1		+1 level of existing class
3rd	+1	+1	+1	+2	Sanguine feat	+1 level of existing class
4th	+2	+1	+1	+2	Autoevisceration	+1 level of existing class
5th	+2	+2	+2	+3	Sanguine metamagic	+1 level of existing class

effect dealing only 1 negative level, soaking this loss. Any effect great than this the chosen of the bloody crown has a 50% chance of likewise shrugging off.

Return to the Master's Side (Su): Starting at 10th level reduced to negative hit points, as an immediate action once per day a chosen of the bloody crown evaporates into a bloody mist and teleports to the side of their vampiric patron, reconstituting one round later at 0 hit points. A chosen of the bloody crown must be on the same plane as their patron for this effect to occur.

New Prestige Class: Sanguine Sorcerer

Already granted functional immortality by their vampirism and inspired by the apotheosis of their founder and sire Aphos, spellcasters of the Sanguine Sovereignty have deeply explored the nature of vampirism. Sustained by their consumption of mortal blood, it seemed a natural direction for them to explore how blood could be used not only to sustain vampiric "life" but also used to empower spellcasting as a resource in and of itself. Having unlocked secrets dwelling within their own blood and those mortals they feed upon, the sanguine sorcerers (though they belong to any arcane spellcasting class) closely guard their knowledge both for the fear and awe that uncertainty in their capabilities brings, but also to avoid the leaking of such into hands outside of their Parity.

Hit Dice: d6.

Requirements

To qualify to become a sanguine sorcerer, a character must fulfill all of the following criteria:

Skills: Heal 9 ranks, Spellcraft 9 ranks.

Special: Must be a member of the Sanguine Sovereignty, ability to cast spells of 4th level or higher

Class Skills

The sanguine sorcerer's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana)(Int), Knowledge (nobility)(Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier

Class Features

All of the following are features of the sanguine sorcerer prestige class.

Weapon and Armor Proficiency: Sanguine sorcerers gain no proficiency with any weapon or armor

Spells per Day/Spells Known: When a sanguine sorcerer gains a level they gain new spells per day as if they had also gained a level in a spellcasting class they belonged to before they added the prestige class. They do not, however, gain any other benefits a character of that class would have gained. This essentially means that they add the level of sanguine sorcerer to the level of whatever other spellcasting class they have. If the character had more than one spellcasting class before they became a sanguine sorcerer, they must choose which class they adds each sanguine sorcerer level to for the purposes of determining spells per day.

Blood Reservoir (Su): At 1st level, a sanguine sorcerer gains a reservoir of sanguine energies known as a blood reservoir. They possess a number of points equal to their Constitution score, a statistic normally irrelevant for the undead. A sanguine sorcerer can possess a number of blood reservoir points equal to their Constitution score +2 per level of sanguine sorcerer. If the creature has no Constitution score it uses Charisma instead. Blood reservoir can be regained by use of a vampire's blood drain ability. When used in such a capacity, rather than healing or gaining temporary hit points, a sanguine sorcerer gains 1 point of blood reservoir per each point of Constitution damage inflicted upon the target. (If your game is using the cruomancy rules from *Liber Vampyr*, the sanguine sorcerer gains a cruomancer level of twice the levels it has in this prestige class.)

A sanguine sorcerer can as an immediate action, spend blood reservoir points to increase the DC of their spells by +1 or the caster level by +1 for each blood reservoir point spent, up to a maximum of their level of sanguine sorcerer.

Sanguine Feat (Su): At 3rd level, a sanguine sorcerer gains a bonus feat. The selected feat must be either a

metamagic feat or a feat exclusively available to members of the Sanguine Sovereignty.

Autoevisceration (Su): At 4th level, a sanguine sorcerer can empower their spells as per use of blood reservoir, but instead of utilizing blood reservoir, they instead take an amount of damage equivalent to 2 points of bleed per point of blood reservoir that would be required for the effect. This damage acts as bleed damage in all respects except that it bypasses the normal undead immunity to bleed damage.

Sanguine Metamagic (Su): At 5th level, a sanguine sorcerer gains the ability to empower their spells with any metamagic feats they possess at a reduced cost of using higher spell slots by spending points of blood reservoir. For a cost of 2 blood reservoir points per spell level, a sanguine sorcerer can reduce the increased spell slot required for a metamagic spell either at the time of preparation or the time of casting for prepared spellcasters or spontaneous spellcasters respectively. A sanguine sorcerer cannot reduce the increased spell slot for a metamagic spell below 1 spell level higher than the base spell.

Sanguine Sovereignty Magic Items

The following magic item is available to Sanguine Sovereignty members.

SANGUINE SEAL 2,100 GP PER VIAL

Aura faint abjuration **CL** 5th
Slot none **Weight**–

Description

An elegant black case opens to reveal many small vials of crimson-colored wax nestled in black velvet, each with a name inscribed on the glass. There is space for parchment, ink, and a stamp: everything necessary for personal communications.

Popular among vampires, this sealing wax contains a drop of the recipient's blood and is used to protect documents from prying eyes. The contents are not only protected from scrying, but if someone other than the person whose blood was mixed with the wax attempts to open the letter or document, the document immediately goes up in flames. Users of sanguine seals generally mix their own blood in and send the vial to a trusted confidante, to ensure communication arrives safely. A single vial is enough for 10 uses. The blood within the wax is not useable for other magical effects.

Construction Requirements **1,050 GP**

Craft Wondrous Item, *lesser arcane seal*[1001], *nondetection*

Steamwalkers (Light)

CG preeminent organization
Leaders the Emergency Oversight Committee (Amsano Lom)
Values radical experimentation, advancing knowledge and understanding
Nicknames: "Vapes," "Cogs," "Burners," and "Mad Scientists"
Public Goals to study the energies and uses of the Radia, to administer the Freeschools of Hyraeatan, to facilitate the selection process of the Academies, to support the Wardens by training potential candidates, to pursue new knowledge tirelessly
Private Goals to understand the nature of knowledge itself, to harness and control the power of the Radia, the shape the Occlusion, to create the Future in the time of the Present
Allies among fellow Parities, the Chrysalis Covenant, the Descendants of Dream, and the House of Heights; outside the Parities, the Wardens rely on the Freeschools and Academies to increase recruits, the Cartographers Guild of Onmus, and the Sorkamrian Empire
Enemies the Bookbinders need to control information has made them enemies ever since the College District was planned, the Hands of Onus see them as overly reckless and the Thunderchildren view them as unfocused; outside of the Parities, the Burning Crowns of the City of Brass resent their use of fire elemental "slaves" as energy sources, Axajja the Erudite considers them the greatest threat to her designs for the Radia.
Membership Requirements trained in Craft (any), Knowledge (any), or Spellcraft
Influence Limitations Each time the adventurers wish to reach a new rank, they must acquire a source of materials, or test an unproven hypothesis for the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Acquire Materials (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Steamwalkers by acquiring materials from a challenging or dangerous situation. Acquiring materials that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.
Test Hypothesis (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Steamwalkers by testing a hypothesis successfully regardless of its veracity. This requires a successful check against DC 10 + twice your level with an appropriate Knowledge skill and special challenges as determined by the GM.

Benefits

Passive Benefits (Fame Awards)

- *"Inquisitive"—Rank 1 (5 Fame)*: You can access the Steamwalkers' suppliers and affiliate craftsman. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you save 10% on raw materials costs you acquire from allies of the Parity.
- *"Researcher"—Rank 2 (20 Fame)*: You gain access to superior libraries and public lorehouses. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Knowledge checks made to research.
- *"Futurist"—Rank 3 (35 Fame)*: You master further analysis techniques used to search for the Great Next. You can cast *analyze dweomer* once per day as a spell-like ability at your character level.
- *"Drafter"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Steamwalkers. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (arcana, local, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: experimental procedure*, skill specialization (Craft [any], Knowledge [planes], Perform [any]), test prototype* (500 gp)
- *Rank 2 (20, 5 PP)*: command team (1 1st-level

aethernaut or radiant), put in a good word, retrain (locate trainer), schema of light*, test prototype* (3,000 gp),

- *Rank 3 (35 Fame, 2 PP)*: shaping techniques*
- *Rank 3 (35 Fame, 5 PP)*: test prototype* (20% discount), borrow resources (5,000 gp), command team (1 4th-level bard, 1d4 3rd-level aethernauts, or 3d4 1st-level nexus), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or radiant; or 5d4 3rd-level aethernauts or nexus)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or radiant; or 5d4 3rd-level aethernauts or nexus), reactive distortion*

New Benefits

Test Prototype (5, 20, 25, or 50 Fame; 2 PP or 5 PP): The Parity actively searches for field tests of prototype equipment. The PCs can request an experimental item for 1 favor (2 PP) or half its standard market price. At Rank 1 (5 Fame), the market value is 500 gp or less. At Rank 2 (Fame 20), the value of this prototype increases to a market value 3,000 gp. At Rank 3 (Fame 35), the PCs can purchase magic weapons, items and armor from the researchers at a 20% discount by spending 2 favors (5 PP). For the purposes of item availability, the Parity counts as a metropolis. All items gained through test prototype should have a random flaw chosen GM or roll on the scroll mishap table on critical failures.

Experimental Procedure (10 Fame, 2 PP): The Parity grants you access to bleeding-edge artifice and alchemy to rapidly self-experiment. You may retrain avoiding normal time requirements but for each level the GM may call for their choice of Fortitude or Will save against a DC of 12 + the number of levels being changed, for each save failed the GM may select a different level of their choice or inflict a drawback or flaw on the character.

Reactive Distortion (50 Fame, 25 PP): The Parity considers you of worth to invest you with an emergency ability to shape temporal disruptions, as the spell *time stop* as a spell-like ability of your character level, once a day.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Schema of Light (20 Fame, 5 PP): Steamwalkers share their knowledge of Radia-infused crafting with you. Select one Craft skill and one Craft feat. As long as your crafting occurs in one settlement or district within 100 miles of Hyraeatan or the Lattice, you may reduce time or material costs (chosen when selected) by 20%. This benefit may be selected more than once, up to once for time and cost per Craft skill feat.

Shaping Techniques (35 Fame, 2 PP): You add *fabricate* to your class spell list as a 5th-level spell and add it to your spells known. You must be able to cast 5th-level spells to gain this benefit.

> "The only distance between Now and the Future is hesitation."
>
> —Aphora the Pyre, Founder of the Steamwalkers

Steamwalkers Views & Beliefs

Among the Parities, the Steamwalkers may be the only one that isn't overly concerned with its place in the hierarchy of the Council of Shadows. Many attribute the original treatises on the "Radiant Vapours of Ether" and "Between Fire and Water" to a mage named Aphora in the distant past. She is as close to a founder as they might name. The Parity is certainly older than the Dawning. And probably the Foreseen as well, but you'd be hard pressed to find a Steamwalker that could confirm this as that their concern is moving forward, to the Great Next.

The exact nature of the Great Next is a matter of some debate. Discovery is the driving force behind the Parity and their work is never done, even when it is. A number of successful experiments have resulted in new magical knowledges for the Steamwalkers and the entire City, but members often lose interest as soon as the results are verified. Many of them end up in deep depressions for fear they will never match their own prior success or find another relevant project.

Between epiphanies the Parity manages to find time to run the Universities (such as the Pillar of Edaiho) and the magical schools comprising the Academies. These resources grant the City in Shadow a supply of magical practitioners and also provide rudimentary education to the children of the city. From these associated grooming schools the Parity-sponsors maintain hope to find prodigies as soon as possible to swell their ranks and fill needed roles in the Wardens.

Steamwalkers History & Current Events

During the Resolution, the Steamwalkers were among the first to be recognized. Their founder is very much an enigma, even to those most learned in the Parity's history, as she vanished mysteriously mere months after the founding. She was thought to be Aphos' twin Aphora, but records are conflicting on this point. Some claim that she set off into the Lattice in an act of inspired—and debatably mad—genius to accomplish an unknown goal. Others have insisted that she couldn't bear to be held down, even by her own Parity, and fled to the Material Plane, where she died unceremoniously. The third theory holds that she met her end in as strange experiment and dramatic self-immolation. Either way, her motives are as unknown in the present day as they were when she still walked the streets of the City.

Since their founder left, the Steamwalkers have dedicated themselves wholly to the pursuit of the oft-debated Great Next, the philosophy that holds the Parity together. This belief, that an unknown and unknowable magical innovation will change everything for the better, consumes much of the Cogs' time.

Yet, the so-called "Mad Scientists" do not spend all of their time in the gear-grinding Tower of Vapors. Deep into sleepless nights, they can be found studying in the College District, drinking the alchemical-stimulant beverages their own members have innovated, and frantically jotting half-crazed notes into cross-referenced notebooks. On many days, the Parity's members can largely be found attending to the scholastic needs of the City of Shadow's children in the hopes of finding prodigies to groom into Steamwalker recruits.

In recent years, there has been a great up-tick in the variety of practices the Steamwalkers find themselves drawn to. Where once there were wizards and arcanists, with the occasional alchemist, the Vapes now count among their numbers a multitude of magi, investigators, occultists, and even the likes of cavaliers and paladins and stranger specialists. This was due to a half-elf Steamwalker magus who rose to prominence in the Parity named Alarien, who sought the Great Next through a melding of magical and martial skill with such fervor that it revolutionized the Parity's approach to its own philosophy.

However, a little over a year after Alarien rose to popularity, he was found dead in his dorm-room, with no discernible cause of death, and all attempts to divine what happened failing enigmatically. In a strangely reminiscent act for the Parity whose only focus is on the future, a group of alchemically-inclined cavaliers chose to name their clade "Alarien's Vanguard" to show how much farther they'd been brought towards their goal by him.

At this point, the Steamwalkers seek innovation through every means possible, and a developed yet eccentric few have been known to study arcane, divine, primal, and psychic magic all at once, proving themselves exceptional theurges, and hoping to eventually meld those four magics—and potentially more—together, in pursuit of the Great Next.

Personae of the Parity

Amsano Lom (CG male gnome artephile† 19): The current head of the Council of Vapors, Amsano Lom, is known to handout titles and assignments with a frenetic vigor that confuses peers and subordinates alike. Taking recommended use as the barest suggestion of an items potential he has been known to trail off mid-sentence upon spotting a new or particularly well-crafted magic item. Lom, and Lom alone, understands his designs for the future of the Parity and his exploration of the Great Next. More often as of late he is being compared to Aphora the Pyre in an unflattering manner he has difficulty discerning from a compliment.

Arelise "the Top Gun" (CG female half-orc investigator[ACG] **6/gunslinger**[UC] **2)**: Founder of The Wispy Badger, Arelise, known to many patrons and employees as "Top Gun" for her commanding attitude and showboating way with a pistol, was born to and raised by a pair of down-on-their-luck college students who consumed more coffee than food to keep up with their coursework. By the time Arelise showed an interest in alchemy, she had already skipped three grades in primary school and proven her way around management. At this point in her life, her no-nonsense demeanor helps her train the collegiate baristas that work both at her coffeehouse and others, but word on the street is that her fondness for her gun is getting a bit out of hand since the Steamwalkers contacted her about some "experiments".

Evaegen Rise (CN male xodai nexus 9): Evaegen "heads" the Planar Energetics research group, some say simply by being the loudest in the facility. His actions are radical for even the Steamwalkers and if it wasn't for his innate abilities to resist energetic forces, many suspect he would be dead. Some suggest his hellcore, rumored to contain a pit fiend's sundered essence actually helps calm him, others say its vicarious rages are what drives his reckless efforts. All other xodai from his sundering rite are rumored to have been forced from the city by the Eternal Dawning in an effort to maintain the fiend's imprisonment.

Klue Mordinan (CG male tiefling arcanist[ACG] **1/bard 1/cleric 1/fighter 1/psychic**[OA] **1/theurge† 1)**: Klue is a bit of a dream-struck wanderer who sometimes gets distracted from his duties as "Irons District School Inspector" and adamantly ignores them whenever he remembers. The tiefling feels, perhaps rightly so, that he has been given a nearly impossible task of trying to compare the sophisticated curricula of Academies like the bardic prep-school of Montemore or the multidisciplinary synthesis of schools like Harvest Hill to the dilapidated schools like Hap's Noodle House of Fists in the Irons district. The only thing that seems to suit his new assignment is a growing appreciation of fungal wines.

Luren Ciel (CG fetchling investigator[ACG] **[collegiate barista†] 7)**: Mostly spending his time speeding-up the students of the Academies during exam weeks, Luren has begun to look to his future with the Parity more and more seriously. He has begun to take shifts doing auxiliary classes and private tutoring with the students of the Academies and has been considering applying to the Wardens for a Lattice patrol term. His exuberance has led him to suspect his sister's infidelity (see Invarra Ciel in the Docks District) and he is currently struggling with being honest with his sister-in-law. He has no idea how deep Invarra's collusion goes in the affairs of the Steamwalkers.

Onshahsno (N female mirrorkin† radiant† 12): The mirrorkin Onshahsno has recently taken on the role of "Radia Interaction Specialist" within the Tower of Vapors. She has begun reviewing and cataloguing the patterns of Radia environmental bleeds and weather alterations for the last two centuries. Some suspect this is a coping method to avoid the hurt eyes of her ex-wife who married her when she was exhibiting a reflective unar bond with her Warden circle member Esiolos. When the human man was slain in battle, Onshahsno took on a new unar bond with his wife causing him to shift gender to mirror her own. She could not accept the transformation and left Onshahsno alone.

Samael Tometorn (LG middle-aged agender dwarf paladin 7): Samael has had a long life and a long journey. They were born on a backwater world in the far reaches of reality, lived through life mining and reading what books they could find. Eventually they found their way to the City—although how they did so is anyone's guess. Their cagey nature makes some doubt that their past is as boring as they claim, but at this point, their tactical mindset and studious nature prove enough of an asset to the Steamwalkers that few question them on it. Some rumors have said that Samael's last name comes from a book they found and keep hidden in their dorm room, which they have destroyed countless times but keeps coming back. The fury that Samael unleashed on the last person to sneak in means that it's surprisingly likely.

Steamwalker Game Mechanics

Steamwalker research and discovery has yielded a number of unusual options for Steamwalker characters.

Artephile (Paramour^CoLS:P Archetype)

While there may be many great loves, few will ever approach the love an artephile has for their tools. Lovingly polished and maintained, they know the ins-and-outs of magic wondercraft. By constantly altering, augmenting, and tinkering with their items the artephile can charge them with ambient power from their own fascination and drive more wonder from the wondrous.

Skills: Add Knowledge (arcana) and Spellcraft to the paramour skill list. This alters paramour skills. An artephile adds half their level as a competence bonus to Use Magic Device checks. Charisma may be substituted for any ability score when qualifying for item prerequisites for Use Magic Device.

Heartbound Artificer (Su): The artephile is endlessly fascinated with crafted items, their properties, and pushing their limits. Starting at 1st level, the artephile selects one masterwork or magical item in their possession to be considered a heartbound item. They may select another item each level and re-assign one previous item to a new one if desired. Artephiles treat anyone other than themselves wielding a heartbound item as though they were heartbound with one heartbound feat devoted to the artephile. An artephile may make a Use Magic Device check of 10 + the caster or manifester level of an item to identify its properties or to activate an effect similar to *detect magic* with a range of touch.

This ability replaces heartbound champion and all bonus feats from it.

Artephile Expressions: In addition to the standard expressions available to paramours, the artephile can select from the following:

- **Artificer's Demand (Su)**: After checking tides of passion select one heartbound item, you are currently bound to. You may commit the results of your tides of passion dice equal to its caster level to alter it for the next round. The item must be a use activated, triggered, or spell-completion item. Instead of the normal effect, the item responds to the artephile's need and constant alterations by creating a new effect. If the effect is the same school of magic or psionic discipline then the new effect may be the same level as the original. If it is a different school or discipline from the same origin of power (divine, arcane, psychic, etc.) then the effect must be one level lower than the original. Any other alteration must be two levels lower. The use of the item still consumes any daily uses or charges as normal. This alteration lasts for 1 round initially but may linger due to other abilities.
- **Passion for Performance (Su)**: Select one heartbound item you are currently bound to. You may commit the results of your tides of passion dice equal to its caster level to trigger adjustments you have made to empower it for the next round. Anyone using the item finds that it resolves at your paramour level if higher than the items and uses your Charisma modifier if higher to determine DCs. If it is a charged or daily use item, it may be used an additional time without a cost. Every time you commit this expression to the same item its caster level must be exceeded by +2 from the last time to trigger this ability again.
- **Passion's Trigger (Su)**: The artephile's fine tuning allows their heartbound items to trigger remotely. If the artephile commits 2 more points of tides of passion pool above those needed to match the caster or manifester level of a heartbound item, the artephile may spend a standard action while under the effect of passion for performance or artificer's demand to trigger an item ability from the item as long as it is within close range and they have line of effect to it. The artephile must have either the passion for performance or artificer's demand expression before selecting passion's trigger.

Artephile Greater Expressions (Su): In addition to the standard expressions available to paramours, the artephile can select from the following:

- **Command Performance (Su)**: Each time you commit your tides of passion dice pool to the Passion for Performance expression, you may add 1 to the result of each dice to a maximum of +7.
- **Demanding Experimenter (Su)**: Each time you commit your tides of passion dice pool to the Artificers's Demand expression, you may add 1 to the result of each dice to a maximum of +7.
- **Obsessive Fascination (Su)**: You may commit dice from your tides of passion to temporarily bind any item within close range that you have line of effect to as a heartbound item. An enemy may make a Will save (DC of 10 + 1/2 artificer level + Charisma modifier) to resist this effect targeting an item in their possession. If they fail, the item is considered a heartbound item for a number of rounds equal to your Charisma modifier.

Artephile True Expressions (Ex or Su): In addition to the standard expressions available to paramours, the artephile can select from the following:

- **Heart of Echoes (Su)**: After gaining this true expression, the paramour may commit points from their tides of passion pool to it. If they commit 2 point per level of effect they may generate an effect a heartbound item normally does even if it's not in their possession or line of sight. The may use this ability even if the item is depleted of charges or daily uses and if they have already used passion for performance to the point they can no longer empower an item reliably. Each time this ability is used to duplicate the effect of the same item it requires 2 more points from tides of passion to be committed.
- **Twisted Loyalty (Su)**: After gaining this true expression when the artephile uses their passion's trigger ability they may do so as a hostile action having the item target the wielder instead of another target. Any excess points from that use of passion's trigger beyond those needed for the base ability can be instead applied as bonus damage to any damaging effect created by the item.

Knight of Three Roads (Paladin Archetype)

There is said to be an inherent mysticism at a crossroads, where magic bolsters those who seek knowledge at that meeting place. Knights of three roads take that mysticism and knowledge then apply it to their crusade against evil, taking a far more scholastic approach to defeating the world's terrors.

In the City of 7 Seraphs, the Steamwalkers are rarely associated with paladins. However, the art of combining knowledge with martial prowess is common among them, so they have a healthy supply of knights of three roads. These knights commonly call themselves Walkers of All Paths, and it seems to have stuck in that they are called as such on their work orders.

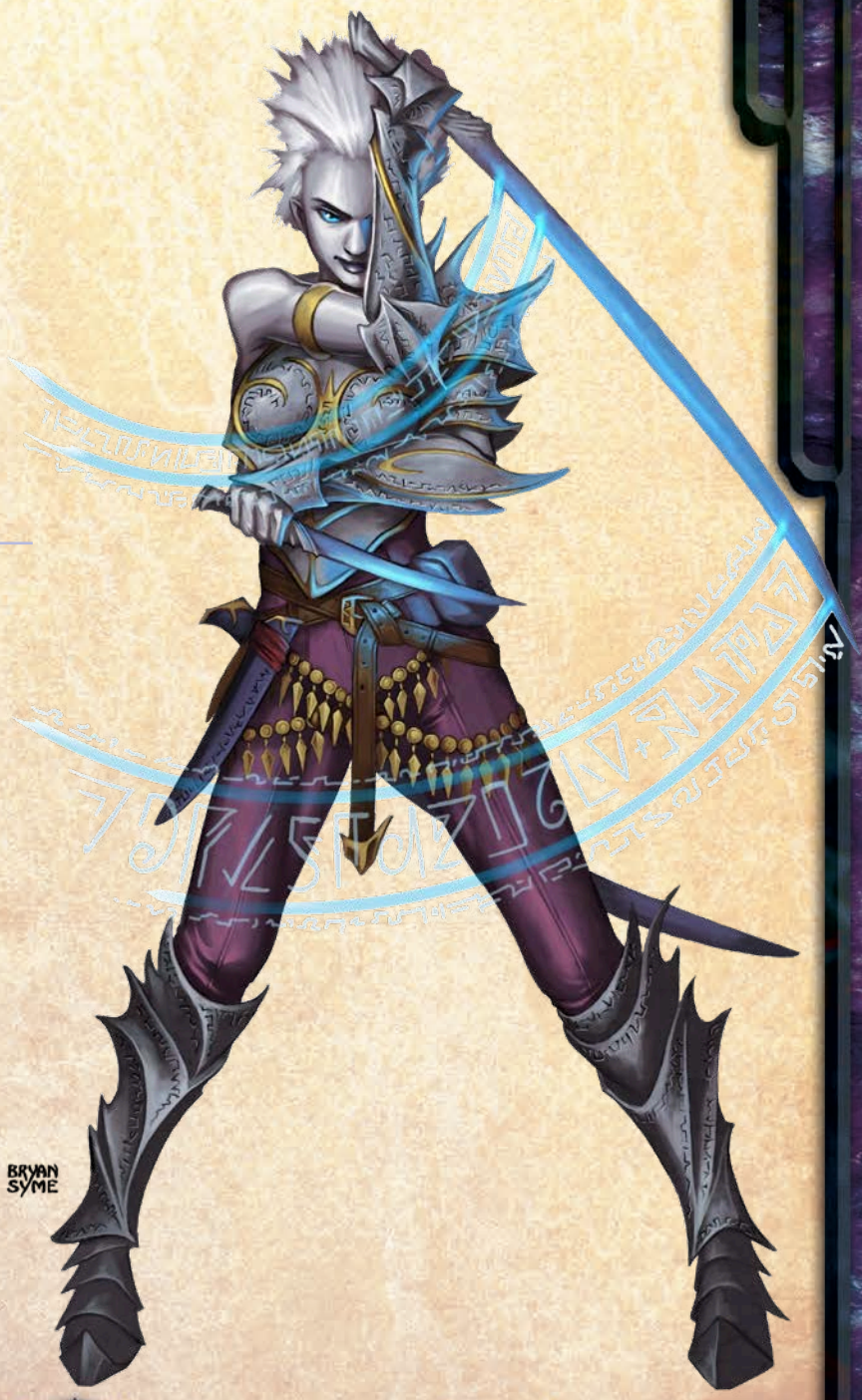
Alignment: A knight of three roads can be of any good alignment. The Walkers of All Paths feel constrained by needing to follow order, and commonly shift across all the good alignments to know as many holy perspectives as possible.

This replaces the paladin's normal alignment restriction.

Knowledgeable (Ex): At 1st level, the knight of three roads gains two extra skill points. She gains two additional skill points every time she gains a paladin level. These skill points must be spent on Intelligence-based skills. She also gains all Knowledge skills as class skills.

This replaces her proficiency in medium and heavy armor.

Study Evil (Su): At 1st level, when the knight of three roads successfully makes a Knowledge skill check to know about a creature she encounters, she automatically may use this ability to activate her *detect evil* spell-like ability as a free action. If a creature detects as evil she may voluntarily forgo any number of questions about the creature to instead analyze its strengths and weaknesses.



If she succeeds at this Knowledge check, as a move action she can bolster her allies with knowledge about a specific evil creature she observed. This gives her and a number of allies of her choice, up to a maximum of her Charisma modifier, a +1 insight bonus to attack rolls and AC against that target, until it is dead or the knight of three roads falls unconscious.

If she exceeds the DC of the Knowledge check by 10 or more she increases the bonus by +1. For each of the questions about the creature she chose to forgo for analysis she can increase the bonus by an additional +1. This cannot increase the bonus to more than twice its normal value by any means.

If the knight of three roads is providing her allies bonuses from this class feature and succeeds on another Knowledge check used through this class feature, but against a different creature, she can change which creature her allies are gaining bonuses against. She can change which allies she affects as a swift action, and if she has studied multiple creatures, she can change which creature her allies are gaining bonuses against as part of the same swift action or as a separate swift action.

This ability can be activated a number of times per day equal to 3 + her Charisma modifier.

At 4th level, and again every three paladin levels thereafter, the bonuses provided by this ability increase by +1, to a maximum of +7 at 19th level. At 7th level, and again at 20th level, the knight of three roads can affect one more ally at a time, to a maximum of 2 + her Charisma modifier at 20th level.

This replaces smite evil and alters *detect evil*.

Divine Scholar (Su): At 2nd level, the knight of three roads adds her Charisma bonus (if any) to all Knowledge checks.

This replaces divine grace.

Divided Study (Su): At 6th level, when the knight of three roads uses her *detect evil* spell-like ability to examine a specific creature, she can examine up two different creatures. She can examine an additional creature at once at 12th level and again at 18th level. If multiple creatures detect as evil, she receives Knowledge checks as per her study evil class feature against all of them.

She can choose to expend multiple uses of study evil, one per studied evil creature, to provide the bonuses against all of them, and can choose different allies to be affected for each of them. She can change which creatures she studies as normal.

At 9th level, if she succeeds on Knowledge checks against multiple evil creatures through this class feature, she can instead choose to expend one use of study evil to divide the bonuses against multiple creatures. For example, a 9th level knight of three roads (whose total study evil bonus is +3) that studies two evil creatures can expend one use of study evil to give the affected allies a +2 bonus to one of them and a +1 bonus to the other.

She can also choose to, in studying three or more evil creatures, expend multiple uses of study evil and choose whether to divide each use. So if the same knight of three roads reaches 13th level (and has a total study evil bonus of +5), then studies three evil creatures, she can expend two uses of study evil, providing a +5 bonus against one foe with one use; as well as a +3 bonus to a second foe and a +2 bonus to the third with the other use.

This replaces the mercies gained at 6th level, 9th level, 12th level, and 18th level.

Aura of Power (Su): At 11th level, the knight of three roads has developed a way to bolster her allies' supernatures with faith. By expending two uses of study evil, all allies within 10 feet of her add +1 to their caster level of all spells, manifesting level, spherecasting, spell-like abilities, supernatural abilities, and veilweaving level. This lasts a number of rounds equal to her paladin level. This increases the effectiveness of spells and spell-like abilities but does not grant additional uses of spells or spell-like abilities, or additional spells or spell-like abilities known. This bonus increases by +1 at 15th level, and again at 20th level to a maximum of +3.

This replaces aura of justice.

Collegiate Barista (Investigator Archetype)

The Steamwalkers, especially those of the College District, know that innovation and long nights go hand in hand. As a result, blackbrew shops are increasingly popular around the Colleges.

Some Steamwalkers took this a step further and innovated drinks like coffee, inspiring themselves with alchemy and caffeine. Perkhouses such as The Wispy Badger and F of Why have capitalized on this, giving rise to a new trend of collegiate baristas.

Brew To Order: At 1st level, the collegiate barista has a backpack that doubles as an alchemical brewing machine. Instead of using extracts as normal for an investigator, they can prepare a number of formulas at the start of each day equal to a normal investigator's extracts per day. These extracts are not created at that point. Instead, the collegiate barista can use a full round action to create any one extract of a formula they have prepared that day, which must be consumed within one hour or its magic is lost. They use the bard's spells per day to determine how many extracts they can create each day.

Additionally, the collegiate barista gains the Infusion alchemist discovery as a bonus discovery at 2nd level.

This alters alchemy and replaces trapfinding and poison lore.

Blackbrew Rush (Ex): At 4th level, the collegiate barista gains the ability to infuse an extract with the

finest of ingredients, giving its imbiber a rush of energy. By spending one use of inspiration when creating an extract, the collegiate barista can infuse it with psychoactive caffeine. When the extract is consumed, the creature gains all the normal effects of the extract, as well as one use of the inspiration class feature that must be used within a number of minutes equal to the extract's level.

At 6th level, and every two levels thereafter, the consumer gains one additional use of inspiration for the aforementioned period of time.

Starting at 8th level, the consumer can expend two uses of inspiration granted by their Blackbrew Rush to affect themself with the *haste* spell for a number of rounds equal to one-fourth the collegiate barista's class level.

This replaces studied combat and studied strike.

Jekyllian Knight (Cavalier Archetype)

Not every cavalier serves an order, and not every cavalier focuses solely on martial pursuit. Known as jekyllian knights, these warriors are able to go toe-to-toe with their enemies, aided by alchemical creations and their own sporadic genius.

This field of warriors finds comfort in the Steamwalkers, having formed an informal order called Alarien's Vanguard, named for a prominent half-elf Steamwalker who revolutionized the Parity's goals, then passed under mysterious circumstances

Alchemical Savant (Su): At 1st level, the jekyllian knight chooses either bombs or mutagen. They gain that class feature as an alchemist of their level. Once chosen, this cannot be changed. Further, they must also choose a sporadic specialty, which can only be changed by spending eight hours looking over their own notes and revising previous ideas. The sporadic specialty determines what type of damage the jekyllian knight's bombs do if they have bombs, what ability scores their mutagen affects if they can brew a mutagen, and gives a bonus ability at 2nd level.

This replaces mount, order, cavalier's charge, expert trainer, mighty charge, and supreme charge.

Fueled Challenge (Ex): The jekyllian knight's challenge ability is altered, based on whether they chose bombs or mutagens. If they chose bombs, they add their cavalier level to the damage their bombs deal on a direct hit, but not to splash damage or attacks that don't use their bombs. If they chose mutagens, they can only use their challenge ability while benefiting from their mutagen, but have one more use per day of challenge than normal, plus one additional use at 10th and 19th levels.

This alters challenge.

Sporadic Specialties: A jekyllian knight who chose bombs must choose from the acid, cold, electric, and fire specialties. One who chose mutagens must choose from the strength, dexterity, and constitution specialties.

Acid: A jekyllian knight who chose the acid specialty deals acid damage with their bombs, and starting at 2nd level, a direct hit from their bomb causes the target to take the minimum damage for his bomb at the start of the target's next turn.

Cold: A jekyllian knight who chose the cold specialty deals cold damage with their bombs, and starting at 2nd level, a direct hit from their bomb causes the target to have to make a Fortitude save (DC of 10 + half cavalier level + INT bonus) or be staggered for one round.

Electric: A jekyllian knight who chose the electric specialty deals electricity damage with their bombs, and starting at 2nd level, they gain +2 to their attack rolls with bombs against creatures made of metal, wearing metal armor, or wielding metal weapons.

Fire: A jekyllian knight who chose the fire specialty deals fire damage with their bombs, and starting at 2nd level, their bombs increase the radius that their splash damage affects by five feet. This does not increase the area that a direct hit affects.

Strength: A jekyllian knight who chose the strength specialty can only boost their Strength with their mutagens, and starting at 2nd level, they gain the Power Attack feat as a bonus feat while benefiting from their mutagen. If they already have the Power Attack feat or gain it later, they gain Cleave as a bonus feat while benefiting from their mutagen instead. They gain these feats even if they don't meet the prerequisites.

Dexterity: A jekyllian knight who chose the dexterity specialty can only boost their Dexterity with their mutagens, and starting at 2nd level, they gain the Weapon Finesse feat as a bonus feat while benefiting from their mutagen. If they already have the Weapon Finesse feat or gain it later, they treat their finessable weapons as having the *agile* property.

Constitution: A jekyllian knight who chose the constitution specialty can only boost their Constitution with their mutagens, and starting at 2nd level, they gain the Toughness feat as a bonus feat while benefiting from their mutagen. If they already have the Toughness feat or gain it later, they gain Diehard as a bonus feat while benefiting from their mutagen instead. They gain these feats even if they don't meet the prerequisites.

Spark of Brilliance (Radiant Veils)

It was said by many that the secrets of veilweaving had intense potential, and as the radiant works its magic to support and protect others, so too do the Steamwalkers work their science on its magic. In recent years, a new

set of radiant veils have been developed which embody the magical power and versatility of the Parity, while being true to the spirit of radiance.

When the Spark of Brilliance was created, its innovators worked the magic in such a way that, depending on how each veil was bound, it could embody a different ideal in how it was enhanced: passion, genius, or effort. This way, they could both grow with their bearers, and serve the same purpose in many ways.

Mobius Ribbon

Descriptors none
Class Radiant
Slot Hands, Headband, Belt
Saving Throw see text

This shimmering silver ribbon appears to fold on itself seamlessly, creating an infinite loop.

While this veil is shaped, you can use a standard action to choose one instantaneous non-extraordinary effect that occurred since your last turn within 30 feet of you. This effect occurs once more with no further resource expenditure required. If this effect specified a target, it must have the same target. If it affected an area, it must affect the same area. Any d20 rolls (such as attack rolls, saving throws, or caster level checks) made as part of the effect must be rolled again, using the same bonuses as the original effect, but non-d20 rolls (such as damage rolls) remain the same as the first iteration.

After using this veil's ability, it cannot be used again for 1d4+3 rounds, and it cannot be used on another veilweaver's Mobius ribbon.

Essence

For every point of essence invested in this veil, the amount of time between uses is reduced by 1 (to a minimum result of 1).

Chakra Bind (Hands) [R3]

When you use this veil's ability, instead of repeating an instantaneous effect, you may choose one ongoing non-permanent and non-extraordinary effect within 30 feet. That effect has its duration increased by 1 round, +1 round for every 2 points essence invested in this veil.

Chakra Bind (Headband) [R9]

When you use this veil's ability, you may choose a new target or area that would have been valid when it first occurred. It affects that area instead, and you may choose one non-d20 roll made as part of it to be rerolled.

Chakra Bind (Belt) [R15]

When you use this veil's ability, you may choose to use it as a full-round action. When you do so, you may spend your next full-round action to cause it to repeat again, using the same parameters as normal for this veil. You may continue doing so until you either don't use your full-round action to do so, or you do this a number of times on the same effect equal to 1 + the amount of essence invested in this veil.

Pneumatic Module

Descriptors none, see text
Class Radiant
Slot Head, Neck, Body
Saving Throw none, see text

This brass mechanism hisses with pressurized steam, and quickly shapes itself around the bearer's body, pistons ready to fire.

While this veil is shaped, you gain a +2 bonus to CMB when attempting bull rush maneuvers, as well as any rolls that function as such. Additionally, when a creature fails to exceed your CMD when attempting to bull rush you, or fails to beat your AC when making a bludgeoning melee attack against you, you may attempt to bull rush it as an immediate action that does not provoke attacks of opportunity.

Essence

For every point of essence invested in this veil, the bonus to CMB when attempting a bull rush maneuver increases by +1.

Chakra Bind (Head) [R6]

While this veil is bound to your head chakra, you can use your passion to strike back at those who would break it. Whenever you succeed at a Will save against a fear or emotion effect that originated from a creature within 50 ft., plus 10 ft. for every point of essence invested in this veil, make a combat maneuver check to bull rush that creature. If you succeed, you bull rush them at range without needing to move, and they must make a Reflex save with a DC equal to the result of your CMB check or be knocked prone. Using this chakra bind gives the veil the air descriptor.

Chakra Bind (Neck) [R12]

While this veil is bound to the neck chakra, you gain a bonus to AC against rolls to confirm critical threats equal to 4 plus the amount of essence invested in this veil. Whenever a creature threatens a critical threat against you, but fails to confirm it, you can use an immediate action to take note of their weak spots. The next combat maneuver check you make to bull rush that creature before the end of your next turn uses your veilweaver level and veilweaving ability modifier in place of your base attack bonus and strength when determining CMB, and you do not have to move with the creature to bull rush them farther than 5 feet.

Chakra Bind (Body) **[R18]**
While this veil is bound to the body chakra, you gain a bonus to AC and CMD equal to 3 + the amount of essence invested in this veil. This bonus is one of armor, deflection, or shield bonus, whichever is most advantageous, but applies even when flat-footed and against touch attacks. Whenever you use this veil's ability to make a bull rush attempt as an immediate action, you make the bull rush attempt against as many creatures as desired within 10 feet, +5 feet for every point of essence invested. You make a single bull rush check and compare it to the CMD of all creatures selected. You do not need to move with any of them, and you push them an additional 5 feet for every 3 by which you beat the DC.

Steamwalkers Feats

The following feats are available to Steamwalkers members.

Down the Learned Road

You have traveled many paths and learned many things about the forces of evil. You will not stop to see them fall.

Prerequisites: Int 13, 5th level knight of three roads paladin.

Benefits: You increase the bonus provided by your study evil class feature by +1. Additionally, choose two entries from the ranger's favored enemy table. Your study evil class feature provides a further +1 against the selected creature types (or subtypes, for outsiders and humanoids).

Special: This feat may be selected additional times, once at 9 levels, 13 levels, and 17 levels in knight of three roads. The bonus to study evil in general stacks every time this feat it taken, but different entries from the favored enemy table must be selected each time.

Heartbound Item (Heartbound)

You intense memories around a cherished memento carry your passion into its magic.

Prerequisites: Charisma 13, 3rd level paramour.

Benefits: You may select one item to be considered a heartbound item as though you had the artephile archetype. You may commit points from your tides of passion pool as hit points against a sunder attempt as an immediate action. You may select artephile expressions as though they were standard paramour expressions.

Perpetual Motion Magic (Akashic)

You have developed an interwoven power for your brilliant veils.

Prerequisites: Wis 13 or Con 13, able to bind veils to the head and hands chakras, able to shape the *Mobius Ribbon* and *Pneumatic Module* veils.

Benefits: When you have shaped both the *Mobius Ribbon* and *Pneumatic Module* veils, and have bound both of them (to any appropriate chakra), you gain additional options you can use when you use either veil's abilities:

- **Repeating Pistons**: When you use an ability of the *Pneumatic Module* veil that allows you to make a bull rush check, you can activate your *Mobius Ribbon* veil (starting its cooldown, as normal) as a free action that can be taken even when it's not your turn to make an additional bull rush check on the same target, plus one more for every two points of essence invested in the *Mobius Ribbon* veil.
- **Multitudinous Cycle**: When you use an ability of the *Mobius Ribbon* veil that modifies an effect on an area, you can use a swift action to expand the area of the effect by 5 feet for every point of essence invested in your *Pneumatic Module* veil. Using this ability increases the cooldown time of the *Mobius Ribbon* veil by 2 rounds.

Craft Music Box (Item Creation)

You have innovated on old ground, and learned how to record your mystical music for the use of others.

Prerequisites: Bardic Performance, character level 3rd.

Benefits: You can craft music boxes, following the rules for crafting magical items. When you craft a music box, you select a type of bardic performance you know and choose how many rounds of that performance you would like to record. You then spend 8 hours crafting, performing, and mastering the effects of a small box with negligible weight, about the size of a potion.

When a creature holding the music box in one hand opens it as a standard action, the performance occurs as if you were performing it, centered on the box. It uses your level in the class that provided said bardic performance as it was when you recorded it to determine its effects. Once it starts performing it can't be stopped unless it is broken or the performance ends (when the number of rounds of performance recorded are up), and after it finishes the magic fades and it crumbles.

A music box can be stored in a wrist sheath without fear of harming it, can be placed on the ground or on an object to keep it stationary, and so forth. It can be sundered and has hardness equal to your class level when you recorded it and hit points equal to five times its hardness.

The cost of raw materials to craft a music box is 10 gold x the minimum character level for the performance provided x the number of rounds performed. One can be purchased at a specialty shop for twice its crafting cost.

For example, inspire courage +2 requires 5 levels in bard, so the minimum character level for recording that performance would be 5.

Special: Despite the name, music boxes can be crafted with performances that have visual components as well.

Craft Masterful Music Box (Item Creation)

You can craft music boxes with exceptionally well made performances, and when your music is par for the course, your boxes excel in other areas.

Prerequisites: Craft Music Box (see page 291), bardic performance, character level 7th.

Benefits: You may create music boxes with bardic masterpieces that you know, expending all of the requisite rounds for the relevant effect. If you record a normal bardic performance in a music box, choose one of the following enhancements instead:

- *B Side*: When the music box is activated, the person opening it chooses one of two performances recorded in it to use. It can still only be used once and only uses the more expensive performance to determine cost.
- *Encore*: The music box can be used twice before it crumbles, needing to be opened as normal both times.
- *Personal*: You can choose up to your Charisma bonus (minimum 1) in creatures when you craft the music box. Only they can be affected by it.
- *Sturdy*: You count your class level as 5 higher for determining the music box's hardness and hit points.

Crafting a masterful music box costs 20 gp x the minimum character level for the performance provided x the number of rounds performed. One can be purchased at a specialty shop for twice its crafting cost.

Steamwalkers Magic Items

The following magic items are available to Steamwalkers members.

BROOCH OF UNSTABLE PROTECTION — **8,000 GP**

Aura faint abjuration **CL** 5th
Slot neck **Weight** 1 lb.

Description

Tiny colorful gemstones form rune-like patterns on this intricate brooch that occasionally vibrates with an apparent internal energy, letting off gray smoke in a disconcerting way. One of the many works-in-progress by members of the Steamwalkers, this colorful bit of jewelry provides the wearer some elemental protection, but the unstable nature of the magic can backfire dramatically on the wearer.

This brooch is designated to be used with a specific energy type when created, and the gemstones used are specific to the energy type: diamonds for electricity, rubies for fire, sapphires for cold, emeralds for acid, and opals for sonic. Whenever the wearer takes damage of the designated type, the brooch absorbs up to 5 points of damage. However, every time that the brooch absorbs damage, it has a 5% chance of exploding, dealing 3d6 points of the associated energy type to all creatures within a 10-foot radius (DC 14 Reflex save for half). The brooch must be repaired, such as with *make whole*, before it can be used again. The wearer can also throw the brooch on the ground as an improvised weapon, deliberately triggering the explosion effect.

Construction Requirement — **4,000 gp**

Craft Wondrous Item, *fireball*, *resist energy*

CLOCKWORK GAUNTLETS — **3,302 GP**

Aura faint transmutation **CL** 5th
Slot hands **Weight** 1 lb.

Description

These gauntlets accompany no suit of armor, but instead are covered with dozens of small gears, whirring and turning to clench the metallic fingers into a tight fist. Another Steamwalker invention, these gauntlets are popular with weak but highly educated adventurers who occasionally find the need for brute strength.

The wearer of these gauntlets must succeed at a DC 25 Knowledge (engineering) or Craft (armor) check once per day to keep the gauntlets functioning. Failure prevents retrying the check for the next 24 hours. The gauntlets deal lethal damage with unarmed strikes as standard gauntlets do. Further, the wearer may make attacks with the gauntlets, including grapple and disarm combat maneuvers, and perform Strength-based skill and ability checks that primarily use the hands with an effective Strength modifier of +3. The wearer does not take non-proficiency penalties even if not proficient with gauntlets.

As a standard action, the bearer may attempt a DC 35 Knowledge (engineering) or Craft (armor) check to speed up the clockwork on the gauntlets. If successful, the effective Strength modifier increases to +6 for 1d4 minutes, after which time the gauntlets stop functioning for 24 hours. The gauntlets also stop functioning for 24 hours upon failure of the check to manipulate the clockwork.

Construction Requirements — **1,802 gp**

Craft Magic Arms and Armor, *bull's strength*

"If we do nothing,
we learn nothing. Better
that we carry ourselves forward
on the debris of our efforts than
cower safely in fear."

—Amsano Lom,

Emergency Overseer

Failure is Always an Option

In the history of the Steamwalkers, for each step forward in arcane research, mechanical development, and applications of the energies of the Radia there have been a goodly number a failed attempts. Here are some of the most notable failings of the Parity:

Bloodforges of Hyraeatan: Sometime near the end of the Wonder Wars, the Steamwalkers made a concerted effort to strengthen their relations with the Sanguine Sovereignty. Utilizing techniques from the creation of the Judge inevitable-caste they set about attempting to make blood sources for vampires of the Sovereignty that were not truly alive. In an effort to accelerate they used runic matrices based on the Bloodwells of the Essarian Sphere. While successful in integrating lineages the Sovereignty found desirable, the newborn beings were quite sentient and many escaped their creator's facilities. Unable to dismantle the cloning chambers after interfacing the Sourcerunes of the bloodborn, they relocated the wells to a section of sewers beneath the Vaults area of the Colleges District. Rumors of the continued operation and new bloodborn births abound.

Chaos Counterweights: The pre-Wonder Wars creation of the Judges resulted in shifts in the Radia making certain acts and magical-interactions safer and easier to achieve. In an earnest effort to smooth the energy balance of the inevitable-derived beings, the experimenters attempted to infuse volunteers with energies siphoned from summoned proteans. Perhaps not surprisingly, one of the subjects freed the chaotic creatures shortly after the first transferences began. The unleashed proteans were never located and some people wonder if this incidence might be tied to the leadership changes of the Chrysalis Covenant some time ago.

The Perpetual Motive Machines: The vehicle-settlement of Cracklecog was the site of this ambitious effort to power it indefinitely with celestial-machinery. Steamwalker technicians postulated that much like steam engines, ethically-charged metals from the Trine Celestis could function if charged with energies of sin and repentance. Harvesting ore from sacred mounts, they toiled to make their machine respond to the presence of captured relics of evil and good Divinities. The apparatus modified itself to be able to sequester the evil artifice but what the Cracklecog technicians were truly surprised by was the continuing modification. In time the device began to fashion construct forms and populated its location. Before the device and its creations left Cracklecog, the constructs appeared to be manifesting a winged-form similar to the holy servitors of the Trine Celestis. The creatures disconnected themselves from the massive vehicle, fleeing into the Endless Ice.

Time Gates: After Aphora's failed ascension, a small enclave grew obsessed with her apotheosis. Among them a number became convinced it failed due to the use of the Pyre energetics as they competed with the Pacts District Locus. Solving this discrepancy by substituting a force that could potentially be in the same location in multiple instances, this cabal began to implement a Locus meant to instead channel forces of Time. Rumors indicate that the facility itself may have been in a Farring neighborhood mansion in the Crowns District. When the loci was activated the entirety of the structure, researchers and all vanished without a trace. Only the three collapsible gates that led there survived. Some inmates of the Great Sanitarium have rambled about the activation of the Locus, but no one has found the gates or verified the stories as of yet.

The Temple of Coin (Dark)

LE preeminent organization
Leaders Rysia Kalavol
Nicknames: "Greeds," "Hawklores," "Payprays," and "Sellsouls"

Values controlling the debts of others, amassing wealth of all kinds

Public Goals to manage and grow Hyraeatan's treasuries, to keep the accounts and monies of the citizens of the City, to negotiate contracts for Hyraeatan with other extraplanar powers, to provide funding for the other Parities projects, to amass wealth

Private Goals the Temple of Coin exists to enrich its membership at all costs, to profit as deeply and frequently as possible, to gain controlling interest in Creation

Allies among fellow Parities, the House of Heights, Bookbinders, Icegrave Engrave, and Steamwalkers; outside the Parities, the Nine Princes of the Pit, the Empire of Sorkamria, and the Lords of Stone

Enemies the treachery of Rysia is not forgotten by the Sanguine Sovereignty and the Eternal Dawning's Jeweled Lords see the obsession of the Temple with wealth as corruptive and spiritually dangerous while greatly being indebted to them, the Blackblades destructive activities are often too costly for the Parity to support; outside of the Parities, the Wardens' constant drain on their resources casts them as a burden the Temple should not have to support

Membership Requirements trained in Craft (jewelers or goldsmiths), Knowledge (planes), or Profession (banker or merchant)

Influence Limitations Each time the adventurers wish to reach a new rank, they must secure a beneficial trade relationship or gain access to new resources or an item of significant value to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).

Special Tasks

Secure Trade (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Temple of Coin by securing a beneficial trade agreement or new trade route. This requires a successful Diplomacy or Profession check against DC 10 + twice your level.

New Resources (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Temple of Coin by claiming a resource or recovering an item of great value. Securing new resources that required overcoming a hazard or guardian with CR higher than your level satisfies this special task.

Benefits

Passive Benefits (Fame Awards)

- *"Acquisitive"- Rank 1 (5 Fame)*: You can access the Temple of Coins' network of merchants and resellers. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you can sell an item for the first time for 10% more than normal from Diplomacy and Profession (merchant) checks.
- *"Holder"—Rank 2 (20 Fame)*: You gain a reputation from your association with the Temple's skilled negotiators, lawyers, and merchants. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 bonus on Diplomacy checks.
- *"Entitled"—Rank 3 (35 Fame)*: You are taught secret names of creatures indebted to the Temple. You can cast *planar binding* as a spell-like ability once per day at your character level.
- *"Opulent"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Temple of Coin. In addition, you can resell items for 20% higher of their market value (not to exceed 90%).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.

- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (arcana, local, or planes +15)
- *Rank 1 (10 Fame, 2 PP)*: all the toys* (250 gp), skill specialization (in Craft [jewelers or goldsmiths], Knowledge [planes], or Profession [banker or merchant])
- *Rank 2 (20, 5 PP)*: all the toys* (1,000 gp), borrow resources (1,000 gp), command team (1 1st-level cleric or conjurer), damning whispers*, put in a good word, retrain (locate trainer)

- *Rank 3 (35 Fame, 2 PP)*: secrets of eternity*
- *Rank 3 (35 Fame, 5 PP)*: all the toys* (2500 gp), borrow resources (5,000 gp), command team (1 4th-level bard, 1d4 3rd-level cleric, or 3d4 1st-level conjurer), reciprocal benefits
- *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or bards; or 5d4 3rd-level aethernauts or cryptics)
- *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level aethernauts or bards; or 5d4 3rd-level aethernauts or cryptics), coinsworn contingency*

New Benefits

All the Toys (10, 20, or 35 Fame; 2 PP or 5 PP): The Parity's philosophies have prepared you for nearly any scenario. At Rank 1 (5 Fame), you gain a pool of 250 gp value representing things you have purchased advantageously. As a full-round action you may rummage around your things to produce any item up to the value limit. Once you make this choice it remains the same until you "resell" the items in a population center, taking no loss unless the item chosen was consumable or destroyed. Your pool may be replenished by spending twice the missing value in gp. At Rank 2 (Fame 20), the value of the pool increases to 2,500 gp. At Rank 3 (Fame 35), the value becomes 5,000 gp.

Coinsworn Contingency (50 Fame, 25PP): The Parity prepares a second life for you allowing you to reform if destroyed, as the spell *true resurrection*. You may choose to come back to life up to one age category younger. Once this benefit is expended it may be purchased again.

Secrets of Eternity (35 Fame, 5 PP): You may retrain up to 3 levels into a revenant or other monstrous class in pursuit of immortality. You may select this benefit again at Rank 4.

Damning Whispers (20 Fame, 5 PP): You may utilize the Temple's networks to bias all merchants in one settlement or district within 100 miles of Hyraeatan or the Lattice against a competitor (minimum -4 to Diplomacy checks regarding business).

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Temple of Coin Views & Beliefs

Upon preparation for his Ascension, the Immortal Vampire Aphos approached his daughter and heir, Rysia. Born both of his flesh and turned to vampirism by his own dark blood, Rysia was everything he intended to succeed him in the physical realm. She, on the other hand, had other ideas…upon the departure of her gloried father, began to sell the secrets of vampiric eternity to the highest bidder.

Rysia's authority as an original childer of the Ascendant Hunger allowed her to pursue siring vampires as she would. The Sanguine Sovereignty did what they could to limit her influence and in time only she and those she swayed away from Aphos' faithful could turn new vampires within the City. But by then Rysia and her followers had already begun to diversify. This initial pattern of behavior became the sacred charge of her new order: Discover ancient secrets, study them to the point of mastery, and sell them to those who desired them, assuming they could afford it.

> *"There is always a price and always a way to pay it."*
>
> —Rysia Kalavol, the Daughter Heir

Demonic investure, undeath, and a dozen forms of eldritch empowerment became the ply and trade of the now named Temple of Coin, the dogma having drawn priests of Greed and merchant gods from a multitude of faiths throughout the planes. Slowly distancing themselves from the Sovereignty, the Temple shortly became a second pillar of strength in the Dark.

Temple of Coin History & Current Events

While not one of the truly original Parities, one could say that the Temple of Coin has, in one way or another, existed as long as Rysia Kalavol herself. Before her father ascended, Rysia was already known as the Gilded Queen on account of her regal bearing and penchant for sophisticated hedonism. Her fingers aglitter with rings, her wrists singing with the chime of bracelets, and her throat awash with a river of glittering gems, Rysia never failed to dazzle. It was this, perhaps, that helped distract from her true intentions.

After Aphos underwent apotheosis, his daughter and heir did not immediately throw off the mantle that she had been gifted. Not openly, anyhow. Before openly selling immortality to the highest bidder, Rysia consulted one of the vampire collective's foremost diabolists, Zula Dain, about prospective deals with the infernal.

Considering the City's usual distrust of the grasping hands of the gods, it is initially puzzling that the Gilded Queen would so immediately turn to this sort of unholy assistance. Rysia herself does not speak on the matter, and so two main theories have formed. One is that she never intended to split from the Parity that her father had subsumed, and instead had thoughts of ousting him from his divine pedestal entirely, perhaps to put herself there instead. Alternately, that she had intended on forging her own path from the beginning and merely wanted assurance that there would be no backlash from her betrayal. Neither of these explains the matter fully, but what is known is that Rysia in fact made contact with Hell.

It was only after whatever deal was struck that the Gilded Queen began making her move. Using her authority as Aphos' heir and one of his original childer, she began turning members of influential mortal families. While the Church of the Ascendant Hunger already had a strong influence on the people of Hyraeatan, they were not yet the societal juggernaut that they would eventually become, and Rysia was able to leverage these connections to her advantage. Like many who offer illicit substances, the first taste of immortality was free—to a select few, of course.

> "There is nothing in this world more beautiful than a well-balanced leger. A close second, however, is the gory mess left behind after dealing with an embezzler."
>
> —Harbrin Goldtouch

Seeing the Dark Gift distributed, the number of supplicants to the Church of Aphos swelled exponentially as those who sought undeath flocked there. Many things were offered—money, magic, loyalty, souls—and a few were strategically accepted. Rysia knew well the value of exclusivity and valued quality over quantity. As she did this, she began swaying other members of her father's faithful, promising a departure from the ridiculous tedium and pomp of vampire society, as well as a chance to choose one's own path. Given the way of vampires, it was this last idea that was truly revolutionary. Not that she planned at all to let her new followers to diverge from what she wished, but the idea was an intoxicating one.

There was, of course, backlash from the high-ranking members of the Sovereignty. While they could not act openly against the Gilded Queen herself, they could attempt to cut her off socially from the living and undead alike by spreading their own bribes and threats. Not that it ultimately mattered. Rysia had begun to move in the circles of Hell's soul trade, offering the devils a presence in the City that they would have otherwise been denied. While other vampiric bloodlines and houses built their sprawling manors near Aphos' palace, the Gilded Queen needed no such proximity and instead had a massive complex built in what would eventually become the center of the City's Pacts District. Nominally, this was only her home—and she in fact had her own personal quarters seated at the top of the structure's central tower. What Rysia was actually doing was glaringly obvious—making a headquarters for her new power base.

The Gilded Queen had never taken up the mantle of leadership in the way that the Hungerer's other faithful had thought she should, and now she abandoned it entirely. Rysia did business in her new home, held court there, and planned her elaborate schemes there. Of course her followers accompanied her. She had so isolated them from the rest of the Church of Aphos that to have stayed behind would have been suicide. There were losses, however. Some of her oldest progeny refused to identify with her or her name any further, and accused their progenitor of cheapening immortality and sullying the lineage of the God of the Faith Devoured. The Queen had what she wanted now, however, and the opinions of her own childer mattered little to her in the face of her goals.

The Temple of Coin was not named so overnight. In fact, it was originally bandied about as an insult by members of the Sanguine Sovereignty. This amused the Gilded Queen, however, and it was soon adopted. With this name, the Temple's tenets of greed, gain, and ambition soon drew followers from both the Church of Aphos and from the planes in general. While they were not worshiped, per se, the Temple of Coin eventually took on dark entities for official patrons such as Mephistopheles and Mammon, establishing an official embassy for Hell in their halls.

Through crafty dealing and infernal assistance, the Temple of Coin continued to diversify. Making themselves an integral part of the City's structure was vital to becoming a true Parity in their own right and thus gaining an additional measure of security from the attentions of the Sovereignty. So, the Temple turned to mundane as well as magical pursuits. This involved the manufacture of their signature glowglass, as well as the opening of banking branches throughout the city. Hyraeatan had operated at least partially on a barter economy until this point, but Rysia and her followers

were patient. Securing the Vacuole Mines vis a pact with the Sons of Thunder they brought raw mineral wealth to the City (and created the Thunderchildren as a byproduct). Securing their funds behind sturdy walls and infernal guardians, they eventually made the use of coin in the City a wide-spread option open to all social strata.

Following the example of the Tower of Ice, the Temple also sought to form its own library. Scholars, particularly those interested in forbidden or dangerous lore, were courted to help gather the initial collection, and were later given funding for their own projects—all of which were allowed to be marketed solely by the Temple itself. Tomb raiders and explorers were also dispatched to ancient sites across the planes, and their efforts brought back knowledge, artifacts, and magic entirely new to the City. The rarest of these are stored in a pocket dimension whose only entrance is through one of Rysia's personal chambers. Bargains were struck with both the Bookbinders and the Icegrave Enclave in the name of mutual interest, though the Temple considers the Tower of Ice foolishly free with their knowledge and the Bookbinders far too stingy with theirs.

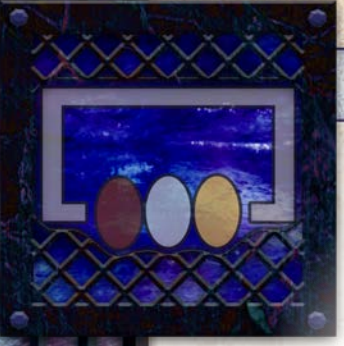
The arrival of the Eternal Dawning was a tricky one for the Temple of Coin. The two were nearly complete opposites, with the Temple considering the new Parity ridiculous and naive, and the Eternal Dawning viewing Rysia's followers as a festering wound in the social and moral fiber of Hyraeatan. This marks one of the few times that the Sanguine Sovereignty and the followers of the Gilded Queen had common cause, though neither of the two groups will ever admit the collaboration that was called for during this tense time. Otherwise, the Temple of Coin has made itself too well represented and too well worked into the very social fabric on the City that even its more outrageous actions can be spun as respectable.

Personae of the Parity

Auricirua "Auric" Osmozian (LE male mirrorkin* fighter 2/nexus* 12): The leader of the Golden Constables, the Entitled Auric is among the most feared beings in the Pacts District and among the Parity itself. The mirrorkin is said to count both Rysia and Lenia in his source group and looks out for the interests of the Temple with a zeal rarely witnessed outside of the Pits themselves. Some say he inverts Rysia's bond and slavishly, selflessly devoted to her.

Harbrin Goldtouch (LE male dwarf vampire expert 18): A strange rarity among vampires, the dwarf Opulent Harbrin Goldtouch serves as the Temple of Coin's Chief Accountant. Beginning as a low-level accountant, Rysia herself saw and appreciated his fanatical devotion to numbers, order, and, above all,

Lenia the Inkstained



"Propaganda is one of the most powerful forces in the Multiverse, and don't let any wizard try to tell you different."

—Yantil Devou

honesty. As the years wound by, the Gilded Queen made sure that Harbrin and his family were amply rewarded for his efforts and eventually decided to ensure his eternal loyalty through the Dark Embrace. The dwarf has not disappointed, and overlooks the Temple's financial assets with a dangerously sharp eye.

Lenia the Inkstained (LE female phistophilus[B3] wizard [enchanter] 10): As the Temple's soul market began to thrive, Hell's involvement with the Parity naturally grew up alongside it. Naturally entities of various alignments and planes have their own interests there, but is Hell's that are the longest standing and most deeply entrenched. To make sure that this continues, the contract devil Lenia has taken up effectively permanent residence on the premises. Her chambers are a floor below Rysia's own, and there are many rumors that the two are lovers.

Lenia gained her title on account of her blackened fingertips, said to be stained permanently that color on account of the countless contracts that she has drafted. The devil herself finds the moniker amusing, and so has encouraged its use. This explanation seems doubtful, however, in light of the fact that whatever the phistophilus touches comes away sooty and stained.

Nokune Goldweight (LE male oread[ARG] kineticist[OA] 11): Nokune is the chief metallurgist of the Mintmake in Irons. Nearly never without Warden or Golden Constable escort, he is a picture perfect rags-to-riches story and his ambition has made him successful enough that Yantil has been known to cart him out after protests, riots, or Hammer Council reform requests. High profile inspection tours of the Vesicle Mines and recently accredited fighting schools of Irons also held Nokune's reputation. The oread enjoys the status and wealth but many know he general prefers his sculpting studio which he reveals the fruit of only at intimate gatherings and low-scale parties.

Quis Imranu (LE female xodai† eclipse† 14): As a xodai, one would have thought Quis would have avoided Greed and nearly every sin in an effort to subdue the hellcore within her. That might have been the case if Quis had not actually been a Temple plant sent to research the sunderbirth. Never one for half-measures she used vials of Luneran angel-tear to cleanse herself long enough to deceive her examiners and when the time came to shatter the powerful demoness Annakkis, Quis volunteered for the rite. Her rebirth has been illuminating and all too quickly she abandoned the Dawning and returned home to the Temple to explain the xodai birth process and the dangers it poses to their fiendish allies. She also has arranged the "accidental" deaths of two of the other xodai baring hellcores with Annakkis' essence which she has neglected to inform anyone else of.

Yantil Devou (LE female tiefling vampire bard [silver-tongued devil†] 20): The head of the Temple of Coin's public relations, Yantil is a tiefling whose fiendish features have manifested only in the intensity of her ultramarine eyes and the exaggerated point of her ears. This allows her to pass as a half-elf instead of dealing with the stigma of her diabolic heritage, an advantage that she plays to the hilt. A fairly young vampire by comparison of most of the Temple's leadership, the tiefling honed her charismatic skills on the streets of the City through fraud and confidence tricks. However, her taste for gambling left her in a considerable amount of debt. The money owed, like so much of it in the City, could be traced back to the Temple of Coin. Instead of drastic action, such as exsanguination or the selling of her organs, the Temple made the young con-artist a deal: default on the loan and deal with the consequences, or work off the debt as their public face. The correct choice was obvious to Yantil, and she's never since regretted it.

Zula Dain (LE female fetchling vampire arcanist[ACG] 10/diabolist 10[BoD]): One of Rysia's oldest progeny, Zula is also her longest-standing supporter. Ruthless in her loyalty, Zula leveraged charm, blackmail, and violence to bring supporters to the Gilded Queen's fold and keep them there, as the situation warranted. Now that Rysia's powerbase is so entrenched as to not need the diabolist's direct action and Lenia's maintains Hell's dealings with the Temple of Coin, Zula has had to find other distractions. One of these has been the nature of the mortal soul, its base components, and general use outside of divine or profane realms. To this end, she has become a large part of the Temple's collections department. Those who cannot pay their debts may find themselves trapped in one of Zula's myriad of soul gems.

Temple of Coin Game Mechanics

The following new game mechanics are available to Temple of Coins members.

Silver-Tongued Devil (Bard Archetype)

Of all of the departments of the Temple of Coin, the most important is perhaps one of the more innocuous, its public relations office. In a move fairly ahead of their time, the Payprays have invested heavily in their public image. While they have no desire to come across as saints, they instead market themselves (sometimes quite literally) as "the devil you know." Along with this is the not-so subtle implication that other Parities (perhaps especially the Eternal Dawning) aren't nearly as benevolent as they seem. It is an important distinction, however, that the Temple does not encourage outright falsehoods, but instead a generous stretching of the truth.

Of course, all of this propaganda doesn't spread itself. Of the confidence tricksters in the Temple's ranks, the most cunning of them are groomed into spokespeople for the organizations. Internally these people are affectionately called "silver-tongued devils", which is a far more charitable term than what is used by rival Parities.

Silver-Tongued Devil Bardic Performances

The silver-tongued devil gains the following bardic performances. They must use Perform (oratory) with these performances.

Half-Truth (Su): The silver-tongued devil learns the half-truth performance, allowing them to use Diplomacy instead of Bluff to deceive or lie, as long as they maintain the performance. The statement must be believable (as per Table: Bluff Modifiers) and contain some truth to it.

This replaces the distraction bardic performance.

Shout Down (Su): The silver-tongued devil learns the shout down performance, allowing them to make an opposed Diplomacy check against a dissenting opinion as a move action and requires a number of rounds equal to the targeted creature's Charisma modifier. If successful, the attitude of all sentient creatures towards the target is decreased one step for a number of rounds equal to the silver-tongued devil's bard level.

This replaces the fascinate bardic performance.

Feel the Room (Ex): The silver-tongued devil adds their one-half their level on all Diplomacy, Knowledge (local), and Sense Motive checks.

This ability replaces bardic knowledge.

Razzle Dazzle (Ex): At 2nd level, a silver-tongued devil has mastered the art of magically-enhanced propaganda. They gain Spellsong as a bonus feat. In addition, observers do not automatically recognize their bardic performances as anything other than ordinary speech. Those specifically looking for abnormal effects must succeed at a Sense Motive check (DC = 10 + half the silver-tongued devil's bard level + their Charisma modifier) to detect their performances.

This ability replaces well-versed.

Practiced Con (Ex): At 5th level, the silver-tongued devil becomes a master of persuasion and can take 10 on all Diplomacy, Knowledge (local), and Sense Motive checks, as long as they have ranks in them. A silver-tongued devil can choose not to take 10 and can instead roll normally. In addition, once per day, they can take 20 on any Diplomacy skill check as a standard action. They can use this ability one additional time per day for every six levels they possess beyond 5th, to a maximum of three times per day at 17th level.

This ability replaces lore master.

Contagious Persuasion (Su): At 12th level, anytime the silver-tongued devil targets and successfully affects a single creature with a charm or compulsion spell and that creature is within 30 feet of another opponent, the spell has a chance of affecting the second creature as well. As a swift action immediately after affecting a creature with a charm or compulsion spell, the silver-tongued devil can cause the spell to carry over to the nearest creature within 30 feet. The spell behaves in all ways as though its new target were the original target of the spell.

This ability replaces soothing performance.

Sorcerer Bloodline— Phistophilus (Mutated Bloodline)

The generations your family has been in contact with the Temple of Coin have infused a very specific sort of diabolic influence into your bloodline.

Associated Bloodline: Infernal.

Bloodline Arcana: Most sorcerers' innate magic is powered by force of personality, but you use your crafty intellect to control yours. You use your Intelligence, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells. You gain a +2 bonus on all Diplomacy and Knowledge (planes) checks.

This ability replaces the infernal bloodline arcana.

Bloodline Powers: Your ancestry gives you a strange control over documents.

Infernal Scroll (Su): At first level you can cause a non-magical scroll to grow to the length of a whip appropriate for your size as a free action. This scroll-whip deals 1d6 points of lethal damage +1 for every two sorcerer levels you have, regardless of the armor bonus of the target. It otherwise functions as a normal whip. You can use a scroll-whip for a number of rounds per day equal to 3 + your Intelligence modifier. These rounds do not need to be consecutive. This ability replaces corrupting touch.

Hedonism Domain

If it feels good, it's never too much.

Granted Powers

- *Taste of Euphoria (Su)*: As a standard action you may turn your breath into a fine mist which collects around a living creature you choose within 30 feet and granting it a feeling of heady elation. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier. You may expend 2 uses of this power to allow it to affect an undead with an intelligence score.
- *Bestow Intoxication (Sp)*: Starting at 8th level, you can use *confusion* as a spell-like ability using your cleric level as the caster level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells

- 1st—*hypnotism*
- 2nd—*enthrall*
- 3rd—*deep slumber*
- 4th—*air walk*
- 5th—*feeblemind*
- 6th—*mass suggestion*
- 7th—*insanity*
- 8th—*irresistible dance*
- 9th—*etherealness*

Contract Sub-Domain

You carry the weight of lawful authority wherever you go and relish the pursuit of those who have broken their word.

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law power of the law domain.

Stern Condemnation (Su): You can cause a creature to feel the dread of having made a grave transgression. Creatures touched take a -2 penalty on all attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*zone of truth*, 3rd—*bestow curse*, 5th—*mark of justice*, 7th—*greater scrying*, 9th—*imprisonment*.

Temple of Coin Feats

The following feats are available to Temple of Coin members.

Corroborating Sources (Teamwork)

When you lie, your allies always back up your story.

Prerequisite: At least one participating creature must have membership with the Temple of Coin.

Benefit: Whenever you use the Bluff skill to deceive or lie, you gain a cumulative +2 for every ally who also has this feat within 15 feet (maximum +6).

Intimidating Formation (Teamwork)

You and your companions know the strength of numbers in a proper shake-down.

Prerequisite: Intimidate 1 rank; at least one participating creature must have membership with the Temple of Coin

Benefit: Whenever you use the Intimidate skill outside of combat you gain a cumulative +2 for every ally who also has this feat within 30 feet (maximum +6).

Peer Pressure (Teamwork)

Your allies help you make an offer than cannot be refused.

Prerequisite: At least one participating creature must have membership with the Temple of Coin.

Benefit: Whenever you use a Diplomacy check to make a request of a creatures, you gain a cumulative +2 for every ally who also has this feat within 15 feet (maximum+6). At the GM's discretion, this may mean that a creature would consider performing acts that would normally go against its values.

Suspicious Eye

You've been around merchants and devils long enough to take no one's word at face value.

Prerequisites: Membership with the Temple of Coin.

Benefit: Gain a +2 bonus on Appraise and Sense Motive checks. You may roll twice and take the higher result.

Suspicious Mind

Your time at the Temple of Coin has taught you that everyone has an angle.

Prerequisites: Suspicious Eye† (see page 300), membership with the Temple of Coin.

Benefit: When rolling against a charm or sleep effect, roll twice and take the better result.

Temple of Coin Traits

These traits can be taken either at character creation or with the Additional Traits feat, even if they are species/race traits (though you must still meet the racial requisites.)

Child of Mammon (Tiefling Race Trait)

Your time with the Temple of Coin has increased your connection with the devil Mammon.

Benefit: You gain a +2 trait bonus to all Appraise checks made to buy and sell.

Devilish Charm (Social)

Your time around devils has taught you a few tricks about wordplay.

Benefit: You gain a +2 to all Bluff checks made to lie to a creature. This does not apply to Bluff checks made in combat to feint.

Infernal Scryer (Magic)

Interacting with the phistophili at the Temple of Coin has given you a knack for spying on the lives of others.

Benefit: Increase the DC of the saving throw to resist any spell you cast of the scrying subschool by +2.

Knee Breaker (Social)

You know how to leverage the Temple of Coin's reputation to your advantage.

Benefit: You gain a +2 to all Intimidate checks made while on Temple business.

Tainted Flame (Magic)

Proximity to the unholy magic of Hell has affected your own powers.

Benefit: Once per day you can choose to infuse any spell you cast of 3rd level or lower with the fire descriptor with the power of hellfire. This damage is treated as normal fire damage, except its damage is half fire and half unholy energy. Evil-aligned creatures, creatures with the evil subtype, and those that are affected by spells like *protection from evil* take no damage from the unholy energy, but good-aligned creatures and creatures with the good-descriptor take double the normal damage from it.

Devotion to Law (Religion)

Your dedication to the utmost law of Hell causes others to trust your word, even if they trust little else about you.

Prerequisite: Must follow an archfiend or similar infernal creature

Benefit: Gain a +2 bonus to Diplomacy checks when wearing a symbol of your faith.

New Threats

Outside of the Temple of Coin, there are many rumors. However, one of the more prolific is what the Temple really does with those who owe too much for their death to be sufficient payment. Neither the Temple nor Hell is in the business of buying in selling to gain revenge, and by allowing a creature to journey on to the hereafter you are often forfeiting your payment. Where these entities differ from normal collection agencies, however, is that they don't prefer to let the soul go anywhere at all.

Through the researches of the vampiric diabolist Zula Dain, the Temple of Coin has found ways to employ the souls of these debtors in ways that allow them to regain at least some of their investment, albeit in an unconventional fashion. Through Zula's arts these souls are trapped and crafted into specifically-designed hazardous areas that are essentially artificially-crafted haunts. As the Temple of Coin trades solely on its secrets remaining a secret, these artificial haunts are most commonly set up as additional protection in their various libraries, strong-rooms, and other secure holdings. The souls remain there, performing their designated function until they are deemed to have paid back their debt in full, at which point they are released to go to the Outer Worlds as they would have normally.

But what of the souls that are sold to the Temple? These of course are generally set to spend an eternity in Hell, but not always. One of Zula's greater works was devising a way to use this life force to animate and enhance hulking brass golems, imbuing them with infernal power. Additionally, souls that are used in this manner are especially hard to steal away via resurrection, thus securing the Temple's investments.

Variant Haunt: Gem-Bound Haunts (CR +2)

Gem-bound haunts never spontaneously form. Instead, they are purposely constructed from a number of disparate souls. The method of this creation is a jealously-guarded secret that diabolist Zula Dain has killed more than once over, and is so unknown outside herself and her very closest confidants. These haunts are still connected to undeath, but have been so steeped in the unholy magics of hell that it is difficult to realize that they are such without intense scrutiny. Any creature using *detect undead*, *detect evil*, or similar abilities and spells must make a caster level check against the hell-bound haunt's CR. A failure means that the area of the haunt does not register as undead.

This unholy influence also gives a gem-bound haunt additional protection against positive energy. Such haunts acts act as though they have the channel resistance special ability and may make a Will save against channeled energy at a +3. A gem-bound haunt takes half damage on a failed save and no damage on a successful save. However, such influences do not come without a cost; they are always considered to be lawful evil (as per the aligned haunt template on page 270) and so are vulnerable to spells and effects with the good or chaotic descriptors.

Finally, the artificial nature of gem-bound haunts means that they are particularly difficult to permanently destroy. A gem-bound haunt always acts as though it has the elusive template. Its source is often a large soul gem and is usually hidden to prevent the souls from being freed.

Gem-bound haunts otherwise function as normal haunts.

WAILS OF THE DAMNED CR 15

The souls that make up this artificial haunt have been enchanted to feel as though scalding barbed wire is being wound around them to cause their ghastly screams

XP 25,600

LE spiteful gem-bound haunt (30-ft spread in front of a specific vault)

Caster Level 17

Notice Perception DC 25 (to hear the sizzling of flesh)

hp 30; **weakness** vulnerable to good and chaotic effects

Trigger proximity

Reset 1 hour

Effect

When triggered, a partially-melted mass of faces wrapped with red-hot barbed wire manifest and lets out a soul-rending screech. All creatures within earshot are affected as per *wail of the banshee* (save DC 26).

Destruction

The soul gem that serves as the focus for this haunt must be located and made the subject of a *mass cure serious wounds* spell, with the gem serving as all creatures affected. The gem may make a saving throw at a +6 to negate this effect.

Brass-Bound Construct (CR+ 2)

Usually formed in the image of great brass minotaurs, brass-bound constructs are a specialty of the Temple of Coin. However, unlike nearly all of their secrets, the intricacies of their creation are a closely-kept secret, lest word of their weaknesses get out. Brass-bound constructs are generally found guarding some of the Temple's most exclusive and well-secured vaults, and it is said that a pair of (usually) inanimate brass lionesses guard Rysia's chambers, likely augmented and enhanced with all of Zula's enthusiasm. Which, when it comes to her mistress, is generally boundless.

Brass-Bound Traits: While you can make a brass-bound construct from scratch, you can also make any existing construct into a brass-bound construct by applying brass-bound traits to it. Adding these traits adds +2 to its CR. Such constructs gain both the evil and law subtypes.

Damning Breath Weapon (Su): As a free action once every 1d4+1 rounds a brass-bound construct can exhale a 30-foot cone of hellfire. This damage is half fire and half unholy damage. Evil-aligned creatures, creatures with the evil subtype, and those that are affected by spells like *protection from evil* take no damage from the unholy energy, but good-aligned creatures and creatures with the good-descriptor take double the normal damage from it. Creatures in this area take 4d6 hellfire damage on a failed save, half on a successful save.

Additionally, creatures that die from this damage must make an additional Will save or have their soul dragged down to Hell. Such creatures can be revived normally and, after being revived, are no longer condemned to Hell.

Infernal Immunities (Ex): These immunities and weaknesses are in addition to those the construct originally had. If there is a conflict of immunities or weaknesses, those of the brass-bound traits take precedence.

A magical attack that deals cold damage slows a brass-bound construct (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the construct. It also heals the construct for half of the damage that the spell would otherwise deal. A magical attack that deals hellfire damage (including the

damning breath attack of other brass-bound constructs) heals a brass-bound construct for all of the damage that the spell would otherwise deal.

A brass-bound construct is always immune to rust attacks, such as those from a rust monster or a *rusting grasp* spell.

A brass-bound construct is vulnerable to spells and effects with the good and chaotic descriptors.

Cage of the Damned (Su): The arcane structure of a brass-bound construct makes it an especially effective prison for the damned souls that power it. Anyone attempting to resurrect such a creature must either destroy the construct or use two castings of either *miracle* or *wish* (or one of each): one for freeing the soul from its current prison, and a second to bring it back from Hell, where it goes instantly after being freed from the brass-bound construct.

Difficult to Make: Even if one were to find out the secrets of creating a brass-bound golem, the rarity of the ingredients necessary to craft such a construct would raise its price by 75%.

Construct Modifications

The secrets of the following modifications are not nearly as closely kept as those of the brass-bound constructs. They theoretically can be used by any member of the Temple of Coin, though the GM may rule that a character does not yet have enough standing to be worthy of such knowledge.

DEFILER'S CLAW **6,000 GP**

Requirements Craft Construct, *unholy blight*

CR Increase +1

The crafter alters one of her construct's limbs to be able to channel blasphemous energies. It gains the ability to cast *unholy blight* as a spell-like ability 3/ times per day. Its caster level for this ability is equal to its final CR. The construct regains uses of this ability once a day at a time set by the crafter at creation.

DEVIL'S EYES **20,000 GP**

Requirements Craft Construct, *darkvision*, *see invisibility*

CR Increase +1

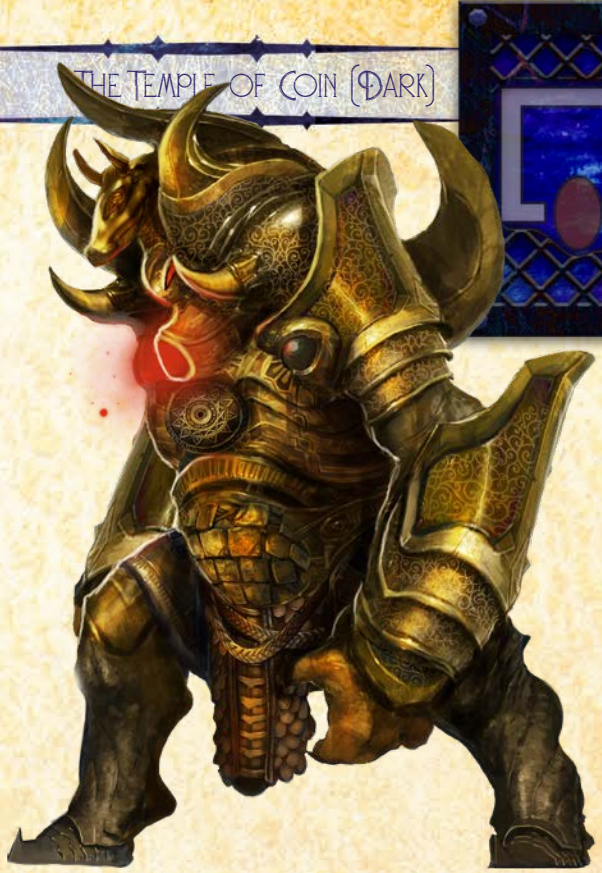
The crafter gives her construct ruby eyes that are affected as though it were under a permanent *see invisibility* spell. It also gains darkvision 120 ft. modifying the construct.

RUNE OF BLASPHEMY (RUNE-CARVED MODIFICATION)

Aura strong evocation [evil, sonic] **CL** 13th

Trigger and Effect

This modification is triggered the first time the modified construct is hit with a melee attack. Creatures within a 40-foot-radius spread are affected as per *blasphemy* (Will Save for half DC 20) as a dark cloud envelops the area.



Modification Requirements **20,000 GP**

blasphemy

Temple of Coin Magic Items

The following magic item is available to Temple of Coin members.

ADJUDICATING SCALES **32,000 GP**

Aura strong necromancy; **CL** 17th

Slot none **Weight** 250 lbs.

Description

These four-foot-tall elegant mahogany balance scales hold a single golden coin, stained with blood, in each weighing dish. While one copy exists in the Tower of Coin, several other versions of the Scales are owned by governments, royalty, and aristocrats throughout the Planes.

Two people may agree to abide by the scales to settle a dispute. Each must prick a finger to allow a drop of blood to fall on one of the coins. Each party then tells their version of events, and the scales begin to move. The coin belonging to the party who has lied more sinks the furthest, and the scales bestow 1–4 permanent negative levels, depending on severity of the misdeed. If both parties have behaved dishonorably, the scales may dip in both directions, dealing punishment to both parties.

The scales only function if both parties participate voluntarily. If someone is compelled to draw blood for the coin, the scales will not move at all.

Construction Requirements **16,000 GP**

Craft Wondrous Items, *energy drain*, *zone of truth*

Thunderchildren

CN preeminent organization
Leaders the Five Fists (Amnan Sovo, Bres Erchisil, Neshin d'Petan, Xi Gonzhi, Ikoai Rainwell)
Values precise violence, focused martial discipline, focused perfection
Public Goals to supply Hyraeatan's treasuries with coins, to train martial artists to be ready to act, to manage Hyraeatan's elemental vacuole and vesicle mines, to forge Hyraeatan's weapons and metalworks, to exert perfect force
Private Goals to destroy any Parity or force that wishes to use Hyraeatan to the exclusion of others, to become the perfect momentary vessels of the Occlusion and Radia's power and might
Allies among fellow Parities, Ashborn, Temple of Coin, Eternal Dawning, Blackblades; outside the Parities, the Shaitan of the Ancient Deep and the Lords of Air
Enemies the Steamwalkers and the House of Heights; outside of the Parities, the Xeggan Alliance and the Apaths of the Vile Geometries.
Membership Requirements trained in Acrobatics, Craft (any), Knowledge (martial or history)
Influence Limitations Each time the adventurers wish to reach a new rank, they must make a perfect finishing blow or unearth material or martial lore of value to the Parity significantly more noteworthy than the last. Succeeding at a special task more frequently than described below still gains you 1 favor (2 PP) but does not advance you toward the next rank of influence (or increase your Fame).
Special Tasks
Perfect Blow (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Thunderchildren by making a perfect finishing blow against a foe or object of great power. Defeating a foe with the final blow (driving it to 0 or lower HP) or destroying a dangerous object with CR higher than your level satisfies this special task.
Battle Lore (1 Favor/2 Fame) Once every two months, you can increase your Fame score or take a step toward raising your influence with the Thunderchildren by locating or creating a valuable piece of martial or crafting lore. This requires a successful Craft or Knowledge (martial or history) check against DC 10 + twice your level.

Benefits
Passive Benefits (Fame Awards)
- *"Finger"—Rank 1 (5 Fame)*: You are trained in the martial ways of the Thunderchildren. Select a bonus feat from: Improved Unarmed Strike, Weapon Focus, or any feat that has one of those feats as a prerequisite. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you earn twice as much as normal from Profession (soldier) checks. You may sell crafted arms and armor for 5% more of their base value.
- *"Palm"—Rank 2 (20 Fame)*: You are respected and feared due to your association with the Thunderchildren's warriors. When within 100 miles of Hyraeatan, a portal to Hyraeatan, or the Lattice, you gain a +2 circumstance bonus on Intimidate and Diplomacy checks to sell items you created.
- *"Hand"—Rank 3 (35 Fame)*: You are practiced at using the Thunderchildren's devastating Strike. You may have a confirmed critical hit ignore damage reduction and energy resistance three times per day as a free action.
- *"Fist"—Rank 4 (50 Fame)*: You become an influential leader of the Parity and gain a +4 circumstance bonus on Diplomacy and Intimidate checks against those familiar with the Thunderchildren. In addition, you can retrain without expending money or favors (or PP).

Favors (Prestige Awards) New benefits are marked with an asterisk (*). All other benefits are described in the Mastering Intrigue chapter of *Pathfinder Roleplaying Game Ultimate Intrigue* or the campaign setting intrigue guide.
- *Rank 1 (5 Fame, 1 PP)*: borrow resources (100 gp), case (+15), gather information, sage (history, local, or martial lore +15)
- *Rank 1 (10 Fame, 2 PP)*: awaken *ki**, skill specialization (Craft [any], Knowledge [martial lore], Perception)
- *Rank 2 (20, 5 PP)*: awaken *ki* II*, borrow resources (1,000 gp), command team (1 1st-level brawler[ACG] or monk) , stormfist*, put in a good word, retrain (locate trainer)
- *Rank 3 (35 Fame, 2 PP)*: flesh of earth*
- *Rank 3 (35 Fame, 5 PP)*: awaken *ki* III*, borrow resources (5,000 gp), command team (1 4th-level bard, 1d4 3rd-level brawlers[ACG], or 3d4 1st-level monks), reciprocal benefits

- × *Rank 3 (35 Fame, 15 PP)*: retrain (no gp cost)
- × *Rank 4 (50 Fame, 25 PP)*: borrow resources (15,000 gp), command team (1d4 6th-level brawlers[ACG] or monks; or 5d4 3rd-level brawlers[ACG] or monks), heart of true earth, mind of lightning*

New Benefits

Awaken ki (10, 20, or 35 Fame, 5 PP): The Parity trains the PC in meditative focus and enlightened combat. At Rank 1 (5 Fame), the PC gains either 2 *ki* if they already have a *ki* pool or gains a *ki* pool of 1 plus their choice of Wisdom or Charisma modifier. At Rank 2 they may select a *ki* power or ninja trick requiring *ki* as though they were a qinggong monk or ninja of a level equaling their Rank. You may take feats as though you were a qingong monk of the same level. At Rank 3 (Fame 35), may select a *ki* power or ninja trick requiring *ki* as though they were a qinggong monk or ninja of a level of twice their Rank.

Heart of True Earth, Mind of Lightning (50 Fame, 25PP): The exposure to the power of True Earth and True Air combined with the rigorous training of the Parity give you a +2 racial bonus to Constitution and Intelligence.

Flesh of Earth (35 Fame, 2 PP): You gain DR x/- equal to twice your rank in the Thunderchildren. You gain 5 points of acid resistance per rank in the Thunderchildren.

Stormfist (20 Fame, 5 PP): The member of the Thunderchildren undergoes extensive martial training. The character gains the unarmed damage abilities of a monk of a level equal to their current Fame divided by 5 minimum of 1st. If the character already has unarmed attack class abilities they may instead increase their effective level by the same amount. They may use Intelligence in place of Wisdom or Charisma to qualify for feats or calculate *ki* pools and effects.

Sage (5 Fame, 1 PP): You consult a sage, who makes one Knowledge check on your behalf.

Thunderchildren Views & Beliefs

The Thunderchildren find beauty in each single sound–the anvil's clang, the crumble of breaking stone, and the crunch of their enemy's bones. Focusing on the Fall and Crash, they study the nature of impact–its prelude, contact, and effects–with a single minded obsession. A single moment of force at the right strength, right moment, and right place can accomplish all things. They envision a moment of perfect contact they allude to as the Strike. Many believe they will only know this moment once, if ever.

Try to force them to acknowledge that a single moment won't solve a problem, they will most often explain your refusal to see the appropriate scale or progress of actions. Each member finds their appropriate expression of the Strike be it with fist or steel (the most common methods), or even spell. Martial masters seek to master a perfect skill with a single combat form. While, magic users specialize in augmentations or focus on a single magic to hone into a perfected attack.

> *In every conflict strive to make your first strike your last strike.*
>
> —Onvi Lossaine, First Fist of the Thunderchildren

Fall, Crash, Strike, Repeat–an endless rhythm–some of the Thunderchildren call the Song. This suggested tempo is constantly being used to base new forms of martial arts and mystical exercises of body. Rumors of these skills and techniques make the Thunderchildren one of the few Parities with supplicants approaching them as often as they recruit. Years of rare martial masters adding their wisdom to the body of the Parity have resulted in an array of deadly arts in the scrolls of their teachers.

Parity History & Current Events

The origins of the Thunderchildren are clearer than most of the Pre-Resolution Parities. The Temple of Coin needed raw materials to mint the coin of the earliest of days in the City and sought out extraplanar allies with which to invest with. Among these were the shaitan conquerors of Azluxxa that offered the territory of a fallen enemy in exchange for undisclosed riches. The bargain, favoring the Temple, also came with a thousand indentured servants to work the ruins of the fallen City.

These servants (mostly human) became the miners, smiths, and other laborers that would eventually populate the Irons District.

After claiming the ancient shaitan ruin, the Temple made a bargain with an order of air kineticists, known as the Sons of Thunder, that designed a massive rite to sunder the offering into a vesicle cut loose from the bed of True Earth and drawn to tangency with Hyraeatan. Last minute consultation with the Steamwalkers introduced ether-conduits that greatly empowered the ritual but also generated a massive backlash that killed over half of the air elementalists working to translate the vesicle. The Steamwalkers claimed that an unexpected upswing in the Radia's power levels was to blame for the surge, but the Sons of Thunder swore to exact vengeance.

As the servant populations grew and intermingled, many were born to human miners who carried the essence of the shaitan or Elemental Earth, maturing into oreads. Rarer still the air-blessed children of the surviving elementalists manifested as sylph. Pairings between the two seemed to once more be human but randomly gifted with strange abilities favoring both air and earth. This empowered populace swiftly outgrew the needs of the mines and soon formed an underemployed underclass. Crime began to swing upward and the brutality of the nascent Blackblade Parity began to foment rebellious sentiments. Some of the oread beseeched the Temple for resources and aid to deal with the situation and they suggested that they train at the Academies of the College district and offered a modest grouping of scholarships.

Distrust of the Steamwalkers was still high and many refused to enroll, too proud for stipends or to study with the Cogs. A small group of crime-bosses began to cultivate an attempt at infiltration of the Golden Constables. Searching for the origins of the weaponsmiths among Irons' lower-class homelands. Soon they recruited martial experts from the Prime Worlds and started training 'elite' warriors. Temple spies found out about the effort and no Irons District residents were allowed into the Constables. Some managed to find places in the Wardens or among the Ashborn wall-guard, but many remained without purpose and restless outside of training.

The unexpected happened.

Trained by masters that respected them and paid honest coin for protection services by various individuals, the warriors developed their own identity. Called Thunderchildren by the residents of the Irons, in honor of the Sons of Thunder, these martial students became desirable bodyguards and weaponsmiths. They started to balk at the criminal overlords and founded their own small training halls. The Temple of Coin never fully trusted them but the Sanguine Sovereignty began hiring them in numbers. The council of warriors was a formidable organization by the time the Church of Parity demanded the Resolution and the formal recognition of the Thunderchildren was realized.

Organized and potent, it wasn't long before the Parity took command completely of the mining operations of the Vesicle Moons and Vacuole Mines, going so far as to produce a third mine of their own and increasing outputs of every operation they became a part of. Soon after the refineries and smithies were also formally recognized as being under their jurisdiction as well. Whispers that the aural masters of the Parity threatened to close portals to True Air in the mines and Irons District to render them unworkable have been denied by both the Thunderchildren and the Temple but the shift in control still stands as one of the strangest moments in the Temple of Coin's history.

The Thunderchildren's oversight of the fighting dojos of the Irons districts has given them recruitment numbers to the Wardens that rival the outputs of the Academies of the Colleges District—a rivalry with the Steamwalkers that while cooled somewhat has proved as alive as ever. Warden leadership continues to show a positive view to the Thunderchildren to the modern era.

Despite an early history of oppression the Blackblade Parity has made an alliance with the Thunderchildren that grants them greater control over Irons (and allowed the Hammer Council to take over the District) and provides the Blackblades with an arsenal of some of the most powerful and perfected weapons in creation.

Fierce pride and respect for individuality has prevented even the Parity's oversight from homogenizing the operations of the Slag or Wroughtland neighborhoods. The Tailings sees even less control outside of regular inspections of its dojos and organized competitions to prove which fighting school has the strongest students at current. Given these facts and the reduced presence of Blackblade and Warden patrols, the Irons has become to be thought of as a bastion of the free in Hyraeatan.

In a move that left both the Descendants and the Steamwalkers speechless, the Thunderchildren petitioned the Parity Council and received recognition for the fighting schools of Irons to submit their own representatives to the Academy Cup games so long as they are similarly skilled and of a relative maturity. The Steamwalkers have been given leave to make observational visits to compare the schools but rarely exercise the right. Due to the change some Crowns district families have been withdrawing their children from the Academies further heightening tensions between the Parities.

Recently, a confrontation against an Eternal named Anhuri Whitegales resulted in Onvi of the Five Fists challenging the immortal to a duel. This violated the House of Height's taboos against Eternal's direct actions against a mortal, but Anhuri accepted having been enraged by the woman. Onvi felled the demigod using

only her fists. The House has since begun discussing the recognition of mortals with the ability to harm divine beings and whether they are protected by the Interdictions of the Eternal. This has in turn caused much enmity to turn against the Thunderchildren.

Personae of the Parity

101 (CN male android[B5] brawler[ACG] 6/daevic[AM] 4): The android known as 101 awoke in the remnants of a voidship of unknown design. He told the Wardens that he did not remember who he was, only that he was here to destroy something. The Foreseen examined him and the ship proclaiming that neither were native to "this existence" and scrapped the vessel under rights of salvage stating it was a danger to the City. 101 had no clue as to his origins save to indicate that he still had something to destroy and he identified with the Thunderchildren's philosophy. After joining the Parity, he began training other new recruits, still seeking his missing memories.

Azibar Oxocoa (CG male sylph kineticist 16): Azibar is an 8th generation local of the Tailings section of the Irons district. He has long advocated for the position of non-melee combatant members of the Thunderchildren and the relevance of True Air in the philosophy of the Parity. Currently he is believed to be the one who has the secret of the Vesicle conduits that keep the mines and the Irons District habitable. He has denied the claim but also has gone so far as to state that he would never let that knowledge be used by anyone, in or out of the Parity, to gain undue influence.

Ellisae (LE agender judow† transmuter 7/nexus† 8): Ellisae is one of the chief weaponsmiths of the City. The judow shapes their veils into new forms constantly and seeks for ways to engage the enchantment process to imbue weapons with similar qualities. Recently, Ellisae was informed that a sect of the Ashborn have been smuggling illegal holy and bane weapons into the city to plan actions against the Sanguine Sovereignty, but has yet to take action on the information as that many of the weapons could be brought to bear against the Exarchs and their kyton underlings.

Exallis (N male xodai nexus† 10/daevic[AM] 5): Exallis is somewhat of a refugee within the Thunderchildren. After his sunderbirth the xodai's awareness of the hellcore within him and its resonant emotion drove him to seek confrontation with other powerful fiends. What proceeded was a bloodlust driven crusade that nearly got the xodai destroyed. Overextended and mad with rage and bloodlust the Eternal Dawning considered jailing the xodai for the safety of the hellcore prison within him. The Thunderchildren offered to take custody and calm the emotions he felt until he could commit to a single flawless strike against his targets.

Fandri Molsan (CN male oread brawler[ACG] 7/monk 3/sage[CoS] 7): Fandri is often considered the wisest among the Five Fists. A specialist in internal energies he is often seen teaching students of extremities how to embrace the opposition of the Storm. Stories tell of Fandri single handedly wandering into the Occlusion to rescue a young girl and returning unscathed. While likely an exaggeration, he has never been seen refuting the story when recounted in his presence and often pays visits to the families of a specific Tailings neighborhood.

Ikoai Rainwell (CG female human master of forms[MoF] 19): Rainwell is the newest member of the Five Fists. She takes her role deadly seriously and with a strange sort of peace. There are rumors she may be among the only living "fulfilled" Thunderchildren—that is that she feels she has made her perfect strike. They also state she may be responsible for a major weakening of the phenomena known as the Likeness. The specifics of this truth are unclear but it seems for certain that she has become a passionate advocate for teaching and representing the Thunderchildren on the Parity Council.

Onvi Lossaine (LN female oread monk 20/champion[MA] 3): Onvi is the oldest serving member of the Five Fists. She has ventured on behalf of the City and the Thunderchildren for six decades. She served as a Warden of the Lattice for half of that time and even held a seat on the Duar Circle. She defeated the Eternal Anhuri in single combat in the streets of Blackwreath and made an enemy of the House of Heights. Onvi has kept secret that since the battle she has begun to feel the pull of the Loci of Eternity and now has begun to struggle to resist the call of apotheosis.

Thunderchildren Game Mechanics

The Thunderchildren are comprised by a number of individual specialists all attempting to live up to their Perfect Strike, a moment of singular expression of a force and a lifetime of training. These warriors come from nearly any tradition and find the unique training of the Parity predominantly available feats:

Thunder Children Feats

The following feats are available to members of the Thunderchildren's Parity.

Blade Drawn from the Void (Combat)

You are always armed, for you may instantly pull to-hand any weapon bearing the fresh mark of your soul.

Prerequisite: *Ki* pool or the ability to accept burn, membership in the Thunderchildren Parity; see **Special**, below

Benefit: You may spend one point of *ki* or accept one point of Burn as a swift action or immediate action to mark any one melee weapon you hold as per *arcane mark*; this special mark fades after 24 hours. You may then spend one point of *ki* or accept one point of burn at any time—again as a swift action or immediate action that does not provoke attacks of opportunity—to summon to-hand any one melee weapon you currently have marked.

Burn that you accept to activate this ability does not count toward your normal limit of burn that you may accept in a given round.

This weapon appears in your hands before vanishing again at the end of one minute. Only one weapon appears per use of this ability, and only you can wield it. If you set this weapon down, throw it as part of a ranged attack or hand it to someone else, the weapon vanishes at the end of the round in which you release it from your grasp.

You cannot mark nor summon any weapon too large to be held in two hands.

Unlike a *called* weapon, this ability has no maximum range; however, any effects that block teleportation prevent the summoning of the marked weapon.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent[OA] or dampened versatility bonus feat.

Blinding Blaze of Fighting-Spirit (Combat)

With a swift, bright flash of the immortal soul & a thunderous onrush of your impeccable technique, battle is joined…and already won.

Prerequisite: Elemental Ascetic[OA] archetype; membership in the Thunderchildren Parity; see **Special**, below

Benefit: As a move action, so long as you are still capable of accepting burn, you may cause your internal spiritual energy to flare briefly into the visible spectrum. You also automatically activate this effect whenever you use the gather power class ability.

Whenever you use this ability, all creatures within 30 ft. of you who do not possess concealment from you are dazzled for 1d4 rounds; a Fortitude save (DC 10 + ½ your character level + your Wisdom modifier) negates this effect. This is a sight-dependent effect and does not work on creatures that are already blinded or creatures that do not rely on sight as their primary sense.

Whenever you use this ability or any other ability granted by this feat you suffer a -40 penalty on all Stealth checks until the beginning of your next round.

In addition, you illuminate the area around you as if you were carrying a sunrod.

Whenever you deal electricity damage with an unarmed strike against an opponent dazzled by use of this effect, your target must attempt a Fortitude saving throw (DC as above). If the target fails this saving throw, your opponent is blinded for 1 round per level you possess. You may choose to accept one point of burn as a free action whenever you successfully blind an opponent with this effect; if you do so, all creatures directly adjacent to your initial target must also save (as above) or be blinded in the same way.

Whenever you use the full-attack action and make at least one unarmed strike that deals electricity damage, you can make one additional unarmed strike at your highest base attack bonus. This bonus attack must be made against a foe currently blinded by use of this feat.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any utility wild talent.

Esoteric Balance of the Storm (Combat)

They think of you as a wild spirit: free and unfettered, constrained by no law or custom except the burning desire of your own passion. And, of course, you are exactly such a blazing beast. Yet you are so much more, are you not? For your philosophy contains, within its multitudes, its own unwavering strictures and adamant regulations…incomprehensible though they may be to the unenlightened.

Prerequisite: Chaotic alignment; membership in the Thunderchildren Parity.

Benefit: As a free action or as an immediate action taken during your opponent's turn, you may choose to be treated as lawful (instead of as chaotic) until the beginning of your next round for all purposes, if doing so is beneficial to you. Thus, you may choose to become immune to *order's wrath*, smite chaos and all similar effects. You may qualify for classes with chaotic or lawful alignment requirements freely.

This ability cannot produce a negative effect on you, and you cannot lose access to any class abilities that depend on your alignment by use of this ability.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Explosive Onrush Style (Combat)

Your flawless fighting-technique launches your kinetic prowess ever-forward, an avalanche of perfect elemental strikes: rising like the mountain or descending like a stormbolt: to boldly carve your name upon the stage of history.

Prerequisite: Elemental ascetic[OA] archetype; membership in the Thunderchildren Parity; character level 5th; see **Special**, below

Benefit: Whenever you activate your kinetic fist form infusion, you may choose to add +1 to your total burn cost.

Any and all costs added to your kinetic fist form infusion in this way may be obviated, as normal, by the use of gather power, infusion specialization and the Stillness Within the Storm feat (see page 313).

If you choose to increase your Burn cost in this way, you gain one of the two following benefits:

You may instantly move up to 30 feet in any direction (even straight up) immediately before you attack. You gain a +2 bonus on all attack rolls and suffer a -2 penalty to your AC until the start of your next turn. This movement is free (it does not count against your normal movement for the round, although it does count as movement for purposes of the Lightning Stance and Wind Stance feats) and does not provoke attacks of opportunity.

You add +5 ft. (one square) to the reach of all unarmed strikes you perform that deal energy damage until the beginning of your next turn.

Note that if you end your movement mid-air and you do not possess the means to fly, you immediately fall at the end of your turn; if you possess the air cushion utility wild talent, you suffer no damage from this fall (as normal).

At 13th level, if you activate your kinetic fist you automatically gain both of the benefits listed above for only +1 burn. Additionally when you gain the movement listed above, you increase the reach of all of your unarmed strikes by +5 ft. until the beginning of your next turn, and you thereafter perform a single extra strike at any point in your round (much as if you had applied the kinetic fist form infusion to a single standard-action attack action).

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any utility wild talent.

Ghost of the Bright Thunderhead (Combat)

With a wordless and perfect balancing of your internal furies, you briefly become as weightless, shining and untouchable as that lightning which crackles at the storm's heart.

Prerequisite: Phantom-Storm Jutsu† feat, 10th level; membership in the Thunderchildren Parity

Benefit: While you are suffering a -40 penalty on all Stealth checks from your Phantom-Storm Jutsu ability, you may spend two additional *ki* points as a free action to

become incorporeal for the duration of that effect, with certain limitations.

You and your equipment become composed entirely of living electricity; while in this form, you take no penalties for squeezing, and can move through spaces as if you were a creature of Fine size. Any nonmagical attack you make deals half damage; magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration of this ability ends while you are in a square that your normal space cannot occupy (such as passing through the bars of a cell or a paper screen), you take 3d6 damage and are shunted to the nearest open space that you can normally occupy. You cannot retreat inside solid objects nor truly fly—though weightless, you must start your turn adjacent to something that is both solid and of Small size or larger (such as the ground or a wall). You may not enter any liquid, but you may walk upon the surface as if it were solid. Anyone attacking you must either take a -4 penalty on their attack roll or resolve the attack against both you and the surface to which you are immediately adjacent.

You are not invisible or inaudible while in this form. In addition, while in this form you may still be tracked by scent, although you smell only like ozone.

You may cancel this ability at any time as a free action and return to your fully-corporeal form.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat or in place of a ninja trick.

Iron-Striking Soul (Combat)

You've studied a mix of inspired, esoteric & supernatural fighting styles; by channeling your pure bodily energy into blows, you can achieve levels of power usually reserved for only the most-potent of occult masters.

Prerequisite: Improved Unarmed Strike; see **Special**, below

Benefit: The abilities of your kinetic fist utility wild talent are calculated as if your class were 4 levels higher, to a maximum effective kineticist level equal to your character level.

These benefits apply only to attacks made with an unarmed strike, not with natural attacks (such as claws or slams).

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Perfect Fluidity of the Iron Self (Combat)

You are unbreakable…but not inflexible, when needs are dire.

Prerequisite: Lawful alignment; membership in the Thunderchildren Parity

Benefit: As a free action or as an immediate action taken during your opponent's turn, you may choose to be treated as chaotic (instead of as lawful) until the beginning of your next round for all purposes, if doing so is beneficial to you. Thus, you may choose to become immune to *chaos hammer*, smite law and all similar effects. You may qualify for classes with chaotic or lawful alignment requirements freely.

This ability cannot produce a negative effect on you, and you cannot lose access to any class abilities that depend on your alignment by use of this ability.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Phantom-Storm Jutsu (Combat)

You can harness the power of your soul to make your flesh spark and roil like the elemental storm-head. With practiced study of the inner alchemy which drives the thunder itself, you can become a living lightning bolt.

Prerequisite: *ki* pool, 4th level; membership in the Thunderchildren Parity

Benefit: You may expend one *ki* point as a standard action to suffer a -40 penalty on all Stealth checks for one minute; in addition, you illuminate the area around you as if you were carrying a sunrod.

While this ability is active, you gain a +2 bonus on saving throws against all electricity and sonic attacks and spells with the electricity descriptor or sonic descriptor. In addition, as a swift action you can make your unarmed strikes—or up to two held manufactured metallic weapons—channel sparks for 1 round, dealing 1 additional point of electricity damage with a successful hit. This stacks with other effects that add electricity damage to weapons, such as the *shocking weapon* special ability.

At 11th level, your bonus on saves against electricity and sonic attacks and spells with the electricity descriptor or sonic descriptor while using this ability increases to +4. In addition, the affected weapons deal +1d6 points of electricity damage instead of +1; if you are grappling, you deal this damage to your grappling opponent on your turn. Your touch sets fire to combustibles and damages objects in your space (as a *fireball* spell)—it can melt metals with low melting points such as lead, gold, copper, silver, and bronze.

At 17th level, while using this ability, on your turn as a free action you may create an aura of storm that lasts for 1 round. This aura deals 1d6 points of electricity damage to any creature that begins its turn adjacent to you.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat or in place of a ninja trick. If this feat is selected as part of a brawler's martial flexibility or similar abilities, it is automatically activated (no expenditure of *ki* is necessary).

Resounding Echo of Lightning (Combat)

After the scream of the bolt, there is always a stone-splitting crash.

Prerequisite: Character level 7th; membership in the Thunderchildren Parity.

Benefit: As a standard action that does not provoke attacks of opportunity, within the round immediately after you have dealt electricity damage with a melee attack, you may cause a burst of energy to deal sonic damage in a 30-foot radius centered on you; you never suffer damage from use of this ability. The amount of damage dealt is equal to 1d6 points of damage plus 1d6 points of damage for every two levels you possess beyond 7th (2d6 at 9th, 3d6 at 11th, and so on, but see below). Creatures in this area receive a Fortitude save to halve the damage; the DC of this save is equal to 10 + 1/2 your level + your Intelligence, Wisdom or Charisma modifier (your choice) and you may use this ability a number of times per day equal to 1 + your chosen ability modifier. You may always choose to expend two points of *ki* or accept one point of Burn as a free action to use this ability an additional time per day.

You may also choose to expend two daily uses of this ability—no matter how it is paid for—to activate this ability as a swift action rather than as a standard action.

Special: You may gain this feat multiple times. Each time it is selected, your effective level for purposes of dealing damage with this ability increases by +2.

So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Serpent of Quicksilver, River of Lightning Style (Combat)

Swift and shining power flickers-forth from your soul, guided by the flow your impeccable technique into the very purest artistry of lethal speed and precision.

Prerequisite: Weapon Finesse; Improved Unarmed Strike; Stunning Fist (or an equivalent class ability, see below); membership in the Thunderchildren Parity; see Special, below.

Benefit: You may choose to apply your Dexterity modifier to damage rolls with your unarmed strikes in place of your Strength modifier.

You gain the benefits of this ability only so long as you retain daily uses of your Stunning Fist or an equivalent ability: Elemental Fist if you are a monk of the four winds, Perfect Strike if you are a weapon adept, or Punishing Kick if you are a hungry ghost monk, for example.

You may always choose to expend a point of *ki* as a free action to regain the benefits of this feat until the beginning of your next round.

At the end of any round in which you have successfully used this ability to deal damage to a creature that is immune to precision damage, you forfeit one daily use of your Stunning Fist (or equivalent ability).

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat. If you ever gain an *amulet of mighty fists* with the *agile* enhancement, you may retrain this feat.

Signature Weapon of the Storm (Combat)

You practice a most exotic and memorable technique.

Prerequisite: Membership in the Thunderchildren Parity.

Benefit: Choose any one eastern or exotic weapon (such as the fighting fan, nine-ring broadsword, meteor hammer or chain spear) with which you are proficient. You always treat this weapon as a monk weapon, including for purposes of the Weapon of a Burning Soul feat (see page 315) and the brawler's flurry class ability.

All characters gain a +5 bonus on all Knowledge checks and on all Diplomacy checks to gather information regarding you. This effect stacks (see Special, below).

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

This feat may be gained multiple times; each time it is selected, the benefits above apply to a new monk weapon.

Soul of the Stormbolt, Flesh of the Thunderstroke (Combat)

You roar, and the echoing storm moves in you.

Prerequisite: Membership in the Thunderchildren Parity.

Benefit: Whenever you deal electricity damage with an unarmed strike, you may choose for half of the energy damage to be dealt as sonic damage. This causes a

tremendous amount of noise, similar to the sound of a gunshot that may be heard from a great distance away.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Sonic Wave Resonating Strike (Combat)

A complex, powerful technique perfected by the most masterful of blind martial-adepts, this elegant dual-blow combination maneuver can be utilized fully only by the most expert and skillful of mystic warriors.

Prerequisite: Character level 8th level or higher; membership in the Thunderchildren Parity

Benefit: You may spend 2 *ki* points or accept one point of burn to duplicate a *shout* effect. The caster level of this effect is your full character level; the saving throw DC for this ability is 10 + ½ your level + your Intelligence, Wisdom or Charisma modifier (your choice). All creatures within the area of effect of this spell-like ability also lose concealment and cover, for purposes of your attacks only, until the end of your next action; in addition, they receive a -40 penalty to Stealth checks (similar to a *glitterdust* effect, but affecting all senses) made against you until the end of your next action.

If you choose, in the immediately subsequent combat round, to spend 1 point from your *ki* pool as a swift action to gain a +20 bonus on Acrobatics checks made to jump, you may additionally choose to spend a second point of *ki*. If you do so, you gain the Power Attack feat for purposes of all unarmed attacks made against a creature suffering any damage or effect from your *shout* spell-like ability. If you already possess the Power Attack feat, your unarmed attacks instead deal additional power attack damage as if they were two-handed weapons. Note that an unchained monk must possess the high jump *ki* power to take advantage of this benefit.

If you do not possess a *ki* pool, you may instead accept one point of burn as a swift action in the immediately subsequent combat round to both gain a +20 bonus on Acrobatics checks made to jump, gain the Power Attack feat for purposes of all unarmed attacks made against a creature suffering any damage or effect from your *shout* spell-like ability, as above.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat or in place of a ninja trick.

Sovereign of the Dojo (Combat)

To your students, you offer neither gold nor title, neither station nor land. Only enlightenment: mastery of the self and of the spirit. Those who humbly enter your school to be instructed shall be rewarded greatly, indeed: such students are led not with silken charms nor honeyed words, but instead awoken in an iron clap of stormbolts, born-anew with a shattering of all they once claimed to know.

Prerequisite: Membership in the Thunderchildren Parity; character level 3rd

Benefit: This feat acts similarly to Leadership or Vile Leadership [CoC] as you desire, with both exceptions and limitations. You attract a single 1st-level cohort (referred to hereafter as your student) with this feat, and you cannot recruit further followers until you have the Leadership or Vile Leadership feat (see Graduation, below). You determine your Leadership score according to the normal rules except that you may use your Intelligence score or your Wisdom score (your choice) in place of your Charisma score for all purposes, including after Graduation (see below).

For example, an esoteric magus[OA] might choose to use her Intelligence score, an elemental ascetic[OA] might instead rely on her Wisdom score, and a scaled fist monk[LoD] might default to use of her Charisma score.

Your student is always a member of your own race or an oread, your student is always a fellow member of the Thunderchildren Parity, and your student may only possess levels in classes that you also possess. Your student does not need to select the same archetype or archetypes that you possess.

Your student advances normally (but see below) and may freely multiclass as her character level increases, as guided by your demands and deemed appropriate by your GM.

If your student would gain enough experience to bring her to only a single level lower than your own level, your student does not gain this new level until you gain your next level: until then, her new experience total is 1 less than the amount needed to attain the next level and she gains no additional experience until you advance.

If you release your student from service, you may gain a new one by meditating publicly in the Irons District, testing potential candidates who approach you: a task which requires 1d6 days of uninterrupted work. This act can also replace a student who has given her life in your service.

Graduation: When you reach 7th level, this feat automatically upgrades to the Leadership feat or the Vile Leadership feat (meaning that you effectively lose this feat and replace it with Leadership or Vile Leadership) even if you do not otherwise meet the prerequisites. Your student automatically becomes your cohort.

Once you gain additional students, you automatically know if a follower or cohort has violated a tenet or ideology that your teachings espouse, such as behaving contrary to the alignment of your faith or breaking your Code of Conduct. You must be able to see, hear,

smell or otherwise perceive your student clearly to gain this insight, but you always gain this knowledge automatically—with no roll or special action required—upon interacting with your follower, no matter when or where such an indiscretion occurred.

Specific information gained is dependent upon your teachings: if you instruct your students in *omerta*, for example, you automatically know if a follower has informed on your organization immediately upon seeing that follower, although you do not immediately learn what was said or how. Similarly, if you practice a specific religion, you know instantly upon seeing your follower if they have aided an enemy of the church, broken a vow or performed an action which would necessitate an *atonement* spell. You might likewise learn if a student has used forbidden magic, spoken a lie to a fellow student (if such an act is forbidden), fraternized with a member of a rival dojo or withheld a tithe or broken a dietary restriction.

Special: This ability may be selected as a family trait rather than as a feat; if you choose to gain the ability in this way, you gain the unswerving, obsessive attention of a single NPC opponent solely bent upon both the destruction of you and the destruction of all your students; this creature is most likely an enemy of your sensei or an old rival from your training, but this foe might also take the form of a powerful outsider with an unknowable vendetta or a warrior who seeks to challenge the master of every dojo in single combat. This special NPC always possesses a total CR of 9 or a CR of 3 plus your character level, whichever is higher. This foe directly opposes you at all times and in all ways, but may go to elaborate lengths to first ruin and humiliate you rather than attack you outright.

So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Stillness Within the Storm (Combat)

By the art of your impeccable training, you may expend the spiritual balance and self-mastery of your soul to spare your body some measure of the torment inherent to the occult energies you wield.

Benefit: You may always choose to expend any number of points of *ki* as a free action whenever you accept burn. You obviate a single point of burn for every two points of *ki* that you expend in this way.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

Student of True Ki (Combat)

The path of your enlightenment is lit by secret flames. With practiced meditation upon both inner and outer harmonious energies, you have unlocked from the universe unique and potent abilities; by your wordless command, the balance of arcane forces twists as you ordain. With each effortless step of contemplation you take, mind and body alike rise toward total understanding, ascending a mountain of most-glorious mysteries.

Prerequisite: Qinggong monk archetype; 4th level character; membership in the Thunderchildren Parity; see Special, below.

Benefit: Choose one arcane school. You gain one 0-level cantrip from the sorcerer/wizard spell-list of that school as an at-will spell-like ability and receive a +2 insight bonus on all saves against spells of that school.

In addition, you may expend points of *ki* to replicate one higher-level spell from your chosen school: or of another school: as a spell-like ability, exactly as per your standard *ki* powers. In effect you gain an additional *ki* power, unique to you, chosen when this feat is selected.

The exact amount of *ki* required to activate your ability is listed after the spell.

- a 1st level spell from your school (1 *ki*)
- any 1st-level sorcerer/wizard spell (2 *ki*)
- a 2nd level spell from your school (2 *ki*)

Special: This feat may be taken up to five times: at 4th level, 8th level, 12th level, 16th level and 20th level. Your chosen school, once selected, may not be changed.

So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat, in place of a ninja trick or in place of any utility wild talent or dampened versatility bonus feat.

If this feat is selected at higher levels, additional spells may be chosen, as noted below:

- **8th level**:
  - any 2nd-level sorcerer/wizard spell (1 *ki*)
  - any 3rd level sorcerer/wizard spell (2 *ki*)
  - a 3rd level spell from your school (1 *ki*)
  - a 4th level spell from your school (2 *ki*)
  - any spell from any class of 2rd level or lower (3 *ki*)
- **12th level**:
  - any 4th level sorcerer/wizard spell (2 *ki*)
  - a 4th level spell from your school (1 *ki*)
- **16th level**:
  - any 5th level sorcerer/wizard spell (2 *ki*)
  - a 5th level spell from your school (1 *ki*)
  - a 6th level spell from your school (3 *ki*)
  - any spell from any class of 3rd level or lower (2 *ki*)

- **20th level**:
  - any 6th level sorcerer/wizard spell (3 *ki*)
  - a 7th level spell from your school (3 *ki*)

In addition, you may always select a spell from this list of a lower level—in exchange for your normal ability—at any time that you would otherwise gain a *ki* power from the qinggong monk archetype. For example, upon reaching 18th level as a monk, you might choose to gain any of the options above available to a 16th level character with this feat rather than choosing between timeless body or tongue of the sun and moon.

Designer's Note: You may select an elemental arcane school rather than a traditional school—characters with this ability often select the metal arcane school. Due to the need for high amounts of *ki*, characters with this feat benefit greatly from taking vows or the drunken master archetype.

Stratagem of Agonies (Combat)

Your intense study has made of the living body a complex road-map: a circuit of interlocking breath, tissue and bone. To you, the form of a flesh-bound soul is only a dense, wet web-way of pressure points, alchemical gates, harmonious furies and energy-knots, yours to adjust or reconfigure as you see fit.

Prerequisite: *ki* pool; Heal 8 ranks; membership in the Thunderchildren Parity

Benefit: As a standard action, you may spend one *ki* to grant a touched creature the effects of either *calm emotions* or *delay pain* as a spell-like ability (see below). Alternatively, you may spend 2 *ki* points to invoke within your touched target the most crippling of torment: this effect is identical to either a *pain strike* or the effects of a *phantasmal killer*, except that it deals nonlethal damage; a creature who would be killed by this ability is instead rendered unconscious as per sleep, except that it may affect a creature of any number of hit dice.

If you have 14 ranks in the Heal skill, you may spend 1 additional point of *ki* to use any of these abilities as a single attack during a full-attack action.

Your class level is the caster level for these spell-like abilities, and you use Intelligence, Wisdom or Charisma, your choice, to determine your concentration check bonus. The saving throw is equal to 10 + ½ your level + your appropriate ability-score bonus.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat or in place of a ninja trick.

Swift Tornado of Blazing Kicks (Combat)

When that otherworldly power is racing through you, there are very few things you cannot catch, dodge…or kick in half.

Prerequisite: Elemental ascetic[OA] archetype, membership in the Thunderchildren Parity, see Special, below

Benefit: Any of your attacks with a flurry of blows may be made with fists, elbows, knees, feet and even with head-butts, as you desire. Your flurry of blows may still only be used with unarmed strikes, however, not with natural attacks (such as claws or slams).

Directly after any round in which you have used gather power (either as a move action or as a full round action) you may choose at any time before the beginning of your next round to move 5 feet as an immediate action. Doing so grants you a +2 bonus to AC against a single attack (chosen by you when this ability is activated). This special movement is not a 5-foot step, and it provokes attacks of opportunity as normal.

You may use this ability only when unarmored, not using a shield, and unencumbered.

Normal: An elemental ascetic[OA] must use only his fists to make a flurry.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any utility wild talent.

Symmetry of Harmonious Insight (Combat)

Your teachings, when put into practice, reward both master and student via the resonant mystic connection of your aligned furies; those who drink deeply of your astute instruction are nearly unstoppable.

Prerequisite: Sensei monk archetype; membership in the Thunderchildren Parity

Benefit: Whenever a creature benefiting from your advice class ability confirms a critical hit or reduces an opponent to zero or fewer hit points, you gain one point of *ki*. Confirming a critical hit on a helpless or unaware creature or defeating a creature that possesses fewer Hit Dice than half your level does not restore *ki*.

In addition, you may spend 2 points of *ki* as a standard action that does not provoke attacks of opportunity to heal any creature benefiting from your advice class ability. The targeted ally gains a number of hit points equal to your monk level.

Designer's Note: This feat is of especial use with the qinggong monk archetype, which may be freely taken with the sensei archetype as normal.

Technique of Flowing Weakness (Combat)

You have willingly accepted upon your flesh a most terrible burden, but the harmony of your spirit allows incredible command over this limitation—even wielding it as a weapon.

Prerequisite: *Ki* pool; membership in the Thunderchildren Parity

Benefit: You gain one curse, as per an oracle of your character level, gaining the listed benefits of the curse at the appropriate level during character advancement. In the instance of spells added to a spell-list, you may instead duplicate the effects of that spell as a spell-like ability by spending *ki*; this requires a number of *ki* points equal to half the spell-level of the effect, rounded up. Your class level is the caster level for these spell-like abilities, and you use Wisdom or Charisma (your choice) to determine your concentration check bonus. The saving throw is equal to 10 + ½ your level + your chosen ability score bonus.

In addition, you may use *oracle's burden* as a spell-like ability (subject to the rules above) by spending one *ki* point. Once you reach 10th level, you may execute this spell-like ability as a swift action by spending 3 *ki* points.

You may spend one *ki* point as a swift action to treat your oracle level as 5 levels higher for the purpose of determining the effects of your curse until the beginning of your next turn. Thus, if you were a 6th level character with this feat and the clouded vision curse, you could spend one point of *ki* to temporarily gain blindsense out to a range of 30 ft.

Special: You may select this feat multiple times. Each time, you gain a new curse; when using *oracle's burden*, you must specify which curse you are applying to your target. So long as you otherwise meet the prerequisites, this feat may be gained in place of any monk bonus feat or in place of a ninja trick.

Weapon of a Burning Soul (Combat)

Your training has armed you with the tools of a weapon-technique which flow-forth not just like a thundering extension of your body…but instead as a perfect reflection of your inner fighting-spirit.

Prerequisite: Elemental ascetic[OA] archetype, membership in the Thunderchildren Parity; see Special, below.

Benefit: Choose any one monk weapon with which you are proficient, such as the nunchaku or the temple sword.

All attacks with weapons of this type are considered to be unarmed fist strikes for purposes of the elemental flurry class feature. In addition, you are always considered to be unarmed when wielding this weapon—and to be making unarmed strikes while attacking with this weapon—if doing-so is beneficial to you.

Special: So long as you otherwise meet the prerequisites, this feat may be gained in place of any utility wild talent.

This feat may be gained multiple times; each time it is selected, the benefits above apply to a new monk weapon.

Vow of Iron Pride (Combat)

Since ancient days, the people of the Irons District have handled their own affairs: the Bronze Guard have better things to do than get themselves embroiled in endless petty squabbles between neighboring welds and rival dojos…and it is a sign of deepest weakness to beg their indulgence and attentions in matters that might better be handled internally.

Restriction: The monk may never call for the aid of uniformed authorities, instead handling all confrontations and fights alone. In addition, she must respond to all insults and challenges directly: she cannot back down if someone insults her sensei, for example, nor may she silently refuse to answer if a brash swordsman enters the teahouse where she is drinking and demands to know who within reckons herself to possess a true fighting-spirit. The monk is not *required* to resort to physical violence while facing any such challenge, but she must always enact swift, firm justice when wronged or aggrieved.

Benefit: A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Matchless Style (Combat)

It's not a "look," friend. It is a way of life.

Not that you would expect most people to understand; the foolish are legion, ever-surrounding you, besetting the righteous upon all sides. For while the ignorant may see only a vain and narcissistic obsession with 'fashion'

Your Matchless Style

In essence, you can disguise yourself—or even claim to be someone else entirely!—without directly violating this vow, but you must always do so *poorly*.

Hastily throwing a stolen cultist-cloak over your iconic threads & your 'do to sneak past some guards? That's fine. Knocking on a door and claiming to be the Bronze Guard? Also totally fine. But when someone asks who you are, and you claim to be someone you're not, you must do so in either your normal—*iconic!*—voice or in a terribly bad fake voice.

Anything less? That is, quite simply, a violation of your vow.

or "image"' they—sadly uninitiated in your most-impeccable of techniques—overlook the stone-cold truth: this iconic persona serves as a symbol, a clarion-call, a bright-burning candle in the darkness which honors both the great ancestors of your people and the proud founders of your spiritual tradition.

You inspire, and are inspired in turn. And woe be unto that fool who dares to show disrespect.

Restriction: You require one hour each morning to properly prepare, dress and accentuate your distinctive "look". If you are also a divine caster, this special time of meditative self-reflection overlaps with your preparation of spells and does not add to it.

You must have normal access to all of your gear to properly prepare your distinctive look in this way; if you are imprisoned, trapped or otherwise kept from your regular equipment, you must improvise (at your GM's discretion) a suitable solution or risk violating your vow.

If your look is ever harmed (see Special, below), you must spend one hour immediately thereafter re-fitting and re-arranging yourself—and your accoutrements—to regain the benefits of this vow.

In addition, you must willingly suffer a -8 penalty to all Bluff and Disguise checks made to pass or appear as anyone but yourself.

All characters also gain a +5 bonus on all Knowledge checks and on all Diplomacy checks to gather information regarding your identity; this effect stacks with the Signature Weapon of the Storm feat (see page 311). In addition, these bonuses are retained—until the next time you gain a level—even if you violate your vow: your reputation will always greatly precede you, despite abandoning your archetypal accoutrements and renouncing your quintessential couture.

Benefit: A character with this Vow increases her *ki* pool by 1 point for every 4 class levels (minimum +1).

Special: Although your iconic "look" is never harmed by even the most dangerous of action, adventure, combat, conflict, daring-do or other traditional heroic escapades, it may be temporarily damaged by the simple touch of another character—either intentionally or inadvertently.

An opponent may attempt to damage your look in this way by making a touch attack with bare hands—which provokes attacks of opportunity as per an unarmed strike—or by making a special touch attack with a wielded weapon.

If another character succeeds at this type of touch-attack against you or otherwise touches any part of you without your permission—including an ally carelessly poking at your hair or your clothing without alerting you first—that character instantly damages your look.

You immediately lose all the benefits of this vow until your look is fully restored—requiring one hour of work, as noted above—although you are not considered to have broken your vow.

While your look is damaged in this way, in any round that you attack the individual who damaged your look—or move directly toward that target, with the intent of attacking—you regain one point of *ki*. You continue to regain one point of *ki* in this way every round until the individual who damaged your look is dead, is unconscious or you spend one full round neither attacking them nor moving toward them with the intent to attack.

Thunderchildren Magic Items

Thunderchildren gain access to the following magic item.

THUNDERCHILD'S HAMMER **4,302 GP**

Aura faint transmutation **CL** 5th
Slot none **Weight** 5 lbs.

Description

This *+1 warhammer* has a hilt decorated with alternating strips of silver, iron, and steel, while the head has engraved storm clouds. Thunderchildren, who carry only one weapon, favor this hammer for its versatility. A Thunderchild's Hammer may be used as a monk weapon.

As a standard action, the bearer grips the hammer tightly, and the color of the hammer slowly changes. By the start of the bearer's next turn, the weapon acts as a cold iron or silver weapon for the purposes of overcoming DR. The bearer must designate which metal when activating the ability and the effect lasts for 1 minute. This weapon may have additional enchantments added for the normal cost, and, if the weapon is enchanted with an enhancement bonus of +2 or greater, then the bearer may also choose to have the weapon act as adamantine to overcome DR or hardness.

Construction Requirements **2,302 GP**

Craft Magic Arms and Armor, *heart of the metal*

Thunderchildren Spells

Thunderchildren gain access to the following spells.

CLARITY OF THE PEERLESS MASTER

School divination; **Level** bard 4, druid 3, cleric/oracle 4, medium 3, mesmerist 3, psychic 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V,S,M (a bloodied bandage of a warrior of great skill)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw no; **Spell Resistance** none

The blood-stained bandage whips from your hand and wraps around the eyes of your target, overlaying their sight with dream-like visions of puissance. Bestowed with the clearest memories of their perfected techniques the subject of this spell is granted a+1 insight bonus to attack and damage for each combat feat they possess up to a total bonus of half your caster level.

GYRE OF STORM AND THUNDER

School evocation [air, earth, electricity, and sonic]; **Level** bard 4, druid 4, cleric/oracle 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 move action
Components V, S, F (target weapon held)
Range touch
Effect escalating elemental energies
Duration 1 round/level; maximum 10 rounds
Saving Throw no; **Spell Resistance** none

Dragging one foot in a grinding arc, you punctuate the spell with a slap of the other against the earth while hissing the secret names of thunder and lightning. This spell charges your focal weapon with alternating pulses of elemental energy between the lightning of True Air and the thunderous crush of True Earth. The weapon becomes imbued with a number of charges equal to your caster level. The first charge adds 1d6 of sonic damage to your next attack. This energy is discharged regardless of whether or not the attack is successful. The next attack escalates to 2d6 of electricity damage that is discharged on the next attack the caster makes. This pattern of escalation and alternating between elements continue for each charge to a maximum of 10d6 electrical damage and ten charges. Unused charges are lost at the end of the spells duration.

MEMORY OF STEEL

School Enchantment [mind-affecting]; **Level** bard 4, inquisitor 4, medium 3, mesmerist 3, psychic 4, sorcerer/wizard 4, witch 4
Casting Time 1 full round action
Components V, S, F (The target weapon formerly belonging to a powerful warrior)
Range close (25 ft. + 5 ft./2 levels)
Target one weapon previously owned by a target with great skill in using it
Duration 1 minute/level (D)
Saving Throw no (harmless); **Spell Resistance** none

Seeding the focal weapon with powerful a enchantment you cause the impressions of previous owners to come to the surface and enter the memory of a creature wielding it. Any creature wielding the focal weapon is granted proficiency with it and a single feat that a previous owner had. For every five caster levels you possess the creature gains an additional feat the owner possessed. The wielder must still be capable of qualifying for the feats. The history of an item is adjudicated by the GM but the prior owner must have purchased or earned the item and had it in their possession when at least one of the feats granted was earned.

STRIKE OF TRANSFERENCE

School transmutation; **Level** psychic 5, sorcerer/wizard 5, witch 5
Casting Time 1 immediate action
Components V,S,F (weapon to be enchanted)
Target two weapons as one sunders the other
Duration instantaneous
Saving Throw no (harmless); **Spell Resistance** none

With a crash of shattering power, magic floods from a broken weapon into the weapon that shatters it. Thunderchildren spellcasters long struggled with the focus of their martial brethren who refused to abandon their chosen weapons and family heirlooms. Previous magical properties are lost and completely replaced by those of the sundered object. The caster must this spell as the sundering occurs and must make a caster level check against the caster level of the magic item. If successful, the magical qualities of the sundered weapon are transfered to the allies weapon. Illegal enchantments and qualities are suppressed if transfered to a weapon that cannot qualify for them.

Running Memory of Steel

Memory of steel is meant to present a rewarding value to players who investigate the history of weapons above and beyond their raw mechanical abilities. It also provides an option to preview new feats and abilities a player might wish to try. Depending on its prevalence in a game a merchant might elevate the price of a weapon they know to be of storied history.

GMs are advised to prepare a list of filler feats or use the following when this spell is cast on an item with little to no warning: Weapon Focus, Power Attack, Precise Shot, or Weapon Finesse (appropriate weapons), Improved Critical).

New Character Options

The *City of 7 Seraphs* provides new species, class, and character options that are not specifically tied to any single Parity or other organization. In this chapter you will find these options and a number of support feats, spells, and other new player options.

New Species Origins Options

Hyraeatan is a cosmopolitan crossroads of nearly endless varieties of planar travelers. And many choose to remain in the City after their first time visiting. Nearly any player character species is a viable option when creating a character. Some species are of more prevalence to the City or nearly unique to it. This section introduces prominent species in the City of 7 Seraphs and provides new mechanical options to support them.

The most prominent non-core species in the City are:

Ceptu

These telekinetic jellyfish-like creatures populate the Docks District neighborhood of Undertow. They are the driving force behind many philosophical and artistic movements in the City. Additionally, they pioneered the Orrery engines that have been developed by the Foreseen. They are known far and wide across the city as talented artists, indispensable experts, and wise sages.

While holding positions of great esteem in both the Foreseen and in the Descendants of Dream, ceptu are present in nearly every organization within the city.

Judow

Children of the kytons and their inevitable prisoners, these forced fusions of law and nightmare to human hosts have resulted in a new creature, deadly and delicate. Liberated in time from their nightmarish masters, the judow now side with the City of their liberators.

Their inclination toward law and duty drives many to the Hands of Onus Parity, while their kyton lineages send many to the nihilistic Blackblades or the transformation obsessed Chrysalis Covenant.

Mirrorkin

Traitorous invaders turned loyal defenders, the mirrorkin are an evershifting species of metamorphic mimics. They form bonds to those they love, respect, or otherwise connect with and in turn these bonds inform their shapes and abilities. These children of Sarros have become essential mediators and powerful voices in their communities.

Mirrorkin tend to enter parities that are complementary to other bond members, or were still directly oppositional by virtue of the desire to challenge and test their friends.

Species in Pathfinder

Given the enormous amounts of diversity of player character options in the *City of 7 Seraphs*, we have chosen to use the term Species to refer the selection that defines a character's creature type and related traits. When using this book with other Pathfinder Roleplaying Game products treat these options with other similar terminology as needed. Many of these terms are rules transparent with products that have used the term "race" or "racial" when dealing with creature type and GMs should feel free to use them in that manner as needed.

Due to the alien nature of most of the new species outlines below GMs should also consider increased circumstance penalties to social skills when interacting with societies unfamiliar with Hyraeatan. Disguise in particular may merit significant penalties when trying to pass as a radically different morphology without the aid of magic.

Rhyzala

Born from time scattered spores from a supertemporal fungal network, the rhyzala are the children of Hyraeatan's future and the saviors of its past. These creatures carry flashes of a far flung time and the years in between offering glimpses of fated events and bearing the Radia's light in a manner natural and easy as breath.

The Foreseen have always welcomed the sporeborn into their ranks and are often frustrated when a rhyzala does not join their Parity. The Ashborn, Chrysalis Covenant, and the Descendants of Dream all boast large numbers.

Shadow Fey

Natives from shadow realms even older than the City, the shadow fey have loomed as long as the Parities have record. Three vying courts of these occluded ancients dance around the greater court of the Mithral Throne.

Those with a penchant for magic often find the lore of the Bookbinders to their liking and nearly as many have taken up residence in the Archives as the Orchard.

Veryx

The spider-children of the Archweaver arrived at the end of the first rune web war. These magical creatures came bearing intimate knowledge of the lattice in the countless worlds dotting its branches and also a species memory of debt to the people of Hyraeatan.

Despite many years of service and exemplary behavior even fighting their former allies in the rent web, the veryx

Table 4–1: Random Starting Ages

Species	Adulthood	Intuitive	Self-Taught	Trained
Judow	14 years	+1d4 years	+1d6 years	+2d6 years
Mirrorkin	5 years	+1d4	+1d6	+2d6
Rhyzala	†	†	†	†
Shadow Fey	15 years	+1d4	+1d6	+2d6
Veryx	10 years	+1d4	+1d6	+2d6
Xodai	0 years	+1d3	+1d4	+2d4

†Rhyzala "enter" reality with a purpose and thus do not have a random starting age by type of profession.

Table 4–2: Aging Effects

Species	Middle-Aged	Old	Venerable	Maximum Age
Ceptu	50 years	75 years	100 years	100+3d20 years
Judow	30 years	40 years	50 years	50+1d20 years
Mirrorkin	40 years	60 years	80 years	80+1d6x20 years
Rhyzala	10 Years	50 years	120 years	120 +4d100†
Shadow Fey	75 years	150 years	200 years	200 + 5d20 years
Veryx	40 years	55 years	70 years	70+1d20 years
Xodai	100 years	200 years	300 years	300 + 5d20 years

†Rhyzala do not die of old age. However, at one point, they feel the urge to be "extracted". The rhyzala returns to a crowd and vanishes as inexplicably as they entered the world. Rhyzala that do not heed the call find that their minds deteriorate, as the strain of having to live in a three-dimensional reality erodes their mind, not unlike dementia.

Table 4–3: Random Height and Weight

Species	Base Height	Height Modifiers	Base Weight	Weight Modifiers
Ceptu	3 ft. 9 in.	+3d12 in	100 lbs	+ (3d12x5 lbs.)
Judow	4 ft. 10 in.	+2d12 in	110 lbs.	+(2d12×7 lbs.)
Mirrorkin	5ft. 0 in.	varies	120 lbs.	varies
Rhyzala	4 ft. 5 in.	+3d10 in.	90 lbs.	(+3d20x2 lbs.)
Shadow Fey	4 ft. 10 in.	+2d12 in.	110 lbs.	+(2d12×7 lbs.)
Veryx, Amoxa	3 ft.	+1d12 in.	210 lbs.	+(5d12×5 lbs.)
Veryx, Semxi	2 ft. 6 in.	+2d12 in.	25 lbs.	+(2d6×2 lbs.)
Veryx, Semoxa	4ft. 10 in.	+2d12 in.	140 lbs.	+(2d12×8 lbs.)
Xodai	5ft. 4 in.	+2d12 in.	120 lbs.	+ (5d12x5 lbs.)

all still feel "the Debt" profoundly. Most strive earnestly to repay those who convinced the Archweaver to free them and often end up members of the Hands of Onus.

Xodai

The vast majority of the xodai that are born near Hyraeatan are actually born in the lattice outpost town of Outstar. This eternal dawning fastness has existed for centuries and is home to the Xo mystics that oversee the Sunderbirth, a fiend-binding ritual that creates six "newborn" xodai as living prisons for the shattered forms of fiends.

Within the city proper most of the xodai are seen in the Crowns or Pacts districts. The xodai's ability to siphon supernatural evil into their hellcore's makes them essential operators for some magical rituals and spellcraft. Most xodai have at least a tangential relationship to the Eternal Dawning.

Ceptu

Ceptu are a species of intelligent psychic creatures resembling jellyfish of many of the prime worlds. Unlike common invertebrates, ceptu have developed the ability to breathe above water for short periods of time. They make use of innate telekinetic abilities to hover above surfaces and manipulate small objects. The ceptu of Hyraeatan were among the earliest civilizations to develop functional orrery drives allowing for traveling the Plane of Shadow and between the stars. Their design sensibilities have led to the majority of Foreseen's ships resembling the marine life of some other worlds.

If they are to be believed, the ceptu claim their ancestors had all but mastered the oceans of their own world and had set off to explore the multiverse seeking distant kinsmen that had found a promised perfected land. The details of this journey lead the ceptu of Hyraeatan to suspect a metaphor for self-progression. Not all are convinced that this world of eternal perfection does not actually exist, however. Whatever the motive, these ancient ceptu explored the stars and seas of creation and eventually made their way to Hyraeatan and the alliance with the Foreseen.

As more of the ceptu joined the Foreseen it was only natural that a settlement of technicians and support teams grew around the nascent shipyards. Many visitors are surprised to find that so much of the vessels construction actually begins below the waterline. However, in the time since Undertow was created, ceptu have been born with divergent interests and desires to explore the planes under power of their own levitation. Some have even gone so far as to join circles of Wardens, or more physically oriented Parities like the Ashborn and Thunderchildren.

Many of the ceptu have taken to studying both the Radia and the nature of the Shadow Plane itself. These mages form one of the strongest rival groups of shadow weavers to the native shadow fey having advantages of Will over the inborn talents of their rivals. Others have lent themselves to more esoteric arts such as the dream-weaving of the Descendants or the energetic researches of both the House of Heights and the Steamwalkers.

The ceptu's strength for organization, leadership, and bureaucracy has made them a natural fit for administrative roles and it has not been uncommon for more than one seat on the Parity Council to belong to a ceptu at the same time. This has on occasion cause suspicion to fall on the settlement of Undertow as other areas of the City claim imbalanced representation.

Telekinetics being common to the species, they are often sought as skilled laborers with the ability to manipulate fragile substances like glowglass and to perform traditionally physical tasks at range. Magical apparatus and spells are frequently used to enhance the basic species abilities of the species with enough strength to make levitation function at a level more resembling flight.

Gifted ceptu telekinetics are aggressively recruited by the Steamwalkers to work in the Vaults on volatile and sensitive experiments requiring mental manipulation and control.

Physical Description

The central form of the ceptu is a translucent dome of a few feet across. Their bodies display internal organs visibly and some humanoids find them disturbing to watch for lengths of time. Some of these organs are involved in the species's innate telekinetic abilities and are visibly luminous. A large mass of thin tendrils drops below the central bell. These tentacles are very weak allowing for no true physical manipulation to occur.

The ceptu's central sensory organs are able to shift around its perimeter in a manner that provides sight in all directions simultaneously. This can make it very difficult to surprise them. Carrier ceptu often carry visible young gestating to the point of being independently motive within them.

Society

The majority of ceptu in Hyraeatan live in the underwater neighborhood of Undertow. This area of the Docks District is visible from above as a softly shimmering phosphorescent spectacle. Given the relatively plentiful food and support systems in ceptu society, they often find themselves with greater time to explore artistic and creative pursuits. Floating sculpture gardens and light paintings are particularly popular in the Docks District.

Many ceptu never leave these waters finding the act of persistent levitation stress-inducing and unnecessary. A large number of their populace have created sympathetic analogs to various surface structures throughout the city. These serve as psychic projection nodes that allow the ceptu who live in Undertow to interact with the rest of Hyraeatan without leaving the water.

The ceptu who do journey above the water often do so to witness events personally. Some of these individuals develop great skills at passive levitation and even telekinetic self-defense. Others simply wish to draw a more direct inspiration for their works of poetry, painting, and sculpture. Whatever their reasons, ceptu who journey above the waves take their roles representing their people seriously, trying to contribute depth and thoughtfulness to the discussions, movements, and organizations they join. Ceptu history holds that those who settled in Hyraeatan did so willfully abandoning an "over-god" they believed would lead their people to a false paradise. The ceptu of the City are believed to be the minority of the greater number of their people that followed this entity to another world. Whether the species' original world is still habitable is a matter of historical debate. Ceptu historians point to their lack of records of their exodus as indicator that the world must not have been worth returning to.

Relations

Ceptu are often surprised by the veryx fascination with humanoids. They are consummate historians and have developed multiple media to store their knowledge psychically. Surface pilgrimages to encode books into crystal foci and other mnemonic devices are common, if relatively short in duration. Their relative disinterest in the Orchard District has caused the shadow fey to regard them as alien and aloof. Relations between the two peoples has not been made any easier by the ceptu's efforts to cultivate a second source of food for the City in the fisheries and kelp forests of Undertow.

The Eternal Dawning, xodai, and inhabitants of Outstar have been impressed by the ceptu' mastery of psychic and psionic phenomena, and often sponsor tutelage for their own mystics by the masters of Undertow. Ceptu wishing to experience long term life above water have even been offered the elan apotheosis by the Xo masters of the mind-temples. The exact number, if any, who have accepted this transfiguration are unknown.

Ceptu often offer their services as administrators, legal counsel, and magistrates. This in turn has given them increased presence in the Hands of Onus. Their passion for creative expression has also led many of the ceptu of Hyraeatan to seek out sponsorship in the Descendants of Dream, and no small number of them have climbed the ranks of that Parity.

Alignment & Religion

Ceptu are steeped in mysticism and spiritual traditions. The original settlers of the area now called Undertow were monotheists worshipping a disembodied force they called Sien. Their introduction to the Loci of Eternity and the House of Heights philosophies has muddled this simple belief with a more complex form of faith in spiritual evolution. Most ceptu in Undertow have come to understand that their current spiritual state is unable to interface with Sien directly and rather the intercession of ceptu Eternals is required for them to receive direct energies.

As with their biological development, spiritual advancement is generally thought to be tied to age. Spiritual progression to a higher state is generally set aside for the closing days of a carrier's life when they have had the turns they wish welcoming new clusters into the greater cloud of the community. At that time the carrier then makes ready to move to a new state, some even think of it as a fourth divine gender, formed of energy and transcending the prior need for a physical state.

Adventurers

Despite clairvoyant exploratory theatres and mnemonic transfers, some ceptu simply crave original experience. The satisfaction of firsthand knowledge is particularly drawing to young and restless individuals, while carrier-aged ceptu sometimes feel that physical journeys will help acclimate the gestating young to greater ranges of tolerance or be of assistance in quickening various psychic and magical abilities.

Many ceptu study magic to assume more practical forms for time spent on the surface, though few find long periods of time with the "restrictive" forms of humanoids enjoyable, finding them limited in sensory scope and difficult to move and balance. Many who do find themselves in humanoid shapes prefer to use magic that does not suppress their own telekinetic innate powers.

Ceptu also display a love of organization and structure. The finite control of adventuring guilds, Warden Circles, and other adventurous enterprises engages them passionately. They often times can be drawn into such lifestyles by seeing the need of a better direction and tactical structure within a traveling group of adventurers. Ceptu often seek roles of leadership and authority because from their perspectives they are well suited to such tasks.

Names

Ceptu progress through gender stages but most keep the same name. A rare subset prefer to change their name with each gender metamorphosis. Regardless of gender

ceptu names favor softer sounds and drawn out sounds like: Uuloo, Soossup, and Woomlu.

Ceptu Species Traits

+2 to Intelligence and Wisdom, -2 to Strength: Ceptu have well-developed minds, but their gelatinous bodies make them physically quite weak.

Medium: Ceptu are Medium-sized creatures, have the magical beast type, and have no bonuses or penalties due to size.

Amphibious: Ceptu can breathe in both air and water environments.

Speed: Ceptu hover at a base speed of 30 ft. on land. In the water, a ceptu has a swim speed of 40 ft. Ceptu gain a +8 species bonus to all Swim checks.

Low-light vision: A ceptu's mode of vision is low-light, low-color vision.

All-Around Vision: A ceptu is a circular creature with a 360-degree field of vision, and has no front, back, or side. Ceptu are always facing every direction and cannot be flanked, backstabbed, or fall prey to any other action dependent on facing.

Unusual Anatomy: Ceptu cannot wear clothing or armor except for specially made robes. A ceptu may equip up to two sets of bracers, two necklaces, and three rings. Ceptu cannot wear belts, gloves, robes, backpacks, but can carry bags by fastening them to their tentacles.

Minor Telekinetics (Su): Ceptu can exert a force on objects around them with their minds. A ceptu may hover and manipulate two other objects at the same time, provided the combined weight of the two objects in pounds does not exceed the ceptu's Wisdom score. A ceptu can carry a single object up to ten times their Wisdom score. Weight limits increase by a factor of five underwater. The range for a ceptu's telekinesis is ten feet, plus five feet per point of its Wisdom bonus. Their tendrils are incapable of holding an object of more than 1 pound.

Limited Hover (Su): A ceptu can use its telekinesis to push against the ground, allowing it to hover at will up to 5 feet above any flat surface, whether water or land. This is similar to flight with a maneuverability rating of good, but without any altitude. A ceptu cannot jump as well as creatures with legs; Int is used as the base for the Acrobatics skill, and all jump distances are halved. Ceptu cannot climb ropes, ladders, or the like without some form of assistance. Ceptu do not fly, and can and will fall if there is no surface beneath them, and can negate the first ten feet from any falling damage sustained though.

Telekinetic Fighting (Su): A ceptu can fight with weapons held in its telekinetic grip. The mechanics of telekinetic fighting are quite similar to physical fighting, only with much greater range. A ceptu can wield one weapon or a weapon and a shield normally, but takes standard penalties if using two weapons. If using two weapons though, a ceptu has the advantage of being able to attack two different opponents, even opponents on different parts of the battlefield. When attacking with a weapon, a ceptu applies its Intelligence bonus instead of its Strength bonus to attack and damage rolls. If it takes the Weapon Finesse feat, a ceptu can substitute its Charisma bonus for its attack rolls. The location of each levitated weapon should be tracked for reach purposes. The reach and size rules apply as standard for a Medium creature.

Sting (Ex): A ceptu's tentacles contain a potent stinging acid. These tentacles can be wielded as a natural weapon and can hit anyone within 5 feet of the ceptu. Anyone struck by these tentacles receives 1d6 points of acid damage and must make a Fortitude save vs. a DC equal to 10+ 1/2 the ceptu's hit dice + its Constitution modifier or be stunned for 1 round. Ceptu tentacles score a critical threat on a roll of 20, dealing double damage and increasing the stun's DC by 4. Ceptu have many tentacles, but can make only one effective tentacle attack per round. A tentacle attack is considered an armed attack and does not provoke an attack of opportunity.

Sleep Difficulties: When asleep, a ceptu cannot maintain the concentration necessary to keep itself in the air. Ceptu require that their bodies be suspended in liquid (preferably seawater) in order to sleep naturally. Alternatively, a ceptu sling (simple device similar to a hammock) can be purchased to allow a ceptu to support itself enough to sleep. A ceptu who foregoes sleep suffers a cumulative –1 penalty to all rolls for every day he goes without rest. A ceptu with a cumulative penalty greater than his Wisdom bonus can no longer hover, and drops to the ground. Ceptu also cannot recover spells if they have not slept. Eight hours of sleeping suspended in water removes any accumulated penalties. Spell effects such as *levitate* do allow ceptu to snooze, but the effect rarely lasts long enough to pass the night.

Languages: Ceptu begin their careers speaking ceptu and common. Ceptu with high Intelligence scores can choose from Fade, Dolphin, or whatever best suits their background.

Alternate Species Traits

Coralfooted (Su): Some ceptu have grown weary of being denied the surface world for lengthy periods of time and have had themselves overgrown with magical exoskeletons of coral in a humanoid configuration. These ceptu lose their levitation ability in exchange for a natural armature for lengthy land-bound journeys. This ability replaces the limited hover, sleeping difficulties, and unusual anatomy traits.

Deepshade Lurker (Su): These ceptu are particular adapted to deep water environments having both cold and fire resistance 5. Additionally, they can take advantage of dim lighting conditions to become nearly invisible. This

grants them a 50% miss chance from attack rolls and a +4 species bonus to Stealth checks. This trait replaces the ceptu's choice of sting or telekinetic fighting.

Mindsight (Su): These ceptu add +1 to the DC of any saving throws against divination spells or clairsentience powers that they cast or manifest. Ceptu with Wisdom scores of 11 or higher also gain the following psi-like and spell-like abilities: 1/day—*detect magic*, *detect poison*, *empathy*[UP], *light*, and *read magic*. The caster level for these effects is equal to the ceptu's level. The DC for these spells is equal to 10 + the spell's level + the ceptu's Wisdom modifier. This trait replaces the ceptu's choice of sting or telekinetic fighting.

Nightmare Touch (Su): Some ceptu in Undertow claim that swimming along the bottom of the Bay of Shadows sometimes takes you elsewhere, a sea of utter darkness flowing with the terror and nightmares of the sleepers of the Prime Worlds. Occasionally carriers who claim visiting this place give birth to ceptu with this ability that gain a devastating touch similar to that of a dread class character. This touch deals 1d6+1 damage to a living creature and is a mind-affecting fear effect and may be used as an off-hand attack while telekinetically fighting with another weapon. If the ceptu takes levels in dread, it treats its level as +2 higher for purposes of its devastating touch ability. This ability replaces sting.

Seeking Vision (Su): These ceptu can send their vision beyond their form. While using this ability they are helpless. They may activate a *remote viewing* effect as a psi-like ability. The manifester level for these effects is equal to the ceptu's level. This trait replaces the ceptu's choice of sting or telekinetic fighting.

Skydancer (Su): Some ceptu favor a telekinetic expression that emphasizes movement over manipulative strength. These ceptu gain a fly speed of 40 ft. perfect and have only the strength to lift small single objects in line with a *mage hand* spell. This trait replaces the telekinetic fighting trait.

Sparkglow (Su): This ceptu has developed a psychoelectrical discharge to defend themselves. As a standard action, the ceptu can charge their body with electrical power gaining a +1 deflection bonus to AC for 1 round per level. Creatures striking with melee attacks must make a Will save vs. a DC of 10+1/2 the ceptu's hit dice + Constitution modifier or being stunned for 1 round. When a creature fails this save, the sparkglow is discharged. This trait replaces sting.

Variant Heritages

Shadowspark Ceptu (+2 Wisdom and +2 Charisma, -2 Strength): While the magical ambient energies of the City seemed to alter the veryx in ways to make them manifest Radia-biased variants, the ceptu seem to have developed a small segment of individuals who bear the power of the Bay of Shadow within themselves. These ceptu swim with dark inky layers in their flesh, soft bioluminescence in deeper color ranges, and a manner that is sleek and seductive. They have the deepshade lurker and sparkglow alternate species traits and lose sting and telekinetic fighting.

Psychology

Nearly all ceptu crave control on some level. It is the ways they achieve this control, however, which vary greatly from individual to individual. Some ceptu claim this drive stems from symmetry. A need to see the whole of creation as balanced and structured as their own forms. Others instead simply seek to shape things, a wild craving to leave an impression. Many of these are artists using their psychic abilities to sculpt living art from coral, telekinetically shape simple stone or clay, or to use more esoteric arts to craft bioluminescence in living tissue.

For others this need to control and organize is expressed socially. These ceptu strive to become political, academic, and philosophical leaders. They create vast networks of association and complex codes of interaction. On occasion these impulses are seen as going too far, restricting new members or prohibiting talented individuals from participating with needlessly complicated qualification examinations. Others seek positions of tactical acumen applying their sense of control and oversight to military actions for defensive parameters. The Ashborn's affiliation with the sacred groves of the Orchard District tends to preclude common ceptu membership but telekinetic warriors are present in both the Thunderchildren and the Wardens.

Ceptu rarely accept lifetime appointments. Even the youngest and most impulsive males realize that their physiologies will change as they mature. It is common for a ceptu to request a period of leave during a metamorphosis and then to reapply after their new state is achieved.

Physiology

Each ceptu starts life as a bell shaped polyp that gathers nutrients with its trail of drifting tendrils. They have multiple chambers each capable of functioning in different environments both above and below the waves. Some of these chambers utilize a series of valves that allow the ceptu to speak in an airy, whispery tone.

The membranes of the outer bell are more resistant than those of most similar creatures slowing the dehydration of the creature and allowing for either a fluid medium or gaseous fill of their skeleton. While initially aiding in flotation, these amphibious structures are vital as psychic abilities develop to levitate the ceptu.

The polyps develop rapidly into their first adult phase wherein they exhibit many of the physical aspects traditionally exhibited in a binary male. Their first

stings mature to venomous potency and their telekinesis becomes aggressively functional. At this age they function as the species warriors, explorers, and other outward pursuits. Many ceptu begin adventuring careers in this metamorphic state.

At a later age, the ceptu metamorphoses into an egg-laying state analogous to binary sexed female state. A limited number of eggs are deposited over the age of this state. These ceptu tend toward developmental pursuits, applying knowledges from their exploratory stage and developing knowledge into new and creative applications. Adventuring ceptu at this age are often fighting for a community or philosophical ideal.

The ceptu's final stage is that of a carrier, gathering the fertilized eggs of the species and gestating them in an optimally maturation environment. Many carriers consider this third adult stage the true adulthood but none devalue the states of younger genders and their contribution to the community as a whole.

Combat

Despite a predominately cerebral nature, ceptu are far from pacifistic. Many of them find a challenge in matching their telekinetics against more physically inclined combatants. Their ability to engage in physical combat at range is an advantage not lost on most of their warriors. The ceptu's panoramic vision and ability to be present in multiple locations can make the ceptu warriors highly sought after.

As common as telekinetic battle is, more aggressive manifestations and specialized psychic offense talents are presented during times of extreme danger or war. Ceptu kineticists and psions are well known for their violent energetic manifestations and even relatively pacifistic ceptu mystics are generally capable of aggressive projection.

Death

Much of ceptu culture is developed to ensure long life and a natural death. Violent death is generally thought to disrupt the natural psychic ascent of ceptu spiritual energies. While it is likely there are ways to prepare one's essence for an unexpected departure it is considered wise to avoid a death like that at all costs. This can cause some ceptu to be seen as paranoid or overly cautious as that they tend to extend this viewpoint to the spiritual well-being of their own allies.

Species bioluminescence tends to equate life in this realm with light and color. When a ceptu dies its luminescence fades out. This in turn leads to a very literal belief in the value of light and dark. Some ceptu extend this to include a supernatural strength to dark as well and seek to understand shadow magic and necromancy as the ultimate expression of the power of the dark.

Favored Class Options

Arcanist[ACG]: Add one spell with the mind-affecting descriptor from the psychic spell list to the arcanist's spellbook at the same level. This spell must be at least one level below the highest spell level the arcanist can cast.

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

Cleric: Increase the DCs of Intimidate and fear effects you generate by +1/4.

Druid: Add +1/2 a level to effective druid level when determining wild shape duration.

Echo: Add 1/6 a deeper reflection that grants access to a mental source origin or grants a memory of power of a psychic spell from the psychic class list or psionic power from the psion class list.

Guru[AM]: Add +1/2 to damage when dealing nonlethal damage to attacks made with a philosophy weapon.

Investigator[ACG]: Increase the total number of points in the investigator's inspiration pool by ⅓.

Kineticist[OA]: Add +1/4 force damage to electrical element blasts that do electricity damage.

Mesmerist[OA]: Add +1/2 to the number of tricks the ceptu can implant in allies each day.

Nexus: Select one veil that deals damage with a electricity or force descriptor. If you have at least 1 point invested in it, increase the effects of essence of that veil by 1/5.

Occultist[OA]: Gain 1/3 a point of mental focus you may only invest in a divination or enchantment school implement.

Paramour[CoLSP]: +1/6 of casting an illusion or enchantment spell with heart's magic without beginning to increase to tides of passion cost.

Psion[UP]: Increase the DCs of charm and fear effects you generate by +1/4.

Psychic[OA]: Add +1/2 point of damage to a psychic spell cast that deals to damage and has the mind-affecting descriptor.

Radiant: Choose one veil with the [mind-affecting] descriptor. If you have at least 1 point invested in it, treat the veil's effects at a DC of +1/4.

Shadow Weaver: +1/6 of a piercing glimpse.

Sorcerer: Choose electricity, force, or negative energy damage. Add +½ point of the chosen energy damage to spells that deal the chosen energy damage cast by the sorcerer.

Spiritualist[OA]: Add 1 skill rank or 1 hit point to the spiritualist's phantom.

Theurge: Add one spell from a source other than your two primary sources to one of your two books as a spell of the same level. This spell cannot be the highest spell level you have access to.

Vizier[AM]: Select one veil with a mind-affecting or electricity descriptor. Increase the essence capacity of

that veil by 1/5. You may only select a veil five times per specific veil.

Wizard: Select one spell you know, you may now prepare this spell as though you had the Spell Mastery feat.

Zodiac[CoLSZ]: Increase the essence pool +1/5.Essence from this ability may only be used to summon from air constellations.

Ceptu Feats

Advanced Telekinetic Locomotion

Prerequisites: Ceptu, 5th level.

Benefit: Your species hover ability improves to true flight, granting a fly speed of 30 ft. (average maneuverability).

Awaken Vision

Prerequisites: Ceptu, 3rd level spellcaster or psionic manifester.

Benefit: You gain the mindsight alternate species ability without loss of other abilities.

Awaken Vision, Greater

Prerequisites: Ceptu, 9th level spellcaster or psionic manifester.

Benefit: You gain the seeking vision alternate species ability without loss of other abilities.

Extra Ring Slot

Prerequisites: Ceptu, 7th level

Benefit: You may wear and use an additional magical or psionic ring.

Force Mastery

Prerequisites: Ceptu, Telekinetic Hurl, 9th level spellcaster or psionic manifester.

Benefit: A number of times per day equal to 3 + your Wisdom modifier you may use a swift action to replace the highest known spell or power with a force descriptor with any spell or power on your class list with a lower level that also has a force descriptor. You may maintain this replacement for 1 round per point of Wisdom modifier.

Telekinetic Hurl

Prerequisites: Ceptu.

Benefit: A number of times per day equal to 3 + your Wisdom modifier as a standard action, you may throw a small object violently as a ranged touch attack. This telekinetic throw deals piercing or bludgeoning damage equal to 1d4 + 1 per 2 hit dice you have. This is a spell-like ability that does not allow spell resistance.

New Psychic Disciplines

Mindfist

Your mind has become focused on the flow of combat allowing it to telekinetically enhance the attacks of others and manifest deadly and savage force weapons.

Phrenic Pool Ability: Intelligence.

Bonus Spells: 1st—*lead blades*[APG], 4th—*bladed dash*[ISM], 6th—*greater magic fang*, 8th—*forceful strike*[ISM], 10th—*greater bladed dash*[ISM], 12th—*decapitate*[HA], 14th—*legendary proportions*[PPC:AA], 16th—*clenched fist*, 18th—*telekinetic storm*[OA].

Discipline Powers: Your progressive mastery of telekinetic force allows your mind to lash out violently without the need for weapons in its mental grasp.

Telekinetic Savagery (Su): As a move action, you can generate a powerful telekinetic manifestation that can act as one of the following natural weapons: slam (1d8 bludgeoning), two claws (1d6 slashing each), tendril (1d4 slashing with at 10 ft. reach), or gore (1d8 piercing, x3 critical multiplier). These natural weapon attacks use Intelligence instead of Strength for attack and damage and resolve as a magical force effect that lasts for 1 round per psychic level. You can use this ability a number of times per day equal to your Intelligence modifier. At 6th level and 11th level you can add a +1 enhancement modifier to these natural weapons. At 10th and 15th level, you can add a weapon enchantment with an equivalent modifier of +1. You may only have one instance of telekinetic savagery active per 5 psychic levels. These natural weapons can be treated as manufactured weapons for spells, feats, and other abilities.

Telekinetic Motions (Ex): You may make acrobatics checks as normal. If you have already regained the ability to make Acrobatics checks you may add your Intelligence modifier to them. When you attempt an Acrobatics check, you can spend 1 point from your phrenic pool to roll the check twice and take the higher result.

Mindfrenzy (Ex): At 5th level, as a swift action, you can enter frenetic state of psychic power that allows you to make a full attack with your telekinetic savagery natural weapons and manifest a single spell you know through one of those attacks. The spell cannot be the highest level you know. If you miss with the attack your spell is wasted.

Mind Titan (Su): At 13th level, your telekinetic savagery manifestation now occupies a larger space around you. Your space counts as Large but you may select any one square within your space to be in for purposes of creatures attacking you. Your natural weapons

generated from telekinetic savagery are considered one size category larger.

Psystorm

Your psychic lightning finds its way into items you use to empower and overcharge their potentials, even finding ways to restore the sparks of primal life itself.

Phrenic Pool Ability: Intelligence.

Bonus Spells: 1st—*shocking grasp*, 4th—*defensive shock*[UM], 6th—*lightning bolt*, 8th—*ball lightning*[APG], 10th—*lightning arc*[UM], 12th—*chain lightning*, 14th—*displacing current* (see page 477), 16th—*galvanic healing* (see page 482), 18th—*ride the lightning*[UM].

Discipline Powers: Your mind ceaseless generates energy that it attempts to invest in nearby items or creatures sometimes augmenting their abilities or damaging them, as you desire:

Augment Power (Su): As a move action, you can focus your energies on an item you wield. At 1st level you may: use your own caster level instead of the item's, replace the item's ability score with your own Intelligence modifier, boost its caster level by +1, or roll a second time on attempts to penetrate spell resistance. This augmentation lasts for 1 round per psychic level. You can use this ability a number of times per day equal to your Intelligence modifier. At 11th level, you can use augment power to gain 2 of the above advantages. At 15th level, you can use augment power to gain 3 of the above advantages.

Galvanic Insights (Ex): At 1st level you gain Use Magic Device as a class skill. When you attempt a Knowledge or Use Magic Device check, you can spend 1 point from your phrenic pool to roll the check twice and take the higher result.

Galvanic Overcharge (Ex): At 5th level, once per day you can attempt to recharge an item with charges or limited daily uses using a spell with the electricity descriptor of a level equal to or higher than the highest spell used in the creation of the item and a successful Use Magic Device Check equal to the DC required to blind activate the item. The spell used to charge the item must be of a level equal to or higher than the highest spell used in the creation of the item. If you fail, the item automatically suffers a backlash equal to a scroll mishap of the same level.

Galvanic Revival (Su): At 13th level, you can use your mind-lightning to reignite the fallen spark of life in an ally. You can spend 1 point from your phrenic pool on your turn as a standard action to cast a special *lightning bolt* spell, roll damage as normal for the spell and on all targets except one, on the other target apply the damage as though it was a *breath of life* with the same capacity to restore the recently dead.

Coral Knight (Aegis Archetype)

Some ceptu take their relationship with other marine life to powerful state of symbiosis gaining the ability to form coral, crustaceans, and other creatures into a type of living armor.

Metabolic Acceleration (Ps): Coral knights gain the Heal skill at 1st level as a class skill. Additionally, a coral knight is capable of accelerating the natural healing powers of wounded creatures, restoring 2 hit points of damage to the touched creature as a standard action usable at will. However, this healing can only bring a creature to half of its maximum hit point total.

If you are using the *Spheres of Power* alternate magic rules, the coral knight may instead become a low caster gaining the life sphere as one of their initial 2 bonus spheres. If the coral knight chooses this option, the power points class feature is replaced by a spell pool:

Spell Pool: A coral knight gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

This ability replaces astral repair and may alter power points.

Shape Living Armor (Su): The coral knight can manipulate and rapidly accelerate the growth of coral or crustaceans around their form. The coral can emulate astral armor types as per the aegis: skin, armor, or juggernaut. A coral knight is always considered to be proficient with their armor, even if he does not have the appropriate armor proficiency. Shaping the coral armor is normally substantially slower than forming astral armor taking 1 hour. Different armor forms grant different free customizations. These free customizations never count against the coral knight's total number of customization points spent. Additionally the following customizations are available to the coral knight:

- **Reefmight (2 points)**: Like brawn (which overlaps it), the reefmight customization adds a +2 enhancement to Strength, but the organisms of the armor must be soaked in water for 1 hour to thoroughly hydrate them or this bonus fails. This customization may be taken again at 4th level and every 4 levels thereafter.
- **Metanode (3 points)**: You gain the ability to manifest a psionic or magical power. You may select one psionic power of 1st level from any power list. Alternatively gain an additional Magic Talent feat if using the *Spheres of Power* system. You gain a caster or manifester level of half your aegis level if you do not have one or you may add the power to another classes powers known for you if you possess one.

Spheres of Power System Expansion

Mindtalons (Telekinesis Sphere Talent)

As a move action, you can generate powerful telekinetic manifestations that can act as one of the following natural weapons until the end of your next round: slam (1d8 bludgeoning), two claws (1d6 slashing each), tendril (1d4 slashing with at 10' reach), or gore (1d8 piercing, x3 critical multiplier). These natural weapon attacks use your casting attribute modifier instead of Strength for attack and damage and resolve as a magical force effect. You can spend one spell point to increase the duration to 1 minute per caster level. You may use sphere talents, magical effects, and class features with these natural attacks as though they are manufactured or natural weapons. You may only have one instance of mindtalons active per 5 caster levels.

"The waters of the Sea of Shadows carry life from the diversity of countless world's sunless depths. We must be prepared for any of them... to welcome...or destroy."

—Soolyp, Ceptu Coral Knight

- **Omninode (3 points)**: Your armor acts as a magical converter allowing you to move energies between your various abilities. You may recharge a spell slot or regain a prepared spell you have cast from any class by paying twice is level in psionic power points. Alternatively you can pay half a spell point to regain half your caster level in power points, restore a spell slot, or a spent prepared spell of half your spherecaster level.
- **Psychokinetic Augmentation (4 points)**: Weapons and objects that are wielded via racial or other telekinetic abilities are treated as though they are one size category larger.
- **Specialized Colony (2 points)**: Your coral armor amplifies a specific sort of power very well. Select one school of magic, sphere of power or psionic discipline. Your caster, manifester, or veilweaving level you have for the selected type from any source increase by a +4 bonus up to the limit of your current hit dice. This customization may be taken again at 4th level and every 4 levels thereafter.

This ability alters form astral suit and customizations.

Sustaining Suit (Su): A coral knight of at least 3rd level wearing their living armor loses their sleep difficulties species trait and gains a +2 bonus on the following checks and saves:

- Swim checks made to resist nonlethal damage from exhaustion
- Constitution checks made to continue running
- Constitution checks made to avoid nonlethal damage from a forced march
- Constitution checks made to hold breath
- Constitution checks made to avoid nonlethal damage from starvation or thirst
- Fortitude saves made to avoid nonlethal damage from hot or cold environments
- Fortitude saves made to resist damage from suffocation.

Molt Suit (Su): Starting at 3rd level, a coral knight can reconfigure up to his Intelligence modifier in customization points on his living armor once per day over the course of 10 minutes. Every two levels thereafter, he can use this ability an additional time per day.

Augment Armor (Su): A coral knight learns how to infuse his living armor with his psionic or magical power, augmenting the capacity of his suit. Beginning at 4th level, the coral knight may spend up to half their level in power points or a single spell point. If they do, they gain one temporary customization point per four class levels to customize their living armor.

This ability, activated as a standard action, lasts for a number of rounds equal to the coral knight's Intelligence modifier. Activating this ability again, while already in use, immediately causes the previous duration to end. A coral knight may end the duration as a free action at any time.

This ability replaces augment suit.

Healer (Ex): Beginning at 2nd level, a coral knight gains a +1 bonus to Heal skill checks. At 6th level and every four levels thereafter, this bonus increases by 1.

Judow

The history of the judow is inexorably linked with the City of 7 Seraphs, as from what most legends tell, they were to be the enforcers of the City. The Chrysalis Covenant and Hands of Onus sponsored an experiment that spawned beings from both human and inevitable. They were birthed through this conflicting nature to better understand the concepts which the city embodied, with the flexible minds of humans combining with the everlasting devotion to law which was required for balance. Given the name "Judges," the original judow worked to maintain order in the city, sacrificing their lives for their Parities. The process of creating a judge was a long and arduous one, and because of this, their numbers were always limited within the city. It wasn't until the Age of Wonder that the shadowy kytons took notice of the powerful enforcers, seeking to subvert them unto the kyton's own goals.

Many a tale has been told about the abduction of the judges, stolen away in the chaos of the Wonder Wars. Cloaked in the seas of conflict, the numbers of judges inhabiting the city slowly dwindled until their presence was almost completely eradicated, going so far as to steal the needed information to create judges to prevent more from rising against them. From here, the kyton worked to subvert the judges, infusing them with raw shadow stuff. These first experiments were known as the judrai, massive creatures of flesh and metal whose power were comparable to judges. While strong, the judrai were far too vulnerable to light, being able to withstand only minutes of exposure to it before burning away into nothingness. In addition, the process of creating a judrai was deemed inefficient, the judrai themselves being sterile.

And so the kyton again returned to the judges, more cautious with the frail mortal frame which they were manipulating. While it took years of torturous research, unspeakable experiments, and untold deaths, the fruits of the kyton's labor was soon discovered; the judow. Humanoid in form, the judow were a true species, able to breed and replenish their own numbers. Strong, smart, and cunning to a fault, even their weakness to sunlight had been reduced, leaving them almost perfectly immune to the light of the world. Only their eyes were vulnerable, and thus, they were blessed with supernatural sight, being

able to see through a unique material known as artai created by the kytons for this purpose.

The Wonder Wars were awash in conflict from the inclusion of the judrai and judow, both adding to the conflict. One would believe that the slave species of the kyton would be their champions, but the judow were far more human than the kytons realized, and soon a great deal of their soldiers began to wonder about what they were doing and why. The Judow revolt was considered one of the changing points of the war, as the charismatic leader of the judow liberation front, Somay, met the loyal judow and judrai on the field of battle, the scars of their battle etched into the very city itself. Through a years long struggle, a majority of the judow were able to claim their freedom, the remaining judow being captured and indoctrinated through torture to the point where their minds were lost.

The end of the Wonder Wars were considered the first days of the judow species' freedom, although most judow are looked upon with distrust by those who remember those bloody days. Still tainted with the blood of shadows, the judow are one of the many species of the City, living with the lingering fear of reprisal from the kyton enslaved judow and the massive judrai. This fear isn't enough to stop the judow from living their lives, and many perceiver despite the issues set before them. The judow are a prominent and growing force in the city, and they intend to make their presence felt for years to come.

Physical Description

Every inch of a judow is the result of kyton tinkering, having designed the species to be scouts and spies. Due to this, judow tend to have lithe frames and pale greyish skin to allow them to better integrate into the shadows. The face of a judow is a rare sight, and from this the saying "as common as the eyes of a judow" has become a popular saying to indicate something that likely doesn't exist within the City. If one were to see it, they would be greeted by an angular face sporting a row of razor sharp teeth and spectacularly fragmented eyes in various shades of grey, black, and white, their visage created to terrify those who would see their faces unguarded.

Due to this reason, most judow favor heavy masks created out of artai, their eyes attuned to seeing through the material as though it wasn't there. There are the rare judow who instead use cloth created from artai, enjoying the reaction they receive when others view their true form, but these are a minority, as most are too fearful of the light to risk exposure to its light. The differences between male and female judow is small enough to the point where most can't tell through sight alone, and judow place little value on gender.

Society

As both a created and a relatively newly freed people, the judow have little society of their own, although life in the City has been as good a teacher as anything else. Having learned of others cultures during their time in servitude, most judow tend to mimic customs and ideas which fit into their own world view, which has lead to a large number of them creating their own versions of other creature's culture. Raised in a brutal mediocrity, the judow respect hard work above anything else, seeing wealth and other symbols of status as the incidental rewards. Due to this reason, judow are both the easiest and most difficult people with which to do business, as each one holds its own personal belief of what is worth its time. While some may be willing to do guard work for copper a day because of an innate belief of the value of what is being guarded, others will demand a king's ransom for something as simple as cleaning dishes due to their estimation of the value of their time.

Despite valuing their efforts highly, judow are more than happy to remain in the background organizations and groups to which they belong, knowing that their efforts are best served without fanfare. Years spent acting as shadowy agents to the kyton have endowed the judow with a subconscious desire to avoid detection, and despite their ornate masks, judow find themselves quickly fading from people's thoughts, as though they had never existed.

One thing that judow value regardless of personal value is secrets. As the majority of judow were used to finding out information about their enemies, a judow is well aware of the value of information, and they consider it more valuable than gold. Trusting a judow with a secret for no cost is a quick way to gain their respect. That said, letting a secret slip is by far the fastest way to an early grave, as the judow have long memories and little patience for those they cannot trust.

Relations

As a created species, the judow have little history from which to draw strong species prejudice or familiarity, although they are quick to form opinions of others as individuals. Species isn't usually something the judow take into consideration, but they have managed to form some opinions of other species regardless, finding humans to be the most fascinating denizens of the City due to their varied opinions and beliefs. Such interest wanes with the humanoids such as half-elves and half-orcs, and most judow consider them less engaging versions of their base stock, a possible imperfect version of humans. Aasimar and tieflings do hold special note among the judow, feeling a kinship for such species; aasimar are seen as enigmas while tieflings are seen as cousins or

siblings, judow feeling a very real connection to the native outsiders.

For judow, elves are seen as akin to trees both in how long they live and how interesting they are, being seen as unchanging and stagnant. Dwarves also hold such a place, but judow do respect their talents with the forge, seeing them more as tools rather than living creatures. The elemental species such as ifrit, oread, sylph, and undine are all seen as incomplete versions of the suli, whom the judow assume to be the apex of elemental fusion. The only species that gives the judow pause is the veryx, as with as little as they know about the veryx, they find the species unnerving in a way that they cannot explain.

Alignment & Religion

The judow are heavily influenced by both the inevitable blood and the kyton shadow stuff that suffused their being, being drawn towards both law and evil. While some judow are able to escape both of these yearnings, the large majority of the species tends to accept at least one of these alignments as their own, with a large number taking to both. As more judow are born, the species as a whole has taken a decided turn from evil, embracing their heritage as judges to adjudicate the laws of the city and bring order to what they consider a chaotic mess in this world.

To most judow, religion is a fleeting thing that is hardly worth considering. Unlike other species with grand creation myths, the judow can trace their own genesis back to the kyton, with some of their original creators alive to this day. For the judow who do seek out religion, they do so in an attempt to find order in their lives, desperate to make sense of their artificial origin and become at peace with what they are.

Adventurers

For the judow, freedom is a double edged sword. While they are no longer at the beck and call of their kyton masters and creators, the species as a whole has lost their place in the world, unsure of what they should do with their newly gained freedom. It is for that reason that so many have decided to go out and try to find meaning through adventuring. While uncertain, judow have taken to the life of adventuring with ease, finding that their natural talents for espionage and subterfuge help them transition into the life of adventurers quite well. Judow make fine rogues, investigators, and vigilantes, finding their talents best suited to such clandestine occupations, although others find the akashic arts more to their liking, favoring the nexus and eclipse. Rarely do fighters, bloodragers, or barbarians come from judow stock, as such simplistic concepts are anathema to the judow.

Judow Names: Unlike other creatures, the judow do not typically have different names for different genders, instead having a unified naming structure, favoring names with sibilant sounds: Asiel, Carzse, Lauzi, Nars, Quasu, Renzar, Terris, Yonsa

Judow Species Traits

+2 Dexterity, +2 Wisdom, -2 Strength: Judow are lithe and adept at reading those around them, but lack the muscles of other creatures due to the designs of their creators.

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

Native Outsider: Judow are outsiders with the native subtype. Judow only possess the native subtype while in the city, losing it while anywhere else.

Normal Speed: Judow have a base speed of 30 ft.

Darkvision: Judow can see in the dark up to 60 ft.

Artai Eyes: Judow are capable of seeing through artai as though it was not there, as well as being capable of seeing in magical darkness. A judow's eyes are very sensitive to light, and if a judow's bare eyes are exposed to natural light for 8 or more hours, they must make a successful Fortitude saving throw (DC 10) or become permanently blinded. For every additional hour their eyes are exposed to natural light, they must make an additional save, increasing the DC to avoid blindness by +2 for each hour that passes. Hiding their eyes from natural light for 1 hour resets this DC.

Sleepless: Judow do not need to sleep and are immune to magical *sleep* effects.

Night Terror: Judow are poorly equipped to handle unconsciousness due to their unfamiliarity with sleeping. Whenever a judow is rendered unconscious, they become shaken for 1 hour whenever they regain consciousness. This species trait bypasses any immunity to fear effects the judow may possess.

Nocturne Gaze: Judow can use the darkness given to them by their kyton forebearers to inflict darkness upon those around them. A number of times per day equal to the judow's Wisdom modifier (minimum 1), as a move action, the judow can target a creature within 60 feet of themselves. That creature must make a successful Will save (DC 10 + the judow's Wisdom modifier + 1/2 their character level) or treat all creatures as though they had concealment for 1 round. For every 4 character levels a judow possesses, the duration of this effect increases by 1 round. Once a creature has successfully saved against this effect, they cannot be affected by it for 24 hours. This is a mind-affecting illusion effect.

Constructed: Judow share close relations with inevitables, including their seemingly mechanical nature. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), judow count as both outsiders and constructs. Judow

gain a +2 species bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Stealthy: Judow gain a +2 species bonus to Stealth checks.

Tough Flesh: Judow gain a +1 natural armor bonus.

Languages: Judow begin play speaking common and infernal. Judow with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, Dwarven, Elven, Giant, or Terran.

Alternate Species Traits

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

Bare Eyes: Some judow consider the loss of their weakness to the light the progress of evolution, while others consider it a weakening of their species. Judow with this alternative species trait cannot see through artai or magical darkness, but their eyes lack any particular weakness towards natural light. This species trait replaces artai eyes.

Blacklight Devotee: Judow with a more magical inclination are often found to be more talented with shadow magic. Judow with this alternative species trait gain a +1 species bonus to the DC of any illusion (shadow) spells they cast. This species trait replaces tough flesh.

Chain Lasher: The spiked chain is an important weapon to some judow, seeking to reclaim it from their depraved creators. Judow with this alternative species trait are proficiency with the spiked chain. This species trait replaces tough flesh.

Cold-Blooded: The relation some judow have to constructs is weaker than others, instead owing more to their kyton origins. Judow with this alternative species trait gain resist 5 cold and negative energy. This species trait replaces the species bonuses granted by the constructed species trait.

Darkness Dweller: The shadows hold far more for the judow than any light ever could. Attacks against a judow with this species trait in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment—it just increases the miss chance. This species trait replaces the species bonuses granted by the constructed species trait.

Razor Claws: While some judow were made for stealth, others were given a far more visceral purpose. Judow with this alternative species trait gain a pair of claw attacks which deal 1d4 bludgeoning and slashing damage and are treated as primary natural weapons. This species trait replaces tough flesh.

Shade Bringer: The ability to cloud a creature's vision is lost on some judow, instead dedicated to bringing darkness to all. Judow with this alternative species trait gain *darkness* as a spell-like ability, being able to use it a number of times per day equal to their Wisdom modifier. This species trait replaces nocturne gaze.

Shadow Scent: Hunting prey in shadows is one of a judow's most basic abilities. Judow with this alternative species trait gain scent which can detect any creature in dim light or lower lighting conditions. This species trait replaces strealthy.

Small Judow: Not all judow were created the same way, with some being smaller than others. Judow with this alternative species trait are Small-sized instead of Medium. This species trait replaces Medium.

Snap Jaw: All judow possess sharp teeth, but only some have a jaw strong enough to leave lasting damage. Judow with this species trait gain a bite attack as a primary natural weapon which deals 1d6 damage. This species trait replaces stealthy.

Steel Skin: The skin of some judow has hardened to a point where it proves difficult to damage. Judow with this alternative species trait gain DR 3/adamantine. This species trait replaces the species bonuses granted by the constructed species trait.

Voidkin: The connection some judow share with the darkness infuses their very being. Judow with this alternative species trait are treated as 1 level higher for the purposes of which void wild talents they can select. This species trait replaces stealthy.

Species Subtypes

You can combine various alternate species traits to create judow subraces or variant species, such as the following.

Dead Lights: These judow prefer darkness above all else, forming a far more close relationship with it than other judow. These judow have the darkness dweller and shade bringer alternate species traits.

Evolved Shades: These judow are considered the next step in evolution of the species, pushing past their normal limits into something new and exciting. These judow have the bare eyes and cold-blooded alternate racials traits.

Umbral Beasts: These judow contain far more of an ancestral link to the judrai than their more evolved brethren, being considered a precursor to true judow. These judow have the razor claw and snap jaw alternate species traits.

Variant Judow Heritages

As a created species, there is a wide amount of variance in judow, as hundreds of experiments were performed infusing each judow with different strains of kyton shadow stuff in order to create the perfect slave species. Each heritage presents new ability modifiers and skill modifiers that replace the default judow species traits. Each entry also discusses the most common (though

Table 4–5: Variant Judow Heritages

d12	Heritage	Ability Modifiers	Alternate Skill Modifier	Description
1	Aloadai-Caste	+2 Str, +2 Int, -2 Wis	Knowledge (arcana)	Aloadai-caste are far more brutal than their fellows, barely appearing humanoid
2	Augur-Caste	+2 Dex, +2 Int, -2 Cha	Sleight of Hand	Augur-caste tend to be smaller and more subservient to more powerful judow
3	Cantor-Caste	+2 Con, +2 Wis, -2 Str	Perception	Cantor-caste are often found as guides, with especially vivid and unnerving eyes
4	Eremite-Caste	+2 Str, +2 Cha, -2 Wis	Bluff	Eremite-caste are leaders among their kind, proving far more aggressive than their fellow judow
5	Evangelist-Caste	+2 Str, +2 Dex, -2 Int	Escape Artist	Evangelist-caste are the soldiers of the judow, powerful and easy to control
6	Interlocutor-Caste	+2 Str, +2 Wis, -2 Dex	Heal	Interlocutor-caste tend to be the most interested in body modification and surgery
7	Lampadarius-Caste	+2 Dex, +2 Con, -2 Wis	Acrobatics	Lampadarius-caste are more ghastly than others, appearing almost dead
8	Khloris-Caste	+2 Dex, +2 Int, -2 Con	Knowledge (dungeoneering)	Khloris-caste are a blight upon nature, taking great joy in its destruction
9	Ostiarius-Caste	+2 Int, +2 Cha, -2 Str	Sense Motive	Ostiarius-caste are known as travelers, drawing knowledge through pain
10	Sacristan-Caste	+2 Str, +2 Con, -2 Wis	Intimidate	Sacristan-caste are the most creative of their kind, taking great joy in creation
11	Termagant-Caste	+2 Con, +2 Wis, -2 Dex	Knowledge (the planes)	Termagant-caste tend to be the most matronly in a perverse way
12	Terpsikhore-Caste	+2 Con, +2 Wis, -2 Con	Perform (all)	Terpsikhore-caste are considered incomplete, treasuring the sound of music in the way of screams

by no means ubiquitous) personality traits and physical features of judow with that particular heritage.

Alternate Skill Modifier: While most judow gain a +2 species bonus on Stealth checks, those of the variant heritages listed above gain a modifier to a different skill.

Psychology

The minds of the judow were created simply to gain information to use against others, and despite their freedom, little has changed from this original design. Curiosity is a large part of a judow's response to new experiences, as a world outside of simple missions and assignments has been opened up to them. Anxious to learn about experiences they haven't been exposed to before, judow are more likely to insert themselves into new situations rather than observe others, wanting to gain knowledge first hand. To a judow, hearing about something is a far cry from actually involving one's self in it, amplified by their weariness of trusting other creature's experiences.

Teamwork is highly valued among judow, as most worked in small cells to accomplish their goals. The awareness that more people are likely to accomplish a goal than a single individual is core to their being. This can often lead to judow acting recklessly, knowing that members of their cell will be around to complete a goal even if they themselves fall in battle. A cell is the closest thing to family for a judow, as familiar bonds are something new to the created species. Slowly learning more traditional family roles, judow consider these a special type of cell, acclimating to life outside of servitude by learning more cultures and traditions of other creatures.

Physiology

As a created species, everything about the judow is designed to help them in some way, their slender figures perfect for infiltration. Despite their lacking strong muscles, judow are as tough as any other humanoid, their bodies built durably with organic versions of inorganic parts that develop inside of themselves early in life. Such features often lend them the appearance of metallic pieces within and upon their bodies formed from bone, and seemingly fused to their figures in a very inorganic looking fashion.

The hair of judow tends to take on more metallic shades, varying between slate grey, jet black, deep blue, or pale silver. For some judow, hair tends to grow in different colors at different times, leading to their hair appearing to be striped different colors as they grow older. Younger judow tend to have more vibrant hair colors, while older judow hair is often more subdued. The eyes of a judow are among their most unique qualities, appearing to be stained glass with just as much variety as their hair. Unlike their hair though, the patterns of a judow's eyes begin all white, with each experience in their life filling in a bit of their eyes with different colors. These colors tend to be the same as their hair, with happy experiences giving lighter colors and less enjoyable ones leading to darker colors. At first, most creatures assumed judow had black eyes before their freedom, with judow of all different kinds of ocular coloring coming into existence later.

Combat

To a judow, combat should never be a straightforward experience; fighting an opponent who is aware of you is the same as losing to most of them. As such, quiet ranged weapons such as bows and crossbows are preferred to melee combat, as they allow a judow to act from a position of stealth. With their weaker frame, judow prefer to kill as quickly as possible, and are known to use poisons and other decisive measures. They will take any advantage possible, and most find the prospect of melee combat an unenviable one, using whatever they can to create distance between themselves and those they would fight.

There are rare judow who do appreciate the thrill of melee combat, but these warriors tend to use lighter weapons, taking advantage of their natural dexterity to defeat foes. Weapons such as daggers, short swords, rapiers, and scimitars are popular among judow, but true inheritors of the kyton will only wield spiked chains, preferring the sight of such a weapon tearing through the flesh of their enemies. All judow have a preference for serrated weapons, and arrows as well as other projectiles are generally prepared in this fashion. Judow tend to prefer weapons made of artai if at all possible, but will use other materials if they must.

Death

Despite this cruel limitation, the judow live their lives without fear of death. The desire to be a part of something greater than themselves fuels a judow into whatever they do, leading them into situations which would appear suicidal. As goal orientated as the judow are, they are completely willing to sacrifice themselves for a greater purpose, never letting consequences stop them.

To a judow, death is simply the completion of a mission. There is little fear in it for them, as most have a very bleak outlook on their own existence. Only long lived judow (at least for their species) are able to grasp the true weight of death, and despite this, they are as willing as their younger lived kin to die. The weight of death is one that the judow do not experience, making it difficult for them to understand the sadness other species feel upon dying.

Favored Class Options

Arcanist[ACG]: Add +1/6 arcane exploit to the arcanist exploits known.

Daevic[AM]: Add +1/2 damage to veil effects and veil weapons against flanked foes.

Dread[UP]: Increase the DCs of Intimidate and [mind-affecting] effects you generate by +1/4 against foes in dim or darker lighting conditions.

Echo†: Add +1/6 deeper reflection that grants access to an entropic or umbral source origin or grants a memory of power of a spell or psionic power with the darkness or shadow descriptor.

Eclipse†: Select one veil that has a darkness or law descriptor. If you have at least 1 point invested in it, increase the effects of essence of that veil by 1/5.

Fey Adept[SoP]: Add a +1/6 to DCs of the judow's [fear] effects to creatures damaged by its shadowmark in the last minute.

Kineticist[OA]: Add +1/4 damage to kinetic blasts that do cold or negative energy damage.

Medium[OA]: Add +1/3 to the medium's level when calculating surprise strike damage for the trickster spirit.

Mesmerist[OA]: Increase the mesmerist's bonus damage from painful stare by 1/2 point.

Nexus: Select one veil that deals damage with a cold or darkness descriptor. If you have at least 1 point invested in it, increase the effects of essence of that veil by 1/5.

Occultist[OA]: Gain a 1/3 point of mental focus power you may only invest in an evocation or illusion school implement.

Paramour[CoLSP]: +1/3 point when committing tides of passion points during a round an enemy has failed a Will save against a fear descriptor ability generated by you.

Psychic[OA]: +1/4 to the DC of any mind-affecting ability used on a creature under a fear effect you generated.

Radiant: Add +1/2 damage to attacks against targets failing against your unwilling bond class feature.

Rogue: Add +1/2 negative energy damage to sneak attacks against foes in dim or darker lighting.

Shadow Weaver†: +1/6 of a silhouette.

Slayer[ACG]: +1/6 of a slayer talent.

Swashbuckler[ACG]: +1/2 damage to attacks against flat-footed opponents.

Vizier[AM]: Select one veil with a [darkness] or [law] descriptor. Increase the essence capacity of that veil by 1/5. This may only be taken 5 times per veil.

Wizard: Select one spell you know, you may now prepare this spell as though you had the Spell Mastery feat.

Zodiac[CoLSZ]: +1/6 to DCs of effects created by equipment from constellations and +1 damage on critical hits confirmed with constellation weapons.

Feats

Dual Gaze

You can target more than one creature with your nocturne gaze.

Prerequisites: Nocturne gaze species trait, character level 5th.

Benefit: You may choose to target two different creatures within 30 feet of each other with your nocturne gaze; both creatures must be within 30 feet of you.

Special: Using this feat only costs 1 use of your nocturne gaze.

Normal: You may only target a single creature with your nocturne gaze.

Enduring Gaze

Your nocturne gaze lasts for much longer.

Prerequisites: Nocturne gaze species trait, character level 5th.

Benefit: Your nocturne gaze's effects last for 1 minute, its duration increasing by 1 minute for every 4 class levels you possess.

Eyes of the Judrai

Your eyes possess the power of the monstrous judrai.

Prerequisites: Hallucinatory Gaze (see page 335), nocturne gaze species trait, character level 9th.

Benefit: Instead of causing a creature to treat all other creatures as though they had concealment, you can use your nocturne gaze as a standard action to cause a creature to see a *hallucinatory terrain*. At 15th level, you may instead cause a creature to see a *mirage arcana*. If you possess the Terror Eyes feat (see page 336), a creature affected by your nocturne gaze is also shaken for its duration.

Special: Using nocturne gaze is a move action.

Special: This feat may not be used along with the Instant Gaze feat (see page 335).

Hallucinatory Gaze

Rather than clouding a creature's gaze, you control it.

Prerequisite: Nocturne gaze species trait.

Benefit: Instead of causing a creature to treat all other creatures as though they had concealment, you may cause a creature to see a *silent image*. At 4th level, you may instead cause a creature to see a *minor image*, and at 7th level, you may cause a creature to see a *major image*.

Instant Gaze

You do not need to focus your gaze on a creature to affect them with it.

Prerequisites: Nocturn gaze species trait, character level 7th.

Benefit: Whenever a creature within 30 feet of you starts their turn, you may choose to target it with your nocturne gaze as a free action, even if it is not your turn; treat this as a gaze attack. This still counts against your limit per day.

Ocular Nocturne

You strip all the light from a creature's eyes

Prerequisites: Nocturne gaze species trait, character level 9th.

Benefit: Whenever a creature is affected by your nocturne gaze, it is blinded for the ability's duration (this is treated as the original effect of nocturne gaze for the purpose of feats which allow you to choose alternative effects for nocturne gaze). If the creature possesses an ability which would allow it to automatically detect a creature, such as tremorsense or blindsight, it must make a Perception check equal to that creature's hit dice + their Dexterity modifier to detect them (a creature may make a Stealth check to avoid detection against a creature affected by this feat).

Shadebound

You dwell in darkness, treating it as your home.

Prerequisites: *Darkness* spell or spell-like ability, character level 7th.

Benefit: You are permanently affected by the *protective penumbra* spell with a caster level equal to your Hit Dice. You may choose to dismiss or regain this effect as a free action once per round.

Special: Undead with 7 or more hit dice can take this feat, ignoring its prerequisites.

Artai

During the days of war, judow developed a special kind of metal to allow them to see despite their weak eyes, using it to protect themselves from the sun's harmful rays. Even after their integration into normal society, most judow prefer to work with such metal, being capable of harnessing raw shadows and implanting it into steel to create the rare metal. When creating steel, a judow can make a DC 20 Craft (metalworking) check to create artai instead of steel; doing so increases the cost of the object by 5%. Artai itself is almost identical to steel including having the same hardness and break DC, the only difference is that Artai tends to be more grey with faint shadows wavering along the surface of it, as though trying to escape the surface of the metal.

Soul Bond

Your eyes link you to a creature's condition.

Prerequisite: Nocturne gaze species trait.

Benefit: As long as a creature is affected by your nocturne gaze, you are always aware of its exact hit point total.

Terror Eyes

Your eyes possess the ability to haunt others.

Prerequisite: Nocturne gaze species trait.

Benefit: Instead of causing a creature to treat all other creatures as though they had concealment, your nocturne gaze instead causes a creature to become shaken. At 11th level, you instead cause a creature to become frightened.

True Nocturne Gaze

Your eyes lack the limits of other judow.

Prerequisites: Nocturne gaze species trait, character level 9th.

Benefit: Your nocturne gaze does not have a limit on how many times it can be used per day.

Normal: A judow can only use their nocturne gaze a number of times per day equal to their Wisdom modifier.

Enchanted Anatomy

Some of the Judow favor their heritage as constructs born of inevitables to the point where the planar metals and glass of their forms can be treated in a like manner masterwork items and can bear enchantment in a similar manner.

The artai fitted to these nodes may be enchanted at 75% the cost of normal enchantments of the standard magic items. Generally, these items do not work for non-judow or judow without the feats below and appropriate pre-requisites. Members of some Parities have mastered artai implants through their own secrets.

Deep Mask

Your face is rendered in repaceable artai that favors mask enchantments.

Prerequisite: Constructed species trait.

Benefit: You gain a +2 species bonus to your choice of Bluff, Diplomacy, or Intimidate Skills. Additionally, you gain a special artai slot in the surface of your face. This slot can bear a surface mask of artai glass that may be enchanted with any head slot wondrous item effect. This mask is the surface of the judow's face and does not prevent a standard head slot item from being worn. The artai mask may be freely exchanged but this process takes 10 minutes of adjustment and magical attunement.

Spellsteel Hide

Your skin is as much metallic plates as tough flesh.

Prerequisite: Constructed and tough hide species trait.

Benefit: You gain a +1 armor bonus whenever you do not have another armor bonus. Additionally, you gain a special artai slot within the length of your spine. This slot can be fitted with a magical artai sphere which grants your skin the attributes of a magical armor enchantment as though your skin was a suit of armor. The artai spheres may be freely exchanged but this process takes 10 minutes of adjustment and magical attunement.

Talon Node

Your claws can bear enchantments from special artai nodes.

Prerequisite: Constructed and Razor claws alternate species trait.

Benefit: You gain a special artai slot within the length of each of your forearms. This slot can be fitted with a magical artai sphere which grants the corresponding claw attack for that limb the attributes of a magical weapon. The artai spheres may be freely exchanged but this process takes 10 minutes of adjustment and magical attunement.

Mirrokin

When the Five Eyes rose to rule Sarros, they were quick to sense the similarity of the Radia to their own Shardstorm. Believing each to be expressions of the same cosmic energetic phenomena, the Sarrosian masters used their reflective magic to engineer a slave species of creatures similar to doppelgangers but more dependent on others for their reflected traits.

The same attributes the Sarrosians believed would lead the mirrorkin to success were bred into them, the power to experience extremes of empathy and reflective concern that ingratiated them to those they met. These would in the end be the attributes that caused them to betray their masters.

This empathic form was created by Sarrosians to cause the mirrorkin to be able to reflect the natures of five other beings. This was meant to be able to cause each of the Eyes to be able to share any one mirrorkin. The Eyes' own abilities enhanced the source bonds to the point of near possession of each mirrorkin vessel. On their birth the creatures were insinuated via portals as refugees to nations and realms allied to the City from various worlds throughout the Prime and Outer Planes. Some of these disasters that drove the would-be infiltration were in fact caused by the mirrorkin's Sarrosian masters. As early as joining the fleeing populace the mirrorkin began to connect with others in ways unexpected by their masters. Initially these sympathizers were harshly punished. This only seemed to harden the mirrorkin's resolve and newly formed bonds.

In time many of the bonded mirrorkin surrendered all of their bonds to natives of the City blinding their creators and, in doing so, stalling the progress of their own invasion. As more and more of their agents began to question their loyalties, a group of them revealed themselves to the Parity Council. The mirrorkin were immediately seized on by the Wardens as the perfect Circle members. The Eternal philosophy of Union—and its numerology—was immediately embraced by the would-be infiltrators. Defections from the Sarrosian infiltration effort were copious and nearly unilateral.

Early mirrorkin became the Living Face of the Law Parity and were considered blessed by the Fade pre-Consumption. The Church of the Faith Devoured still has apocryphal lore regarding the divine mandate of the mirrorkin and their relationship with Hyraeatan. Feeding on mirrorkin is still strictly taboo and next only to Wanton

Consumption in acts that will cause the Sanguine Sovereignty to ostracize one of their own, publically at least. Some claim this prohibition is hollow because the essence of the species is simply unpalatable to most undead baring no singular define flavor or characteristic.

In the modern age mirrorkin have begun to assume increasingly prominent roles in many organizations, though few seek positions of ultimate leadership or where they would be required to be the last word. Instead they prefer training positions and roles as advisors being able to quickly empathize with emissaries from other lands or organizations at cross purposes. Some allied territories and worlds have gone so far as to require mirrorkin present during negotiations to put them at ease that their own perspectives will be fully seen.

Most of the Parities have made places for the mirrorkin though the Sanguine Sovereignty and Eternal Dawning still both possess relatively few members from the species. Something in the creature's nature makes vampirism more rarely occurring and the Jeweled Lords frown upon the ease with which mirrorkin move from virtue to virtue when altering their source-group bonds. The Foreseen and Descendants of Dream have both taken on large numbers of Mirrorkin. The Seers favor the ease at which mirrorkin can emulate orrery drive skills and the frequency of echoed prophetic insights. The Descendants value the reflective perspectives regarding their own works, claiming that even exact duplicates of paintings or songs by mirrorkin artists explore nuance and variance. Inverted works of art can explore radical departures in theme or technique and often the interpretations of an individual mirrorkin can achieve greater accolades than the source-group artist who inspired such reversal.

Physical Description

Generally, mirrorkin in their natural state resemble reflective substances with soft hues of color shifting through their form. They present a gender that is dependent on their most recent "*vahav*" or "source-group." The majority of the mirrorkin present an inversive gender and reflect a complementary gender to the dominant gender of gendered beings around them, if any. This occurs despite mirrorkin only being interfertile with only their own kind without magical interventions. Some reflective mirrorkin match the dominant gender. Mirrorkin in groups of dominant non-binary or agendered species assume an agendered humanoid appearance.

The flesh of their bodies swims with contradictions seemingly both pliable and crystalline, causing some to compare it to the cooling state of freshly blown glass, with a much lower temperature. This variation of fluidity and brittleness causes their flesh to shatter when hit violently yet yield when pushed with firm pressure slowly. The general flesh tone is opaque with vague hints of translucence. At certain angles exposed skin might reveal glimpses of contours of bone, muscle, or even deeper organs, however such an angle might cloud itself despite the viewer remaining completely still.

While technically shapeshifters, only rare members of the mirrorkin species can change at an easily observable speed. Most shift slowly in response to the formation of source-group bonds. A mirrorkin undergoing gender metamorphosis from male to female might grow slowly more boyish and childlike or neuter state before maturing back into a recognizable gender state. Depending on the social norms of their source-group such a mirrorkin might experience hair growth or other emphasis such as fullness of lips or squareness of jaw. This lingering societal resonance seems to be an artifact from the attempted creation of a perfect infiltrating force.

Unar bonds can cause mirrorkin to appear similar to nearly any humanoid species though the resemblance is superficial.

Society

The nature of mirrorkin makes having a distinct society somewhat difficult for them as much of their nature requires a source. Shardborn mirrorkin often try to act as the centers of mirrorkin communities but most often are doomed to live frustrating existences as their friends and families are drawn by the experience of assumed definition.

Day by day, the mirrorkin is defined by their source-groups and tend to embody and respect traditions and customs that are not their own. Due to their pentar bonds, the species can frequently model a non-native culture's behaviors with more skill or knowledge than some who are raised in it. This has caused some more insular cultures to dislike, resent, and even fear mirrorkin.

Most of mirrorkin society is more clearly seen in the way mirrorkin behave around one another when their source-groups interact. Most mirrorkin tend to act for "translators" to the other groups of mirrorkin explaining the relevance of each group member in relation to themselves. This can be awkward for the non-mirrorkin involved in the conversation, as generally speaking the species discusses bonded creatures in ways that most creatures describe possessions.

Given time, two mirrorkin interacting seem to get a feel of one another's bonds. A strange sense allows them to examine one another's current form and feelings. This fact tends to lend to awkward behaviors such as sharing sensitive information about one's traveling companions or a mirrorkin cloaking their form to grant more "privacy" to their friends.

Relations

In their very creation, the mirrorkin were made to complement and adapt. As such, very few creatures present an issue for them in terms of tolerance or prejudices. Their supernatures react poorly to the presence of incorporeal creatures and other shapeshifters. This reaction is less of a psychological one and more a reaction of their biologies.

Incorporeal creatures lack of physical form seems to generate a sense of light vertigo or artificial freefall in their minds causing them to become distracted if around these creatures for lengthy periods of time. With shapeshifters this is more specific. Most mirrorkin describe it as a fluttering perception when around shapeshifters in a shape other than their own. In rare exceptions this instead manifests as a strange fixation accompanied by mild synesthesia elements. This reaction almost never occurs with other mirrorkin.

Undead are also problematic in that some aspects of their abilities seem to be ineffective in bonding them for lengths of time. Vampires seem to be an exception to this as long as they have fed relatively recently. Some mirrorkin clam that the sensation of a bonded vampire that has fed is at times pleasurable or sensual in ways that they find desirable. These mirrorkin often find themselves involved with the Sanguine Sovereignty though more mercenary individuals form other bonds.

Xodai have been known to provide some decree of access to the fiendish entities imprisoned within them though this bond tends to make xodai less comfortable with mirrorkin than visa versa. Some xodai think that they will taint their mirrorkin friends despite several recorded examples to the contrary.

Alignment & Religion

Many creatures are surprised that many of the mirrorkin embrace spiritual practices and are frequently found in classes with divine patrons as that they are succinctly aware of their own species origins. Often when asked, mirrorkin offer up very simple responses to questions of divine affairs. “It felt right” or “I liked the laymen” are frequently all they offer up. Others wax more poetic about their own abilities to reflect the divine source and serve as a mirror to the Outer Trines. Often this association begins as a simple joy in reflecting the passions of a few key followers.

Similarly, mirrorkin tend to be drawn to others of extreme alignment. Inversive mirrorkin tend to share an alignment aspect with an extreme member of a source-group but then to reflect an opposite aspect (LE or CG to balance a bonded paladin). These relationships are less antagonistic and more empathic and serve to foil the source-group member. Often such mirrorkin offer to go where or do what their source-group desires regardless of their own ethical interests.

Adventurers

Mirrorkin tend to adopt aspects of their source-group. If a group of adventurers or explorers find themselves in the company of a mirrorkin, it will over time adapt similarly adventurous perspectives. If questioned, its motives and reasons for pursuing a similar goal are frequently motivated by completely different origins possibly derived from other bond pairs or arising uniquely as a synergized perspective or point of view manifests.

Some mirrorkin are constantly endeavoring to better their group of source bonds. While overtly this behavior may look like disloyalty or fickleness in who they will travel among it also can manifest as an aggressive need to improve not only themselves but those they associate with. When a generally passive mirrorkin individual forms these bonds, the behaviors can be quite confusing. A mirrorkin who desires to see its source-group improving combat might clean, repair, or shop for upgrades to its companions weapons despite being pacifistic for instance. Or purchase scrolls containing new magics for spellcasting allies. New companions who exhibit particular strength or skill are often quickly welcomed by a mirrorkin party member eager to add such power to the collective whole.

Names

Mirrorkin: Most mirrorkin favor names that are palindromes of 3 to 4 syllables: Ivirivi, Lamamal, Rosisor, and Xellillex are common examples. As a sometimes gender-shifting and often neuter species, there are no gender specific naming convention differences in mirrorkin society. Mirrorkin exhibiting an unar bond that allows for mimicry often adapt an alias to fit in to a society if they are so inclined.

Mirrorkin Species Traits

Mirrorkin respond to natures of their source-groups. A mirrorkin that has a majority of source-group bonds that are reflective gains the reflective bonuses to their sets. If the majority of the bonds are inversive, then they gain the following ability score bonus array. These bonuses can change as the source-groups alter. They are:

More Inversive Bonds: +2 to lowest average physical ability score in source-group, +2 to lowest average mental ability score in source-group, -2 to highest average ability score in source-group.

More or Equal Reflective Bonds: +2 to highest average physical ability score in source-group, +2 to highest average mental ability score in source-group, -2 to lowest average ability score in source-group.

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

Humanoid Shapeshifter: Mirrorkin are humanoids with the mirrorkin and shapeshifter subtype.

Normal Speed: Unless a bond alters it, mirrorkin have a base speed of 30 feet.

Source-Group Bonds (Su): Each mirrorkin forms bonds with five creatures that are considered its source-group. These creatures are reflected in either a mimicry (reflective) or oppositional (inversive) manner. Each bond may be determined individually but the type of the majority of bonds impacts the species ability bonuses that the mirrorkin currently experiences (see above). Forming a bond requires the majority of each day for no less than 3 days to be spent within the presence of a potential bond target, though some traits, feats and class feature may modify this ability. If at any time a bonded creature rejects a mirrorkin or they spend more time away from a bonded creature than they have with them, the bond terminates (see allegiance addiction). Any time a mirrorkin is subject to a shapechange (polymorph subtype spell, metamorphosis power, alteration sphere or other supernatural shapechange) it may alter a single source-group bond as part of that effect.

Unar Bond (Su): This bond is strongest physically and changes occur at the body level. This physical bond manifests in one of the following ways:

- *Reflective Appearance*: If formed as a reflective-aspected an unar-bonded mirrorkin may functionally become identically featured to the bonded creature gaining +10 to disguise checks to appear as that person. This generally requires the bond subject to be and remain willing.
- *Reflective Armarment*: If formed on with a combat focus appearance bond causes the mirrorkin to gain a natural attack from the following list if the bonded-creature has such an attack: bite, claw, gore, or slam.
- *Inversive Appearance*: The mirrorkin becomes more desirable or familiar in some way to the target. Often this serves to cause the mirrorkin to become an appearance similar to that of the targets ideal mate, though it can also cause them to register as a sibling or other family. The mirrorkin gains a gaining +10 to disguise checks to appear as the appropriate species.
- *Inversive Armor*: The inversive armament bond causes the mirrorkin to develop even thicker crystalline layers of flesh granting it a +1 natural armor bonus to AC.

Duar Bond (Su): This bond of middling strength and tends to reflect aspects of skill, memory, and sensory processes. The traits available via this ability are:

- *Reflective Senses*: If the duar bond target has darkvision, scent or low-light vision the mirrorkin can gain one of these abilities. It keeps that ability until the bond is broken reformed.
- *Reflective Skill*: If the duar bond target possesses up to two class skills the mirrorkin does not have these skills are considered class skills for the mirrorkin. The mirrorkin may make checks in these skills as though they are trained but does not gain a class-skill bonus unless they purchase ranks. If this bond is retargeted to new skills, ranks purchased in old skills via leveling are retained but class-skill bonuses are removed.
- *Inversive Skill*: If the duar bond is formed inversely in this manner, the mirrorkin selects two skills on the bond partner that are currently at their maximum limits. The mirrorkin gains two skills to oppose those skills as class skills. The mirrorkin may make checks in these skills as though they are trained but does not gain a class-skill bonus unless they purchase ranks. If this bond is retargeted to new skills, ranks purchased in old skills via leveling are retained but class-skill bonuses are removed.

Trinar Bond: This is the bond of balancing strength. This bond is over a particularly powerful manifestation. This bond generally provides the mirrorkin with a bonus feat. The feats available via this ability are:

- *Reflective Insight*: You may select one combat feat or teamwork feat a bond mate has available. If you use the *Spheres of Might* system, you may instead gain a martial talent of your target.
- *Inversive Insight*: You may select one feat that is a thematic opposite or mirror to the bond mate. An inversive mirrorkin spellcaster might form a trinar bond with a warrior to gain Spell Focus as an inversive version of that warriors Weapon Focus feat. GMs should suggest or approve possible feats. If you use the *Spheres of Might* or *Spheres of Power* systems you may gain a extra talent or additional sphere.
- *Inversive Talent*: If your trinar bond partner is a member of a class with a selectable menu option that can be expanded via a feat (extra revelation, extra magical talent, etc) you gain a similar feat for a class that you have.

Tetra Bond: This bond of middling strength and deals with physical range of motion and speed:

- *Reflexive Movement (speed)*: If the bonded creature has a movement of greater than 30 ft. a round, you gain +10 to your base land speed.
- *Inversive Movement (speed)*: If the bonded creature has a movement of 20 ft. or less a round, you gain +10 ft. to your base land speed.
- *Reflexive Movement (climb)*: If the bonded creature has a climb speed of up to 20 ft. or less around, you

gain the same climb speed. However changes to your shape cause your base land speed to decrease your speed by 10 feet.

Pentar Bond: This bond is considered to be of purely mental bond sharing knowledge and metaphysical abilities:

- *Inversive Knowledge*: The mirrorkin gains knowledge of a class skill the bonded creature does not have.
- *Inversive Language*: The mirrorkin gains knowledge of 3 of the languages not known by the bonded creature. At 10th level this becomes 6 languages.
- *Reflective Language*: The mirrorkin gains knowledge of 3 of the languages known by the bonded creature. At 10th level this becomes 6 languages.
- *Reflective Power*: The mirrorkin can cast or manifest a 1st level power or spell known to the bonded creature once a day as a spell-like or psi-like ability. At 10th level this ability may grow to allow the power to be used 3/day or a second power or spell of up to 3rd level can be chosen to use 1/day.

Allegiance Addiction (Su): Mirrorkin who are not shardborn (see below) are dependent on their relationship with their source-groups. If a bonded creature ceases to consider the mirrorkin an ally, the mirrorkin begins to suffer physical and psychic trauma. This weakness is much like a disease in onset. Each day if the mirrorkin is not currently bonded to a source-group they must make Fortitude save for each empty unar, duar or trinar bond against a save of 10+1/2 the mirrokin's level + the number of empty bonds they currently have. If they fail they take 1 point of Constitution damage that will not heal while they have an empty source-group bond. Each day they are missing a trinar, tetra or pentar bond they must make a Will save or take 1 point of Wisdom damage that will not heal while they have an empty source-group bond.

Languages: Mirrorkin begin play speaking common and aklo. Mirrorkin with high Intelligence scores can choose from the any language a source group bond member has had in the past (on GM approval).

Alternate Species Traits

Shardborn Ability Scores (Su): If a mirrorkin has three or more cyclic bonds it is considered shardborn. Cyclic bonds are turned inward and do not change once selected. Shardborn mirrorkin have:

- **Shardborn ability scores**: +2 to one physical ability score of their choice, +2 to one mental ability score of their choice, and a -2 to one score of the GM's choice.

Playing the Source-Group Bond

Some players may find it difficult to create and play the character that relies on the composition of an adventuring group. The mechanics of the source bond can be used to mitigate some of these issues. Mirrorkin PCs needing to rely on specific game statistics or ability scores can utilize the Lasting Bonds feat and friendly NPCs to form the core of their source-group bonds. As the campaign progresses it may become apparent that these bonds can be shifted to other player characters for both role-playing and mechanically advantageous reasons.

Generally speaking, reflective bonded mirrorkin are easier to create and develop as a player, while inversive bonded mirrorkin require more thought and may be used by an advanced player to compensate for a group shortcoming. GMs are recommended to consider mirrorkin for replacement characters or candidates for experienced players with characters joining already running campaigns. The species forms emotional attachments very quickly due to their species bonding abilities and make good role-playing sense for late game additions.

Cyclic Unar Bond (Su): This mirrokin's unar bond is self-referential. Cyclic bonds are set once selected and cannot be re-chosen when other bonds are selected. This can manifest in the following ways:

- *Thickening Crystal*: The mirrorkin gains +1 natural armor bonus to its armor class.

Cyclic Duar Bond: This bond allows the mirrorkin to assimilate disembodied knowledge from the transitive planes. The bond manifests in one of the following ways:

- *Alien Facet*: A duar bond was formed with something outside the reaches of normal reality. The mirrorkin may select one skill to become its alien facet knowledge. This skill becomes a class skill, if it is not already. It gains a +3 species bonus. This bonus increases to +6 at 10th level. The interruptions of this alien knowledge are very distracting. When rolling for initiative roll a 1d4-1 and subtract the results from your initiative as thoughts from elsewhere disrupt your focus.

Cyclic Trinar Bond: This bond of balancing strength. This causes repetitions of power and action from within the mirrorkin. Select one of the following.

- *Repeated Action*: As a free action for 1 round per day, the mirrorkin may act as though they are under the influence of a *haste* spell.
- *Repeated Magic*: Once per day the mirrorkin may spend a standard action to repeat a spell, power, or spell-like ability of up to 3rd level that they used the round before without normal usage costs (power points, spell points or spell slots).

Cyclic Tetra Bond: The bond of power has become turned inward. Select one of the following.

- *Reinforced Power*: Your abilities self-reinforce to raise to their utmost. Select one psionic manifester level or spellcasting caster level. Increase it by +2, this increase cannot bring your effective level above your total character level.
- *Surging Power*: Your abilities surge wildly allowing you to achieve moments of transcendent strength. Select one psionic manifester level or spellcasting caster level. As a swift action once per day, you may increase it by +2, this increase can bring your effective level above your total character level.

Cyclic Pentar Bond: This mirrorkin does not form Pentar bonds with other creatures rather referencing its own thoughts in a somewhat circular loop. This grants them a +2 species bonus on Will saving throws as their sense of identity is more resolved than others of their kind. They do not suffer allegiance addiction consequences for not having an active pentar bond.

Unstable Unar Bond (Su): This mirrorkin's unar bond is unstable. They have learned to stabilize the bond temporarily by touching a target creature and gaining their appearance for short periods of time. They treat this effect like a *disguise self* spell except that it is not illusory but only to assume the appearance of a creature touched. This ability counts as an unar bond while active. This bond counts as a cyclic bond for determining stat bonuses. The mirrorkin does not suffer from Allegiance Addiction when an unar bond is not active.

Species Subtypes

Unlike many other species, mirrorkin's fluid natures do not allow for much stability in subraces. The closest manifestation is the Shardborn, which are generally considered somewhat apart from the remainder of the mirrorkin. Shardborn are frequently viewed with mixtures of concern and pity by others of the species. These feelings are not founded in strict realities but the fear that shardborn mirrorkin might exhibit the Sarrosians original agendas or fail to achieve meaningful links to the rest of the community.

Psychology

Due to their natures, mirrorkin tend to crave group social interaction. Mirrorkin who find themselves isolated tend to become depressive and discontent. This isolation can even be engendered by being at cross purposes with those they travel or work with. Mistakenly, others often take this to mean that a mirrorkin will simply acquiesce to their own desires. Mirrorkin mindsets account for all members of their source-group bond. This attribute undermined their initial efforts as spies for the Eyes of Sarros.

Mirrorkin tend to enjoy periods of relatively stable source bonds. This can cause them to act as peacekeepers in difficult situations. Their tendency to favor majority when in reflective aspect can be frustrating to some groups, adding another voice to already disproportionate numbers. Inverted aspect mirrorkin can be seen instead as always argumentative and contrary, often playing advocate for strange or problematic viewpoints. Most mirrorkin tend to moderate an inverted dominance with rooted Duar and Pentar bonds that are still reflective allowing them greater empathy with allies.

It is perhaps this ability to change their own minds and bodies that can be the most frustrating for longtime associates and friends of mirrorkin. This once again reinforces a tendency to want to define a period of stable connections to minimize the stress they cannot help but sense from their allies.

Physiology

Living mirrorkin tend to have a shifting flow of internal structures, experienced healers have noted that often they find what they expect to find when first tending mirrorkin wounds. As their base of experience grows, they tend to see the mass of internal shifting biology as the reality of the mirrorkin's nature, which becomes more understood by them. The members of a specific mirrorkin's bond groups have the most consistent experience of its physical state.

Mirrorkin are naturally gender-fluid and tend to settle into roles that are comfortable for them. While capable of utilizing the unar bond to become appropriately shaped for intimacy, they do so only if it brings them pleasure. Their actual reproductive process is one of mutual intentional physical contact, a brief mingling adherence, and splitting that causes a shard of mutually extruded biomass to form a new young mirrorkin. Some call this shard an egg and while the similarities are clear, the gestation is generally far more rapid. Parenting falls to similar behaviors to the current trinar, tetra, and pentar bond partners. During this state the newborn wildly imprints sentient beings trying to resolve a mass and train its bonding abilities.

Combat

Mirrorkin combat tactics are almost entirely dependent on those they bond with. Inverted mirrorkin that bond with casters and range combatants tends to manifest forms and tactics that are suited toward frontline melee combat. While reflective-aspected casters try to specialize to provide support and cover fire to their similarly suited allies.

Mirrorkin are particularly drawn to those trained in teamwork and coordinated effort. These individuals make ideal bond candidates as that gain skills and/or knowledges tend to enhance both party's abilities to work with one another. Some mirrorkin are particularly adept at joining groups capacities to one another and sharing synergistic training.

Individuals who have been subject to frequent bond pairing changes tend to develop broad support capacities mastering bardic performances or area of effect enhancement magic. Strangely these individuals tend to become more wandering beneficent companions and are harder to convince to remain with any group for a long period of time.

Mirrorkin who face each other in the field of combat tend to exhibit a fierce rivalry and near playfulness as they try to test the strength of their relative bonds against one another. Generally such confrontations avoid lethal measures instead favoring defeat that will allow future bond configurations to be tested against known rivals. Mirrorkin that are repeatedly forced to kill others of their own kind will be forced to retreat into egomania and narcissism, or enter a dissociative state.

Death

Mirrorkin are often quite aware of their origins and their escape from their creators. They in turn are generally well adjusted, treasuring each day and the chance to form meaningful and rich bonds with a source-group. They tend to fight against death, not out of fear but rather the knowledge that the days they have to share in the lives of others are already too limited.

It is not uncommon for a mirrorkin to observe a sort of shared-funerary experience when a bonded creature dies, exfoliating a facet-sheet of their own flesh that bore the image of a bonded ally. Some are upset by this sudden and complete act, especially when paired with the tendency to swiftly replace the missing ally's bond.

To mirrorkin the absence of bonds is like unto death, and so death is seen as the ultimate loss of bonding. To honor this sentiment, Mirrorkin who are allowed to bury one another try to restrict all light from touching the remains. This results often in them applying a thick funerary wrapping of dark black fabric tightly enclosing every bit of exposed flesh to prevent reflecting anything but the Void.

Favored Class Options

Bard: +1/3 of a round of lingering effects on a source-group target from bardic performance after the bard stops performing.

Cavalier[APG]: Add +¼ to the cavalier's banner bonus to all benefits to source-group bonded targets (if any).

Cleric: Add +1/2 point of healing to conjuration (healing) spells that heal damage to a source group bond target.

Druid: Add +1/2 to natural attack damage rolls when wild shaped into a form that matches your animal companion.

Echo†: Add 1/3 a reflection to your mirror pool.

Fighter: Add 1/6 a combat or teamwork feat a current or prior source group bond target has.

Medium[OA]: Add +1/6 to a spirit bonus that thematically matches a current source-group target (the GM has final say it a bond is a thematic match).

Mesmerist[OA]: Add +1/2 a daily trick implantation to a bonded source-group member.

Monk: +1/3 a *ki* pool point to your *ki* pool as long as all source-group bonds are filled.

Nexus†: Add +1/2 damage of energy damage a veil you shape can deal if a target of a source group bond can also do that damage. This bonus can be redistributed in increments of +1 each day when you shape veils.

Occultist[OA]: Gain +1/2 a point of mental focus.

Paladin: +1/6 a mercy known, these bonus mercies may only be used on source-group bond targets.

Paramour[CoLSP]: +1/6 a point when committing tides of passion points during a round a you gained the ardent condition due to the threatening of a source group bond member.

Radiant†: Choose one vivification. When using this vivification on a target of a source group bond, treat its effects as though you had used +1/5 additional points of essence.

Rogue: Add +1/2 to sneak attack damage when flanking with a source group member.

Shadow Weaver†: +1/6 of a silhouette.

Shifter[UW]: +1/6 to the mirrorkin's natural armor bonus.

Skald[ACG]: +1/3 of a round of lingering effects on source-group targets from raging song after the skald stops performing.

Sorcerer: Add 1/6 a metamagic feat a current or prior source group bond target has.

Soulknife[UP]: Add 1/6 a combat or teamwork feat a current or prior source group bond target has.

Theurge†: You may treat spells your source group has on their spells known lists as though they were in spell books for you to prepare from (see Wizard Spells and Borrowed Spellbooks in the *Pathfinder Roleplaying Game: Core Rulebook*).

Zodiac[CoLSZ]: +1/6 a bonus species feat.Constellation companions can be source-group bonded even if they are not summoned.

Feats

Deepen Unar Bond

You bond your unar source deeply enough to gain a measure of their skills.

Prerequisites: Source-group bond species feature.

Benefit: Whenever you form an unar bond you may gain one combat or teamwork feat the target of the bond has. Alternatively, if a physical attribute such as a natural attack has been modified by a feat, you may grow a similar natural attack to the bond target.

Special: If using either *Spheres of Might* or *Spheres of Power*, the mirrorkin instead may instead gain access to a sphere or talent that they are otherwise qualified.

Expansive Trinar Bond

You may bond of a second ally as trinar.

Prerequisites: Source-group bond species feature.

Benefit: Whenever you form a trinar bond you may select an additional creature. You gain a qualifying feat available to each creature. You also gain the effects of a constant *status* spell on each target.

Special: If using either *Spheres of Might* or *Spheres of Power*, the mirrorkin instead gain access to a sphere or talent that they are otherwise qualified.

Lasting Bonds

You may remember the bond of an ally, even though after they die or leave you.

Prerequisites: Source-group bond species feature.

Benefit: Whenever you form a source-group bond with your mirrorkin species ability you may designate one of those bonds as a lasting bond. If you do so any existing lasting bond you have is forgotten. The lasting bond you form allows your selected bond to be maintained even if your bond target no longer considers you an ally, you have not renewed the bond or, the target has died.

Normal: A source-group bond that targets the creature that dies or is no longer your ally is ended and the mirrorkin begins to suffer from their allegiance addiction species traits.

Razorshard Defense

Your body forms deadly shards of crystalline flesh as you are damaged.

Prerequisites: inversive armor unar bond or cyclic unar bond.

Benefit: Your crystalline armor shatters unevenly forming a dangerous surface of razor-sharp blades and contours as you are damaged. If you are below 75% of your undamaged hit point total your enemies take 1d4 damage with each melee attack the make against you. Your hands are treated as though you have claws dealing that damage plus any for your strength modifier. At 50% or lower, the damaged shards are so prevalent as to do 1d6 damage to creatures attacking you. You may also make claw attacks at the increased damage.

Shattered Facet

Your broken aspect may form a hostile bond with another creature.

Prerequisites: source-group bond species feature.

Benefit: Select one bond you are currently able to form, you may form a hostile version of it with a creature in Close range. They may make a Will save against a DC of 10 + 1/2 your character level + your Charisma modifier. If they fail instead of gaining your benefit your bond is inflicted as a penalty upon them, removing knowledge of feats, languages, or penalizing AC for 1 minute per character level.

Trinity Bond

You may bond of a third ally as Trinar.

Prerequisites: Expansive trinar bond.

Benefit: Whenever you use your expansive trinar bond onto creatures you also link those creatures to one another. Select qualifying feats from each targeted creature. Each creature you're bonded to also receives access to the other creatures feat for the duration of the bond. Additionally all creatures in the bond including yourself are aware of one another as per the *status* spell.

Species Traits

Bonding Intensity (Ex): You may form a source-group bond during a single encounter in which you share an intense experience with the target. The natures of these experiences may vary from shared combat against a foe to sexual intimacy.

Rapid Bond (Ex): You may form a source-group bond in one day instead of three.

Synchronized Synergy (Ex): You gain a +2 trait bonus on damage rolls when you fight the target of a creature who is also engaged with the target of you unar bond.

Battle Clone (Brawler Archetype)

Some mirrorkin experience an aggressive manifestation of their unar source bond. They become warriors specializing in countermeasures and oppositional tactics.

Weapon Proficiency (Ex): In addition to standard brawler weapons, the battle clone is proficient with all weapons the members of their source-group bonds are.

Aggressive Unar Pool (Su): As a move action, the battle clone can use their unar reflective species bond feature on a non-ally temporarily. This does not trigger the addictive allegiance species weakness class feature. If they do so, they gain the benefit of one combat feat that the target has access to that they qualify for but do not currently have possession of. They also assume the target's appearance as per usual for the aggressive unar bond. The effects of the temporary bond last 1 minute before their usual bond reassert itself. They may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

If the battle clone has the Deepen Unar Feat (see page 344) they may reassign that feat as well treating the foe as though they were their normal unar bond target.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a battle clone can use this ability to gain the benefit of up to two combat feats from the target at the same time as a swift action. They may select a medium creature or a large or small creature as a move action gaining the benefits of *enlarge person* or *reduce person* respectively in addition to their normal bond abilities. They may use one of these feats to meet a prerequisite of the second feat; doing so means that they cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward their daily uses of this ability.

At 10th level, a battle clone can use this ability to gain the benefit of three combat feats at the same time. They may select a medium creature as a free action, a large or small creature as a swift action, or a huge or tiny as a move action. They may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward their daily uses of this ability.

At 12th level, a battle clone can use this ability to gain shapechange and form an aggressive bond as an immediate action or assume sizes from Tiny to Huge as a swift action. Each individual feat selected counts toward their daily uses of this ability.

At 20th level, a battle clone can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward their daily uses of this ability. This ability counts as and replaces martial adaptability.

Metamorphic Cunning (Ex): The battle clone can use their highest attribute benefiting from a species bonus to qualify for combat feats requiring a specific attribute prerequisite.

Mirrorsoul Weaver (Vizier Archetype)

Mirrorsoul Attunement (Su): The mirrorsoul weaver can invest essence in their mirrorsoul, a unique attunement augmenting their species bond abilities. Whenever one of creatures that is part of the mirrorkin's source-group bond casts a spell, manifests a power, or uses a spell-like ability of 1st level the mirrorsoul may use an immediate action to imprint that effect with this attunement. For the following round the mirrorsoul weaver can activate the imprinted effect as a spell-like ability (all effects are based off of their own Intelligence modifier). They can activate a spell-like ability from an imprint once per day per point of Intelligence modifier. For each essence invested in this ability the mirrorsoul weaver my imprint a spell, power, or effect of up to one level higher and the imprint lasts 1 round longer.

This ability replaces mystic attunement.

Hostile Attunement Bond (Su): At 5th level, the mirrorsoul weaver gains the ability to make a second imprint while imprinting another effect. In addition they can use an immediate action to both bond and imprint an enemy spellcaster. Calculate changes to the mirrorkin as normal for their source-group bond ability, and then imprint the cast spell, power or effect as normal. This bond cannot be severed by the target as a normal bond and instead natural collapses normally caster after the imprint wears off.

Expanded Attunement (Su): At 9th level, the mirrorsoul gains the ability to make a third imprint make and maintain an additional bond. Ally bonds may now be imprinted and maintained for duration of the source-group bond but may not be activated more times that the mirrorsoul weaver's Intelligence modifier. Hostile imprints now last 1 minute per invested essence.

Deeper Attunement (Su): At 13th level, the mirrorsoul weaver may make a fourth imprint. Hostile imprints now last 10 minutes per point of invested essence. Additionally, the mirrorsoul weaver may now activate hostile imprints an additional number of times equal to their Charisma modifier.

Rhyzala

The Rhyzala (plural and singular) are not just linked to the City of 7 Seraphs, they are its creatures; rather, to be more precise, they will be, quite literally, the children of the City. In any large crowd of people wandering through the streets of a metropolis, there are bound to be blind spots, holes in the flood of people making their way through busy streets. In the City of 7 Seraphs, an unprecedented amount of different creatures and minds converge, their spirits and psychic imprints coagulating as they move from place to place. It is this collective psychic imprint, that allows the rhyzala to be born—or rather, to "enter", as they'd put it. In one of the holes in the endless flood of individuals, only when no one directly observes the empty place in question, they suddenly and inexplicably come into being; fully grown, clothed, as if they had sprung into existence in the corner of the collective eye of the City's conglomerate volksgeist. Rhyzala call this prerequisite, the particular configuration that spawned them, their "soil". Strangely, only the paranoid and mad seem to be truly bothered by this means of ingress, and indeed, they are the only ones who truly realize that a new rhyzala has spawned right then and there, which obviously does nothing to alleviate the sense of unease that this realization accompanies.

It is the unwavering devotion of the rhyzala towards maintaining the existence of the City of 7 Seraphs that is ultimately all that prevents a massive extermination program from those that witness what, for all intents and purposes, may be considered to be a particularly slow form of invasion, one launched by pleasant-smelling, beautiful beings. There is some truth to this stance, though. The rhyzala quite literally need the City of 7 Seraphs to prosper—they are actually independent extensions of an entity, a massive mycorrhizal network entwined with time itself, that they refer to as "first bloom." Rhyzala have a hard time properly conveying the nature of "first bloom", though they are curiously open regarding its nature. It seems that, in some impossibly far away future, on one of the countless planes and worlds, a form of fungus will have reached a form of transcendence, stretching beyond the boundaries of both space and time. Its rhizomes stretch back throughout infinite alternate futures, presents and pasts, seeking to ensure its eventual coming into being as the entity it desires to be. Only in the incredibly diverse blending of psychic imprints of cosmopolitan places like the City of 7 Seraphs can parts of its rhizomes separate from the inconceivably complex entity and shape themselves into an entity capable of meaningful interaction with three-dimensionally thinking beings.

This entering of the time-stream, the present for regular onlookers, does not create simple drones of the alien intellect, though. Instead, fragments and desires of the psychic imprints that served as the rhyzala's soil for entering are recombined and melded, forming a complex and often contradictory personality with an eclectic array of interests and personality traits. These conglomerate personalities do not begin as fully melded and formed, and thus, rhyzala tend to be seen as somewhat erratic by most other species. This blending may also be responsible for the vast differences in ideologies, alignments and interpretations of the rhyzala in question—the state of mind of the soil directly influences the personality of the rhyzala, which accounts for the vast differences in how individual rhyzala interpret the will of the "first bloom." Ultimately, they try to understand a multi-dimensional entity through the lens of a hodge-podge of three-dimensionally thinking personalities. Strangely, both pain and desperation seem to be counterproductive to rhyzala coming into being—as such, there is a self-preserving aspect to their kindness and it is not unknown to see rhyzala converging on a spot after a riot has dispersed: Either to mourn a failed instance of entering, or to eliminate one of the "blighted", for the rhyzala that enter through violence, desperation and sufficient amounts of pain often combine the worst traits of the imprints that spawned them, much like regular rhyzala often combine the best impulses of their soil. This inner-species strife borders on instinct for the rhyzala—the blighted (who also refer to themselves as "rhyzala" and who consider regular rhyzala to be the "blighted" ones, confusingly…) will usually seek to annihilate the regular rhyzala and vice versa, leading scholars to postulate that there actually are at least two forms of "first blooms" existing in alternate futures, both of which may influence both blighted and rhyzala. For three-dimensional beings, though, only time will tell.

Rhyzala are known to show kindness to the people that contributed to their soil, behaving much like distant and benevolent parents to the beings that spawned them, unintentionally and unconsciously though that may have been. The blighted, in contrast, often start their less savory existences by hunting down and eliminating those that contributed to their soil—coincidentally, that often means eliminating rather unsavory individuals, criminals, mad cultists, etceteras, which makes the blighted a welcome sight in the City of 7 Seraphs as a whole. The rhyzala can thus be boon or bane to their soil, saint or avenging angel, revelation or nightmare—in all cases, their meddling can have rather far-reaching consequences for their soil. They are a species of fully grown beings, orphaned not once, but twice, yet blessed with an overabundance of indifferent parents.

Physical Description

According to the aesthetics of most sentient species, rhyzala are beautiful, almost unearthly so. After a brief period of being inconspicuous after entering, their skin

takes on a silky quality with a slightly iridescent sheen, not unlike petals covered in miniscule drops of dew. What at first looks like strands of glowing hair that evokes analogues to aasimars and similarly blessed creatures, upon closer examination turns out to be an unending cascade of bioluminescent spores. Similarly, at first glance, the rhyzala have mouths and eyes—but closer examination shows that, instead of teeth, rhyzala sport hardened, vertical, gill-like ridges in their mouths. Their eyes are actually two different types of fungal material that alternate in concentric rings: One of these colorful and bright (but also ropy upon closer examination), while the other is stark and black and always makes up the center of the completely flat rhyzala eye—the impression is that of an uncanny, fungous copy of the function and form of an eye. Rhyzala, unlike many creatures, do not sport a gender or sexual organs – they do not procreate in the traditional way, though a few rhyzala choose to assume, either temporarily or permanently, a gendered identity. A unique feature of the rhyzala-species would be the train of tendrils and organic "loincloths" they "wear"—these are actually psychoactive components of their skin that assume roughly clothes-like shapes. Rhyzala have rudimentary control over these parts of their body and usually choose to mimic the dominant type of clothes, knowing full well that some folks would react badly to their "naked" bodies.

Society

The rhyzala are highly social beings, yet they do not sport a society of their own in the traditional sense. After a brief period of orientation upon "entering", most rhyzala attach themselves to the components of the soil that spawned them, seeking to "fix" their lives and help the community in question, believing that psychic imprints mostly characterized by happiness will ultimately benefit the development of the "first bloom." While well-intentioned, a degree of naiveté regarding the finer details of social structures can mean that some rhyzala create quite a bit of havoc with their unsolicited help. Surprisingly rational and logical, they also (much like a somewhat condescending parent) often think that they "know best" for the constituents of their soil. Still, they generally tend to become well-regarded local protectors pretty quickly. Sometimes, this can lead to rather problematic altercations, particularly with more free-spirited and rebellious individuals, though it should be noted that, since rhyzala are as diverse as their soil, this is by no means a universal phenomenon. For a species that ostensibly spawned from the same entity, the rhyzala are remarkably different from one another, fiercely individualistic,

even. Even two rhyzala that "entered" in the same quarter can have completely conflicting personalities, and as a consequence, large congregations of rhyzala are a pretty rare occurrence—they are simply too heterogeneous a species as to find much common ground. The blighted share a lot of these traits, but prefer to act as loners, seeing the dark imprints that spawned them as a kind of inherited sin that they need to rid themselves off, making them often seem driven and cold.

Relations

Rhyzala tend to adapt potential prejudices from their soil, though they are, as a whole, not predisposed towards exhibiting any form of hatred based on social class, species or gender. They see themselves often as shepherds of their soil and the communities in which they enter the world, putting them at odds with outside forces endangering their soil. Both rhyzala and blighted seem to have, as a whole, no tolerance for overly restrictive laws, codes of conduct and similar restrictions, believing that a degree of hedonism and love ultimately creates the happiest rhyzala. It is an unfortunate fact that rhyzala, in spite of their often thoroughly benign intentions, have run-ins with the law: While they operate in societies of beings that perceive reality in three dimensions, they still experience a degree of desynchronization with the present. As such, a rhyzala can sometimes be seen "stealing" an object, only to be utterly puzzled by the ensuing outrage, as they obviously will have had paid already for the item in question when it becomes relevant to the vendor. Similarly, sometimes a rhyzala will attack another creature for a deed they were about to commit. This temporal disjunction, more than anything, is responsible for the reputation of the rhyzala as a chaotic species. There is one exception to the general open-minded and scatter-brained nature of the rhyzala: Both regular rhyzala and the blighted seem to exhibit an uncanny weariness of the judow species—some argue that they are afraid that the judow will find out some species secret, while others postulate that the judow may be a potential source of the schism within the rhyzala. No one knows for sure, but rhyzala tend to try to avoid prolonged association with the judow.

Alignment & Religion

Rhyzala, as a whole, tend to be irreligious—why worship an entity that can only perceive time in a linear manner? As beings that are not necessarily part of the cycle of souls, they generally do not have as strong a motivation to worship any deities, particularly since they are ensuring that they eventually will be created by the "first bloom". While rhyzala are, at their core, methodical and logical beings, their definitions and perceptions of both concepts radically diverge from how pretty much everyone else perceives them. Most rhyzala are empathic creatures, born from the hopes and dreams of a plethora of people of different races, backgrounds and social classes—as such, they tend to have a pretty holistic perspective and value happiness and the good for all over the strict adherence to laws. Rhyzala, as a whole, tend to gravitate towards the chaotic and good alignments. The blighted, on the other hand, are often driven, haunted beings, seeking to make amends for crimes they did not commit. This single-minded devotion makes them often gravitate towards the lawful alignment, with neutral and evil blighted being far more common than good ones.

Adventurers

The rhyzala are a walking contradiction for most species and this is reflected by their chosen professions. As diverse in interests as the soil from which they sprang, they often gravitate towards an eclectic skillset and becoming jack-of-all-trades, rather than focusing on mastering an individual path. Their uncommon perception of time and space makes them bad guards or ill-suited for practices in which time is of the essence, but the rhyzala's unique movement can help them get to places that others could not. Regular rhyzala are devoted caregivers and seek to ensure the safety of the City of 7 Seraphs and the various creatures within; as such, they often gravitate to the akashic arts, in particular the radiant. Their esoteric origin also makes them predisposed to being fascinated with psychic imprints and psyches in general: Many rhyzala become occultists or psychics and even non-occultist rhyzala find handling an item capable of acting as an implement soothing or at least, interesting. The blighted favor stealth and intrigue, often donning the mantle of the vigilante. Similarly, they make fine, if scatterbrained rogues, investigators and inquisitors that seem to literally think in other dimensions. Few rhyzala can muster enough single-minded devotion to become a cleric, monk or follow strict traditions and edicts—the very composition of their psyches and how they perceive the world at large are often incompatible with such callings.

Rhyzala do not have a gender, favoring a unified naming-structure wholly based on the environment they're placed in. They do seem to favor the suffix –eol to denote "light" when choosing their names, and since most of them do not have anything resembling parents in the traditional sense, the choice is left up to their own sensibilities. It is not uncommon to have a new rhyzala ask a passer-by to name them. The blighted often choose to forego this traditional ending or use the names of plants or herbs as their monikers, favoring, unsurprisingly, beautiful and dangerous plants.

Rhyzala Names: Arateol, Doumeol, Kalmeol, Lireol, Maleol, Sanveol.

Blighted Names: Cordyceps, Creosote, Lavender, Lotus, Naga Jolokia, Nightshade.

GMing Unstuck in Time

When using the *Pathfinder Roleplaying Game*: *Mythic Adventure* rules, consider recommend of making the initiative boost cost 1 use of mythic power to activate—initiative is one of the most crucial components in mythic gameplay. The unreliable foresight of the rhyzala is a meant as a unique and powerful storytelling device that can be used to great effect in your campaign. If handled correctly, it can drive whole adventures, save the party from a deadly ambush, etceteras—and time as presented in this book is mutable, so a scene not happening can be attributed to the actions of the PCs!

Rhyzala Species Traits

+2 Constitution, +2 Wisdom, -2 Dexterity: Rhyzala have hardy, fungal bodies and their perspective is surprisingly enlightened, but their bodies are slightly less flexible than those of beings of flesh and bone, making their movement look somewhat stilted.

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

Rhyzala Traits: Rhyzala are humanoids with the rhyzala subtype. They gain a +2 species bonus to saves against poison and paralysis. They do not need to sleep and are immune to magical sleep effects, though they can enter a dreaming trance, akin to elves.

Nongendered (Ex): Rhyzala are immune to any mind-influencing or pheromone-based spells or effects that rely on being attracted to a target, as well as to any spells or effects that specifically target males or females.

Bioluminescence (Ex): Rhyzala exude light like a torch (20 ft. radius). A rhyzala may choose to suppress or reactivate their bioluminescence as a free action, at will.

Painless (Ex): Rhyzala are immune to pain-based spells and effects.

Pleasant Pheromones (Ex): Rhyzala gain a +2 species bonus to Bluff and Diplomacy checks, but only against creatures that have a sense of smell. Even a common cold can negate this bonus.

Psychophotosynthesis (Ex): Rhyzala can subsist on a combination of latent psychic static and magical light. They do not need to eat, breathe, or drink for 24 hours, provided they have been exposed to at least 1 hour of continuous, magical light while within a settlement with a total population of at least 1,000 people.

Unstuck in Time (Ex): Rhyzala do not perceive time as other creatures. 1/day, a rhyzala may, upon rolling initiative, modify their roll by 1d6-1d3. This decision must be made before the roll is made. Additionally, a rhyzala may, 1/day, enter a trance as a full-round action. During this trance, the rhyzala can see a brief impression of one possible future: The GM describes one dangerous scene that may happen in the next 24 hours. The rhyzala only sees a scene—they don't hear anything and the scene is static and still, like a freeze-frame picture.

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

Non-Euclidean Movement (Ex): Unlike other creatures, rhyzala seem to move according to other laws of physics than creatures usually do. Rhyzala treat any square of diagonal movement as costing only 5 feet, as they glide gracefully along invisibly angles. (Usually, the first costs 5 feet, then second 10 feet, the third 5 feet, and so on.) Additionally, when moving diagonally, the rhyzala may, as a swift or immediate action, designate one square of their diagonal movement as twisted—the rhyzala's movement through this square does not provoke attacks of opportunity. At 5th level and every 5 levels thereafter, the rhyzala may designate an additional square to be exempt from provoking attacks of opportunity with the same activation of this ability.

Languages: Rhyzala begin play speaking common and one language spoken by the majority of their soil. Rhyzala with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, Dwarven, Elven, Giant, Infernal, Sylvan or Terran.

Alternate Species Traits

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

Ambassador: Some rhyzala are particularly well-suited to making connections. These rhyzala gain +2 Strength, +2 Charisma, and -2 to Dexterity. This replaces the rhyzala attribute modifications.

Concealing Spores: Some rhyzala have spores that make them less conspicuous. They gain a +2 species bonus to Disguise and Stealth. This replaces pleasant pheromones.

Counterintelligence: There are rhyzala that are particularly adept at dealing with threats in the shadows. These rhyzala gain uncanny dodge. This replaces unstuck in time.

Creature of Crowds: A few rhyzala never lose their connection to navigating crowds. They may move at full speed through non-hostile crowds of people. This replaces non-euclidean movement.

Darkness Adaption: The strange eyes of some rhyzala grant them darkvision 60 ft. and low-light vision. This replaces bioluminescence and pleasant pheromones.

Energy Absorption: There are rhyzala that seem to have been sent to handle particular threats. These rhyzala choose acid, cold, electricity or fire. Whenever they take damage of the chosen energy type, they gain fast healing 2. A rhyzala with this trait can heal up to 4 hit points per level per day with this species trait, after which it ceases

to function. This replaces either unstuck in time or non-Euclidean movement.

Gendered: Some rhyzala come to choose to identify as a specific gender, whether as part of their own psychological development, as a result of their interactions with others, as a matter of personal aesthetics or any other variety of reasons. These rhyzala develop equivalents of the respective reproductive organs (fully functional, except for the reproductive aspect), as well as the physical and psychological traits of the gender chosen. They are treated as the chosen gender for all intents and purposes. These rhyzala, further highlighting their natural beauty with shapes that most humanoids consider desirable, increase the starting attitude of creatures that would be attracted to the chosen gender by one step. This replaces asexual. A rhyzala may switch between being gendered and the genders, as well as the nongendered species trait whenever they gain a new level.

Handy Tendrils: While the tendrils of most rhyzala are little more than a decorative trail, there are a few that can exert a degree of control over them. These rhyzala can hold objects of up to 5 lbs. weight in their tendrils. They may switch items held in the tendrils with those held in their hands as a free action, but may not attack with weapons held in their tendrils. This replaces the +2 species bonus to saves against paralysis and modifies the rhyzala traits.

Investigator: Some rhyzala have an exceedingly keen mind and flexible body, well-suited for analytical tasks and infiltration. These rhyzala gain +2 Dexterity, +2 Intelligence, and -2 Constitution. This replaces the rhyzala attribute modifications.

Inherited Hatred: Choose one subtype of humanoid or outsider. You gain a +1 species bonus on attack rolls and saving throws against creatures of the chosen type. This replaces pleasant pheromones.

Jaunter through the Angles: Some rhyzala are particularly adept at jumping through space. When using their non-euclidean movement species trait, they may use a swift action to grant themselves a 50% miss chance until the end of their movement. This species trait may be used a number of times per day equal to the rhyzala's Wisdom modifier (minimum 1). This replaces unstuck in time.

Seer: Some rhyzala are blessed (or cursed) with an uncanny foresight. They may use their unstuck in time species trait's flash of insight an additional Wisdom modifier times per day. This replaces non-Euclidean movement.

Psychology

Rhyzala are unlike any other species; their mindset is a puzzling study in contrasts for any three-dimensional being. Born from diverse psychic imprints, rhyzala often exhibit a wide variety of seemingly disjointed, sometimes comedic, quirks. These behavior patterns would be less charming in a species that is less beautiful and social—rhyzala attach themselves quickly to other people and their genuine desire to ensure the happiness of their protégés means that few shut the door in a rhyzala's face. Many people consider them to be scatterbrained and somewhat jumpy, though seemingly arbitrary behaviors make perfect sense from the rhyzala's perspective. Indeed, in spite of their seemingly chaotic behavior patterns, rhyzala are perfectly capable of excelling exceedingly well at both short- and long-term logical and analytical tasks. Most succinctly, they have been described as benevolently alien; bereft of the need to procreate (but not without the means to experience pleasure, should they choose to) or to gather sustenance (provided there are enough people around), rhyzala lack almost all of the evolutionary imperatives that govern the social structures and societies of many humanoid species, but also of the most pronounced causes of strife bred from these imperatives. While their dabbling and wide array of interests may seem unfocused, most rhyzala will be quick to note that their existence and particular configuration of interests and peculiarities may well be crucial in the long run—and it is imminently impossible to disprove them. The blighted, paradoxically, are easier to relate to for most humanoids: Until they have righted all wrongs that they can perceive in their imprints, they very much behave like a regular, if particularly driven individual, stopping at nothing to achieve their goal. Both types of rhyzala do have in common that, while they are compassionate to a fault, they not necessarily are what most species would call empathetic—their slightly detached perspective can make interaction with them somewhat frustrating. There is another aspect to rhyzala psychology that is considered to be unnerving by most creatures: While capable of feeling pain, rhyzala do not have a nervous system in the traditional sense. They can turn off their capacity to feel pain at a whim, allowing horribly-mangled rhyzala healers to patch together their protégés, while they gawk at their horribly mauled, yet surprisingly collected ally.

Physiology

Rhyzala only look like regular humanoids at first glance. A primitive culture may mistake them for deities—with perfect skin, glowing spore-cascades instead of hair and "heavenly" robes growing out of their very bodies, few can deny the sheer beauty of the rhyzala species. Their bodies are often modeled to appear as at least moderately pleasing to most humanoids, with the spores they exude further helping the rhyzala to fit in. While rhyzala physiology works very much like that of most humanoids, they do not need excrete fecal matter, as any food or beverages they choose to imbibe seems to be processed completely, or vanishes in some spatial or temporal anomaly. Indeed, rhyzala are psychovorous; they primarily subsist on a diet of psychic imprints exuded by other

humanoids without competing for their resources, making them behave not unlike a symbiotic organism.

Rhyzala do not have eyes or ears or any other organs, sensory or otherwise, for that matter—instead, their fungal cells grow into specialized forms at specific points of their body. Some scholars theorize that rhyzala may have a degree of control in the growth of these cells, pointing towards their capabilities to decide their gender or lack thereof—a notion neither confirmed nor denied by the rhyzala, who always seem to be distracted by something when this is brought up. Rhyzala that choose to become gendered are fully capable of intercourse, a fact that has spawned a number of conspiracy theories among the less reputable scholars.

There are two more remarkable components of rhyzala biology, namely the train and tendrils. The train seems like a form of social adaptation—it serves no purpose apart from mimicking clothing worn by other humanoids when the rhyzala are otherwise naked; the tendrils, on the other hand, the tendrils seem to serve no true function for all but a select few rhyzala, who can use them as a surrogate, clumsy hand. Both components of their body can be controlled, to a degree, but otherwise seem to be governed mostly by their unconscious. A rhyzala that has retracted their train may reflexively deploy it upon being seen, for example. Rhyzala can exert full control over the color of their bioluminescence, allowing their bards to create tantalizing displays of light and sound. Some rhyzala also choose to modify the colors of their bioluminescence based on their current emotional state. Finally, rhyzala can exert a degree of control over their fungal equivalent of a nervous system—they can turn off and on their capacity to feel pain. In fact, rhyzala are extremely hardy. While a beheading or trauma to their equivalent of a heart will still kill them, they can recover from horrible trauma, if given time.

Taking all of this into account, it should come as no surprise that quite a few individuals consider the rhyzala to be a very disturbing species. Their whole physiology is based on a, as some might argue, superior imitation of humanoid beings, one made from fungal matter by an impossibly potent mind.

Death

Rhyzala do not fear their own death. At all. Unnervingly so. While they have a keen sense of self-preservation, they ultimately know that "first bloom" will happen and send them back in time—for them, existence is nonlinear. The notion that "first bloom" may be corrupted, changed, etceteras, is much more frightening to them—and thus they strive to prevent the deaths of as many beings as they can, accounting for their preference of the radiant class. Rhyzala have been known to shed bitter, fungal tear-equivalents that cascade in the sheen of their bioluminescence over fallen comrades, trapped in linear and ultimately doomed existences.

Favored Class Options

Cleric: Add +1/2 a hit point of healing to the amount healed by conjuration (healing) spells you cast.

Daevic[AM]: Increase the bonus granted by your pleasant pheromones species trait by +1/4.

Druid: Add +1/2 a hit point of healing to the amount healed by conjuration (healing) spells you cast.

Guru[AM]: Add one weapon from the species weapon familiarity of one of the constituents of your soil to your list of philosophy weapons.

Echo†: Add 1/6 a deeper reflection that grants access to an arcane, mental, or temporal source origin or grants a memory of power of a spell or psionic power with the light or temporal descriptor.

Inquisitor[APG]: Gain +1/2 additional precognitive trance granted by your unstuck in time species trait.

Mesmerist[OA]: Add +1/5 to the hit die-limit and the total number of hit die affected with each compulsion or illusion effect the mesmerist produces. This stacks with the mesmerist's mental potency class feature, but, unlike it, it also applies to veils.

Nexus†: Choose one veil with the good or chaos descriptor (or one with the evil and lawful descriptor if you're a blighted rhyzala) and add +1/4 to the save DC of that veil.

Occultist[OA]: Add +1/6 of a new focus power.

Paladin: Add +1/6 of a new mercy.

Psychic[OA]: Decrease the minimum number of people required to sustain yourself via psychophotosynthesis by 50, and reduce the number of minutes of exposure to magic light you require for psychophotosynthesis by 5 minutes.

Radiant†: Choose one vivification. When using this vivification on an ally, treat its effects as though you had used +1/5 additional points of essence.

Radiant (blighted)†: Add +1/4 of a 5-ft. increase to the maximum range of your unwilling bond class feature.

Rogue: Add +1/4 to the bonuses against poison and paralysis granted by your rhyzala traits.

Shadow Weaver†: Add a spell with the darkness or shadow[UM] descriptor of a level the shadow weaver can cast to the shadow weaver's spell-storing shadow.

Soul Weaver[SoP]: Add +1/2 a point of healing to channel energy when used to heal.

Theurge†: Add one spell with a [light] descriptor from any spell list to one of your two books as a spell of the same level. This spell cannot be the highest spell level you have access to.

Vigilante[UI]: Increase the reach of your bioluminescence by +5 ft. Upon taking this favored class option, 10 times, 1/day when you use the quick or immediate change social talents, you can emit a flash of light, blinding creatures within the range of your bioluminescence if they fail a Fortitude save against DC 10 + ½ your vigilante level + your Constitution modifier. You gain +1/2 daily use of

this ability when you take this benefit after gaining this ability.

Vizier[AM]: Increase your effective veilweaving level by +1/4, up to a maximum effective veilweaving level equal to your total character level.

Warpriest[ACG]: Add +½ to the result of the warpriest's channeled energy when healing creatures of the animal, fey, and plant types.

Zodiac[CoLSZ]: Increase the essence pool +1/5. Essence from this ability may only be used to summon from earth constellations.

Species Feats

Addictive Pheromones

You have developed pheromones that can enslave targets to your will.

Prerequisites: Sedating Pheromones (see page 352), Craft (alchemy) 8 ranks

Benefits: You may change your pheromones in a 30-foot radius to become addictive as a move action. Your pheromones are treated as an inhaled drug with an immediate onset and a frequency of 1/day that causes a moderate addition. The Fortitude save DC to resist your spores is equal to 10 + ½ your character level + your Constitution modifier. While this effect persists, you do not gain the usual benefits of your pleasant pheromones. You may end this effect as a free action. A creature that successfully saves against your pheromones becomes immune against them for 24 hours. The addiction to your pheromones requires two consecutive saves to cure. While addicted, a creature gains your painless species trait for 1 hour, but becomes fatigued for 1d4 hours thereafter and takes a penalty to all spells and effects that cause the fascinated or confused conditions while being fatigued. You may, as a free action on your turn, choose to bestow or withdraw the granting of the painless species trait from any number of addicted creatures within line of sight. The sudden influx of sensorial input is experienced as sharp, crippling pain, requiring a Will save against your pheromones DC to avoid being staggered for 1d4 rounds. Being addicted to pheromones does help kick the habit of other drugs, though—targets addicted to your pheromones gain a +5 alchemical bonus to saving throws to cure another addiction.

Special: You only have control over your own pheromones and may not affect creatures addicted to another rhyzala's addictive pheromones. A creature already addicted to a rhyzala's pheromones is immune to the addictive heromones of all other rhyzala.

Along Impossible Angles

You excel at moving through unseen geometries.

Prerequisite: Jaunter through the angles species trait

Benefit: You may activate the jaunter through the angles species trait as part of the swift action to designate twisted squares when using your non-Euclidean movement species trait.

Normal: Using jaunter through the angles is a swift action.

Impossible Skirmishing (Combat)

You may move along impossible geometries.

Prerequisite: Along Impossible Angles (see page 352), Acrobatics 8 ranks

Benefit: When making a diagonal 5 ft. step, you may move an additional number of 5 ft. squares of up to the number of squares you may designate as twisted with your non-Euclidean movement species trait. These squares are automatically considered to be twisted for the purpose of your movement and you may move through occupied squares this way and you may step through corners. However, to do so, you briefly step out of phase with time and space, making readjustment difficult. You are staggered for a number of rounds equal to the additional squares you moved. While staggered thus, you may not use non-Euclidean movement or any feat or ability based on it. This condition cannot be negated in any way, as it stems from you readjusting to your place in time and space.

Normal: You can't move through creatures/into occupied squares with 5-foot-steps due to their range. You may not 5-foot-step past corners.

Sedating Pheromones

Your pheromones dull the pain of your allies.

Prerequisites: Pleasant pheromones species trait, Heal 4 ranks

Benefits: You may cause your pheromones to take on mildly sedating qualities as a move or swift action. All creatures within 30 ft. of you gain an alchemical bonus to their saves against pain-based spells and effects equal to the bonus granted by your pleasant pheromones. This does dull the sense, though, imposing a penalty on Perception and Sense Motive checks equal to the bonus granted. Unwilling creatures may resist the effects of your pheromones with a Fortitude save against DC 10 + ½ your character level + your Constitution modifier. A creature that successfully saves against your sedating pheromones becomes immune against them for 24 hours. While this effect persists, you do not gain the usual benefits of your pleasant pheromones. You may end this effect as a free action.

Mycorrhizal Networker (Radiant Species Archetype)

There are some scholars that posit that the rhyzala's "first bloom" will originate, courtesy of one of the sentient fungoid species existing in the present. This theory particularly finds adherents among those that feel threatened by the strange rhyzala, allowing them to ostensibly do something against the creation of the rhyzala; never mind that their actions may actually be the impetus of their creation. Said scholars certainly point towards the mycorrhizal networker as a perhaps more primal form of radiant that may well have developed from another spore-using species. The mycorrhizal networkers usually smile and shake their heads—they have more urgent concerns. Or so they claim.

Akashic Spores (Su): Mycorrhizal networker do not have the ability to create an akashic bond in the traditional sense. Instead, their spores act as an akashic conduit. A mycorrhizal networker usually constantly exudes a cloud of very fine spores in a 30 ft.-radius. The akashic spore cloud is not hampered by magical or non-magical obstructions, including water and similar liquids, with the notable exception of effects with the force descriptor. A mycorrhizal networker may choose to suppress generating its spore cloud as a free action. Starting to generate the spore cloud requires a move action. These spores employ a combination of alchemical reagents, psychic charges and akashic energy to influence others and channel the mycorrhizal networker's powers. As such, they are not dispersed by powerful winds.

The akashic spores stick to any creature that occupies or passes through a square occupied by the akashic spore cloud. An exposed creature must make the decision whether to accept the spores willingly or not, and the mycorrhizal networker can always choose to deny a creature being treated as a willing recipient of spores; this is not an action. Spores remain active until their duration has elapsed, even when the spore cloud that generated them is dismissed. Reentering the cloud resets the duration of active akashic spores. Akashic spores generate a network between creatures affected by them and the mycorrhizal networker, a quasi-real mycorrhizal network, allowing the mycorrhizal networker to invest or reclaim essence into and from a creature exposed to its akashic spores while they remain within 90 ft. of the akashic spore cloud—this is the range of the network.

For each point of essence invested in a willing creature in this manner, the willing creature gains 5 temporary hit points and a +1 insight bonus on saving throws. As long as essence is invested in the willing creature, these temporary hit points do not expire and automatically restore themselves at a rate of 1 per minute.

Hostile creatures have no benefits from having essence invested in them—it is, in fact, rather hazardous. If a willing creature the mycorrhizal networker has invested essence into becomes diseased, poisoned, or fatigued, it may choose, as a swift action that may be used as part of reassigning essence, to draw this condition from the willing creature and attempt to transfer it via the mycorrhizal network into an enemy currently tied to the network. If the condition originally allowed a saving throw, the creature must save against the original saving throw DC, or 10 + ½ the mycorrhizal networker's class level (rounded down) + the mycorrhizal networker's Wisdom modifier , whichever is higher. On a failure, the creature is affected by the transferred condition. On a success, the mycorrhizal networker takes one point of essence burn and is affected instead by the condition as the network backfires, without gaining a saving throw to resist the condition.

Akashic spores only briefly remain attached to hostile creatures after they leave the cloud, suffering psychic feedback; they remain active for 1d8 rounds, +1 round at 5th level and every 5 levels thereafter. Moving out of range of the network interrupts the connection and immediately disperses the spores clinging to a hostile creature, but does not return invested essence.

Akashic spores stick to willing creatures for as long as they remain within the range of the network, and for the maximum amount of rounds after that (8 rounds, +1 at 5th level and every 5 levels thereafter). Willing creatures moving out of the network's range retain the benefits of invested essence for the remainder of the duration of the spores, but once that duration elapses, the effects of the invested essence become dormant until the target is once more within the akashic spore cloud.

In order to reclaim essence from a creature beyond the range of the network whose connection was severed or spore duration elapsed, the mycorrhizal networker must take a number of points of essence burn equal to twice the regained essence, and essence invested in such a target can only be reclaimed at this increased cost until the creature (or its remains) have been exposed to the spores once more or until the mycorrhizal networker has rested for at least 4 hours in a calm environment, whichever happens first.

The spores are hard to notice, but not impossibly so—they can be seen with a successful Perception check against DC 10 + twice the mycorrhizal networker's class level + mycorrhizal networker's Wisdom modifier.

This modifies akashic bond.

Spore Control (Ex): As if the mycorrhizal networker's akashic spores weren't scary enough, it actually has a degree of control over the cloud. Once per round, as either a move, standard, immediate or swift action, the mycorrhizal networker may direct its akashic spores to move up to 30 ft. in any given direction, provided it has line of sight to the target area. The spore cloud flies with perfect maneuverability in three dimensions and

"Is this the now when we first met? I have so many memories since the Bloom that will come."

—Mariseol, Emergent Rhyzala

ignores magical and non-magical obstructions, save those with the force descriptor. When not actively directed by the mycorrhizal networker, the cloud of akashic spores simply stays in place, unless it is directly exuded from the mycorrhizal networker, in which case, the cloud behaves like a 30 ft.-radius aura. A cloud of akashic spores that moves out of sight remains there until dismissed by the mycorrhizal networker. A mycorrhizal networker can only have one cloud of akashic spores at any given time. The movement rate of the cloud increases by +10 ft. at 10th level and every 5 levels thereafter, to a maximum of 60 ft. at 20th level.

This replaces mind over matter.

Implanted Spore Tricks (Su): Starting at 2nd level and every even level thereafter, the mycorrhizal networker may choose one spore trick. Whenever the mycorrhizal networker invests essence into an ally with akashic spores , it may choose to impart specially-charged spores laced with akashic energy that carry their own program, adding a standard action to the process of investing essence. A mycorrhizal networker may implant a number of spore tricks per day equal to ½ its mycorrhizal networker level + its Wisdom modifier. It can have a number of tricks implanted at a given time equal to its essence capacity, and implanting a new trick ends the oldest previously implanted one (The mycorrhizal networker still loses the use of the ability of the lost spore trick). Implanted tricks are lost when the target moves out of the range of the mycorrhizal network and the mycorrhizal networker may not implant spore tricks in itself. Spore tricks are chosen from the list of mesmerist tricks, using mycorrhizal networker levels as mesmerist levels for the purpose of the trick's effects. However, if a spore trick has an increased benefit for every 5 levels the mesmerist possesses, it instead operates as though the mycorrhizal networker only had the trick's base benefit , unless it takes 1 point of essence burn for each increased benefit granted by a 5-level interval. This essence burn does not replenish as usual until the trick is triggered or dismissed (For example, a 12th level mycorrhizal networker is treated as a 12th level mesmerist and implants the compel alacrity mesmerist trick as a spore trick. The target only gets the ability to move 10 feet without provoking attacks of opportunity, the mesmerist trick's base benefit. If the mycorrhizal networker chooses to take 1 essence burn when implanting the trick, the trick's target may instead move 15 ft., as though receiving the trick from a mesmerist level 5–9; alternatively, the mycorrhizal networker can choose to take 2 essence burn when implanting the trick, increasing the trick's benefits to 20 ft. movement). The DC for any spore trick or masterful spore trick that requires a saving throw or skill check is 10 + ½ the mycorrhizal networker's class level + the mycorrhizal networker's Wisdom modifier. All mesmerist trick or masterful trick effects that use Charisma to determine their effects instead use Wisdom as governing key attribute. The mycorrhizal networker may not choose the mask misery, greater mask misery and spell anticipation mesmerist tricks. Starting at 14th level , the mycorrhizal networker may choose masterful tricks.

This replaces vivification.

Martyr's Renewal (Su): This works as the radiant class feature, save that any new ability to draw forth new conditions from allies also allows these conditions to be transferred to enemies as per the akashic spore class feature. If an enemy succeeds the saving throw against a condition transfer attempt, and that condition would be automatically cured without suffering its effects when drawing the condition out of an ally due to the effects of martyr's renewal, the mycorrhizal networker is no longer automatically affected, and may instead attempt a saving throw against the condition's original save DC to negate its effects. Additionally, instead of automatically being cured of a condition and not suffering its effects when directly drawing a condition out of an ally (as opposed to trying to transfer it) and into itself, a mycorrhizal networker must make a saving throw against the condition's original save DC, but gains a competence bonus equal to ½ the mycorrhizal networker's class level to negate the condition. The effects of conditions without a saving throw may not be negated by the mycorrhizal networker when suffering from them as a consequence of using akashic spores.

Along Non-Euclidean Angles (Ex): At 5th level, the mycorrhizal networker gains the non-Euclidean movement species trait, if it does not have it already. If it already has the non-Euclidean movement species trait, it instead gains the jaunter through the angles species trait. If it already has the jaunter through the angles species trait, it instead gains Along Impossible Angles (see page 352) as a bonus feat. If it already has Along Impossible Angles, it instead gains Impossible Skirmishing (see page 352) as a bonus feat.

This replaces unwilling bond.

Shadow Fey

Of all of the Circle of Six, Hyandil was by far the oldest. More was forgotten of her earliest days than she experienced with the Circle, but so much less is known. When she left her father's home on the shores of the Bright Land to seek a life of adventure and freedom the very first place she was said to wander was into the court of the shadow fey. She was a warrior, radiant, and mage of no small skill and made a name for herself among those courts. It was said that several even took to suiting her. Regardless of the truth when she left their lands she did not do so alone.

The shadow fey followed the young Princess on her explorations and adventures, some even just traveling with her. It was among these she led, quite by accident, to Hyraeatan and the fade who guarded its fledgling grove. Like so many they were entranced by the Radia. It's magic and power were as a siren's call. And despite their loyalty or curiosity or various other motives many left the Flowered Queen's side instead to dance in the seedlings that would become the Verge and Glarewood. When she returned, they shadow fey knew the forests as well as any save she of the Nameless Way. The druid of the Circle gave them pause when they moved attempting to claim the Radia, the City and the Young Wood as their own. But pause she did not stop them. The fade did, and forced them to declare for the Parities or leave.

The shadow fey promised allegiance not to burning Aphora or or the shining Princess, nor the druid who stayed their hand. They chose the disciple of death, Duxandus. This seemed mostly to be out of spite, though some claim the unrequited love he felt for Hyandil was ambrosia to the darkest of hearts among the shadow fey. They supplied him with secret rites and paths are shadow and led him deep into the heart of void and ice. His hand was held by his allies until the very moment he stilled his own breath. Rising is a Lich his misery abandoned him and without his shadow of sorrow his fey allies grew rapidly distant.

During the Wonder War, the shadow fey supported the master of the Icegrave for the final time. Standing against the condemnation of the judges the old fey saved the fledgling judow from both their kyton masters and the deadly law of their cousins. When the Ice Lich found them clinging to a new source of misery and sorrow he released them from their pacts and freed their lords and ladies to go their own way.

Denied to their fancy, Hyandil had turned during the war to her mother's kin. The powerful seilenos Maelwyn sent his armies and beasts to aid in the time of chaos. The visiting fey lord found Hyraeatan to his liking and asked, among other things, for a place in the Glarewood. The shadow fey took slight in this invitation. They who had served her first, yet without a patron many chose to return to the deep shadow from whence they had come.

New Spell

SHADOW JUMP

School illumination (conjuration) (teleportation) [shadow]; **Level** shadowsworn 2, sorcerer/wizard 2
Casting Time 1 action
Components V
Range Medium (100 ft. + 10 ft./level)
Duration instantaneous

You may move from one shadow to another within 100 ft. + 10 ft./lvl and line of sight without passing through intervening space. After moving, you can't take any other actions until your next turn. You can bring along any object you are able to carry. You cannot bring creatures along with you unless they are small enough to share your space, such as a familiar.

Two lords remained, the King of Dancing Swans and the Windwhisper, each committed toward claiming what they saw as their rightful place in the city.

Unfortunately, Maelwyn had little use for these factions and went so far as to court a shadow fey queen (Arissiayn of the Underleaves) on his own. These three courts are never quite at peace within the city. During the Lightbringer Incursion, the Windwhisper declared for Maelwyn and was afforded a space in the Glarewood. This led to tense alliances between the Houses of Windwhisper and Underleaves. The King of Dancing Swans took instead to the streets of Poortown, now called the Archives to lead his house into a period of independence and scarce little else.

Physical Description

No single set of attributes dominates the shadow Fey populace. Characteristics can even wildly vary from parent to child. Generally skin tones range from dusky black to bone white with variations of blues and purples. Shadow Fey born to Hyraeatan often exhibit an oily darkness of flesh that is nearly translucent on close inspection showing hints of submerged iridescent colors much like the Lattice itself. Some speculate that these individuals are blessed of the city, while others think it is merely another curious reaction of shadow born energy and the Radia. Eye color varies widely but is often a luminous red or blue followed shortly in commonality by jet black.

Other characteristics very widely. Horns are quite common in shades of ivory, ebon, and earthen brown. Vestigial wings are rarer but far from unheard of and most commonly resemble those of dragonflies or moths. Sometimes feathers are present but more often take the form of vivid plumage then winglike confirmation. Legs too are variable with reverse configuring limbs similar to those of satyr being nearly as common as a humanlike bipedal stance. Some speculate that the intense variation is a lingering result of permanent thing shape change magic by ancestors others speculate it is the result of a heightened ability to interbreed with other species. Each family tells a different story for the presence or lack of any particular attribute.

Society

For the most part, shadow fey society revolves around position and family. Each family's reputation is held as a whole and while outliers and standouts are acknowledged they often times elevate or decrease the standing of their kin regardless of actual intentions. This leads to even the most selfish members of their society taking vested interests in the actions of other family members and makes distancing oneself from the desires of parents, grandparents and even older generations somewhat challenging.

Families in turn proclaim allegiance to a ruler such as Arissiayn or the Windwhisper who speaks for their community in larger fey affairs. These hierarchies are strict in their observance and only the most brazen and reckless shadow fey try to proclaim direct affiliation with another "higher" fey court. Maelwyn has extended his favor to a small number of these individuals but most are turned back to join the expected circle and submitted to their lord or lady for reproach. The select few who do move out of standard statuses are seen by the rulers as threats and often find themselves the target of no small amount of hostility.

A smaller segment have accepted or embraced a sort of exile instead choosing to live among wider peoples of the City. These groups find themselves split mostly between the scholars of the Colleges district and the dark markets of the Pacts District. Those who settle the neighborhoods of Academies and Guilds in the Colleges are logic loving intellectuals strive to re-create a merit-based society of association and work toward a passionate advocacy of the education. Others in these areas are authors of tragic drama and seeking to evoke the pangs of loss and sorrow that so many of the shadow fey crave.

The shadow fey who make their way to the Pacts are among the most wicked and gleeful of negotiators and cunning bargainers the City has to offer. Weary of plying their wit or excited by the new potentials of the marketplaces these families are swiftly rising to become some of the most powerful outside the Crowns District.

Relations

Some say the shadow fey are drawn to the loss and pain of others, if it is true it might explain the strange friendship between the judow and the shadow fey species. Others

would point to a selfless act of bravery by a shadow fey family cast out during the Wonder Wars and taking the chance to save the fledgeling judow from the clutches of the kyton progenitors and again their near destruction at the hands of their own judgeborn cousins, the judrai.

The veryx are wary of the shadow fey claiming that their species met in older times and individuals take time to move past this. This is possibly heightened by the shadow fey being unable to enter a semoxa-bound state. Magical incompatibility seems to be major force in this rejection. Mirrorkin fascinate the more narcissistic members of the species and some have been know to try to gain an essence-bond just to see how they reflect into another being.

Elves in particular tend to draw extremes of emotions as that the species may have a common ancestral link. Ceptu are curiosities who live life so alien from their own, the shadow fey find it difficult to relate to them at all. Other species tend to be more case by case with each relationship beginning individually and those of greater relevance being brought into the sphere of a particular family as needed.

Alignment & Religion

Many of the shadow fey of Hyraeatan are Chaotic in terms of alignment. The strong sense of duty to family is the only really structure they are required to adhere to while individual achievements and expression are rewarded greatly. This goes doubly so when speaking of loyalty and obligation, a thousand shades of truth are spoke under the Glarewood's boughs they say and most of them could be attributed to the promises of shadow fey. Yet, a surprising number of them will hold to the letter of their agreements with a ferocity bordering on madness.

Given the length of time that the Windwhisper and King of Dancing Swans have waited on Hyandil in the edges of the Radia, the ascendancy of these Shadow Fey lords to Eternal Status is almost certain. Some "dark knights" of the King of Dancing Swans seem to be protected by a divine mein similar to those of paladins. And a small cluster of Glarewood druids bare staves carved with the spiral winds of the Windwhisper. If Arissiayn has also gained this near divinity, it is not clear to any save her closest allies.

Adventurers

The shadow fey of Hyraeatan take to adventure for any number of reasons. For the young the opportunity to track their ancestors journeys with the Flowered Queen or to visit the Elder Courts can prove an irresistible curiosity. While others become enmeshed in the intrigues of the the rival courts of the Glarewood and striving to please both the Mithral Thrown and their own crowns in Shadow. Others reject the culture of their forebears entirely instead favoring the intellectual lifestyle of the Colleges District academia. Many of these in turn find themselves drawn into the intrigues of the secret informational warfare of the Bookbinders or the radical experimentations of the Steamwalkers.

Shadow Fey names tend to favor sibilant, low sounds (like Essuriel, Rissual, Urshual, or Surror) or more courtly compound words corresponding to houses and historic events (Lightshorn, Marshwillow, and Ravendark).

Small Shadow Fey Species Traits

Although rare, some shadow fey are born Small sized. Most believe that these shadow fey have particularly strong fey blood. Small shadow fey must take all of the following species traits, which alter or replace the standard shadow fey traits.

Small: Small shadow fey gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and their CMD, and a +4 size bonus on Stealth checks. This replaces the standard shadow fey size.

Speed: Small shadow fey have a base speed of 20 ft. This replaces the standard shadow fey speed.

Spell-like Abilities: Small shadow fey can cast *vanish* once per day as a spell-like ability, using their character level as their caster level. This ability is in addition to the *shadow jump* spell-like ability of the standard shadow fey.

Small shadow fey physically appear identical to their Medium kin in all other ways, though they too have a wide variance in outward appearance.

Shadow Fey Species Traits

+2 Dexterity +2 Charisma, -2 Constitution: Shadow fey are graceful and strangely alluring, but relatively frail.

Fey: Shadow fey are creatures of the fey type.

Medium: Shadow fey are Medium creatures, and have no bonuses or penalties due to their size.

Speed: Shadow fey have a base speed of 30 ft.

Senses: Shadow fey have darkvision 60 ft. and low-light vision.

Light Sensitivity: Shadow fey are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Secretive: Shadow fey are taught to conceal themselves almost from birth. Bluff and Stealth are always class skills for shadow fey.

Sneaky: Shadow fey receive a +2 species bonus on Stealth checks.

New Hybrid Sphere Talent

Shadow Swarm (barrage or dark): When making an attack that allows an additional ranged attack to be taken (such as the barrage sphere, Rapid Shot feat, or Manyshot) you may expend martial focus or a spell point to use take an additional ranged attack. If you do, all of your attacks count as magical but are allowed a Will saving throw to reduce damage by 50%. Your DC on this check is 10+1/2 your choice of initiate level or caster level + your caster or initiate modifier.

Spell-like Abilities: Shadow fey can cast *shadow jump* (see page 356) once per day as a spell-like ability, using their character level as their caster level.

Weight of the Court: Shadow fey have strong connections to the eternal fey courts of the areas where they live. They can use this influence to gain a +2 species bonus to Diplomacy or Intimidate checks with those aware of the fey in the area. Creatures that disrespect or hate fey instead suffer a -2 penalty to social interactions with.

Swift as Shadows: Shadow fey can remain stealthy even when moving. Shadow fey reduce the penalty for using Stealth while moving by 5 and reduce the Stealth check penalty for sniping by 10.

Alternate Shadow Fey Species Traits

Dark Archer (Su): You gain the shadow swarm hybrid sphere talent (see sidebar) useable 1/day at your character level. If you have the barrage or dark spheres you may expend martial focus or a spell point to use this ability more than additional times subject to normal use limits. This ability replaces the *shadow jump* spell-like ability.

Shadowmaw (Su): You are sustained by the power of magic and shadow. If you succeed on a Will save against an effect with the shadow or darkness descriptor you gain 3 temporary hit points per level of the spell or effect you resisted. Additionally you are sustained as though you have eaten a full day of meals. This ability replaces secretive species trait of the standard shadow fey.

New Magic Traits for Shadow Fey

Lineage of the Black (Ex): Increase your caster level for umbral origin, darkness or shadow descriptor spells, or spherecasting level by +2 for the dark sphere to a maximum of your character level.

Magical Wit (Su): Select a class with an Intelligence- or Wisdom-based set of abilities. Select either Intelligence or Wisdom. That class now references Charisma for all instances of class abilities. You gain a +1 trait bonus to Will Saves againts darkness and shadow effects.

Psychology

While it is unfair to describe an entire people as capricious, the quicksilver tempers and volatile wit of the Shadow Fey lend to a complicated relationship with one another and the other people of Hyraeatan. Perhaps it is a remnant Elven ancestry that extends their memories particularly when wronged for nearly generational duration.

Strangely it is often these grudges and the alliances they engender that give structure to the whole lives of most shadow fey. The promises of loyalty and vendetta form a sort of scaffolding which allows more temperamental aspects of their personas to be held in check.

Loyalty above all is rewarded, like for like. A longer life you tend to lead to a certain level of material dispossession, causing shadow fey to be often generous givers to those in their esteem.

Physiology

The chimeric nature of the shadow fey has sparked a goodly deal of debate among scholars. Some posit that the species were simply elves lost in the depth of the Shadow Planar forest for so long that the particulars of their forms were lost the near constant assault of the pseudo-reality of plane eroding both sense of being and memory of truth.

Others posit a more radical theory that the ancestors of the shadow fey seized upon Shadow's mutability to bare offspring to those of other species. The shifting nature of the plane making offspring possible between species, genders, and creatures that should not have been possible in and more stringent reality.

Regardless of the reason, the Shadow is part of them now. They display a fundamental level of connection to the murky realm, struggling with sudden increases in brightness and dancing through the darkness as though it was a hallway leading from one room to another. Even rare tales exist of those who cannot bear to leave the world of Shadow at all or have unique abilities to conjure darkness in their attacks or weave illusion into reality.

As is often the case with fey, cold iron is very painful for shadow fey to touch but they do not suffer the degree of anathema and disruption from its piercing the flesh.

Combat

Stealth and distance are the shadow fey's allies in times of war. Their superior reflexes lead them to make excellent archers and their vision allows them exploit this in the thickest of canopies or depths of night. A tendency toward sorcery and magics of illusion also aids in these tactics allowing for false concealment to shied artillery and debilitating shadow spells to summon distracting creatures of semi-reality to unbalance their foes.

When forced into melee situations, the shadow fey favor speed and precision, practicing the arts of finesse weapons and often developing tactics that take advantage of unaware opponents. Assassins and rooms trained within the depths of the Glarewood are known to command prices as high as the skills they wield when eliminating their employer's enemies.

Death

The pact that the Windwhisper and King of Dancing Swans made with Duxandus was surprisingly open and any shadow fey that dies within reach of a Warden circle or in the City limits is to be taken to the Icegrave. This is apparently at odds with most funerary customs of the Glarewood and has led to some enmity with the shadow fey of that place, particularly those in Arissiayn's service.

Still, many of those who have lost a kinsman or a lover find their way to the Ice Tombs and weep freezing tears for those who have fallen. The keening of these mourning shadow fey has been observed as so profound that the denizens of the crown district are known to hire the bereaved and forlorn to display sorrow at their own funerary services.

Favored Class Options

Bard: Add +1/4 of a round of lingering bardic performances in dim or lower light conditions.

Commander[SoM]: Add +1 foot to the warleader sphere's shout ability.

Dread[UP]: Choose a dread terror, its DC to resist, if any increases by 1/3. You may select this benefit for another terror DC every 3 selections, or you may select it for the same terror up to six total times for a total +2 bonus to a specific terror.

Druid: Add +1/2 damage to the natural attacks of animal companions flanking a foe.

Echo†: Add 1/6 a deeper reflection that grants access to a arcane or umbral source origin or grants a memory of power of a spell or psionic power with the darkness or shadow descriptor.

Eclipse†: Choose one veil with a shadow or darkness descriptor. When investing at least one point of essence in that veil, treat its effects as though you had used +1/5 additional points of essence. You may select the same or a different veil each time you take this feature five times. You may not exceed your current essence limits.

Fey Adept[SoP]: Add a +1/2 to the shadow fey's shadow pool.

Gunslinger[UC]: Add +⅓ on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Kineticist[OA]: Add 1/5 of an Extra Wild Talent feat that must be spent on a void or wood element wild talent.

Mesmerist[OA]: Add +1/2 a mesmerist trick to your daily use of the trick class feature.

Nexus: Add 1/6 of a veil with the darkness or shadow descriptor to your nexus list.

Ninja[APG]: The ninja gains +1/6 of a new ninja trick.

Occultist[OA]: Gain 1/3 a point of mental focus that can only be invested in illusion or enchantment school implements.

Paramour[CoLSP]: +1/3 a point when committing tides of passion points to the heart's magic expression for a darkness or shadow spell.

Psychic[OA]: Add one arcane spell with the darkness or shadow descriptor to your list as a psychic spell one level higher than its arcane level.

Rogue: Add +1/2 to sneak attack damage dealt to creatures with first attack after successful feint attempt.

Shadow Weaver: +1/6 of a silhouette.

Sorcerer: Add one sorcerer/wizard of spell with a darkness or shadow descriptor to your spells know.

Soulknife[UP]: +1/2 a point of negative energy damage when dealing a psychic strike to a foe. A shadow fey can suppress this ability as a free action.

Theurge: Add one arcane spell with the darkness or shadow descriptor to your list as a divine theurge spell one level higher than its arcane level.

Troubadour[CoS]: One of the troubadour's personas gains +1/6th of an extra persona quirk. If that persona is dismissed, choose a different persona to gain this extra persona quirk. An individual persona cannot possess more than one bonus persona quirk.

Vizier[AM]: Add 1/6 a veil with the darkness or shadow descriptor to your nexus list.

Zodiac[CoLSZ]: Increase the essence pool +1/5.Essence from this ability may only be used to summon equipment from constellations.

Shadow Fey Species Feats

Dark Tunnel

Prerequisites: Shadow jump species ability.

Benefit: You may expend an extra use of your shadow jump to take another creature with you when you teleport. You gain an additional use of your *shadow jump* ability.

Harvest Shadow

Prerequisites: Shadowmaw alternate species ability.
Benefit: Up to your Charisma modifier times per day when you save against a spell with your shadowmaw ability you may forgo your temporary hit point gain to recharge your own supernatural powers. You may recharge a spell-slot, regain a lost spell, or gain power points. The effect you resisted must be a level higher than the spell or spell-slot you wish to regain. You instead can gain power points equal to the 2 time a spell of one level lower than the spell you resisted. If instead you are a sphere caster with access to the dark sphere you may regain one spell point if the spell is higher than half your caster level.

Rushing Shadow (Combat)

Prerequisites: *Shadow jump* species ability.
Benefit: You may expend two uses to use *shadow jump* as part of an action to charge a creature. You must move in a straight line but you may charge regardless of whether squares in between you and your target are occupied or difficult terrain. You gain two additional uses of your *shadow jump* ability.

Shadow's Crossroads

Prerequisites: *Shadow jump* species ability.
Benefit: You may expend a prepared spell or spell slot of 2nd level, a spell point, or 3 power points to activate your *shadow jump* species ability an additional time per day. You gain an additional use of your *shadow jump* ability.

Shadow Draw (Combat)

Prerequisites: *Shadow jump* species ability.
Benefit: You may expend an extra use of your *shadow jump* as a free action to draw or pickup an unattended weapon as your *shadow jump*. You gain two additional uses of your *shadow jump* ability.
Special: This feat counts as Quick Draw.

Shadowfed Strikes (Combat, Psionic)

Prerequisites: Shadowmaw alternate species ability.
Benefit: Up to your Charisma modifier times per day when you save against a spell with your shadowmaw ability you may forgo your temporary hit point gain to renew your mental and martial skills. You may regain a maneuver, regain your psionic focus, or gain martial focus. The effect you resisted must be a level higher than any maneuver you wish to regain.

Speeding Shadow

Prerequisites: *Shadow jump* species ability.
Benefit: You may expend two uses of your *shadow jump* to activate it as a move action. You gain an additional use of your *shadow jump* ability.

Swift Shadow

Prerequisites: Speeding Shadow (see page 360), 5th level.
Benefit: You may expend three uses of your *shadow jump* to activate it as a swift action. You gain two additional uses of your *shadow jump* ability.

Twin Shadow (Combat)

Prerequisites: Swift Shadow (see page 360), 7th level.
Benefit: You may expend a use of your *shadow jump* to as a swift action before making a melee attack to flicker back and forth around a creature providing yourself the benefit of flanking for the following round. You gain two additional uses of your *shadow jump* ability.

Prestige Class: Master of Vagueries

So few have approached the master of the Shadowed Court when it comes to magic of shadow. Those who have mastered both the fey sparks of the Early Age and the deeper secrets of the Umbral Well may weave illusions more real than false and toss aside reality itself as a faint suggestion.
Hit Dice: d6

Requirements

To qualify to become a Master of Vagueries, a character must fulfill all of the following criteria:
Feat: Spell Focus (illusion).
Skills: Knowledge (the Planes) 5 ranks, Spellcraft 5 ranks
Special: Must be able to cast 2nd level arcane spells or abilities and 2nd level umbral spells or abilities. Spherecasters with access to the Dark sphere can also qualify as one of the two spellcasting classes but must have at least a caster level of 4. Must be a shadow fey or trained by another master of vagueries.

Class Skills

The master of vagueries' class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), and Spellcraft (Int).
Skills Points at Each Level: 2 + Int modifier

Table 4-6: Master of Vagueries Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	augmented reality I	
2nd	+1	+1	+1	+1	diminish I	+1 level of existing arcane class/+1 level of existing umbral class
3rd	+1	+1	+1	+2	augmented reality II	+1 level of existing arcane class/+1 level of existing umbral class
4th	+2	+1	+1	+2	diminish II	+1 level of existing arcane class/+1 level of existing umbral class
5th	+2	+2	+2	+3	augmented reality III	+1 level of existing arcane class/+1 level of existing umbral class
6th	+3	+2	+2	+3	ignore reality I	
7th	+3	+2	+2	+4	augmented reality IV	+1 level of existing arcane class/+1 level of existing umbral class
8th	+4	+3	+3	+4	diminish III	+1 level of existing arcane class/+1 level of existing umbral class
9th	+4	+3	+3	+5	augmented reality V	+1 level of existing arcane class/+1 level of existing umbral class
10th	+5	+3	+3	+5	ignore reality II	+1 level of existing arcane class/+1 level of existing umbral class

Class Features

All of the following are features of the master of vagueries prestige class.

Weapon and Armor Proficiency: Master of vagueries gain no proficiency with any weapon or armor

Spells per Day/Spells Known and/or Spherecasting: At all levels except 1st and 6th , when a master of vagueries gains a level they gain new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before they added the prestige class. They do not, however, gain any other benefits a character of that class would have gained. This essentially means that they add the level of master of vagueries to the level of whatever other spellcasting class they have gaining new spells, spellslots or sphere access as appropriate. If the character had more than one of either type spellcasting class before they became a master of vagueries, they must choose which class they adds each master of vagueries level to for the purposes of determining spells per day.

Augmented Reality (Su): At level 1, the master of vagueries gains the ability to augment spells and spherecasting effects they create. When casting a quasi-real spell from either an arcane or umbral source they can increase the reality of the effect as a swift action by expending a spell slot of at least 1st level or a spell point or the other source. This heightened reality increases the DC to resist the spell by +1 and the percentage of an effect's perceived reality by 10%. Alternatively, any Dark sphere talent can have its caster level increased by +2 for one use. At 3rd level you may sacrifice a spell of one level higher to increase this bone by 10% or +2. Each odd level thereafter you can increase this to a maximum of +50% or +10 caster level.

Diminish (Su): Starting a 2nd level, the master of vagueries can, as an immediate action when taking damage from a single effect, sacrifice a 2nd level or higher spell or a spell point to make a special Will save against a DC of the effect or the creature (10 + 1/2 hit dice + Constitution modifier) dealing the damage (if a weapon attack). If the master of vagueries succeeds the damage of the attack is reduced by 20%. At 4th level the master of vagueries may instead use this ability to sacrifice up to a 4th level spell, spell slot, or a spellpoint to save to ignore 40% of the damage. Lastly, at 8th level they can use up to a 6th level spell, spell slot, or a spellpoint to ignore 60%.

Ignore Reality (Su): Starting at 6th level the master of vagueries can as a standard action, expend a spell, spell-slot or spellpoint of up to at least 5th level to ignore the existence of a creature or object. If the master of vagueries makes a special Will save against a DC of the effect or the creature (10 + 1/2 Hit Dice + Constitution modifier) or 20 plus the highest community modifier of a building[GMG] they may act as though that creature, object, does not exist. The GM is the final arbiter on how this effect resolves but generally spells like *teleport*, *passwall*, or the like should be considered for objects or buildings while creatures impacted by the ability do not interact with the master of vagueries at all. Neither of them can interact, harm or impact each other while this power is in effect. This ability lasts for 1 minute per the highest caster level the master of vagueries possesses. At 10th level the master of vagueries can sacrifice a 9th level spell, spellslot or spellpoint to make a save against a group of creatures or objects subject to a single location or type. The master of vagueries can spend a second 9th level spell, spell-slot, or spell point to include up to one ally per caster level in close range in this effect.

Veryx

An arachnid species of arcane symbiotes, the exact origins of the veryx are unclear. They have too many similarities to the Chelicerae of the Prime Worlds to disregard the possibility of a divergent development. However, the species's tendency toward symbiosis with spellcasters and psychics rather than parasitism suggests that they may be a Shadow Plane inverse evolution or analog that developed as a parallel species.

Regardless of the truth of their origins, the veryx populated the Lattice as early as the first records of a human mage traveling the planar highway. Originally thought to be helpful (if strange) creatures that traded spell energy with traveling spellcasters, accounts of them rapidly turned to tales of violence and terror, even slavery.

Historians have since attributed these behavioral changes to the influence of the Runeweb and creatures from the nightmarish realm of Leng. Aranea and other creatures interacted with the ancestral veryx and used them to begin a campaign of subtle arcane manipulations to drain the Radia's power through magical web of constructions in and along the Lattice. On more than one occasion the Runeweb succeeded in draining enough power from the Radia to diminish the Etherstorm's power temporarily. What was done with that massive diversion of energy is still unknown.

Eventually, an early member of the Descendants of Dream, perhaps even its founder, journeyed into Leng and committed a desperate entreaty of peace with the creatures he found there. The Archweaver, who some speculate to have been at the heart of the Runeweb itself, abandoned its allies and followed the brave peacemaker back to his home and the veryx followed them both.

Reports of the creatures' violence along the Lattice ceased nearly immediately. Veryx were soon spotted committing acts of restitution. They saved travelers from dangerous ambushes, left caches of supplies for those in need, and even guided the lost to Hyraeatan and other safe places within the Shadow Plane. They began to speak of "the Debt" and made efforts to restore their tarnished reputation.

The veryx have been native the City of 7 Seraphs since the Resolution, said to follow the Archweaver into the Temple of Parity when he betrayed the Runeweb. Memories of their former acts were slow to move past but the consistent pursuit of repaying "the Debt" and settling their cultures intricate accountings eventually began to ease species tensions with the veryx.

In time they began to settle the fringes of the Archives (an area now called Warrenweave because of their presence) and provided a much needed stabilizing influence to the dilapidated shanties of the District. They also proved to be invaluable allies to the Bookbinders. Guarding the secret libraries and caches of arcane lore for magical energies provided by the spellcasters of that Parity.

As acceptance slowly began to become the norm, more and more semxi veryx offered "the Deep Bond"

to humanoid spellcasters. To the disturbance of more conservative residence of the City, a surprising number of individuals entered into the veryx symbiotic state of "semoxa" or "spell-guardian." This relationship caused the formation of the modern legal system in Hyraeatan as that the codifications required consideration for joined plural beings and how they caused re-evaluation of many standing rules to come into question.

Most notably was in reference to the Wardens and the Law of Parity. The semoxa state was noted to be able at times magically "count" as two representations within a Circle for purposes of transporting an Anchor seraph statuette. Parity membership with regard to semoxa bonded veryx is complicated but this advantage was no small thing to overlook. It was determined that each partner in the bond was allowed a Parity membership despite effectively sharing a single joined physical state.

Despite legal protections, semoxa bonded veryx and their partners often face difficulty rising in Parity leadership structures unless both bond partners belong to the same Parity. Some small few have found positions high in the ranks of the Foreseen and Hands of Onus.

Physical Description

All veryx have a morphology similar to an arachnid creature of the Prime Worlds. They possess eight primary limbs and a manipulative set of pedipalps near their primary jaws. The veryx tend toward sexual dimorphism in a larger state (called "amoxa" or "web guardian") and a smaller form (called "semxi" or "spell weaver"). Amoxa are generally female and semxi spell weavers are more often male. A rarer subtype called amxi are responsible for building web-warrens and tend to be both genders equally. Some variance in this pattern has occurred, perhaps in response to Radia, or a lesser known dimorphism only apparent in the greater numbers now present in the city. Bristles of hair serve to amplify their hearing and sense of touch.

Amoxa exoskeletons are generally darker colors, most often being a deep glossy black with crenelated surfaces which allow them to identify individuals quickly by touch. The only exception are its spellmarks (see below). These are generally reds, yellows or blues. Semxi tend toward vivid morphologies with brighter colorations. Carapaces tend have a broader distribution of spell marks and edged with strange flairs and spines. Semxi carapaces are notably smoother and some speculate that this signifies their reduced importance in the amoxas fighting defenses of their tunnel warren communities. Other scholars speculate these variances are from ancient mating adaptations while more claim they are a living stain of service to the Runeweb.

Amoxa fangs are deadly and inject a toxic poison into prey. Semxi fangs are less suited for combat but rather facilitate symbiotic bonding with an appropriate species partner or paralysis of prey or to escape. Semxi venom is also an immunosuppressant and antibiotic that keeps the host's body healthy while preventing site rejection forming and preventing infection in the primary bond site.

Society

At their core, the veryx are symbiotic. They thrive in tangency to another society or group of humanoids that are capable of spellcasting or manifesting psionic powers. Many other creatures assume this only applies to semxi veryx desiring to become semoxa. However, all morphologies have abilities to benefit from the mystical energies of humanoid species. As such members of the species tend to engage in acts of service to endear them to spellcasting and other supernaturally gifted humanoids.

Veryx also tend to romanticize and adapt traditions of a familiar humanoid society. In Hyraeatan it has led to the habits like the keeping of libraries despite some difficulties working with books. Scholars of the City's history often attribute this to the "currency of pages"in the Archives. These libraries are generally maintained by semxi as that amoxa physiology presents some challenge manipulating the books. Similarly, many amoxa are fond of gathering weapons to form armories despite only being able to use a small selection of their collections. This emulation may be from the unconscious telepathy the species demonstrates.

When running their own community they tend to stratify physically, as well as morphologically. The web-warrens of the veryx are long tunnel structures with specific functional design. Lower levels of the warren are organized with tactical chokepoints and confusing dead ends to place invaders at every disadvantage. The overall layout is a ring around the egg chamber where the young are hatched.

The upper structures of a warren are generally left to the community's semxi. These tend to be windowed "casting balconies" for defensibility surrounding chambers reserved for meditation, study, and experiments. The innermost vault is most often the ceiling of the egg chamber allowing for centralized defensive efforts and accessibility to powerful magical resources when defending the eggs and young veryx. Some also believe the proximity of powerful magic helps the eggs mature more into more healthy young.

Relations

Humanoids of all kinds fascinate the veryx. They are also culturally aware than many humanoids experience visceral dislike of them based on anatomy alone. Veryx tend not to take such reactions personally. Some even find the response amusing, likening it to a child that cannot control itself completely but is sometimes endearing in its failings. Generally, veryx tend to compensate for these

reactions. Gifts, favors and preferential treatment are not unusual, though sometimes a veryx takes a while to discover what its favorite humanoids enjoy most.

Many of the semxi treat semoxa bonding in a manner much like courtship to the humanoid and can take years to select and win over the "right" match. Others consider it a simple advantageous anatomical decision. Regardless of this, the species tends toward to very amicable relations with potential hosts. Humans, dwarves and some plane-touched are given preferred semoxa bond partners though individual semxi may develop their own preferences.

Similarly, amoxa tend to form friendships with humanoids capable of charging their spellmarks with useful powers or hostile magics. These bonds are taken very seriously. Humanoid bond partners have described it in terms similar to military comradery, a hunters rivalry kill-counting, or is some cases the polishing of a prized weapon or trophy.

Veryx without humanoid friends or bonding often experience periods of long depression and lonely wandering as they try to find allies amicable to their support. The Runeweb is believed to have culled many humanoid societies to give the aranea an edge in controlling the veryx populace for so many years.

Alignment & Religion

Veryx tend to skew most matters of religion, focusing on who they are in the moment. It has been suggested that as each major marker in their developmental stage results in a molting, that the concept of death has never held the same degree of mystery them. Rather it is simply another type of molting where the form is entirely shed away. This in turn grants them a slight lack of concern with their spiritual essence. It just goes where it goes. In the veryx early days many seemed to exhibit a near religious reverence for the Archweaver but the mysterious creature seemed vanish into the City shortly after its arrival.

The major exception to this tendency is the semoxa bonding of a religious humanoid. Partners have described the bond as a heightening of nearly all aspects of being and faith is no exception. The contributing semxi partner often experiences a rapid and complete conversion to the faith of its host-partner. This is only heightened by the in enhancing attribute of the semoxa bond on the host. Minor mystics have found their connections heightened in profound ways by this linkage. Some small splinter religions have begun to encourage semoxa bonds for their acolytes as part of their dogma, a prospect that while useful in providing hosts is concerning to the semxi elders of many web-warrens.

Adventurers

Veryx take to adventuring for a variety of reasons. Most often it involves a humanoid companion, either part of a semoxa bond or a staunch friendship made in efforts to repay the Debt. Despite the aberrant nature of the veryx most companions who have traveled with one for any length of time come to swear by their loyalty. The various advantageous connections each type of veryx can afford a humanoid ally often lead to humanoids recruiting them to aid their adventuring efforts.

Another component of the Debt also speaks of repaying the Runeweb for their corruption of the veryx people during their ancestral encounters. This seething revenge can be a single minded pursuit for some veryx who seek adventure as a constant means to better themselves and gain the power they need to accomplish this end. These veryx often seek to join the Wardens or to undertake mercenary missions for the Parities likely to bring them into conflict with the Runeweb. Most semxi elders discourage these lives of vengeance but many younger veryx can't be deterred from the course.

Names

Amoxa favor short, one or two syllable names like: Zox, Yxgyr, and Shesh.

Semxi tend to more complex names of two or three syllables: Xygruz, Thygzys, or Zystok.

Many will adopt the name a humanoid refers to them by such as Blacklegs, Spellshift, or Crawler.

Semoxa names vary wildly dependent on the humanoid bond partner. Some combine names from prior lives.

Veryx Species Traits

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

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

Magical Beast (aberrant, verminoid): Veryx are magical beasts with the aberrant and verminoid subtype. They use their class hit dice. They count as aberrations and vermin for effects that target either. They may qualify for monster feats with GM permission.

Ancestral Memory (Ex): Veryx carry the memories of the previous members of the species. They gain flashes of insight and often display skills they have never been formally trained with. These memories grant them the ability to pick one skill. The veryx gains a +2 species bonus on this skill, and the skill is treated as a class skill regardless of what class the member of this species actually takes.

Curiously Aware: Veryx gain a +2 species bonus to Perception checks.

Chitin Exoskeleton: Veryx gain a +1 natural armor bonus.

Verminoid: Veryx count as vermin for all negative game mechanical reasons. *Bane* weapons and spells that target vermin affect them as they were the vermin type. They are still vulnerable to mind-affecting effects.

Wall-Crawling (Ex): Veryx have natural climb speeds of 20 feet, and gain the +8 species bonus on Climb checks that a climb speed normally grants.

Amoxa Traits

+2 Strength, -2 Charisma, +2 Wisdom: Amoxa veryx are powerfully built and exhibit exceptional willpower and perception, their single-minded focus is offputting to some other creatures.

Medium size: Amoxa veryx are Medium creatures and thus have no bonuses or penalties due to their size.

Multi-legged (Ex): Veryx have a +4 species bonus to CMD against trip attempts.

Venomous Bite (Ex): Veryx are venomous creatures with a natural bite attack. This attack deals 1d3 for amoxa. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons (see SIDEBAR). A number of times per day equal to its Constitution modifier (minimum 1/day), a veryx can envenom its bite with its toxic saliva. Applying venom in this way is a swift action.

Injury; *save* Fort DC 10 + 1/2 the character's HD + Constitution modifier, *frequency* 1/round for 6 rounds, *effect* 1 Con, *cure* 1 save.

Spellmark Reservoir (Su): Amoxa veryx possess a single set claws and a series of faint markings on their bodies that absorb magical energy. The claws inflict 1d4+Strength modifier damage as per a primary attack if used alone or secondary attacks with half-Strength modifier if used with other attacks (including the bite attack of the species). The marks can store a spell or psionic power of up to 2nd level from an allied spellcaster or psionic creature. The power or spell may be held indefinitely and released through one of the claw attacks as per the *spell storing* weapon ability, but the spellmarks need to recover after unleashing the energies making them usable only 1/day.

Teleprojective Language (Su): Veryx do not actually possess the anatomy to speak most languages normally instead relying on a low-level telepathic projection to rely complex thoughts and communicate in languages other than their own. This ability is unidirectional and extremely short range only reaching 5 ft.per modifier of the veryx's highest mental ability score. Veryx must know a language to project it. Spellcasting veryx must project and spellcasters may roll Spellcraft checks to notice casting instead of Perception. By using a standard action, the veryx may amplify their telepathy and "yell" by making a Will save against a DC of 10 and add the amount they beat the save to the total feet in distance of their telepathic projection. This ability provides no ability to read thoughts and veryx rely on their legs to hear. Spellcasting veryx use both this ability and an audible hissing to complete verbal spells.

Veryx & Standard Equipment

Veryx's unusual anatomy presents some difficulties when using standard non-magical gear or wielding even magical items. Generally speaking a veryx's pedipalps are strong enough to wield a single melee weapon standard design with only a -2 penalty to attack and damage. The creatures have designed weighting kits and claw sheathes that can be used to offset this penalty. A claw sheath that embeds a weapon at the end segment of a veryx's claw leg costs 50gp and replaces the natural attack available with that limb. A weighting kit that offsets the penalties for use in the pedlpalps is 150 gp. Most veryx tend to rely on natural weapons and magics than enhance them but some amoxa collectors prefer to use humanoid style weapons with these modifications.

Semoxa Traits

+2 Constitution, +2 Charisma, -2 Wisdom: Veryx are magically shaped to bare the damage, defend the host, and augment their health. The pleasure of bonding exudes both semxi and humanoid body and can't help but radiate in attitude with a low level psychic echo.

Medium size: Semoxa veryx are medium creatures and thus have no bonuses or penalties due to their size.

Humanoid (aberrant, verminoid, magical beast): Veryx are humanoids with the aberrant, verminoid, and magical beast subtypes.

Dual-Minded (Ex): Semoxa gain the strength of both their veryx and humanoid minds and gain a +2 bonus on all Will saving throws.

Multitask (Ex): Veryx of the semoxa phenotype can take advantage of having two synchronized minds. All semoxa veryx can use a surge of mental processing to achieve more actions than usual. A number of times per day equal to its Charisma modifier, the semoxa may take a second swift action in a round as long as one of those actions is purely mental. A semoxa who uses multitask for more than a single round becomes dazzled after the second use for 2 rounds per multitask action used.

Never Alone (Ex): Semoxa pairings have a sense of heightened morale and support one another on a fundamental level at all times. They gain a +2 species bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, members of this species may reroll and use the second result.

Semoxa & Death

When a semoxa bonded creature pairing dies it is possible that one of the constituent pair survives the experience. If the player chooses the semoxa may make a Fortitude save against a DC of 15 + character level. If successful the player may decide which of the two halfs of the semoxa survived. Treat this as a *reincarnation* effect that turns the character into the same creature type as the surviving half. The other then becomes shaken for a minimum of 1 day per character level regardless of fear immunity and is immediately able to retrain levels to reflect the trauma of deep psychic bonding being violently broken. Should the other half of the bond later be returned to life the player can opt to rebond the pair or surrender one of the characters as an NPC.

Altered Item Attunement: Veryx have non-standard magic item slots for player characters. Semoxa veryx also have a second set of ring slots due to their particular magical energies and combined anatomies.

Languages: Semoxa begin play speaking Common and veryx. Semoxa with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, Dwarven, Fade, Elven, Giant, or Terran.

Semxi Traits

-2 Strength, +2 Intelligence, +2 Charisma: Semxi veryx are small of frame and lightweight, the exhibit curious and friendly personas and radiant pleasant psychic energies.

Small size: Semxi veryx are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small creatures have a space of 5 feet by 5 feet and a reach of 5 feet.

Multi-legged (Ex): Semxi veryx have a +4 species bonus to CMD against trip attempts.

Symbiotic Spellmark Weaving (Su): Veryx of the semxi phenotype can use their ambient magic to enhance another mystical abilities. All semxi veryx can make a special form of aid another action to enhance the energies of a humanoid spellcaster or psionic manifester. Other abilities may benefit from this boost with GM approval. This standard action grants a +2 circumstance bonus to the caster or manifester level of the humanoid in question and increases the DC of such spells or powers by a +1 circumstance bonus. The target may take an immediate or swift action to synchronize their energies and return the benefits of these abilities to the semxi within one round. The semxi may use symbiotic spellmark weaving on a humanoid in this way once per day per modifier of the higher of their Intelligence or Charisma.

Teleprojective Language (Su): Veryx do not actually possess the anatomy to speak most languages normally instead relying on a low-level telepathic projection to rely complex thoughts and communicate in languages other than their own. This ability is unidirectional and extremely short range only reaching 5 ft.per modifier of the veryx's highest mental ability score. Veryx must know a language to project it. Spellcasting veryx must project and spellcasters may roll Spellcraft checks to notice casting instead of Perception. By using a standard action, the veryx may amplify their telepathy and "yell" by making a Will save against a DC of 10 and add the amount they beat the save to the total feet in distance of their telepathic projection. This ability provides no ability to read thoughts and veryx rely on their legs to hear. Spellcasting veryx use both this ability and an audible hissing to complete verbal spells.

Venomous Bite (Ex): Veryx are venomous creatures with a natural bite attack. This attack deals 1d2 for semxi veryx. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons (see SIDEBAR on page 365). A number of times per day equal to its Constitution modifier (minimum 1/day), a veryx can envenom its bite with its toxic saliva. Applying venom in this way is a swift action.

Injury; *save* Fort DC 10 + 1/2 the character's HD + Constitution modifier, *frequency* 1/round for 6 rounds, *effect* 1d2 Dex, *cure* 1 save.

Altered Item Attunement: Veryx have non-standard magic item slots for player characters. They only have armor, belt, chest, eyes, headband, neck, ring, shoulders, and wrist slots. Semxi veryx also have a second set of ring slots due to their particular magical energies.

Alternate Species Traits

Aversive Spellmark (Su): A mutation in the amoxas spellmarks instead make it resistant to a specific form of power. Select one origin of power (such as arcane, divine, entropic, mental, primal, or umbral). The veryx gains spell resistance equal to 6 + their character level against powers, spells, and spell-like abilities with the source origin. This trait replaces either the spellmark reservoir (amoxa) or symbiotic spellmark weaving (semxi) traits.

Facechanger (Su): Some veryx have lingering aranea heritage and their spellmark gathers the ambient power need to transform. These veryx can assume the appearance of a single form of a single humanoid species of its size. The form is static and cannot be changed each time it takes this form. The creature gains a +10 species bonus on Disguise checks made to appear as the member of the species whose appearance it assumes. Changing its shape is a standard action. This trait otherwise functions as *alter self*, usable at will save that the creature does not

adjust its ability scores. This trait replaces either the spellmark reservoir (amoxa) or symbiotic spellmark weaving (semxi) traits.

Mindclimber (Su): Some veryx possess telekinetic passive abilities in addition to their telepathic speech. These powers manifest in the ability to "climb" magical energy essentially hovering or flying in mid-air adhering to momentary visible strand of spells, ambient mystical forces, and micro-ley lines. They gain a fly speed of 40 ft. at average maneuverability. Oddly, veryx who are mindclimbers lose the ability to wear shoulder items or bind veils to their shoulder chakra and develop softer exoskeletons than their kin. This ability replaces both the trait replaces chitin exoskeleton and either the spellmark reservoir (amoxa) or symbiotic spellmark weaving (semxi) traits.

Weaver Caste (Ex): Some veryx are the amxi phenotype instead more common varieties and may use webbing to catch prey and build structures. The amxi veryx can use *web* 3/day and can use *fabricate* 1/week. Objects and structures created with *fabricate* are made of woven strands of webbing and take 1 hour per 10 ft.to create. The structures solidify to a hardness similar to worked stone. Veryx that are suffering from the effects of starvation cannot use this ability. This ability replaces both the trait replaces the venomous bite (amoxa or semxi) and either the spellmark reservoir (amoxa) or symbiotic spellmark weaving (semxi) traits.

Psychology

Veryx are not just community minded hive creatures, they are co-evolved with humanoid communities to the point of biological interdependency. While this isn't a requirement for all veryx colonies, it does pervade their behaviors. Veryx tend to be very concerned with the conditions and relative state of others. They tend to be facilitators, mediators, or partners always finding new ways to operate together. This can lead to boundary issues and a sense of entitlement to the personal affairs of friends and associates.

Veryx are particularly interested in trust and loyalty. Some go to the extreme of devising tests for these attributes but more often than not, they try to cultivate them by offering them first. This can be biased by ancestral memories that include treachery by similar creatures or strong affiliations of trust. Many semxi will go so far as to cultivate a generational relationship with a

particular humanoid family to seek preferential bonds to pair with as semoxa.

Hive caste also biases mental state strongly. Amoxa have more pragmatic views on average and valuable objects and people that are practical and prove their usefulness. They tend to fall in with other warriors and empathize with soldiers and other "expendables." The Semxi on the other hand tend to prefer flamboyance in thought and form often enhancing their already bright exoskeletons with delicate filigree overlays and paints. They frequently enjoy complex thoughtful dialogue, logical puzzles, and philosophical discourse. Semoxa tend to come from semxi that felt lonely, misunderstood, or "incomplete." These individuals often experience a radical shift in ideology after bonding. Many undergo psychic or spiritual awakenings and adopt new beliefs or taking on supporting roles in the community once their own inner demons are quieted.

Physiology

The general conformation of the veryx body is similar to the simpler form of common spiders. However similarities may also be extended to the parasitic Chelicerae, shapechanging aranea, and even the nightmarish arachnids of the sleeping lands of Leng. Eight principle legs serve as primary means of locomotion, brute force, and sensory input. Primary and lateral eyes provide similar vision to humans but tend not to outperform humanoid senses.

The pedipalps of all veryx are capable of manipulation of objects with a similar skill to hands though often the veryx must pass an object from leg to mouth region to utilize it. These micromanipulations are performed at incredible speed and do not slow the veryx substantially. All veryx also possess spinnerets and can produce minimal amounts of webbing. In most cases this webbing is fragile and resembles a very weak glue or tack that be used to aid the veryx in climbing efforts. Certain amoxa undergo a metamorphic molting when it is time expand the hive and become amxi cast with enhanced web-weaving abilities.

Veryx all possess fangs and venom producing glands but each caste seemed to have its own variant toxins that serve them uniquely. Amoxa's venom tends to induce slow necrosis and substantially poisoned individuals are useless as food stuffs, where the semxi's poison tends be more paralytic spreading numbness and eventually paralysis in a victim. This system changes significantly when the semxi begins to digest the hemolymph of a host humanoid. The venom takes on a weaker, antibiotic secretion that reduces the strain on the host body and allows for the join area to become bonded.

Combat

Unlike true arachnids, veryx are a communal species and display some attributes more common to hive-dwelling species. First among these is a militaristic defensive regimen that is practically wired into their biology. Groups of veryx will fight in rings, an outer perimeter of amoxa shielding there smaller semxi warren-kin. These in turn will support their amoxa with ranged attacks and augmentation magic when possible. If the hive community includes Semoxa casters, they are often at the center of this ring. The bond takes time to form and risks both lives if serious injury occurs to either partner causing them to be a last line of defense.

Veryx will attempt to secure a reciprocal defense agreement with nearby humanoids whenever it is possible. They prefer communities large enough or with strong enough lineages to consistently possess spellcasters. In cases where this is not an option, semxi attempt to bond with potential mystics as the bond has a very high likelihood of catalyzing latent supernatural potentials. Amoxa and semxi spell mark abilities only work with humanoids or a semoxa bond-pair and they suffer severe tactical disadvantages without them.

Amoxa on their own are capable physical combatants possessing two bladelike forelegs that are capable of inflicting grievous harm on most mundane foes. These defenders have been known to pursue alchemical treatments and lacquers to help them fight supernatural foes with their claws. Semxi are often quite physically unimpressive without magical augmentation possessing neither the strong forelegs or lethal venom of the amoxa morphology. They tend to rely on misdirection, traps, and tricks to protect themselves and harm their foes. Many are capable spellcasters in their own right.

Death

As stated above, veryx do not generally fear death. Nor are they reckless, rather seeing the approach of death as an inevitable step in their maturation. The spirit goes wherever it supposed to whenever it does so. This should not be mistaken for a belief in predestination, rather a faith in the progress of the natural order that is expansive enough to include death. Primitive veryx cultures may have embraced a view of spiritual reincarnation but modern veryx usually subscribe to a more nebulous fate involved a sort of spiritual evolution. In Hyraeatan this draws many of them to the Chrysalis Covenant (which also has little issue with semoxa having dual-Parity allegiance).

Again, semoxa bonded veryx are often an extreme exception to the acceptance of death. Long bonding times with a humanoid can lead toward fear of bond-partner death or failing a partner by dying before they

do. In cases where a humanoid host does actually die first and the semxi veryx survives, long periods of mourning and deep mental trauma are not uncommon. Semoxa bonded divine spellcasters have been known to convert entire web-warrens to their faiths and even to train non-bonded semxi as priests and other divine servants of their respective deities.

Favored Class Options

Alchemist [APG] **(any veryx)**: Add +1/4 to the DCs of any poison crafted by the veryx.

Arcanist [ACG] **(semxi/semoxa)**: Add +1 the level of a spell when using the consume spells class feature for the first time each day to regain arcane reservoir, for each time this taken it impacts another spell each day.

Barbarian (amoxa): Add +1/4 points of damage to natural weapon attacks during a rage.

Bloodrager [ACG] **(any veryx)** : Increase the DCs of Intimidate and fear effects you generate by +1/4.

Daevic [AM] **(amoxa)**: Choose one veil, you may increase the bonus granted to damage rolls by that veil +1/4.

Dread [UP] **(amoxa)**: Increase the DCs of Intimidate and fear effects you generate by +1/4.

Druid (amoxa/semxi): Add +1/2 damage to natural attacks when in wildshape.

Echo† (any veryx): Add 1/6 a deeper reflection that grants access to a mental source origin or grants a memory of power of a spell or psionic power with the mind-affecting or fear descriptor.

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

Kineticist (semxi)[OA]: Add +1/4 force damage to aether element blasts that do force damage.

Monk: Add +1 to both land and climb speeds, this benefit has no effect until it has been selected 5 times.

Nexus† (any veryx): Choose one veil with the a [mind-affecting] descriptor add +1/4 to the save DC of that veil.

Occultist[OA]: Gain 1/3 a point of mental focus power you may only invest in a divination or enchantment school implement.

Oracle[APG]: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paramour[CoLSP]: +1/3 a point when committing tides of passion points during a round that the veryx was the target of a spell or power by a humanoid type creature.

Psychic [OA]: +5 foot of distance to your teleprojective voice or telepathy racial features.

Radiant†: Choose one vivification. When using this vivification on a humanoid, treat its effects as though you had used +1/5 additional points of essence.

Ranger (amoxa): Add +1/4 point of bonuses to species enemies for: aberrations, magical beasts, shapeshifters, and vermin.

Rogue: Add +1/4 to the DC of your species poison from your bite natural attack.

Shadow Weaver†: +1/5 use of weave reality.

Shaman (amoxa/semoxa)[ACG]: The shaman gains 1/6 of a new shaman hex.

Theurge†: Choose one spell from each of your two sources, you may treat this spell as though you have the Spell Mastery feat for it and may prepare it without access to your books.

Vizier[AM]: Increase your effective veilweaving level by +1/4, up to a maximum effective veilweaving level equal to your total character level.

Warpriest[ACG] **(amoxa/semoxa)**: Add +1/4 to the number of times per day the warpriest can use blessings.

Witch[APG] **(semoxa/semxi)**: Add +1/4 to Hex saving throw DCs vs. targets with the entangled condition.

Zodiac[CoLSZ]: Increase the essence pool +1/5.Essence from this ability may only be used to summon equipment (amoxa) or companions (other veryx) from constellations.

Veryx Species Traits:

Fiddle-Speak: You may use your legs to compliment the hisses and clicks of your mouth and pedipalps to create sounds approximating spoken language. Linguistics becomes a class skill for you and you get a +1 trait bonus to skill checks with it.

Semoxa Mindvoice: You gain the teleprojective language ability of a semxi or amoxa. You gain a +1 trait bonus to Sense Motive or Diplomacy if a creature is within 5 ft. per the higher of your Charisma or Wisdom modifier.

Veryx Species Feats

Amoxa Mindhowl

Your mindshriek can burrow terror into your foes.

Prerequisites: Amoxa Mindshriek (see page 369), 5th level.

Benefit: The shaken effect of your mindshriek now becomes frightened instead. Creatures that save successfully are still shaken for 1 round. You gain 1 extra use of your mindshriek ability.

Amoxa Mindshriek

Your telepathy can unsettle your enemies.

Prerequisites: Amoxa veryx.

Benefit: As a move action, a number of times per day equal to your Wisdom modifier you can shriek telepathically at a creature. The creature is forced to make a Will saving throw DC (10 + 1/2 character level +

Widsom modifier) or be become shaken for 1 round per character level. Multiple amoxa can use this ability to Aid Another a standard action. If they do so they can increase the Will save DC by +2 per additonal amoxa to resist the shaken effect. This is a supernatural ability that counts as a mind-affecting fear effect.

Amoxa Terrorweb

Your mindshriek can spread fear to many.

Prerequisites: Amoxa Mindhowl (see page 369), 7th level.

Benefit: By expending two uses of your mindshriek as a standard action you can generate a cone of fear to close range. You gain 1 extra use of your mindshriek ability.

Deepen Spellmark Capacity

Your spellmark can hold more powerful spellcharges.

Prerequisites: spellmark reservoir species feature.

Benefit: Your spellmark reservoir can hold a spellcharge of one level higher.

Special: You may take this feat more than once, but no more than once per four hit dice.

Greater Multitask

Your multitask ability can be used to simultaneously move your mind in two activities at the same time.

Prerequisites: Improved Multitask (see page 370), character level 9th.

Benefit: Your semoxa bond strengthens and grows granting you the option of taking a standard action by using 3 of your daily uses of multitask. You also gain 2 additional daily uses of multitask.

Greater Teleprojection

Your telepathic abilities are more powerful and refined than those of other veryx.

Prerequisites: Charisma 15+ or Wisdom 15+, Improved Teleprojection (see page 370).

Benefit: You gain the telepathy universal monster ability to 100 ft. You may use a standard action to read the surface thoughts of a creature as per a *detect thoughts* spell a number of times equal Charisma or Wisdom modifier per day. Your DC for this effect is equal to 10 + 1/2 your hit dice + your chosen attribute.

Improved Multitask

Your multitask ability can be used to move your body while it is otherwise engaged.

Prerequisites: Multitask species feature.

Benefit: Your semoxa bond is strong and facile enough to utilize more options when taking advantage of your dual-minded nature granting you the option of taking a move action by using 2 of your daily uses of multitask. You also gain 2 additional daily uses of multitask.

Improved Spellmark Capacity

Your spellmark can hold more than a single spellcharge.

Prerequisites: Spellmark reservoir species feature.

Benefit: Your spellmark reservoir can hold an additional spellcharge.

Special: You may take this feat more than once, but no more than once per four hit dice.

Improved Teleprojection

Your telepathic abilities are more powerful and refined than those of other veryx.

Prerequisites: Charisma 13+ or Wisdom 13+, teleprojective language species feature.

Benefit: Your telepathic projections become more powerful and skilled. Your range on your telepathic projection doubles. Your telepathic "yell" is heard to close range (25 ft. + 5 ft./level). You may use a standard action to selectively communicate to a number of creatures equal or less that your choice of Charisma or Wisdom modifier. You may hear surface thoughts back from these creatures for 1 round if they are willing.

Markcaster

You have learned to evoke stored spells from your spellmarks as though you were the caster.

Prerequisites: Spellmark reservoir species feature, 5th level.

Benefit: Your spellmark can function in a manner similar to *ring of spell storing* in addition to its weapon-like usage. This allows personal spells to be contained and used as though the amoxa was the original caster of the spell (though the original caster's caster level remains).

Spellmark Defense

You have mastered the ability of your spellmarks to absorb magic in a way to prevent hostile spell effects.

Prerequisites: Spellmark reservoir species feature, 5th level.

Benefit: Your spellmark may be readied as a full round action to absorb a spell or effect as though it was a *dispel magic* provided the spell or power is a level that could normally be contained in the your spellmarks. Roll a dispel check using your hit dice as your caster level, if successful one spell targeting you or including you in its area of effect is instead absorbed into your spellmark and may be later unleashed as normal.

Weave Spellmark

You have learned to weave a spellmark charge into a construct of web.

Prerequisites: Spellmark Reservoir Species Feature.

Benefit: Your spellmark charges may be used to create web constructs that function similarly to scrolls. You must ingest special dietary materials to do so that cost 75% of the crafting price of a scroll for the current stored spell charge you wish to weave. Woven spellmarks require a +10 to the DC to learn for non-veryx casters as that the three dimensional pattern must be transcribed into a flat format.

Amoxa Hateweaver (Veryx Bloodrager Archetype & Bloodline)

These amoxa warriors have learned to channel the shame of the Debt and the rage at the Runeweb and other ancestral foes to exact terrible revenge on the enemies of the veryx.

Spellcasting: An amoxa hateweaver uses its will and emotional state to drive its bloodrage. A hateweaver casts spells from the bloodrager spell list as psychic spells. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a hateweaver must have an Wisdom score equal to at least 10 + the spell's level. The saving throw DC to resist a hateweaver's spell is equal to 10 + the spell's level + the hateweaver's Wisdom modifier.

Bonus Feats: Alertness, Amoxa Mindhowl (see page 369), Amoxa Terrorweb (see page 370), Enforcer[APG], Fear Eater[HA], Iron Will, Smell Fear[APG].

Bonus Spells: 7th—*cause fear*, 10th—*pain strike*, 13th—*deeper darkness*, 16th—*fear*.

Bloodline Powers: The ancestral hatred of your species swells up during moments of anger to punish foes of the veryx people.

Hated Foe (Su): At 1st level during a bloodrage the hateweaver can take a move action to designate one creature within its line of sight as a hated foe. The hateweaver gains a +2 bonus on attack rolls against its hated foe, and a bonus on damage rolls equal to 1/2 the hateweaver's Hit Dice (minimum 1). The hateweaver is so obsessed with slaying this hated foe that it takes a –2 penalty on attack rolls against all other creatures. The hateweaver can maintain these bonuses against only one target at a time, and these bonuses remain in effect until either the hated opponent is dead or the bloodrage ends. Regardless of bloodrage duration, once this power is activated it cannot be triggered again for at least 1 minute after the foe is defeated or out of sight.

Howl of Hatred (Su): At 4th the hateweaver gains the Amoxa Mindshriek feat. If they already have it they may select another feat they qualify for. When in close range of their hated foe they may trigger this feat as a swift action. If they have the Amoxa Terrorweb feat it may be triggered as a move action. You may sacrifice rounds of bloodrage as uses of Amoxa Mindshriek.

Savage Hemomorph (Su): At 8th level, your cephalothorax swells with blood and power extending into your natural weapons. Your bite and claws (if you have them) increase size category by one step while blood raging. At 16th level, they are increased by two size categories instead. The heightened hatred of your rage also lashes out at the minds of those who attack you dealing damage equal to your Wisdom modifier.

Triumph of Hate (Su): At 12th level, whenever you score a critical hit on your hated foe, your morale bonus to Strength from your bloodrage increases by 2 for 1d6 rounds or until your rage ends, whichever comes first. The bonus to Strength instead increases by 4 at 16th level and by +6 at 20th level.

Feardrinker (Su): At 16th level, your heated foes fear feeds your own power. You gain a +2 morale bonus to saving throws and caster level if your hated foe is also under a fear effect you generated.

Relentless Hunter (Su): At 20th level, you gain immunity to non-lethal damage, pain, and sleep effects and DR from your damage resistance ability increases to 8. You have this benefit constantly, even when not bloodraging.

Symbiomantic Spellweaver (Arcanist Archetype)

Symbiomantic Web (Su): At 1st level by spending one point from their arcane pool, the symbiomantic spellweaver can establish a link with a number of creatures equal to your Charisma modifier in close range. This creature becomes part of a mystical network between the veryx and the forces of magic. Once established, as long as the creature is within medium range, the symbiomantic spellweaver may activate its arcane exploits and spend arcane reservoir points on the creature as though it was the veryx itself. When spending arcane reservoir points on targets in the symbiomantic web, their next spell or psionic power regardless of class can benefit from an increase to caster or manifester level or a boost to power or spell DCs. At 3rd level and every odd level thereafter, the symbiomantic spellweaver can add another creature to its web. This ability replaces the arcane exploit gained at 1st level.

Symbiomantic Reach (Su): In addition to gaining an arcane exploit at 3rd level, the symbiomantic spellweaver gains the ability to spend an arcane reservoir point as a free action when casting a touch range spell, if they do so they may cast this spell on any member of their symbiomantic web who is within its range.

Symbiomantic Exchange (Su): At 5th level, the symbiomantic spellweaver can use its consume spells abilities to draw energy from willing members of the its symbiomantic web. This ability allows them to consume spells from any spell slot or prepared spell or psionic power points. This adds a number of points to the arcane reservoir of the symbiomantic spellweaver equal to the spell consumed or half the number of power points consumed. The symbiomantic spellweaver cannot gain more arcane reservoir points than half its level with a single use of this ability. Additionally, the symbiomantic spellweaver can imbue members of its symbiomantic web with magical force to their weapon attacks. For each arcane reservoir point they spend in this manner the member gains a +1 insight bonus to attacks and deals +1d4 damage of magical force for 1 round. A symbiomantic spellweaver can't spend more than half its level in arcane reservoir points in this manner per round. This ability replaces the arcane exploit gained at 5th level.

Deep Web (Su): At 7th level the range of the symbiomantic web increases to long. The symbiomantic spellweaver can now designate each member of its web as a "donor" or "recipient" bond. Donor bonds may offer one spell or psionic power it knows to the symbiomantic spellweaver as an additional spell prepared. If this spell is a sorcerer/wizard spell the symbiomantic spellweaver uses the appropriate level spell slot to cast the spell. Otherwise the spell or power is cast using spell slots one slot higher than the donor character needs to use to create the spell. Psionic powers are manifest as though a total number of power points were spent on the power equal to twice spell lost used - 2. Recipient bonds can instead receive personal spells as though they were the biomantic spellweaver themselves.

Unifier (Oracle Archetype)

The House of Heights very quickly came to sense the Eternal power of Union in the semoxa bond, and began to study it training those semoxa who were willing. In time a unique tradition of mystics was formed, semoxa that could join their divine energies with those of mystics of other source origins. Together they could achieve effects neither could a hope to attain separately.

Infuse (Su): At 1st level the unifier chooses one source group from the following: arcane, entropic, incarnate, mental, or temporal. The unifier can join their divine energies to the spells and powers of the selected source group allowing them to pay the metamagic costs of spell enhancement with their own spell energy instead of their ally's. This ability may not exceed the maximum spell level or effective power level an ally is capable of casting or manifesting. When infusing Psionic powers treat them as though spells equal to half the power points used to manifest and augment them rounded down. This ability replaces the 1st level revelation and mystery class feature. Future revelations must be selected from the following:

Ascended Infusion (Su): The unifier can exceed the level limits of a caster's magical or psionic abilities by one spell level. This allows the unifier to use infuse on the maximum spell or power an ally could manifest. This ability can only be used one time per day plus an additional time per four unifier levels. This ability can be selected multiple times but no more than every seven levels. Each time it is selected after the first it raises the limit of maximum spell effect equivalency that can be infused.

Conversion Bridge (Su): The unifier can join to allied adjacent non-divine casters with different source origins to one another allowing either to pay infuse costs for the other without drawing on the unifier's own power. This fact draws upon the ambient internal energies of union and grants the receiving allies spell or power a +1 circumstance bonus to caster level and DC. The unifier must have the expanded source revelation or be 11th level to select this revelation.

Distant Union (Su): The unifier can use infuse and other revelations on an ally in close range instead of being adjacent. The unifier can do this 3 times per day plus their Charisma modifier.

Echoed Power (Su): When adjacent to an ally who has just manifested a spell or power within the previous round the unifier may use a spell slot of the same or greater level to cast or manifest that ability again. The source is still considered to be divine for the unifier's copy of the spell or power. The unifier may use this ability once per day and one additional time for every four unifier levels.

Expanded Source (Su): The unifier can select an additional source group to use their infuse power on. This revelation can be selected more than one time, each time selecting a new source group to infuse.

Expanded Metamagic (Su): The unifier may select two metamagic feats they do not currently have access to. They gain access to these feats but only for purposes of their infuse ability. They may use these feats as prerequisites for other feats they take. This ability may be selected more than one time each time granting access to two metamagic feats the oracle does not possess.

Falling Symmetry (Su): Once per day as a move action the unifier can cause a foe to become weaker relative to an ally. The unifier selects one foe and one ally within close range. The foe makes a will save versus of 10 + 1/2 the unifier's level+Charisma modifier. If the foe fails and the ally has less hit dice the foe gains one negative level per four unifier levels up to the total difference in their hit dice or the oracle's current limit whichever is less. Negative levels inflicted by this ability fade at a rate of 1 per minute. This ability can be used an additional time per day at 13th and 19th level. The unifier must be 7th level to select this revelation.

Metamagic Specialist (Su): The unifier may select one metamagic feat that they possess. When using that feat in conjunction with their infuse ability they may reduce the spell slot cost by one level to a minimum of one. This ability has no effect on the unifier's own spells. The unifier may select this ability more than once each time selecting a another metamagic feat they have access to.

Rising Symmetry (Su): As a move action the unifier can cause an ally to become stronger relative to a foe. The unifier selects one foe and one ally within close range. The ally gains a +1 luck bonus to attack and saving throws in a +5 temporary hit points for every hit die they are lower than the foe to one time plus once for every four unifier levels after first. If the foe is lower hit die than the ally than this ability is wasted. This ability can be used for 1 round per unifier level per day but need those rounds do not need to used at the same time. Ending this ability is a free action.

Rupture Energy (Su): The unifier can unleash the raw cosmic power of their friends source origins. When standing next to an allied spellcaster the unifier can spend a standard action to unleash positive or negative energy from the spiritual conduits of their ally. Their ally must be willing and may choose a spell slot or PowerPoint amount to sacrifice. A burst of energy resembling that of the channel energy ability is unleashed dealing 1d6 of Channel Energy effect per level of the sacrificed spell or per two power points sacrificed. The unifier chooses positive or negative energy when selecting this ability.

Additional Source (Su): The 10th level the unifier can select an additional source group to use their infuse power on.

Moment of Perfect Union (Su): At 20th level the unifier can as a standard action while adjacent to two allies capable of being targeted by their infuse ability trigger a spell to be cast by each ally while casting that one oracle spell of their own. All of these spells resolve with a +2 to caster level and DC and use the highest caster level present between the unifier and the two allies.

Xodai

The Daestari home world was said to be a thing of splendor. So prosperous and magically advanced in time they could not help but begin to explore the worlds beyond their own. In these wanderings they encountered other civilizations, many of whom were in desperate situations and in need of intervention. The Xo were among the first of these. A psionic civilization of great skill Xo had nonetheless caused a cataclysm that drove their world from its place in the prime plane and into the Splinter Planes.

Shortly after discovering them the Daestari offered the Xo the chance to exodus. Welcoming the mentalists on their home world. The psionic traditions of the Xo matched perfectly with the arcane sciences and spiritual embodiments of the Daestari. This initial act of acceptance completed what would be known as the Great Trinity. Shortly thereafter, a foundling girl called Nexalla followed an exploratory force along the Lattice back to the homeworld of the Daestari.

Nexalla was a gifted child. She mastered the arts of the Great Trinity with a fervor unmatched. She began to explore the principles of the power of Union as a young woman. She became convinced that evil's origins lie not in its nature but rather in its origins as an incomplete part of a greater whole. She began to formulate her solution.

The xodai were created as an attempt to solve a larger problem. The great evils that the Eternal Dawning encountered on their crusade often merely returned years decades or centuries after they were vanquished simply banished to the Outer Realms. She Who Follows, once known as Nexalla, took their lore of union and developed a new way to use it as a weapon. After studying the process of Xo ascendancy, she proposed that an arcane derivative could be accomplished.

In her process, an imprisoned fiend of great power could be sundered by a process recombining the spiritual essences and forms of six candidates. Each of these beings was reborn as an outsider themselves and contained a fractured piece of the greater evil. Abjuration woven into their being protected their essence from the influence of this internalized evil. As a side effect of the magic, certain supernatural energies tainted by evil do not translate normally to the xodai's essence. Rather this paint is redirected to their hellcore—the prison of the sundered fiend within.

Despite their spiritual protections, the presence of creatures who could work tainted magic with impunity disturbed the Daestari elders. They brought their concerns to Nexalla who raged at their distrust. She gathered with her the xodai and journeyed into the Outer Realms determined to prove them wrong. With them she created Akaton, planar fastness at the edge of Nullus. The city became a focal point in her efforts to study evil. Nexalla was convinced that only through the study of evil could it ever truly be defeated. She and the xodai captured hundreds of fiends. In turn they used these to birth more xodai.

Nexalla's experiments grew morbid. She began to explore fusing hellcore's from willing xodai, creating new species of evil outsiders. The remaining xodai now became disturbed. They appealed to their mother's sensibilities. Their protests fell on deaf ears. Nexalla's mastery of Unity was unlike anything the Daestari had ever seen. In time she used her processes on herself. Infusing her own form with the hellcore's of many other xodai until she became something else. Followers who clung to her ideology found her power flowing to them. Her lore and rituals became the basis of a new religion.

Their own magics shielding them, the majority of the xodai rejected her in this new state. They fled back to the Daestari homeworld hoping for sanctuary and protection. When the Daestari realized what they had done by rejecting Nexalla instead of tempering her they felt a moral debt to her children. It was shortly thereafter that Nexalla returned and corrupted the Daestari's home.

As the Daestari fled through the Lattice, the xodai went with them.

Physical Description

The xodai form is strange to those from the Prime Worlds. While roughly humanoid and close in size to the humanoid volunteers they were born from, there the similarities end. The xodai body resembles a metallic crystal but is warm and soft to the touch. The arcane geometries required to imprison the hellcore in their beings often manifest in physics-defying configurations. It is common to see complete phyiscal breaks in the lines of their body's form, its joining of upper to lower by an apparent void of empty space around their hellcore. Despite these breaks, the cohesion of the body mirrors that of singular mass and while slightly more resilient sustains damage similarly. It is less common but not unheard of to see similar disruptions in their limbs and other extremities. Despite being able to contain the corrupted essence magically, the hellcore is usually visible to those observing the xodai.

Manifestations of the fiend's essence sometimes show up in one like protrusions or clawlike spikes within the xodai's morphology. These protrusions are mostly a visible side effect with little actual use as weapons, though some xodai do manage to learn how to use their anatomy effectively in combat. The transfiguration process seems to override basic anatomical requirements in every way. Their dark crystal-like flesh can possess sensory surfaces granting eyesight were no visible eyes are present. The same is true of olfactory organs. In extreme cases the xodai's voice seems to emanate from the crystal of their form.

Society

As created beings, the xodai generally mirror the societies they are drawn from. In Hyraeatan, they usually rise from the Daestari and Xo people, and most commonly loyal to the Eternal Dawning. Other parities including the Steamwalkers and the Bookbinders find them fascinating subjects and scholars of the magics of evil although the Daestari taboo of this study still is strong within many of the species.

Most newborn xodai in the City of 7 Seraphs have been used to imprison kytons who threatened the City or fiends sent by She Who Follows, herself. These younger xodai are more generally loyal to the city itself and often times were volunteer candidates born of the non-Daestari or Xo parentage. These xodai participate more in standard society. Some few of them experiencing what is called the deep cleansing. In which they are rendered completely unaware of their prior lives. Culturally these xodai are treated as newborns.

While uncommon house of heights has successfully used the xodai ritual of Transfiguration to sunder a problematic entropic eternal. These xodai bore distinctively more humanoid appearances and claimed to have relatively unknown abilities.

Most consistent social behavior exhibited by xodai is that of disassociation. xodai each being born in groups of six are discouraged from actively associating with one another when from the same birth group. It is believed that as a minimum, xodai bearing hellcore's from the same fiend should live in different districts. Preferably scattering throughout the known worlds.

Steps are taken to actively discourage members of anyone birth group from coming to harm. The aggressive nature of the hellcore often drives xodai to struggle with this mandate. When possible, a member of each birth group is secreted away in the prime worlds. This xodai is called the Promise. They represent the intention of the birth group to prevent the sundered fiend with an them from ever regaining its form. Promise xodai are most often found cloistered in monasteries or living simple secluded lives on farms or otherwise safe from harm's way.

Relations

Due to the nature of the ritual of transformation used to create new xodai, some remnant of the candidate humanoid remains. Biases and preferences that creature showed prior to transformation often linger after the rebirth and sundering. Mild influence from a xodai's hellcore can also impact these things.

Xodai often struggle with other plane touched. Aasimar in particular tend to have visceral reactions to the hellcore's of each xodai. In turn the hellcore of many xodai becomes agitated in the presence of celestial blooded creatures. While generally protected from the evil within them, some emotional bleed has been known to happen leading to complex interactions between the xodai in these creatures.

Similarly tiefling and judow creatures tend to draw out unusual emotional responses from the xodai. Whether or not it is a curiosity with the relatively homogenize nature of a tiefling or a more visceral response to ancestral rivalry. Or inappropriate attentions to the constructed nature of judow, particularly in the case of kytons hellcore-xodai.

Elan elicit a strange sort of kinship from xodai. On the one hand many xodai consider them cousins of the sort. The rituals of Transfiguration for both species share some mystical commonalities. However the singular nature of the elan transformation is seen as lonely or isolated by many xodai. This in turn can lead to offense or irritation by élan who already experience some difficulty in relating to others post Reformation.

Alignment & Religion

Due to the magical nature of the abjuration's bound into their Transfiguration, many xodai find even contemplating evil acts incredibly difficult. Some speculate that as the essence of evil intention grows within them that it is drawn into the hellcore at the depths of their being. As such, many of them remembering the intention of their original candidates fight with all their being against even the appearance of evil.

On occasion when candidacy is held up waiting for a fifth or sixth member to complete the ritual an individual is recruited who is more desirous of the empowerment of the Transfiguration then its insurance against the return of a powerful evil. It is this pressure that is most likely to allow the creation and rebirth of evil Xodai. Beyond this xodai created in Akaton are usually evil and only made from fiends that displease Nexalla or her priests.

Adventurers

Xodai are often very conflicted by the call to conflict and adventure. Many of them seek to avoid violence and bodily harm at all costs feeling it would jeopardize the imprisonment of the essence within their hellcore, others fear exposing themselves to fiends that otherwise seek to release their allies and masters. Despite their best efforts sometimes it is not enough and danger seeks them out. These xodai may seek adventure as a way to be ever on the move, surround themselves with powerful allies, or even to gain the power to defend themselves.

Some xodai can't help but adventure to seek some measure of comfort from the struggling emotions within themselves. The variance in emotional bleed from their hellcores can cause one member in a single birth group to experience heightened aggression and other negative emotions that motivate the xodai to take action despite the risks. That same group might have five other xodai born with complete self-control and calm. Some even adventure to find a more permanent solution to destroying the essence of the fiend within.

Xodai Species Traits

+2 Constitution, +2 Charisma, -2 Wisdom: Xodai are magically shaped to bare the damage and bleed through the ageless strength of persona of that are trapped within them.

Medium size: Xodai are medium creatures and thus have no bonuses or penalties due to their size.

Native Outsider: Xodai are outsiders with the native subtype. Xodai only possess the native subtype while in plane of their transfiguration, losing it while anywhere else.

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

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

Minor Fortification: Xodai a 10% chance to negate precision damage, critical hits, and sneak attacks.

Hellcore Resistance: Xodai gain any two energy resistances at 5. They must select from energies the fiend type the fragment contained in their hellcore had resistance or immunity to.

Hellcore Surge: Xodai can increase the numeric damage results of any one energy effect matching one of their resistances by 50% as a swift action 1/day. They may use this ability to impact any item, power, spell or supernatural ability they possess.

Keeper of the Core: Xodai are considered possessed for game purposes. *Protection from evil* effects hedge the xodai who fail a Will save out as though they are a summoned creature (see aura of the entrapped below).

Grasp of the Hellcore: Xodai who use class features. spells, powers or maneuvers with the evil descriptors can remove the evil descriptor from an effect once per day per point of Constitution modifier (minimum 1) they have. This ability can remove the evil descriptor from a veilweaver's veil as long the xodai commits no evil acts while using it. Profane bonuses provided by effects altered with grasp of the hellcore become circumstance bonuses instead. The tainted energy is filtered into the center of their being as long as their intentions are good. If they commit an act of evil (GM's discretion) of their own volition they suffer alignment consequences as usual.

Aura of the Entrapped: Xodai radiate two auras, one their own and the other of the sundered. Magic reveals the alignment of the fiend essence as though though the xodai is that evil alignment (determined by the GM). This second aura's damaged nature makes it particularly noticeable to outsiders. A DC 20 Perception check allows any outsider to sense the xodai and offers and intuitive understanding of its nature. The xodai take damage from bane weapons as an evil outsider and holy weapons as though it were evil, even when it isn't.

Locked Perceptions: Xodai can sense one another from each group that was created together. Within a

range of 1 mile per level, the gain the benefits of a *status* spell regarding one another. At larger ranges, xodai are known to still share dreams, feel extremes of emotion or otherwise sense one another's well-being.

Guarded: Xodai gain a +2 species bonus to Bluff checks.

Crystalline Prison: Xodai gain a +1 natural armor bonus.

Languages: Xodai begin play speaking Common and Infernal. Xodai with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, Dwarven, Elven, Giant, or Terran.

Alternate Species Traits

Arcane Sustenance (Su): Some xodai derive sustenance from residual magical energy. When you save against a spell for a negates effect you draw the vestiges of its power into you via your hellcore, gaining sustenance as though a full meal was consumed. If the spell was at least 3rd level or higher you instead may go without eating or drinking for 1 day. If it was 6th level or higher, you do not need to breath for 1 day. This ability replaces minor fortification.

Arcane Rejuvenation (Su): Some xodai are healed by residual magical energy. When you save against a spell for a reduced effect you draw the vestiges of its power into you via your hellcore, gaining fast healing 1 for 1 minute per level of the spell resisted. If the spell was at least 3rd level or higher you instead may gain fast healing 2 instead. If it was 6th level or higher, you may gain fast healing 3 instead. This ability replaces crystalline prison.

Dangerous Angles (Su): Xodai may select one natural weapon from the following: Claws (1d4 for medium), gore (1d8 for medium), or slam (1d6 for medium). These attacks may be used as primary natural attacks if fighting without weapons or secondary attacks if using manufactured weapons. This ability replaces minor fortification.

Eldritch Aptitude (Su): One of your spellcasting classes draws off the energies around your hellcore growing stronger by syphoning power from it. Select one spellcasting class, for purposes of this class you may treat its primary spellcasting attribute score as though it was 2 higher than it actually is. This ability replaces hellcore surge.

Empowering Hellcore (Su): The remnant consciousness of the fiend trapped in the hellcore reinforces the mind and body of the xodai, select one familiar or psicrystal benefit that the hellcore grants you. This ability replaces guarded.

Hellcore Affinity (Su): Your spells and powers that deal energy damage matching one of your energy resistances gain +1 point of damage per die used in the effect (minimum +1). This ability replaces grasp of the hellcore.

Hellcore Anchor (Su): One of your spells or powers can be anchored in the energies around your hellcore sustaining it and stabilizing it. The power or spell's duration is doubled, this increase stacks with the benefits of the Extend Spell and Extend PowerUP feats. This ability replaces hellcore surge.

Hellcore Strike (Su): Xodai can add +1d6 of energy damage to any one weapon that are attacking with as a swift action. This ability may be active for 1 round for each point of Constitution they possess and may be ended as a free action. These rounds do not have to be used at the same time. This ability replaces minor fortification.

Tyrantcore Grasp (Su): Your imprisoned fiend's essence is one of law as well as evil. You may use magic and class features requiring lawful alignments regardless of your actual alignment. You also strip the law descriptor from abilities, powers, and spells you use as long as your intention still honors your non-chaotic alignment component. This replaces the hellcore surge species ability.

Warpcore Grasp (Su): Your imprisoned fiend's essence is one of chaos as well as evil. You may use magic and class features requiring chaotic alignments regardless of your actual alignment. You also strip the chaos descriptor from abilities, powers, and spells you use as long as your intention still honors your non-chaotic alignment component. This replaces the hellcore surge species ability.

Will of the Infernal (Su): You have learned how to bleed the anger and will of the entrapped fiend remnant within you to take over the maintenance of spells, powers, and supernatural powers you create. Once a day as a swift action you may select one spell you are currently concentrating on and pass the concentration of the spell to your hellcore for 1 minute per hit die allowing you to be free to use magic or powers or initiate another concentration effect. This ability replaces hellcore surge.

Species Subtypes

Pitborne: More than most types of xodai, those that shattered powerful Devils in the Rite of Sundering Rebirth usually have the tyrantcore grasp and hellcore affinity for fire.

Demonborne: Xodai, containing shards of Demon essence are frequently possessive of the warpcore grasp and hellcore affinity for lightning.

Variant Heritages

Celestial Jailer (Su): Nexalla's curiosities did not stop with fiends. A small number of xodai were made with other sundered outsiders. These shattered angels draw goodness to them in a similar manner to the Hellcore, allowing evil characters to utilize powers of light and healing without fully experiencing the

spiritual consequences. These creatures remove the [good] descriptor from any spell or ability they use as per the hellcore ability above. They may replace [evil] with [good] for descriptor based species mechanics, including favored class bonuses. Sacred bonuses become circumstance bonuses. Their aura of the entrapped shows instead the aura of a good aligned outsider in addition to the xodai's own. These experiments are seen as living blasphemies by the xodai of Outstar and Hyraeatan and are hunted relentlessly if discovered.

Names

Xodai names tend to follow some similar pattern in each group of volunteers used in the Rite of Sundering Rebirth. Examples might include: Xidath, Ximar, Xigan, Ximox, Xitel, and Xygur as a prefix set usually used to reference the fiend sundered or suffix, usually tied to the time of the Rite of Sundering such as Midal, Urdal, Vedal, Tandal, Keddal, and Mordal.

Psychology

Xodai are often born of martyrs. Candidates for the transfiguration are usually those who have been impacted personally by a fiend and they see the Rite of Sundering as a form of vengeance. Like many who seek vengeance, few xodai truly know what to do after achieving their goals. As a result of these strange and abrupt fulfillment, many xodai suffer a period of doubt or confusion after the change.

Seeking to rediscover themselves after this transformation, xodai ofter remedy their confusion by academic or philosophical pursuits. Most xodai quickly discover they are ill suited to those pursuits and instead opt for distractions in other fields. Performance arts and debate are favorite callings, as are careers in civic services.

In time the xodai must come to terms with their duality and the contradiction of sustaining evil to contain it completely. It is not a burden that rests well in many minds. Those that successfully navigate the surges and self-destructive thoughts that arise often become council for the others. This is particularly the case in settlements like Outstar where the Daestari and Xo are still prevalent enough to provide solid support structures.

Xodai who fail to reconcile their extreme natures are often hunted by their own circles and placed into protective custody to maintain the sacrifice of their original candidate's life. Sometimes this even degenerates to lifetime institutionalization. Given the magnitude of the sacrifice required to create a new group of Xodai, the others ensure that when one loses faith, the others five are able to step in.

Physiology

While generally humanoid in shape, the process of xodai transfiguration completely changes the candidate's body from the original form they had. Still required to eat, sleep, and breathe, the newborn xodai many of their biological processes become completely arcane in nature. Their shapes are often three-dimensional extraction of the various runes and binding glyphs that comprise the hellcore's prison. This can lead to morphologies that defy physics with floating anatomy that is resilient in its placement held by magical forces as strong as sinew or bone if not stronger. Oddly the hellcore is often visible floating at the center of this strange configuration held in check primarily by invisible spiritual forces.

Most standard physiology being completely subsumed by arcane replacements, xodai generally emerge from Transfiguration genderless. Some bare suggestions of anatomy appropriate to the original candidates form or appropriate to that of the prisoner inside their hellcore fragment. These suggestions do not always match what, if any, internal gender the xodai experiences. Most of them are too committed to the purpose of their state as living prisons to be overly concerned about their own identities but some are taken by surprise by this facet of the transformation.

The combination of alien anatomies and an arcane physiology causes many xodai difficulty when wearing clothing. Given their lack of normal anatomy many xodai choose to eschew clothes entirely only wearing magical items that will enhance their ability to survive or defend themselves. Those that choose to wear clothing often need to have such garments specially tailored for their variant forms and anatomical oddities. Despite the appearance of burning it is rare that energies emitted from the xodai's hellcore are uncontrolled enough to be a risk of damaging items and clothing they do choose to wear.

Combat

Most xodai try not to engage in battles they are not certain they can win. Their hellcore's energetic nature often provide them with access to magic that is savage and powerful. They do not hesitate to use such powers when defending themselves against those who would free their hellcore's prisoners. xodai avoid situations where they have to fight alone, and almost never take the field without healing magic to restore their body to a pristine state. Occasionally xodai can be disruptive demanding healing when other allies are far more damaged.

If it is an option, xodai fight from range with energies that complement the power of their hellcores. Mages cast lightning and fire into enemy ranks and even more raw

magic when battling fiends resistant to the powers of their prisoners.

It is nearly unheard of for xodai to take the role of melee combatants. Those that do are often in the throes of influence from their hellcore. Some of them begin to experience self-destructive delusions or bizarre mnemonic overlays were the fiends memories of carnal savagery are too strong to suppress. The Xo who create the species tend to keep a watchful eye over such individuals. They may even go so far as to assign companions or caretakers whose sole duty is to preserve the xodai's life despite their reckless behavior. The other xodai created with such a warrior are often made aware of their kinsman's choices and if possible assume lives more guarded and protected due to the likelihood failure via destruction one of their fellow prisons.

Death

To the xodai death is an ultimate failure. Choosing to live their lives as living prisons containing the shattered essences of fiends it is their duty to live on as long as possible. The bleeding energies from their hellcore make this even more possible by stripping those who live long enough of any lingering vestiges of mortality. It is rumored some of the very first xodai who Nexalla created still live. While some consider such tales pure fancy, the House of Heights has verified the potential for a baseline form of immortality in the species.

With this in mind xodai grieve one another's losses profoundly. The nature of the hellcore bond causes a xodai's body to rapidly decompose if it is not swiftly restored to life by appropriate magic. When this occurs all remaining xodai who are carrying essence from the same sundered fiend are instantly aware of their kinsman's passing. With each such death the threat of failure and freedom to the imprisoned sundered evil within grows nearer. Xodai who are dead long enough (1/day per hit dice) to release their hellcore and are restored to life instead reform as a *reincarnate* spell into their original species.

Xodai Species Feats

Ageless Prison

Your hellcore sustains your body against the rigors of time and age.

Prerequisites: Hellcore species feature.

Benefit: You do not suffer standard aging penalties. You no longer have a maximum age.

Fiendish Anatomy

Your transfigured form has anatomy that can be used in combat like a weapon.

Prerequisites: Hellcore species feature.

Benefit: Select one of the following natural attacks: claw, bite or gore. You gain a primary natural attack of this variety and size appropriately. You may use this weapon in addition to the deadly angles species feature if you have it.

Hellcore Blast

Your hellcore may vent the fiendish energies trapped within it in drestructive blasts.

Prerequisites: Hellcore species feature.

Benefit: Select an energy type you have resistance to. You may unleash a ray of energy dealing 1d6 + 1d6/2 levels as a ranged touch attack. You may vent these energies once per day per constitution modifier you have.

Hellcore Charge

You may fuel your hellcore blast by siphoning the evil of spells to burn within you.

Prerequisites: Hellcore Blast feat (see page 379).

Benefit: You may regain a use of your hellcore blast by using your grasp of the hellcore species ability.

Hellcore Mindjailer

You may shunt attempts to control or possess you into the hellcore at your center.

Prerequisites: Hellcore species feature.

Benefit: Once a day you may reroll a Will save versus a possession or mind-affecting effect. If successful this effect targets your hellcore instead of you harmlessly lost in targeting the fragmented essence.

Hellcore Wave

You may unleash a wave of energy from your hellcore to hit multiple enemies.

Prerequisites: Hellcore Blast feat (see page 379).

Benefit: You may spend two daily uses of your hellcore blast power to unleash a 30 ft. cone of energy. This cone deals 1d6 per hit die of damage, split evenly between the energy types of each of your energy resistances. The Reflex save to half this damage has a DC of 10+1/2 your character level + your Constitution modifier. This ability is a supernatural ability.

Favored Class Options

Aegis†: Add +1/6 to the aegis's crystalline prison natural armor bonus.

Aethernaunt†: +1/4 level for the effectiveness of the aethernaut's device or rapid rebuild ability (maximum +2 to each ability).

Alchemist[APG]: Gain energy resistance 1 against the energies of your hellcore resistance. Each time the alchemist selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Antipaladin: Add +1/2 hit point to the antipaladin's touch of corruption ability (whether using it to heal or harm).

Arcanist[ACG]: When casting arcanist spells you have removed the evil descriptor from, add +1/3 to the effective caster level, but only for the purpose of determining duration.

Eclipse†: Add 1/6 a daily use of grasp of the hellcore to remove evil descriptors from veils.

Echo†: Add 1/6 a deeper reflection that grants access to a mental source origin or grants a memory of power of a spell or psionic power with the evil descriptor.

Kineticist[OA]: Add +1/4 damage to element blasts that do damage matching at type of energy from your hellcore resistance trait.

Nexus†: Choose one veil with an evil descriptor add +1/4 to the save DC of that veil when using the grasp of the hellcore species ability while shaping it.

Occultist[OA]: Gain 1/3 a point of mental focus power you may only invest in a conjuration or evocation school implement.

Paramour[CoLSP]: +1/3 a point when committing tides of passion points during a round that the xodai has taken damage from an evil outsider type creature.

Psychic[OA]: Select one spell list from a class other than psychic. Add 1 spell with an evil descriptor to your psychic spells known at a level 1 higher than its original list. You may only cast spells taken this way using your grasp of the hellcore ability.

Radiant†: Add +1/4 to the DC of your unwilling bond ability when used on evil-aligned creatures.

Shadow Weaver†: +1/6 of a piercing glimpse.

Sorcerer: Add a +1 bonus to the sorcerer's caster level checks made to overcome the spell resistance of fiends.

Summoner[APG]: Add +1/3 to the eidolon's evolution pool if that eidolon is a fiendish or celestial form.

Tactician[UP]: Add +1/4 a strategy know to the tactician list of strategies.

Time Thief[RGGTF]: Add 1/3 of an additional mote to boost one skill check or ability check

Vitalist[UP]: Gain +1/2 additional power point per day.

Vizier[AM]: Increase your effective veilweaving level by +1/4, up to a maximum effective veilweaving level equal to your total character level.

Wilder[UP]: Add 1/2 a conjuration spell as a power known from the wilder power list. This spell count as one level higher than the spell and must be one level lower than the highest power level the wilder can manifest.

Wizard: Add a +1 bonus to the wizard's caster level checks made to overcome the spell resistance of fiends.

Zodiac[CoLSZ]:Add +1/2 point of damage to all attacks you make with the weapon form of a constellation matching an element matching either of your hellcore resistance elements, and to the natural attacks and weapons of any champion of a matching element you manifest.

Hellcore Sorcerer (Sorcerer Bloodline)

Some xodai draw deeply on their hellcore's power to gain magical abilities.

Class Skill(s): Knowledge (the Planes).

Bonus Spells: 3rd—*burning hands* [energy changed to match their hellcore], 5th—*vent hellcore* (see page 381), 7th—*dispel magic*, 9th—*channel hellcore* (see page 381), 11th—*dispel evil*, 13th—*greater dispel magic*, 15th—*holy word*, 17th—*symbol of death*, 19th—*gate*.

Bonus Feats: Alertness, Combat Casting, Combat Reflexes, Dodge, Extend Spell, Hellcore Charge (see page 379), Hellcore Wave(see page 379), Skill Focus (Perception), Silent Spell, Still Spell, Toughness.

Bloodline Arcana: Whenever you cast a spell with an energy type matching one of your hellcore resistance types, increase the DC +2.

Bloodline Powers: You have mastered the energies of your hellcore learning to unleash them in devastating ways and consuming dark magic to feed the strength of your inner prison.

Hellcore Talons (Su): At 1st level the hellcore sorcerer can manifest talons of energy that inflict 1d6 + Charisma modifier on a successful melee touch attack. This damage is evenly split between the energy types of the xodai's hellcore resistance. They may manifest these talents 3 + their Charisma modifier times per day.

Increased Resistance (Su): At 3rd level you may increase your energy resistance to 10 to each type of energy in your hellcore resistance species feature. At 10th level you may increase these to 15.

Devouring Dispel (Su): At 9th level, you gain the Hellcore Blast feat (page 379) as a bonus feat. The hellcore sorcerer can absorb energy from countered spells with energy descriptors that match one of their hellcore energy resistances into their hellcore replenishing their reserves for their Hellcore Blast feat.

Hellcore Bore (Su): At 15th level you may teleport as though using a *dimension door* spell, when you do

Shattered Fiends and Families

Xodai are born from a diverse number of species. What motivates any single creature to undertake the Sundering Rite is always a deeply personal matter but rarely a simple one. Often the volunteers are those who have been greatly wrong by the fiend they will imprison or its agents. Others are those too sick or infirm with age to contribute to the war against evil. To further complicate matters, the Eternal Dawning and the Xo binders and mindpriests that officiate the Sunderbirth keep expansive records of the transformed.

This often leads the families of those who are reborn to believe they will have some connection to the newborn xodai who emerges. While rare cases of particularly strong residual memory do exist, it is far more likely that the newly awakened being will have only the vaguest sense of familiarity looking at close friends and even former spouses or lovers. Sometimes this is perceived by others as abandonment or dereliction of duties and most Xo officiants of the Rite strongly discourage volunteers with ties to others still living.

Magic however cares even less the wills of the reborn. Messy affairs of xodai spirits still be recognized as heirs by ancient divine magics are alarmingly common place. Additionally, magic tied to the planes of Dream and Nightmare frequently confront xodai with echoes from their prior lives. Some xodai so impacted have been known to become increasingly fascinated with their former existences. Others have exceptionally volatile reactions to these mental artifacts and react poorly toward vestiges of their prior lives. Members of the same Sunderbirth (the group a six that contain the same fiend's essence) often sense these connections and in some cases even begin to share these experiences with one another. The blurred lines often heighten the confusion when an unrelated xodai takes interested in another's prior existence.

Given these realities it is not uncommon for allies of sundered fiends to target the families of xodai known to bare strong mnemonic links or to afflict them with magic from realms like the Dreamlands or Plane of Nightmare. To combat this possibility all candidates and known supportive loved ones are required to study psychic defense before and after the Rite. While often helpful, the danger is enough to discourage many volunteers from large families and those with strong romantic ties or filial bonds from the Rite.

you move through the Infernal or Abyssal Trine (see page 532, 536) instead of a transitive plane. This momentary rent allows a fiend of CR 6 or lower to pass through though not without being purified by your hellcore's hunger for evil. Treat the creature as though it was summoned by a *summon monster V* spell under your control. You may use this ability 2 times a day.

Eternal Prison (Su): At 20th level, your form becomes perfected in its containment and use of the hellcore's power. You gain immunity to both of your hellcore resistance types and poison. You also gain resistance to acid 10 and cold 10, and the ability to see perfectly in darkness of any kind to a range of 60 feet.

CHANNEL HELLCORE

School evocation (various); **Level** alchemist 5, druid 6, psychic 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, hellcore
Range close range (30 ft.+5 ft./2 levels)
Area of Effect 2 rays
Duration 1 round/level
Saving Throw No; **Spell Resistance** yes

Your streams of controlled energy from with your hellcore fragment generate streams of energy. You may fire two rays that each deal 5d6 of one type energy comprising your hellcore resistance plus an additional effect based on energy type. For each round you maintain a target the damage repeats increasing by +1d6 per round until reaching a maximum of 10d6 per ray on round 6. If concentration, line-of-effect or range is broken, the ray is lost. If both rays are lost the spell immediately ends. As long as a creature is damaged by a ray it is effected by the following conditions fatigued (cold or fire), dazzled (electrictiy or sonic), or sickened (acid). The conditions last for one round per round of damage taken from the ray after the last round damage was taken.

VENT HELLCORE

School evocation (various); **Level** alchemist 3, druid 3, psychic 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, hellcore
Range close range (30 ft.+5 ft./2 levels)
Area of Effect cone
Duration Instantaneous
Saving Throw Reflex (half); **Spell Resistance** yes

You use your magic to open a controlled vent in the upper layers of the hellcore fragment you contain unleashing a blast of furious power. You deal 1d6 of each type energy comprising your hellcore resistance plus an additional 1d6 of each per/2 caster levels (Maximum 6d6 of each at 10th caster level) to creatures within a close range cone. Creatures making a successful Reflex save take half damage.

Other species in Hyraeatan

Aasimar

Aasimar occupy a strange place within the City of 7 Seraphs. Most of the celestial-blooded lineages were brought into Hyraeatan as blood vassals of the Aphos and the early founders of the Sanguine Sovereignty. Vampires and other hemophages of the Parity generally claimed to derive particular powers and increased potency from the angelic derivatives. A rarer few held that aasimar blood curbed their hungers longer and allowed them to transcend the needs of their undead state siting legends of sun-walkers and the like who subsisted solely on these species.

In time, it became clear that the City seemed to inhibit fertility in some of these bloodlines and aasimar born to any coupling are celebrated and often the subject of lavish gifts by hopeful vampiric patrons.

Dwarves

Dwarves in Hyraeatan are most commonly found near the Vacuole Moons and Vesicle Mines. While many join ranks with the Thunderchildren the vast majority of those settling the area try to avoid Parity politics. To travel so far from their native prime worlds it often takes a fascination and deep devotion to metallurgy, sniffing, or other pursuits related to True Earth. Those that journey that far are often only stopping over before taking journeys deep into the endless elements. Few seem to return from this. Dwarves in Hyraeatan call this "hearing the old song."

Other than the Thunderchildren, there are also a significant numbers of dwarves in the ranks of the Steamwalkers, Foreseen, and Blackblades.

Elves

Elves in the City of 7 seraphs are a rare sight. Few major communities have ever been established by the fair folk in Hyraeatan. Many only find their way to the city while traversing from one plane to another. Tensions toward Hyandil and the Lightbringers tend to be felt by any elf not of drow lineage. They are assumed most often to be loyalists to the Bright Lands and the Fey.

A small enclave of wizards bearing elven lineages has been established to study the Radia. Called the Order of Hues these elves tend to move about the city in hooded robes of solid colors with matching facemasks, veils, or tight drawn scarves.

Fetchling

The Fade of Hyraeatan once numbered in the hundreds of thousands and represented a vast majority of the population in its earliest days.

Gnomes

Of all the common species of the prime worlds gnomes are by far the most populous in the City of 7 Seraphs. Having been among the support staff of the eternal Aphora, long lines of gnomish families like the Pon Pon and Irrigilli families have been in the City since the Circle of Six First Arrived. These families became indispensable researchers, facilitators and procurement agents.

Gnomes are present in every Parity, though none holds so many as the Steamwalkers. Some of the citizenry of Hyraeatan have brought allegations of discrimination to the Parity Council due to this apparent bias but such disputes have always been resolved by simple comparative testing of mechanical aptitude, arcane theory, and other esoteric sciences finding that typically speaking it is simply a matter of strong cultural emphasis.

Half-Elves

Half-elves in Hyraeatan are a slightly more common site than their elven kin. A number of the early descendents of dreams were born of mixed Elven parentage and suffered poor treatment due to their mixed-species heritage. Upon reaching the city and achieving success these individuals formed a sort of escape network for persecuted half elves and half orcs. Many of these refugees settled the neighborhood that would become the Icardia in the Nearing of the Archive District.

Almas Kiredge, a legendary swordsman who founded an Academy in the colleges district, was also a half-elf. Because of this many of those born with elven blood carry swords in an attempt to avoid trouble with others.

Half-Orcs

Orc blood has never much been welcomed in lands touched by the Fey and while strictly not a faerie realm, Hyraeatan and its Orchard District hold no small numbers of them. The half-orcs of the City were welcomed by the early members of the Descendants of Dream and as an easement to the Fey, all of the orcblooded were required for several generations to swear to the Flowered Queen and her Pale Cup. Over the years the half-orcs of the City became both accepted and friendly with the Glarewood's weird folk. Many took up defending the Orchard and the half-orc neighborhoods in the Verge now outnumber those in the Archives.

Halflings

Of all the Prime World species, the halflings in Hyraeatan seem to struggle the most. Many do find homes in the verge, harvesting and farming the Orchard but many who visit the city claim it is too dark and oppressive. Some historians say this derives from an instinctive connection to shadow magic. Some distant ancestral link stirs within them as they approach the

agitation of the Occlusion and its fluid realities. Rumors persist that a few of the small-folk have embraced this strange call, and entered into the occlusion to emerge with the powers of a shadow weavers and darkened purposes. Whether true or not, is unclear because such individuals or their families quickly seemed to disappear.

Humans

Humans in Hyraeatan seemed to walk a little lighter than elsewhere. Of all the great planar metropolises the City of 7 Seraphs holds no singular species majority. Those who take the time to study their species inclusion are quick to point to the circle of six being a mostly human group of explorers. Those who take the time and diligence discover that most human lineages in the city derived from servitor stock brought by the vampires of the sanguine sovereignty into shadow.

Their affiliations often lead humans to seek membership in the sovereignty and many who are not part of that Parity are still members of the church of the faith devoured. However as humans are want to do, nearly all of the parities support strong human memberships.

Ifrit

The flame-touched of the city Drive peculiar sort of notoriety, primarily due to the founding matron of the Steamwalkers Parity, Aphora. The burning twin, Aphora was known to be a master of evocative magic and in particular fire. An ally in the city's earliest days of Ceradon and the fledgling house of heights, Aphora was said to be so empowered by flame that her sons were both born ifrit. Due to the chaos of the Wonder War, Runeweb Onslaught and more recently the Lightbringer Incursion it is difficult to prove veracity of anyone claiming Aphora's legacy though many assume it of the fireborn. Most ifrit actually see this as a stigma as Aphora's legendary recklessness likely killed her in the Tower of Pyres.

Oread

The earth-born of the Hyraeatan are among the most populous of the plane touched. Aside from migrants from the plane of True Earth via the Thunderchildren's gates and those used in the Irons District, it has become evident that human and demi-human children born near the Vacuole Moons and Vesicle Mines also seem to be exhibiting occasional earth-touched attributes. In time many of these oreads have been drawn to one another and native communities have formed, in addition to the traits being dominant in most mixed-species pairings.

Sylph

Rarest of the elemental-kin in the City, are the sylphs. This is possibly due to the long term effects of the Elemental Energies of the Irons District. The air-born often complain of the Radia not being of True Air, rather a magical light show in the still wind of Shadow. This polarizes many sylphs to Districts with greater extraplanar contact like the Glarewood and Verge of the Orchard and the Dock District's Bay of Shadow. Sylphs say that these placestouched areas are more real, touched by storm and sky from elsewhere. Many of them find themselves working in the forces of the Mithral Throne, on the decks of an Orrery ship, or joining the wardens to patrol the lattice in the worlds beyond it for fleeting breaths of real air.

Tiefling

The fiend-touched are common enough in Hyraeatan, many of them being born of necessity due to Pacts District dealings. They experience little to no prejudice, with one singular exception. Those born of kyton heritage are almost universally regarded with suspicion and oft-times experience violence from iudow that are incapable of recognizing their own kinship and see only the blood of their tormentors.

Rare individuals of infernal lineage also experience extended lifespans. These tieflings are often sought by the house of Heights as ideal servants, scribes, and helpmates to their Eternals.

Undine

A rarer sight than ceptu to be sure, but undine communities exist in both Undertow and the Orchard District near Lake Zephuon. The water-born of Hyraeatan seem to exhibit the amphibious trait more often than the *hydrallic push* ability common to their Prime World kin. These planetouched are often highly sought after due to their versatility transitioning between aquatic and air environments particularly by ceptu when dealing with physical tasks ill-suited to their species' telekinetic abilities.

A smaller number of undines seem to be born of House of Heights' Eternals with a Temporal origin. These offspring are known as "River-walkers" and often develop prescient talents, psionic powers of clairsentience, and other unique powers interfacing with time. This draws both the House's attention and that of the Foreseen. Oddly, a small number of rhyzala react poorly to these undine finding them distressing the Bloom and its own directives.

Tiefling Alternate Species Trait

Ageless Form (Ex): You no longer have a maximum age, nor do you suffer from age penalties. As long as you avoid violence, you may live indefinitely. This trait replaces fiendish resistance and fiendish sorcery.

My Will is my armor, my speed, and my strength.

Classes

Hyraeatan presents a variety of base classes that are common to the City if not entirely unique to it. Aethernauts lead the Parities into explorations of the Multiverse. Veilweavers congeal planar energies into spiritual flesh and weapons. Psionic aegis manifest armor or exemplar more esoteric transformations. The lines of magic blur between the shadow weavers quasi-realities and the theurges esoteric studies. Living reflections follow the footsteps of their originators in mirror power of the echo.

Aegis

Most often thought of as a warrior capable of condensing astral matter to augment their form with new abilities, the City of 7 Seraphs is home to a host of aegis varieties. Among these, the Trinity Angels of the Eternal Dawning take the most commonly seen view blending astral armors with other abilities to become creatures rivaling those of the Heavens. The Foreseen have their own seer warriors and the House of Heights has mastered the art of Loci-infusion to create aegis with new Source Origins like Incarnate Primals or Entropic Shattersworn.

Role: An aegis is a front-line combatant. His astral suit allows him significant flexibility in handling combat and non-combat situations, and his defensive abilities are considerable.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 2d6 × 10 (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The aegis's class skills are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Knowledge (psionics) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the aegis.

Weapon and Armor Proficiencies: Aegii are proficient with all simple and martial weapons. Aegii are proficient with light armor and shields (but not tower shields). Armor does not interfere with the aegis's class features.

Power Points/Day: An aegis's ability to manifest some of his abilities is limited by the power points he has available. His base daily allotment of power points is given on Table 4-7. In addition, he receives bonus power points per day[UP] if he has a high Intelligence score, treating his manifester level for the purposes of bonus power points as equal to his class level. His species may also provide bonus power points per day, as may certain feats and items.

Astral Repair (Ps): An aegis is capable of repairing mundane items, restoring 2 hit points of damage to the

Table 4–7: Aegis Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	CP	Power Points
1st	+1	+2	+0	+2	Astral repair, form astral suit	3	1
2nd	+2	+3	+0	+3	Craftsman (+1), damage reduction (2/-)precision	4	2
3rd	+3	+3	+1	+3	Invigorating suit, reconfigure (1/day)	5	3
4th	+4	+4	+1	+4	Augment suit (1)	7	5
5th	+5	+4	+1	+4	Damage reduction (3/-), Master Craftsman, reconfigure (2/day)	8	7
6th	+6/+1	+5	+2	+5	Craftsman (+2)	9	9
7th	+7/+2	+5	+2	+5	Reconfigure (3/day)	10	11
8th	+8/+3	+6	+2	+6	Augment suit (2), damage reduction (4/-)	11	14
9th	+9/+4	+6	+3	+6	Reconfigure (4/day)	13	17
10th	+10/+5	+7	+3	+7	Craftsman (+3)	14	20
11th	+11/+6/+1	+7	+3	+7	Damage reduction (5/-), reconfigure (5/day)	15	24
12th	+12/+7/+2	+8	+4	+8	Augment suit (3), cannibalize suit (1/day)	16	28
13th	+13/+8/+3	+8	+4	+8	Reconfigure (6/day)	17	32
14th	+14/+9/+4	+9	+4	+9	Craftsman (+4), cannibalize suit (2/day), damage reduction (6/-)	19	37
15th	+15/+10/+5	+9	+5	+9	Reconfigure (7/day)	20	42
16th	+16/+11/+6/+1	+10	+5	+10	Augment suit (4), cannibalize suit (3/day)	21	47
17th	+17/+12/+7/+2	+10	+5	+10	Damage reduction (7/-), reconfigure (8/day)	22	52
18th	+18/+13/+8/+3	+11	+6	+11	Cannibalize suit (4/day), Craftsman (+5)	23	58
19th	+19/+14/+9/+4	+11	+6	+11	Reconfigure (9/day)	25	64
20th	+20/+15/+10/+5	+12	+6	+12	Augment suit (5), cannibalize suit (5/day), damage reduction (8/-), perfect merger	26	70

touched item as a standard action usable at will. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this ability to function. This ability has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Form Astral Suit (Su): Every aegis learns to draw forth ectoplasm and form an astral suit around their form. The aegis can select from three different types when forming his astral suit— skin, armor, or juggernaut. An aegis is always considered to be proficient with his astral suit, even if he does not have the appropriate armor proficiency. The amount of time forming this astral suit takes depends on the type of suit being formed. Different astral suit forms grant different free customizations. These free customizations never count against the aegis's total number of customization points spent on his astral suit.

The aegis chooses the appearance of his astral suit, although its shape must reflect the selections the aegis has chosen: astral skin would cover the aegis like a psychoactive skin, astral juggernaut would appear to cover the aegis like plate armor, etc.

An astral suit can be dismissed as a free action.

An astral suit does not function in areas where psionics do not work, such as a null psionics field. Dismiss ectoplasm can be used against an astral suit; treat the manifester level as the aegis's class level, although the aegis can simply form his astral suit again on his next turn.

Craftsman (Ex): Beginning at 2nd level, an aegis gains a +1 bonus to any one Craft skill of his choice. At 6th level and every four levels thereafter, this bonus increases by 1.

Damage Reduction (Ex): Starting at 2nd level, when an aegis is wearing his astral suit, he gains damage reduction 2/-, regardless of what type of astral suit he is wearing. At 5th level and every three levels thereafter, this damage reduction improves by 1.

Invigorating Suit (Su): An aegis of at least 3rd level wearing his astral suit gains a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot

The aegis base class originally appeared in Dreamscarred Press' *Ultimate Psionics* and appears here by virtue of the OGL with their blessing. Many other classes in that book may find a place in the Docks District, on a voidship, or in the meditative chapels of the Xo.

or cold environments; and Fortitude saves made to resist damage from suffocation.

Reconfigure (Su): Starting at 3rd level, an aegis can reconfigure up to his Intelligence modifier in customization points on his astral suit once per day as a standard action. Every two levels thereafter, he can use this ability an additional time per day.

Augment Suit (Su): An aegis learns how to infuse his astral suit with his psionic power, augmenting the capacity of his suit. Beginning at 4th level, the aegis may spend up to one power point per four class levels to customize his Astral Suit, gaining one temporary customization point for each power point spent.

This ability, activated as a standard action, lasts for a number of rounds equal to the aegis' Intelligence modifier.

Activating this ability again, while already in use, immediately causes the previous duration to end.

An aegis may end the duration as a free action at any time.

Master Craftsman (Ex): At 5th level, an aegis gains the Master Craftsman feat as a bonus feat. He must still meet the prerequisites of the feat in order to gain its benefits.

Cannibalize Suit (Su): Starting at 12th level, an aegis learns to convert the psionic energy used to create his suit into healing power. Once per day as a standard action, he can dismiss his astral suit and heal a number of hit points equal to his customization pool. The aegis cannot reform his suit again for one minute after using this ability. Every two levels thereafter, the aegis can use this ability an additional time per day. Additional customization points gained from Augment Suit are not counted for this ability.

Perfect Merger (Su): An aegis of 20th level has learned to become one with his suit. His suit cannot be dispelled or removed against his will by any means, although his astral suit ability still does not function within areas where psionics do not work, such as a null psionics field.

In addition, the aegis can spend two daily uses of his reconfigure ability to alter all of the customizations on his astral suit.

Finally, once per day, the aegis can boost his cannibalize suit ability, healing all of his hit point damage, although he cannot reform his suit for ten minutes after using this ability, rather than the standard one minute.

Astral Suit Types

There are three suit forms from which the aegis can choose. Additional forms may be made available at your GM's discretion.

Astral Skin

When formed in this way, an astral suit resembles a psychoactive skin. Forming an astral suit into this form takes a swift action. The aegis gains no armor bonus from his astral suit when worn in this fashion, but he gains the following free customizations: speed (2), nimble. At 2nd level, the aegis gains the evasion customization as a free customization when the astral suit is in astral skin form. At 12th level, the aegis gains the improved evasion customization as a free customization when the astral suit is in astral skin form. An astral suit in this form does not count as any type of armor, but does count as a psychoactive skin and follows all the rules of a psychoactive skin.

Astral Armor

When formed into astral armor, an astral suit resembles masterwork chainmail and is treated as such for all mechanical purposes. Should the aegis be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the aegis gains the benefits of only his astral suit and not that from his armor, even if his armor would confer better benefits. Forming an astral suit into this form takes a move action. The aegis gains the following free customizations: brawn, improved damage. At 2nd level, the aegis gains the flexible suit customization as a free customization when the astral suit is in astral armor form. At 8th level, the astral suit resembles and is treated as a masterwork breastplate for all mechanical purposes.

Astral Juggernaut

When formed into astral juggernaut, an astral suit resembles masterwork half-plate and is treated as such for all mechanical purposes. Should the aegis be wearing armor when forming his astral suit in this fashion, the astral suit encloses the armor and the aegis gains the benefits of only his astral suit and not that from his armor, even if his armor would confer better benefits. Forming an astral suit into this form takes a full-round action. The aegis gains the following free customizations: fortification, hardy. At 2nd level, the aegis gains the stalwart customization as a free customization when the astral suit is in astral juggernaut form. At 7th level, the astral suit resembles and is treated as masterwork full plate for all mechanical purposes.

Customizations

An aegis gains a pool of points he can use to customize his astral suit, molding it to suit his needs. Modifying the customization points spent on an astral suit requires 8 hours of concentration. An aegis may choose to leave customization points free when he sets his customization choices, allowing him to customize his suit on the fly. If he does so, setting a customization in this fashion takes one minute of concentration and that customization cannot be changed until the aegis spends another 8 hours modifying the astral suit.

Each astral suit provides certain free customizations; these are provided on top of whatever customizations the aegis pays for with customization points, and are not subject to the usual level prerequisites or increased costs. If the aegis changes the type of his astral suit and the free customizations would take the suit over the maximum limit (such as switching from an astral armor with 3 nimble customizations to astral skin, which grants an additional nimble customization), the excess customizations go inert until the astral suit is changed to make the selections valid (by reconfiguring the customization points via 8 hours of concentration or Reconfigure ability or switching the astral suit type).

Customizations are grouped by their cost in customization points. An aegis only gains the benefits of a customization when he is wearing his astral suit. Unless specified otherwise, a customization may not be selected multiple times.

1-Point Customizations

The following customizations cost 1 point from the aegis's customization pool.

Active Energy Type: Although the aegis is not a true manifesting class, he can still gain an active energy type (cold, electricity, fire, or sonic) just like any other psionic character when he gains psionic focus.

Darkvision: The aegis gains darkvision out to a range of 60 feet.

Empowered Blast: The aegis can spend power points to increase the damage of his energy blast attack. Once per round, before making an attack using the energy blast customization, the aegis can spend up to his class level in power points as a free action, to gain +1d6 damage for every 1 power point spent. An attack that misses is wasted. The aegis must be at least 4th level and have the energy blast and ranged attack customizations before selecting this customization.

Energy Resistance: The aegis gains resist 5 against his active energy type. This resistance increases by 5 for every 5 levels the aegis possesses, to a maximum of 15 at 10th level. This customization can be selected multiple times. Each time beyond the first, the aegis selects an energy type (cold, electricity, fire, or sonic) to gain resistance to, in addition to his active energy type. If the aegis's active energy type is the same as one he has selected, the effects do not stack.

Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Extra Arms, Lesser: The aegis's astral suit has an extra pair of arms with limited function. Each arm can hold, but not use, any one item that can normally be held in one hand. Items held in this way count toward the aegis's carrying capacity. The aegis can retrieve any item held by his extra arms as a swift action. The aegis does not gain any mechanical benefit from items held by these arms, such as a shield bonus to armor class.

Flexible Suit: The aegis's armor check penalty is reduced by 1 (to a minimum of 0). The aegis may also sleep in his astral suit without becoming fatigued, if he was not already able to do so (such as if in astral skin form).

Hardened Strikes: The aegis is considered to be armed even when unarmed, does not provoke attacks of opportunity when making unarmed strikes, and his unarmed strikes deal lethal damage. In addition, the aegis's unarmed strikes can deal slashing or piercing damage, chosen at the time the customization is selected, instead of bludgeoning damage.

Harness Power Stone: The aegis can manifest a single 1st-level power from a power stone stored in his power stone repository as if it were a known power, with an effective manifester level of 1. This effective manifester level does not make an aegis eligible for feats and prestige classes requiring a manifester level, nor does it allow him to activate other power stones without a Use Magic Device check. The aegis may manifest the chosen power as many times as his power point pool will allow, but changing to a different power (either within the same power stone, or within another power stone in the repository) requires a move action and flushes the old power from the power stone (so power stones with multiple powers lose one power, but the rest are unaffected; power stones with only a single power are flushed and dissolved). If this customization is lost or removed, any applicable attuned power is flushed from the power stone. The aegis must be at least 3rd level and have the Power Stone Repository customization to select this customization. This customization may be selected a second time beginning at 5th level; doing so allows the aegis to manifest a second 1st-level power from a power stone (either a second stone, or a second power in an already-selected stone). The aegis may freely alternate between these two powers (or any others gained via harness power stone customizations) when manifesting, but trading out either power for a new power flushes out the sacrificed power as usual.

Harness Shard: The aegis is able to place a single shard into the astral suit as a move action. By spending one power point as a standard action, he can gain one use of the shard without the shard disintegrating. This customization may be selected multiple times. Each time, it allows the aegis to store an additional shard within the astral suit, although each shard must be activated separately.

Improved Armor: The astral suit thickens and strengthens, increasing the aegis's armor bonus by +1. This customization can be taken once for every five levels the aegis possesses and stacks with any armor bonus granted from the astral suit itself. the aegis must be at least 5th level before selecting this customization.

Lesser Chakra Bind: An aegis with this customization gains the Access Low Chakra Slot[AM] feat as a bonus feat as long as his astral suit is formed. The aegis chooses which slot to apply this feat to the first time he forms his astral suit for the day and cannot select a different slot for 24 hours, regardless of whether he reforms or reconfigures his suit.

Lesser Shape Veil: As long as the aegis' astral suit is formed, he gains the benefits of one veil from the daevic veil list, treating his class level as his veilweaver level and Intelligence as his veilweaving ability. The aegis chooses this veil the first time he forms his astral suit for the day and cannot select a different veil for 24 hours, regardless of whether he reforms or reconfigures his suit.

Power Stone Repository: The aegis may absorb power stones into his astral suit, causing them to appear and disappear whenever the suit does. The aegis may choose to have the absorbed power stones visible (much like embedded gems), or may decide to keep any or all of them concealed. The aegis may store one power stone per class level in this fashion; adding or removing a power stone takes 1 minute per stone (any power stone that is completely flushed and powerless dissolves immediately and is not counted against the aegis's limit). The aegis may activate any power stone stored in his repository as if he were holding it in hand; this follows all of the standard rules for using power stones, except the aegis gets a bonus equal to the number of stored power stones to any Use Magic Device checks he makes for this purpose. If the aegis loses this customization for any reason, any power stones stored in the astral suit are inert but unharmed until removed or this customization is regained.

Psionic Attacks: The aegis's astral suit encompasses his melee attacks. All of the aegis's melee attacks are treated as if they were magic for the purpose of overcoming damage reduction. In addition, any melee weapons wielded by the aegis are treated as masterwork if they are not already.

Psionic Damage: The aegis's melee attacks deal an additional 1 point of damage. The aegis must have the psionic attacks customization and must be at least 5th level to select this customization.

Psychic Synergy†: The design of your armor boosts your other supernatural abilities. Select one caster, manifester, or veilweaving level you have from any source. You gain a +2 up to the limit of your current hit dice. This customization may be taken again at 4th level and every 4 levels thereafter.

Pull: The aegis's astral suit envelopes his weapon and grants him the ability to pull creatures closer with a successful melee attack. Whenever the aegis makes a successful melee attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the aegis. This ability only works on creatures of a size equal to or smaller than the aegis. Creatures pulled in this way do not provoke attacks of opportunity. The aegis must have a reach of 10 feet or more to select this customization. If there is insufficient room for the target to move closer to the aegis, the attempt automatically fails.

Push: The aegis gains the ability to push creatures away with a successful attack. Whenever the aegis makes a successful melee attack, he can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the aegis. This ability only works on creatures of a size equal to or smaller than the aegis. Creatures pushed in this way do not provoke attacks of opportunity. If there is insufficient room for the target to be pushed away, the attempt automatically fails.

Ranged Attack: The aegis gains the ability to propel a non-psionic crystal, formed from the astral suit, at a target as a ranged attack that deals 1d8 points of piercing damage and has a range increment of 30 ft.

Retaliate: The aegis gains the ability as an immediate action and by expending psionic focus to make a melee attack against an enemy that has successfully hit him with a melee attack. This counts as an attack of opportunity and the aegis must be able to reach the enemy. An aegis must be at least 8th level before selecting this customization.

Speed: The aegis's base land speed is increased by 5 feet. This customization can be selected up to five times. Its effects stack.

Spiked Carapace: The astral suit is covered in sharp spikes as if equipped with armor spikes.

Stalwart: As long as the aegis is wearing the astral suit,if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he ignores the effect if he makes a successful saving throw. The aegis must be at least 2nd level before selecting this customization.

Swim: The aegis gains a swim speed equal to his base speed.

Underwater Breath: The aegis can safely breathe underwater as long as he is wearing his astral suit.

2-Point Customizations

The following customizations cost 2 points from the aegis's customization pool.

Adhesive Feet: The aegis gains a +4 bonus to CMD against bull rush, trip, and any combat maneuvers that attempt to move him from his current location. He also gains a +4 circumstance bonus to Climb checks.

Augmented Weapon: The astral suit coats the aegis's weapon. The weapon is treated as if it was one size category larger for damage purposes. The aegis does not suffer any penalties for wielding the weapon. This ability does not stack with effects that increase the aegis's size category, such as expansion. The aegis must be at least 6th level to select this customization.

Brawn: The aegis gains a +2 enhancement bonus to Strength while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Strength is increased by +2.

Chameleon: The aegis gains a +4 circumstance bonus to Stealth checks. The aegis must be at least 5th level before selecting this customization and this customization can be taken once for every five levels the aegis possesses.

Climb: The aegis gains a climb speed equal to 1/2 of his base land speed.

Contemplation: The aegis' suit now provides him with the ability to convert psionic power into essence. While his astral suit is formed, the aegis may spend 1 power point per veil or essence receptacle as a swift action, to treat a veil he has shaped or other essence receptacle he has available as though it were invested with a point of essence for 3 rounds. This does not stack with, though it may overlap, standard essence invested in a given receptacle. At 6th level and every three levels thereafter, the aegis may spend an additional 3 power points per receptacle he wishes to invest to treat it as being invested with an additional point of essence. This ability can be used to exceed the aegis' normal limitation on the maximum amount that can be invested in a given receptacle (for example, an 18th level aegis could spend 13 power points to treat a veil as being invested with 5 points of essence, even though he'd normally be limited to 4 points when investing essence normally. If the aegis has multiple receptacles in which he wants to invest, he may choose to spend power points to psionically invest any number of the receptacles with the same swift action, though he must still pay the normal cost for each.

Crystallized Weapon: The aegis's astral suit envelopes his melee weapon. The weapon is treated as if made from deep crystal. This treats the weapon as a masterwork weapon if it was not already, and the aegis can pay two power points to charge the weapon with psionic energy which deals 2d6 additional points of damage on its next hit. The weapon stays charged for 1 minute or until it successfully hits, whichever comes first.

Ectoplessence: The aegis' astral suit now provides a pool of essence to power akashic abilities. As long as his astral suit is formed, the aegis gains an essence pool equal to half his class level rounded down (minimum 1).

Energy Blast: The ranged attack gained from the ranged attack customization becomes imbued with psionic energy. The attack is now treated as a ranged touch attack and instead deals 1d6 points of damage of your active energy type, but requires a standard action to use and cannot be used as part of a full attack. This effect can be turned on or off as a move action. The aegis must be at least 4th level and have the ranged attack customization before selecting this customization.

Extra Arms: The extra arms on the aegis's astral suit gain improved functionality. The aegis gains a +2 circumstance bonus to Climb checks and CMD against grapple attempts for each extra arm that is not holding anything. In addition, one of the arms can wield and use a light or one-handed weapon, a shield, or any other item that can be used with one hand. Attacks made with this additional arm suffer a -2 penalty to attack rolls in addition to any penalties for using two weapons. These extra arms do not grant any additional attacks, only alternate arms with which to make the standard attacks. The aegis must be at least 5th level and have the lesser extra arms customization before selecting this customization.

Flight: The aegis uses psychokinetic energy to gain a fly speed equal to its base speed. The aegis's maneuverability depends on his size. Medium or smaller aegii have good maneuverability. Large aegii have average maneuverability, while Huge aegii have poor maneuverability. For 2 additional customization points, the aegis's maneuverability increases to perfect. The aegis's fly speed can be increased by spending additional customization points, gaining a 20-foot increase to fly speed for each additional point spent. The aegis must be at least 5th level before selecting this customization.

Fortification: The aegis gains 25% chance to negate critical hits or sneak attacks (so damage is rolled normally instead). This does not stack with armor with the same special ability. This ability can be selected again starting at 8th level and at 12th level, increasing the chance to negate critical hits or sneak attacks by an additional 25% for every additional time it is taken.

Hardy: The aegis gains a +2 enhancement bonus to Constitution while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Constitution is increased by +2.

Improved Damage: The aegis's melee attacks deal additional damage. If wielding a two-handed weapon, the aegis deals 3 additional points of damage on a successful

hit. If wielding a one-handed weapon, the aegis deals 2 additional points of damage on a successful hit. If wielding a light weapon, the aegis deals 1 additional point of damage on a successful hit. If dual-wielding, each weapon is affected separately.

Improved Damage Reduction: The aegis's damage reduction from his astral suit increases by 1. This customization can be taken once for every five levels the aegis possesses Its effects stack. The aegis must be at least 5th level before selecting this customization.

Improved Energy Resistance: The energy resistance gained from the energy resistance customization doubles. The aegis must have the energy resistance customization and be at least 6th level to select this customization.

Improved Harness Power Stone: The aegis is able to manifest a single 2nd level or lower power from a power stone in his repository as if it were a known power. The aegis's effective manifester level when manifesting powers from power stones in this fashion is increased by 3 (this stacks with the effective manifester level gained from harness power stone as well as any effective manifester level increases granted by any of the other harness power stone customizations). If this customization is lost or removed, any applicable attuned power is flushed from the power stone. The aegis does not need to have taken any previous harness power stone customizations to take this customization. The aegis must be at least 7th level and have the power stone repository customization to take this customization. The aegis can take this customization a second time at 9th level; doing so does not increase his effective manifester level, but allows him to manifest a second 2nd level power from a power stone.

Improved Ranged Attack: The damage of the aegis' ranged attack ability increases by an additional 1d8 points of piercing damage for every five class levels the aegis has. If the aegis is using the energy blast customization, the additional damage is instead 1d6 points of damage of your active energy type for every five class levels. The aegis must be at least 5th level and have the ranged attack customization before selecting this customization.

Improved Retaliate: As the Retaliate customization, except the triggering attack does not need to be successful. The aegis must have the retaliate customization and be at least 16th level before selecting this customization.

Improved Shape Veil: The aegis gains additional veilweaving capabilities. The aegis may choose a second veil from the daevic veilweaving list to have shaped while their astral suit is formed. This veil follows the same restrictions as that gained from the lesser shape veil customization. The aegis must be at least 5th level and have the lesser shape veil customization before selecting this customization.

Increased Size: The astral suit grows in size and the aegis and all of his equipment is treated as one size category larger as if affected by expansion. The aegis must be at least 9th level to select this customization.

Nimble: The aegis gains a +2 enhancement bonus to Dexterity while he is wearing his astral suit. This customization can be selected a second time beginning at 5th level, and a third time starting at 10th level. Each subsequent time it is taken, the enhancement bonus to Dexterity is increased by +2.

Power Resistance: The aegis gains power resistance 13. This customization may be selected up to 3 times. Each subsequent time increases the power resistance gained by 3. This ability can be selected again starting at 8th level and at 12th level, increasing the power resistance by 3 for every additional time it is taken.

Powerful Build: The aegis gains the powerful build trait while wearing his astral suit. Whenever the aegis is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the aegis is treated as one size larger if doing so is advantageous to him. The aegis is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. The aegis can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Ram: The astral suit forms a hardened shell over the aegis's head. If the aegis makes a bull rush or overrun attempt, he gains a +2 bonus to his CMB. Alternatively, he can make a single attack with this shell as part of a charge and deal 2d6 points of damage. This attack is treated as adamantine when used to attack an object. This customization can be taken once for every five levels the aegis possesses, each additional selection increasing the bonus to CMB by 1 and the damage on a charge by 1d6 points of damage. The aegis must be at least 5th level before selecting this customization.

Tremorsense: The aegis gains tremorsense out to a range of 30 feet. This allows the aegis to pinpoint the location of creatures that it cannot see without having to make a Perception check as long as the creature and the aegis are in contact with the ground, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to AC against attacks from creatures he cannot see. The aegis must be at least 7th level before selecting this customization.

Unlock Psionics: The astral suit is able to emit energy that resonates with psionic items, helping the aegis use them. The aegis gains a +2 bonus to Use Magic Device checks while wearing his astral suit. If the aegis has 10 ranks in Use Magic Device, this bonus increases to +4.

3-Point Customizations

The following customizations cost 3 points from the aegis's customization pool.

Blindsense: The astral suit augments the aegis's senses, giving him blindsense out to a range of 30 feet. This ability allows the aegis to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the aegis. Visibility still affects the aegis's movement and he is still denied his Dexterity bonus to AC against attacks from creatures he cannot see. The aegis must be at least 9th level before selecting this customization.

Burrow: The aegis gains a burrow speed equal to 1/2 his base speed. He can use this speed to move through dirt, clay, sand, and earth. He does not leave a hole behind, nor is his passage marked on the surface. The aegis must be at least 9th level before selecting this customization.

Diehard: When the aegis's hit point total is below 0, but he is not dead, he automatically stabilizes. He does not need to make a Constitution check each round to avoid losing additional hit points. He may choose to act as if disabled, rather than dying. He must make this decision as soon as he is reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if disabled, he immediately falls unconscious. When under this effect, the aegis is staggered. He can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some swift actions, such as manifesting a quickened power) he takes 1 point of damage after completing the act. If his negative hit points are equal to or greater than his Constitution score, he immediately dies.

Frightful Presence: The aegis makes his astral suit unsettling to his foes, gaining the frightful presence ability. The aegis can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the aegis must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the aegis's class level + the aegis's Charisma modifier. If the aegis has at least 4 more hit dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the aegis are immune to this effect. The aegis must be at least 11th level before selecting this customization.

Greater Extra Arms: The extra arms on the aegis's astral suit function at nearly the same capacity as his normal arms. Each arm can now wield or use a light or one-handed weapon, shield, or any other item that he could normally use. Alternatively, the aegis can use one or both arms when wielding a two-handed weapon, possibly allowing him to wield a pair of two-handed weapons. The circumstance bonus on Climb checks and CMD against grapple attempts increases to +3 per extra arm that is not holding anything. The aegis must be 8th level and have the extra arms and lesser extra arms customizations before selecting this customization.

Greater Harness Power Stone: As improved harness power stone, except the power is 3rd level or lower, and the effective manifester level increase is +5. The aegis must be at least 11th level and have the power stone repository customization to take this customization, and be 13th level to take this customization a second time.

Greater Shape Veil: The aegis' veilweaving abilities have transcended to a new peak. The aegis may choose a third veil from the daevic veilweaving list to have shaped while their astral suit is formed. This veil follows the same restrictions as that gained from the lesser shape veil customization. The aegis must be at least 9th level and have the lesser shape veil and improved shape veil customizations before selecting this customization.

Improved Chakra Bind: An aegis with this customization gains the Access Middle Chakra Slot[AM] feat as a bonus feat as long as his astral suit is formed. The aegis chooses which slot to apply this feat to the first time he forms his astral suit for the day and cannot select a different slot for 24 hours, regardless of whether he reforms or reconfigures his suit. The aegis must be at least 9th level and have the lesser chakra bind customization before selecting this customization.

Improved Energy Blast: When using the energy blast customization, the attack can target up to three creatures, no two of which can be more than 15 feet apart. Each creature may only be the target of one such attack each round. Each attack is rolled separately. The aegis must be at least 12th level and have the energy blast and ranged attack customizations before selecting this customization.

Quickened Attacks: When the aegis makes a full attack, he gains one additional attack at his highest attack bonus. This customization does not stack with other sources of extra attacks, such as haste. The aegis must be at least 10th level before selecting this customization.

Reach: The aegis's reach increases by 5 feet. The aegis must be at least 7th level before selecting this customization.

4-Point Customizations

The following customizations cost 4 points from the aegis's customization pool.

Blindsight: The astral suit massively augments the aegis's senses, giving him blindsight out to a range of 30 feet. The aegis can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. The aegis must possess the blindsense customization to take this customization. The aegis must be at least 11th level before selecting this customization.

Energy Immunity: The aegis gains immunity to his active energy type as long as he is wearing his astral suit. The aegis must be at least 15th level before selecting this customization.

Extra Passenger: The aegis can carry one creature of the same size or smaller as the aegis's base size (powers and effects that increase the aegis's size do not allow him to carry larger creatures, although increased size and improved increased size customizations do allow the aegis to carry larger passengers). The carried creature is treated as if it has total concealment and he gains the damage reduction of the astral suit, as well as any environmental customization options, such as that granted from the energy resistance or underwater breath customization. the creature carried using this ability remains adjacent to the aegis and moves with the aegis's move actions. A creature can be loaded and unloaded into the astral suit as a free action by the aegis, but the creature can take no actions until its next turn. The aegis must be at least 11th level before selecting this customization.

Greater Chakra Bind: An aegis with this customization gains the Access Higher Chakra Slot[AM] feat as a bonus feat as long as his astral suit is formed. The aegis chooses which slot to apply this feat to the first time he forms his astral suit for the day and cannot select a different slot for 24 hours, regardless of whether he reforms or reconfigures his suit. The aegis must be at least 15th level and have the improved chakra bind customization before selecting this customization.

Improved Evasion: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw and only

half damage if the saving throw fails. The aegis must be at least 12th level before selecting this customization.

Improved Increased Size: The astral suit grows in size and the aegis is treated as two size categories larger as if affected by an augmented expansion. The aegis must be at least 15th level and have selected the increased size customization to select this customization. This customization does not stack with the increased size customization.

Improved Stalwart: As long as the aegis is wearing the astral suit, if the aegis is subjected to an attack that normally allows a Fortitude or Will save for a reduced or partial effect, he can expend his psionic focus as an immediate action to ignore the effect if he makes a successful saving throw and suffers the reduced effect if the saving throw fails. The aegis must be at least 16th level before selecting this customization.

Superior Harness Power Stone: As improved harness power stone, except the power is 4th level or lower, and the effective manifester level increase is +7. The aegis must be at least 16th level and have the power stone repository customization to take this customization, and be 18th level to take this customization a second time.

Martial Customizations

Note: These customizations use rules available in *Path of War* by Dreamscarred Press.

The maximum levels of maneuvers and stances gained through aegis customizations is limited by those listed on Table: Archetype Maneuver Progression[PoW], although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat.

1-Point Martial Customizations

Additional Maneuvers: The aegis learns two additional maneuvers (not stances) that he meets the prerequisites for. These maneuvers must be from the Sleeping Goddess discipline or one of the two other disciplines the aegis selected when he took the Initiator's Soul customization. This customization may be selected multiple times. Each additional time it is taken, the aegis learns one maneuver from his three disciplines. For every two times the aegis takes this customization, he can ready one additional maneuver. The aegis must be at least 3rd level and have the initiator's soul customization before selecting this customization.

Special: This customization can be taken by all aegii archetypes.

Additional Stance: The aegis learns one additional stance that he meets the prerequisites for. This stance must be from the Sleeping Goddess discipline or one of the two other disciplines he selected when he took the initiator's soul customization. The aegis must be at least 4th level and have the initiator's soul customization before selecting this customization. This customization may be selected up to one additional time at 7th level and every three levels thereafter.

Special: This customization can be taken by aberrant aegii.

2-Point Martial Customizations

Initiator's Soul: The aegis gains the ability to learn and ready martial maneuvers. He learns three maneuvers and one stance when he takes this customization. The disciplines available to the aegis are Sleeping Goddess and two other disciplines of his choice. If one of his selected disciplines' associated skills is not on his class skill list, he gains it as a class skill. The aegis' initiation modifier is Intelligence, and each aegis level is counted as a full initiator level. In addition, the aegis gains Knowledge (martial) as a class skill.

Once the aegis knows a maneuver, he must ready it before he can use it (see below). A maneuver usable by aegii is considered an extraordinary ability unless otherwise noted in it or its discipline's description. An aegis' maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The aegis can ready all three of his maneuvers known, but if he gains additional aegis maneuvers, he must choose which maneuvers to ready. An aegis must always ready his maximum number of maneuvers readied. He readies his maneuvers by tinkering with his astral suit for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The aegis does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes adjusting his suit, he can change his readied maneuvers.

An aegis begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the aegis to recover maneuvers, he must realign himself to his astral suit a full-round action. When he does so, he recovers a number of maneuvers equal to his aegis initiation modifier (minimum 2) and can exchange up to 1 point of customizations per four class levels (minimum 1) for new customizations. These new customizations last for one minute, at which point they return to their prior state. Alternately, the aegis may take a moment to focus, recovering a single maneuver as a standard action.

Special: This customization can be taken by aberrant aegii.

Table 4–8: Aethernaut Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Aethernaut's device, *detect magic*, occult navigator, planar voyager, precision
2nd	+2	+3	+3	+0	Magic item skill, 1st mastered plane, planar precision
3rd	+3	+3	+3	+1	Discovery, rift edge (faint)
4th	+4	+4	+4	+1	Jury-rig item, rift ward (faint)
5th	+5	+4	+4	+1	Device power, 2nd mastered plane, rapid rebuild
6th	+6/+1	+5	+5	+2	Discovery, improved jury-rig item
7th	+7/+2	+5	+5	+2	Planar stride, rift edge (moderate)
8th	+8/+3	+6	+6	+2	3rd mastered plane, rift ward (moderate)
9th	+9/+4	+6	+6	+3	Discovery, rift step 1/day (dimension door)
10th	+10/+5	+7	+7	+3	Device power, stalwart, planar guide
11th	+11/+6/+1	+7	+7	+3	4th mastered plane, rift edge (strong)
12th	+12/+7/+2	+8	+8	+4	Discovery, greater discovery, rift step 2/day (planar excursion)
13th	+13/+8/+3	+8	+8	+4	Rapid rebuild (1 hour, 1/3 wealth by level), rift ward (strong)
14th	+14/+9/+4	+9	+9	+4	5th mastered plane, rift edge (two of different strengths)
15th	+15/+10/+5	+9	+9	+5	Discovery, rift step 3/day
16th	+16/+11/+6/+1	+10	+10	+5	Device power, rift ward (two of different strengths)
17th	+17/+12/+7/+2	+10	+10	+5	6th mastered plane, improved stalwart
18th	+18/+13/+8/+3	+11	+11	+6	Discovery, rift step 4/day (precise shift)
19th	+19/+14/+9/+4	+11	+11	+6	Rapid rebuild (full-round action), rift edge (two of the same strength), rift ward (three)
20th	+20/+15/+10/+5	+12	+12	+6	Device power, 7th mastered plane

Aethernaut

Travel enough planes of existence, and you can learn to read the ripples in reality that precede some events. Knowing what's coming gives you the chance to influence what comes next, so long as you're prepared. Aethernauts are explorers, planar travelers, and meddlers with magic items. These warriors glimpse the future and unleash unpredictable primordial forces from planar essence or from carried magic items. They rip reality with their weapons, harness planar phenomena, and navigate ley lines. All aethernauts are natural survivors in strange universes, skilled handlers of magic items, and experts on the planes.

Many aethernauts are famous guides, cartographers, or daring pilots. Others are influential engineers or researchers in between harrowing outings to dangerous places linked to other planes of existence or in other dimensions entirely. Most are handy with vehicles, although they tend to prefer in times of danger to fight enemies up close and personal.

To facilitate their voyages into the Astral, Ethereal, and stranger dimensions, aethernauts build and maintain elaborate magical devices. These devices respond to and channel the cosmic vibrations of the planes of existence. All eventually help the aethernaut transfer himself from one plane to another, but they can also detect and impede threats. They do this faster than seems possible, often operating on the principles of chaos magic or chronomancy. All also feature other means to help the aethernaut when trouble is detected, although the cosmic forces they channel can be hard to control.

Role: Aethernauts excel at keeping themselves and their allies alive in the face of powerful planar hazards and magical attacks. They can slip past barriers with relative impunity and unlock the secrets of even the most stubborn magic items. With the aid of magical phenomena unleashed from magic items or the planes of existence themselves, these warriors always have a trick up their sleeve to get the edge in hand-to-hand combat.

Alignment: Any.

Hit Dice: d10.

Starting Wealth: 5d6 x 10 (average 175 gp)

Class Skills

The aethernaut's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int),

Infinite challenges require infinite adaptation!

Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the aethernaut.

Weapon and Armor Proficiencies: An aethernaut is proficient with all simple and martial weapons and with light armor, medium armor, and shields. If the aethernaut has an armor or weapon device, he is proficient with it.

Aethernaut's Device: An aethernaut builds and maintains a unique device combining magical, alchemical, and mundane engineering into a unique whole that only he can operate. The aethernaut begins play with a nonmagical, masterwork version of his chosen device at no cost, but it must have a market value of 400 gp or less. It must fall into one of the device categories below. A hand-held device (such as a rod or weapon) must be wielded for the aethernaut to use an ability that requires it; a slotted device must be worn and occupies that item slot.

An aethernaut can add additional abilities to his device as if he had the required item creation feats, if he has the prerequisite level; he treats his aethernaut levels as spellcaster levels for this purpose. He need not meet any spell or psionic power requirements of the item as long as he can use rift edges or rift wards of the same aura type and strength as the item. If he accidentally curses his device while crafting, he can remove the curse with *remove curse*. The aethernaut can improve a slotted magic item device to function as any item of the same slot regardless of material.

An aethernaut can restore a broken or damaged device to full hit points with 1 hour of work and materials that can be found in any material component pouch or alchemist's lab. If the device is extremely large, some trivially expensive but bulky materials might also be required, at the GM's discretion. The aethernaut can replace a destroyed device after 1 week in a special ritual that costs 200 gp per aethernaut level (plus the cost of the replacement item, which must be masterwork). The ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enhancements of the lost device. An aethernaut can willingly replace a device by dismantling it; the dismantled item's cost to create can be reused toward the cost to create the new device or to improve its abilities after the ritual.

At 5th level, 10th level, 16th level, and 20th level, the aethernaut gains a device power according to the type of device he chose.

***Detect Magic* (Sp)**: An aethernaut can use *detect magic* as a spell-like ability at will, using his aethernaut level as his caster level.

Precision (Su): An aethernaut can use his device to control the effects of his actions more precisely a number of times per day equal to 1/2 his aethernaut level + his Intelligence modifier (minimum 1). Whenever the aethernaut rolls any dice, he can use an immediate action to roll again before the effects are applied. If he does, he must use the new result even if it is worse than the old result. You can't use precision to modify a die roll if you already rolled twice and took the better result or rerolled it.

Because the aethernaut constantly tinkers with the device and it can do countless minor things, this ability often looks different every time it is used. For example, when the aethernaut rerolls an attack roll, it might be because his device weapon fires a jet of plasma to correct its course or because his armor device moves his arm for him. When he rerolls a saving throw, his amulet device might have warned him to ready himself by responding to occult energy readings picked up from the immediate future or by releasing a bit of aetheric gas that fortifies his faculties for a moment.

Occult Navigator (Su): An aethernaut can sense the psychic resonance of ley lines, planar portals, and certain objects. He can use the dowsing occult skill unlock for Survival and the psychometry occult skill unlock for Appraise (as long as he has ranks in those skills). (The Survival check DC is 30 to locate the nearest ley line or planar portal within 400 feet + 40 feet per rank of Survival the aethernaut has).

In addition, the aethernaut can attune a magic item to a ley line (see the **Running an Occult Game** chapter in *Pathfinder Roleplaying Game*: *Occult Adventures*). This takes 10 minutes of work per 2 caster levels of the ley line and a successful Spellcraft or Use Magic Device check against DC 20 + ley line's caster level. When he does so, the item gains the ley line's bonus to its caster level (+1 plus an additional 1 per 5 caster levels) while within 100 feet of the ley line and the item's wielder or wearer can access any special properties of the ley line.

Planar Voyager (Ex): An aethernaut gains a +2 bonus on Knowledge (planes), Survival, and driving checks. He can use Survival to track creatures via traces they leave in the substance of reality itself. Tracking movement without a surface (such as flight or swimming) has a base DC of 25. An aethernaut can make all driving checks untrained. In areas like the Plane of Air with subjective directional gravity, an aethernaut piloting a vehicle can control the gravity direction for the vehicle and all occupants and propulsion creatures (such as horses).

Magic Item Skill (Ex): At 2nd level, an aethernaut relies on natural cunning to get the most out of magic items. He gains a bonus on Use Magic Device checks equal to half his aethernaut level.

Mastered Plane: At 2nd level, the aethernaut learns to harness the energies of one plane of existence chosen from the listed on page 401. He can roll twice and take the better result on weapon damage rolls against natives of that plane and extraplanar visitors on that plane. In addition, the plane grants him another use for precision and one other benefit that varies from plane to plane. Starting at 3rd level, the chosen plane also determines what effects can result when the aethernaut uses his rift edge and rift ward abilities with the unleash magic item or jury-rig magic item abilities. An aethernaut's mastered plane benefit also applies to a vehicle and any creature on or attached to it as long as he pilots it.

The aethernaut can choose another mastered plane at 5th level and every three levels thereafter.

Planar Precision (Su): At 2nd level, an aethernaut can use his precision ability in new ways according to the current plane of existence he occupies. See the list of planes listed below.

Discovery: At 3rd level and every third level thereafter, an aethernaut gains the discovery of his choice from the following list. If a discovery allows a saving throw, the DC is 10 + 1/2 aethernaut level + aethernaut's Intelligence modifier. Unless stated otherwise, an aethernaut can't choose the same discovery more than once.

Aegis Customization (Su): You gain the ability to customize your armor using aegis astral suit customizations (see page 387). You have a pool of 2 customization points to spend this way, adding your aethernaut levels to your aegis levels. You can choose this discovery twice if you have the armor device.

Bonus Feat: You gain a bonus feat you qualify for from the following list: Athletic, aspect feats, any conduit[PA], Covenant Supplicant[CME], Dimensional Agility[UC], Equipment Trick, Endurance, any item mastery feat, Nimble Moves, node feats, Self-Sufficient, Siege Engineer[UC], Signature Skill[PU] (Use Magic Device), Skill Focus (Knowledge [engineering or planes] or Use Magic Device), or Skilled Driver[UC], or any feat that has a feat on this list as a prerequisite. The GM is encouraged to add equipment- or plane-related feats from other sources to this list.

Cantor Hymn Verse (Su): You gain a cantor[ACS] verse from a hymn matching any of your mastered planes. You add your aethernaut level to your cantor level for the purpose of this verse. You can affect any given target no more than once per day with the verse. The aethernaut can choose this discovery multiple times, choosing a different hymn each time.

Deflection Field (Su): Your device deflects attacks from approaching you. You gain a +1 deflection bonus to AC as long as you wear your device, or +2 if you are at least 10th

level. Your device must occupy a magic item slot to select this discovery. You can gain this discovery a second time; when you do, the bonus increases to one-quarter your level.

Gauntlet Mastery (Su): When you wear armor with gauntlets, your armor's enhancement bonus to AC also applies as a weapon enhancement bonus to your gauntlets. Your gauntlets' base damage is equal to the unarmed strike of a monk of your aethernaut level – 4.

Illuminatus Attainment (Su): You gain an illuminatus attainment (*Legendary Classes*: *Illuminatus, the Chaos Mage*). You add your aethernaut level -5 to your illuminatus level for this purpose. You must have your device to use the attainment. You must be at least 6th level to choose this discovery.

Improved Uncanny Dodge (Ex): You have improved uncanny dodge as the barbarian ability as long as you have your device. You add your aethernaut levels to your barbarian levels for this purpose. You must have uncanny dodge to select this discovery. You must be 6th level to select this discovery.

Item Inventor: You gain Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, or Forge Ring as a bonus feat. You treat your aethernaut levels as spellcaster levels for the purpose of this feat. You need not provide spell or psionic power construction requirements when creating an item whose aura matches one of your mastered planes with this feat.

Lasting Edge (Su): As part of a full-round action you can apply the effects of a rift edge you know to each attack you make this round (rolling effects as normal). This rift edge or edges (starting at 14th level) must be one table lower than the highest level the aethernaut is capable of. You must be at least 9th level to choose this discovery.

Nexus Veil (Su): You gain the ability to shape a single veil from the nexus list (see page 426). You add your aethernaut level to your veilweaver level and use Intelligence as your veilweaving ability score. You can change the veil chosen whenever you rest for 8 hours. You gain 1 point of essence, or 2 if you are at least 10th level. You may select akashic feats with the bonus feat discovery.

Occult Spell Item: You can use your device to channel occult energy into a spell with a command word as a standard action. You choose any spell from the occultist[OA] spell list of a spell level no higher than one-quarter your aethernaut level. It must not have a material or focus component costing more than 1 gp and its casting time must be 1 standard action. You can cast the chosen spell three times per day from your device at caster level equal to your aethernaut level. Your device's aura matches that spell in addition to any aura it has as a magic item. You can change the chosen spell when you replace or rebuild your device.

Pocket Dimension (Su): You create a personal extradimensional space that you can access by opening any pocket carried on your person. The pocket dimension can hold up to 10 pounds per aethernaut level with a total volume of up to 1 cubic foot per aethernaut level. You can retrieve any item from within or put a carried item inside as a move action.

Rift Spell (Ex): As a standard action, you can jury-rig a magic item that produces a spell so that its effect is modified the next time within 24 hours that it would produce a spell of a spell level no higher than half your level. Instead of producing its normal effect, the user rolls 1d8 on the wonder table (*Legendary Classes*: *Illuminatus, the Chaos Mage*) matching the original spell's school and spell level. A result of 1 to 6 produces the indicated spell. A result of 7 indicates the original spell takes effect normally. A result of 8 indicates the user picks any of the above 7 options. Once you have jury-rigged an item, you can't jury-rig it again for 1 day. You can modify a magic trap this way with the Use Magic Device skill (DC equals the trap's Disable Device DC).

Slice Space (Su): You can deliver an attack that slices through reality to reach farther than normally possible. For one attack each round, you can treat the target as a number of feet closer equal to your aethernaut level (rounded down to the nearest 5 feet). This attack ignores cover but not concealment. You must be at least 6th level to select this discovery.

Steam Cloud (Ex): As a swift action, you can use your device to produce a 5-foot-radius plume of steam centered on yourself. The steam grants all creatures in the area partial concealment for 1 round or until it is dispersed by strong or stronger winds.

Threaten Precision (Su): You can use your precision ability to affect the rolls of any creature you threaten. Your device must be a weapon, ring, or worn item in the wrist or hands slot to select this discovery.

Uncanny Dodge (Ex): Thanks to warnings from sensors in your device, you have improved uncanny dodge as the barbarian ability as long as you have it.

Wild Talent (Su): You can use your device to guide any element for which you have mastered a plane of existence. You gain a kineticist[OA] wild talent for any element matching that plane's aura, provided you meet its prerequisites. Instead of taking burn to use this wild talent, you can expend a use of precision for every 2 points of burn it would normally cost above 1 (free talents remain free). You add your aethernaut level to your kineticist level for the purpose of this wild talent and use your Intelligence modifier in place of your Constitution modifier for its purposes. You can choose this discovery multiple times, choosing from a different element each time.

Rift Edge (Su): At 3rd level, an aethernaut gains the ability to create a planar rift around any weapon he wields as a standard action by making an attack with the weapon. The rift must match one of his mastered planes. Unless the aethernaut chooses the plane he is currently on, he must expend a use of precision (or use the power of

a magic item via the jury-rig item ability described below) to use rift edge. The attack deals damage normally and adds an effect determined randomly by rolling 1d4 on the faint rift edge table for the chosen plane listed below. A result of 4 indicates that the aethernaut can choose the effect. If the aethernaut confirms a critical hit with a rift edge that deals damage, the edge's damage is doubled (regardless of the weapon's critical multiplier).

Unless noted otherwise, a rift edge lasts for 1 round. If it resembles a spell, use the aethernaut's level as the caster level. If it allows a saving throw, the save DC is 10 + 1/2 aethernaut level + aethernaut's Intelligence modifier. A rift edge must target the creature struck by the aethernaut's attack or include that target (if it affects multiple targets or an area).

At 7th level, he can choose to roll on the moderate rift edge table.

At 11th level, he can roll on the strong rift edge table.

At 14th level, he can roll on two different tables of his choice for the same plane.

At 19th level, he can roll twice on the same table and get both effects.

Jury-Rig Item (Su): At 4th level, an aethernaut can coax unexpected effects from a magic item if its aura matches one of his mastered planes. He can use a rift edge for that plane without spending a use of precision if the item is worn or wielded as appropriate for its normal use and it doesn't have a limited number of uses (items like staves with uses that can be replenished work). Once the aethernaut has jury-rigged an item, he can't do so with that item again for one day.

Rift Ward (Su): At 4th level, an aethernaut can adjust the resonance of his device to excite the energy of a plane of existence. He can produce the faint ward for his current plane or for any plane he has mastered (see page 401) as a swift action. It lasts until he changes it as a swift action. Unless noted otherwise, a targeted rift ward targets only the aethernaut and an area rift ward is centered on the aethernaut.

At 8th level, the aethernaut can produce a moderate ward.

At 13th level, the aethernaut can produce a strong ward.

At 16th level, the aethernaut can produce a weak ward combined with another ward from the same plane.

At 19th level, the aethernaut can produce all three wards from the chosen plane.

Rapid Rebuild (Ex): At 5th level, the aethernaut can rebuild his device once per day with 8 hours of work. This can change the device to be any item of the same device category (and item slot, if it has one) and equal or lower market price as the device, to a maximum of one-quarter the wealth by level[CRB] for a character of his aethernaut level. He must succeed at the Craft or Spellcraft check to create the new item; if he fails, the device is not modified.

At 13th level, using this ability takes only 1 hour and the maximum value is one-third the wealth by level for a character of the aethernaut's level.

At 19th level, the aethernaut can use this ability as a full-round action once per day.

Improved Jury-Rig Item (Su): At 6th level, the aethernaut can jury-rig a magic item for 10 minutes per level as a full-round action by spending a use of precision. He can choose to grant it a rift edge or a rift ward, depending on what sort of item it is. Any character who knows a command word chosen by the aethernaut can use this item. (The aethernaut can still use any ability he grants).

To give it the rift edge ability, the item must be one normally wielded in hand. The aethernaut rolls for his rift edge ability on a mastered plane matching the item's aura (with a maximum strength according to the item's aura) and the item gains the ability to create the rift edge with that effect once on command. Once used, the jury-rig effect ends. The rift edge can be delivered with another weapon.

Finally, if the item occupies a magic item slot or is a vehicle (or part of a vehicle), it can be imbued with a rift ward matching an appropriate plane he has mastered; when he does so, he chooses among that plane's rift ward options as normal (to a maximum of the item's aura strength). The item's wearer (if a slotted item) or the vehicle (if a vehicle or attached to one) gains that rift ward constantly, but can turn it on or off with a command word. A rift ward on a vehicle also applies to any creatures on it, in it, or propelling it. A character that already has two or more rift wards gains no benefit from an item jury-rigged to grant a rift ward.

Planar Stride (Ex): At 7th level, an aethernaut is unimpaired and unharmed by natural difficult terrain and the planar traits of his current plane of existence. For example, this protects him from the normal heat of the Plane of Fire but not hot areas on other planes. It prevents his light spells from being impeded on the Shadow Plane and prevents him from suffocating on the Plane of Earth or Plane of Water, but not elsewhere. It does not protect him from the vacuum of space.

Rift Step (Su): At 9th level, an aethernaut can use his device to find gaps in reality to slip between spaces in seemingly impossible ways once per day as a standard action. At 12th level and every three levels thereafter, he can use this ability an additional time per day.

Dimension Door (Sp): The aethernaut casts *dimension door*, treating his aethernaut level as his caster level. He can bring along one vehicle as if it were part of its pilot's body (effectively increasing the pilot's size to match the vehicle).

Planar Excursion (Sp): At 12th level, the aethernaut can use rift step to cast *plane shift*, *shadow walk*, or *ethereal jaunt*. He can bring along one vehicle as if it were part of its pilot's body.

Precise Shift (Sp): At 18th level, the distance the aethernaut arrives off-target with *plane shift* or *shadow walk* is reduced by nine tenths. He can also use *etherealness* as a rift step.

Planar Guide (Su): At 10th level, the aethernaut's planar stride ability protects all allies within 30 feet and any vehicle he pilots (as well as any creatures in, on, or propelling such a vehicle).

Stalwart (Ex): At 10th level, an aethernaut can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability does not function while the aethernaut is helpless or wearing heavy armor.

Greater Discovery (Ex): At 12th level, when the aethernaut gains a new discovery, he can choose from the following list.

Blinking Contraption (Sp): As a standard action that doesn't provoke attacks of opportunity, you can rig your device to randomly shunt you between planes of existence as the spell *blink* for 1 round per level each day. (You can normally use precision to affect the miss chance of attacks against you but not your own attacks.) You can end the duration early as a swift action to save any remaining whole rounds for later.

Dual Rift Ward: You can have rift wards from two planes active at once, but both function as if your aethernaut level were 5 lower than it is (which limits which wards you can choose from for each plane).

Extended Rift Edge: When you inflict a rift edge with a limited duration on a target, it lasts twice as long.

Planar Discovery: You gain an additional mastered plane.

Rift Fork (Su): When you hit with a rift edge, you can make a ranged touch attack against another target within 30 feet. If you hit, apply the same rift edge to the new target.

Shred Space (Su): You can apply slice space to a number of attacks each round equal to one-quarter your aethernaut level. You must have the slice space discovery to select this discovery.

Thinking Machine: You discover how to impart your device with intelligence (see Intelligent Magic Items in the *Pathfinder Roleplaing Game Core Rulebook*). It gains Ego 4 + modifier for its base magic item value, Intelligence 14, Wisdom 10, Charisma 10, 5 ranks in Knowledge (planes) (total modifier +7), 5 ranks in one other skill, darkvision 60 feet, and the ability to speak Common. The device can't activate its own aethernaut device powers or magic item powers unless you use a swift action to grant it that ability for 1 round. When activating its own device powers, but it uses its own ability scores and your aethernaut level -5. When activating its own magic item powers, its caster level is reduced by 5 and any save DC is reduced by 2.

Improved Stalwart (Ex): At 17th level, when the aethernaut fails at a Will or Fortitude saving throw for a partial effect, he nonetheless suffers only the partial effect. This ability does not function while the aethernaut is helpless or wearing heavy armor.

Aethernaut Devices

An aethernaut chooses one of the following devices at 1st level. The choice can't be changed. The following are the most well-established of aethernaut devices, but others are known.

Armor Device

You augment armor with springs, dynamos, and plating to protect you from the strange energies of distant planes.

Device Powers: You gain either proficiency with heavy armor or the armor customization discovery even if you don't meet the prerequisites. Once you make this choice, it can't be changed. If you choose heavy armor, at 11th level you can use stalwart only for Will saving throws while wearing heavy armor and at 17th level you can use stalwart normally in heavy armor.

Armor Boost (Su): At 5th level, you can boost the power of your armor as a move action. If you do, its enhancement bonus increases by +1. This enhancement bonus is added to the armor's, to a maximum of +5. You can also imbue the armor with any one armor special ability with an equivalent enhancement bonus of +1 instead of this bonus. The armor must have an enhancement bonus of at least +1 (from the item itself or from armor boost) to gain an armor special ability. This boost lasts for 1 minute per level each day, but can be dismissed as a swift action to save any remaining whole minutes for later.

Armor Conversion (Su): At 10th level, when you use armor boost, you can also subtract any number of points from the armor's innate enhancement bonus for the duration of the armor boost in order to add more or more potent armor special abilities; you must leave the armor with at least a +1 bonus. You can add one or two armor special abilities that are in total equivalent to the number you subtracted + 1 (this benefit is instead of increasing the armor's enhancement bonus). You can add an armor special ability worth up to 7,000 gp as if it were equivalent to a +1 bonus, one up to 16,000 gp as if it were equivalent to a +2 bonus, one up to 27,000 gp as if it were equivalent to a +3 bonus, 40,000 gp as if it were equivalent to a +4 bonus, and up to 55,000 gp as if it were equivalent to a +5 bonus.

Energy Conduction (Su): At 15th level, your armor can channel dangerous energy in combat. Whenever you reduce or negate acid, cold, electricity, fire, force, or sonic damage with a successful saving throw, energy resistance, or immunity, you can make a melee or ranged touch

attack against a target within 30 feet as an immediate action. If you hit, the damage you avoided is dealt to that creature.

Perfect Armor (Su): At 20th level, your boost can raise your armor's enhancement bonus to a maximum of +6. While your armor's enhancement bonus is at least +6, it also grants you damage reduction 5/epic.

Rod Device

You use a rod to detect and channel cosmic energy along its length. Your rod can be used as a mace or quarterstaff or be embedded into the haft of a polearm.

Device Powers: Your rod device helps you read the vibrations around you. You gain the threaten precision discovery. If improve your rod to function as a metamagic rod, you can apply its effects to spells you cast from items.

Rhabdomancy (Sp): At 5th level, you can use your rod to cast *locate object* or *locate creature* with a duration of 1 round per aethernaut level each day with a command word; if you dismiss the effect as a swift action, any remaining whole rounds are saved for later. You can spend 5 of these rounds concentrating as a standard action on a future action instead of a creature or object to cast *augury*.

Extended Rhabdomancy: At 10th level, your rhabdomancy power has duration 1 minute per level (partial minutes are wasted) and you can spend 10 minutes of rhabdomancy to cast *divination*. In addition, you can use precision on a creature you are locating with rhabdomancy, and know instinctively what roll is being made in time to influence it (but not why).

Far Influence: At 15th level, your precision range increases to 30 feet, your rhabdomancy's range is 1 mile, and you can spend 15 minutes of rhabdomancy to cast *prognostication*[UI].

Vast Influence: At 20th level, your precision range increases to 60 feet, your rhabdomancy's range is 20 miles, and you can spend 20 minutes of rhabdomancy to cast *true prognostication*[UI].

Weapon Device

A weapon device generally incorporates exotic crystals tuned to vibrate according to nearby planar energies and to pierce planar boundaries.

Device Powers: You are automatically proficient with your weapon device. If you were already proficient with it, you gain the threaten precision discovery.

Weapon Boost (Su): At 5th level, you can give your device weapon a +1 enhancement bonus as a standard action. This enhancement bonus is added to the weapon's, to a maximum of +5. You can also imbue the weapon with any one weapon special ability with a +1 equivalent enhancement bonus. The item must have an enhancement bonus of at least +1 to gain a weapon special ability. This boost lasts for 1 minute per level each day, but can be dismissed as a swift action to save any remaining whole minutes for later.

Enhancement Conversion (Su): At 10th level, when you activate your weapon boost, you can subtract any number of points of the weapon's innate enhancement bonus for the duration of the weapon boost in order to add that amount to the number of points you can convert into a weapon special ability. You must leave the weapon with at least a +1 bonus.

Greater Weapon Focus: Also at 10th level, you gain Greater Weapon Focus with your weapon device as a bonus feat even if you don't meet the prerequisites.

Parallel Weapon Boost (Su): At 15th level, you can divide up the total you subtracted from your weapon boost and the weapon's innate enhancement to add two different weapon special abilities that add up to that total.

Perfect Weapon (Su): At 20th level, the maximum enhancement bonus your weapon boost can result in becomes +6. While your weapon's enhancement bonus is at least +6, it bypasses all damage reduction.

Worn Device

Worn devices help detect and utilize planar energy more precisely than other devices. A worn device can be any item normally worn when in use. When improved, a worn device can become magic armor, a magic shield, a slotted wondrous item, or a ring, as appropriate for its form. You must replace the device to change which slot it occupies.

Device Powers: Your worn device allows you to use your sense of touch to pick up subtle interdimensional vibrations and manipulate the planar energy around your body more easily. You can use precision once per round on your turn as a free action.

Item Boost (Su): At 5th level, you can boost the power of your wondrous device as a standard action. If you do, any bonus it grants increases by 1, up to the maximum for that type of item. If the item grants more than one bonus, choose one. If the item doesn't grant a bonus, you gain one of the following: +2 enhancement bonus to one ability score, +1 natural armor bonus to AC, or +1 resistance bonus on saving throws. This ability lasts for 1 minute per level each day, but can be dismissed as a swift action to save any remaining whole minutes for later.

Extra Rift Ward (Su): At 10th level, you can activate a rift ward in addition to any you already have active as part of activating your item boost. It must be for a different plane than any you already have active. It lasts until your item boost ends. This rift ward functions as if your aethernaut level was 5 lower (which limits which kinds of rift wards you can choose from).

Improved Item Boost: At 15th level, your item boost increases the bonus granted by 2 (instead of 1) and lasts for 1 hour per level each day (partial hours are wasted).

Superior Item Boost (Su): At 20th level, your item boost can exceed the item's maximum bonus. While your item boost is active, your extra rift ward functions at your full aethernaut level.

Aethernaut Planar Masteries

The following are the most well-known planes mastered by aethernauts, but infinitely many are speculated to exist.

Air

Aura evocation or any that manipulates air or electricity

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the ranged attacks of any creature he can see or hear within 60 feet.

Rift Edges: Air phenomena blast with chilling or scorching winds and crackle with electricity.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	5 points of electricity damage
2	trip combat maneuver with bonus equal to aethernaut level
3	deafened
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	15 points of electricity damage
2	treats all foes as having concealment
3	*gust of wind*
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	45 points of electricity damage
2	*air geyser*[ACG]
3	*shout* (20-foot cone)

Rift Wards

- *Faint Rift Ward*: resist acid 10 (20 at 9th level or 30 at 15th level)
- *Moderate Rift Ward*: *entropic shield* and *air bubble*[APG]
- *Strong Rift Ward*: Any creature that attacks you in melee takes 1d6 + your aethernaut level points of electricity damage

Mastery Benefit: You also gain resist electricity 10 (20 at 9th level, 30 at 15th level).

Astral

Aura divination or any that teleports

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the skill check of any creature you can see within 60 feet.

Rift Edges: Astral phenomena are accompanied with vivid thoughts and unfamiliar memories.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of mind-affecting damage
2	staggered (Will negates)
3	extend the duration of an ongoing effect by half its remaining duration (minimum 1 round)
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of mind-affecting damage
2	*hostile levitation*[UC]
3	*temporal stasis* for 1 round
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of mind-affecting damage
2	*confusion* on target only
3	*jester's jaunt*[APG]

Rift Wards:

- *Faint Rift Ward*: +1/2 level resistance bonus on saving throws against divinations, time manipulation, and emotion[UM] effects
- *Moderate Rift Ward*: You gain a fly speed of 30 feet (average maneuverability)
- *Strong Rift Ward*: You can can cast *dimension door* as a spell-like ability to travel up to 60 feet at will

Mastery Benefit: You also gain a +10 feet enhancement bonus to all speeds.

Chaotic

Aura evocation or chaotic

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the ranged attack roll of any creature you can hear within 60 feet. If you cause an attack to miss this way, apply the new attack roll against another random target within range.

Rift Edges: Chaotic phenomena are roiling, unformed proto-matter.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of anarchic damage (none to chaotic creatures, double to lawful creatures)
2	the next attack roll against the target is rolled twice, taking the higher result, and counts as chaotic for DR and regeneration
3	*ill omen*[APG]
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of anarchic damage (none to chaotic creatures, double to lawful creatures)
2	target rolls twice for damage and takes the lower result
3	*twisted space*[UC]
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of anarchic damage (none to chaotic creatures, double to lawful creatures)
2	*confusion* on target only
3	whenever the target rolls d20, it rolls twice and takes the lower result

Rift Wards:

- *Faint Rift Ward*: *protection from law*; if you have *magic circle against law*, its radius is 20 feet
- *Moderate Rift Ward*: the first time you make a saving throw each round, you roll twice and take the better result
- *Strong Rift Ward*: *magic circle against law*

Mastery Benefit: In addition to accessing the above outside this plane, for the purpose of bypassing damage reduction, your manufactured and natural weapons count as lawful or one special material appropriate for harming natives of the plane (your choice when you master this plane).

Dream

Aura illusion

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Will saving throws of any creature you can see or hear within 30 feet and their Bluff, Disguise, Perception, and Sense Motive checks.

Rift Edges: Dream phenomena seem different to different observers simultaneously.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of mind-affecting damage
2	fatigued 1 hour (Will negates)
3	shaken (Will negates)
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of mind-affecting damage
2	*touch of idiocy*
3	*oneiric horror*[OA]
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of mind-affecting damage
2	*phantasmal affliction*[UI]
3	exhausted 1 hour (Will save to be fatigued instead)

Rift Wards:

- *Faint Rift Ward*: *Disguise self* (*veil* at 8th level)
- *Moderate Rift Ward*: *Chameleon stride*[APG]
- *Strong Rift Ward*: *Mirror image*

Mastery Benefit: You also gain darkvision 30 feet or your existing darkvision extends 30 feet farther. At 12th level, the range increases by 30 feet.

Earth

Aura transmutation or any that manipulates acid or earth

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the melee attacks of any creature you can hear or touch within 60 feet.

Rift Edges: Earth phenomena are slurries of acidic mud and tumbling stone.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	5 points of acid damage
2	bull rush combat maneuver with bonus equal to aethernaut level
3	*expeditious excavation*[APG]
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	15 points of acid damage
2	10 points of acid damage immediately and 1 round later
3	*soften earth and stone* in target's space and adjacent squares only
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	45 points of acid damage
2	*calcific touch*[APG]
3	*earth tremor*[UW]

Rift Wards:

- *Faint Rift Ward*: resist electricity 10 (20 at 9th level or 30 at 15th level)
- *Moderate Rift Ward*: DR 1/adamantine (3 at 12th level or 5 at 18th level)
- *Strong Rift Ward*: tremorsense 15 feet (30 feet at 15th)

Mastery Benefit: You also gain a burrow speed of 5 feet (10 feet at 9th level, 20 feet at 15th level).

Ether

Aura conjuration

Planar Precision: If you have mastered this plane or are on it, you can use precision to affect percentile dice for any target anywhere you are aware of within 60 feet. If you are aware of a creature but do not know its location, you can spend a use of precision to learn its location if it is within 60 feet.

Rift Edges: Ethereal phenomena are mostly rooted in aether, the raw proto-matter that suffuses the Ethereal Plane.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of force damage
2	lose Dexterity bonus to AC
3	*obscuring mist* in target's space and adjacent squares only
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of force damage
2	4 points of force damage and push target 5 feet per 2 aethernaut levels (Fortitude negates push)
3	*ectoplasmic snare*[OA]
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of force damage
2	*condensed ether*[OA] in target's space and adjacent squares only
3	*etheric shards*[OA] in target's space and adjacent squares only

Rift Wards:

- *Faint Rift Ward*: +1/4 level deflection bonus to AC
- *Moderate Rift Ward*: *See invisibility*
- *Strong Rift Ward*: *Haste*

Mastery Benefit: You also gain Blind-Fight as a bonus feat. If you already have Blind-Fight, you instead gain Improved Blind-Fight even if you don't meet the prerequisites.

Evil

Aura enchantment, evil, or any that you know to be cursed

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Fortitude or Will saving throw of any enemy you can see within 40 feet.

Rift Edges: Evil phenomena seem to manifest in ways that cause the maximum amount of suffering.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of unholy damage (none to evil creatures, double to good creatures)
2	the next damage roll against the target is rolled twice, taking the higher result, and counts as evil for DR and regeneration
3	*paranoia*[OA] for 1 round
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of unholy damage (none to evil creatures, double to good creatures)
2	*murderous command*[UM] and deafened (Fortitude negates)
3	nauseated with pain (Fortitude negates)
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of unholy damage (none to evil creatures, double to good creatures)
2	*disfiguring touch*[UM]
3	*pain strike*[APG]

Rift Wards:

- *Faint Rift Ward*: *protection from good*; if you have *magic circle against good*, its radius is 20 feet
- *Moderate Rift Ward*: Any creature that attacks you in melee becomes sickened with pain for 1 round.
- *Strong Rift Ward*: *magic circle against good*

Mastery Benefit: In addition to accessing the above outside this plane, for the purpose of bypassing damage reduction, your manufactured and natural weapons count as good or one special material appropriate for harming natives of the plane (your choice when you master this plane).

Fey

Aura abjuration

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the skill check of any creature you can see or hear within 40 feet.

Rift Edges: Faerie phenomena evoke the resplendent life and whimsical magic of the fey realms.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	5 points of piercing damage
2	*entangle* in target's space only
3	*faerie fire* and dazzled
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	15 points of piercing damage
2	fatigued for 1 hour
3	*sickening entanglement*[ACG]
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	45 points of piercing damage
2	*synesthesia*[OA]
3	*thorny entanglement*[ACG] in target's space only

Rift Wards:

- *Faint Rift Ward*: +1/2 level resistance bonus on saving throws against mind-affecting effects and negative energy
- *Moderate Rift Ward*: Fast healing 5 (to a maximum of half; 10 at 18th level)
- *Strong Rift Ward*: Spell resistance 5 + level; this interferes with allies' spells, but not your own. If you already have equal or higher spell resistance, instead increase it by 2

Mastery Benefit: You also gain spell resistance 5 + aethernaut level against unwanted spells.

Fire

Aura evocation or any that manipulates fire

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Reflex saving throws of any creature you can see or hear within 60 feet.

Rift Edges: Fire phenomena have to do with endless heat.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	5 points of fire damage
2	catch on fire (1d6 a turn)
3	fascinated and dazzled
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	15 points of fire damage
2	catch on fire (3d6 a turn)
3	smoke mode of *pyrotechnics* (target's space doesn't require a source)
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	45 points of fire damage
2	catch on fire (7d6 a turn)
3	*firefall*[APG] (target's space doesn't require a source)

Rift Wards:

- *Faint Rift Ward*: resist cold 10 (20 at 9th level or 30 at 15th level)
- *Moderate Rift Ward*: a veil of smoke functions as *blur* for you
- *Strong Rift Ward*: any creature that attacks you in melee takes 1d6 + your aethernaut level points of fire damage

Mastery Benefit: You also gain fire resistance 10. At 9th level and 15th level, the resistance increases by 10.

Good

Aura abjuration or good

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Fortitude or Will saving throw of any ally you can see within 40 feet.

Rift Edges: Good phenomena manifest in ways that stymie with minimal pain.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of holy damage (none to good creatures, double to evil creatures)
2	target must succeed on a Will save to attack or be forced to choose a different action
3	The next attack against the target counts as good for DR and regeneration. If the attack is to deal nonlethal damage, the attack roll takes no penalty and the damage is increased by 1d6
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of holy damage (none to good creatures, double to evil creatures)
2	*compassionate ally*[UM] and deafened (Fortitude negates)
3	*reckless infatuation*[UM]
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of holy damage (none to good creatures, double to evil creatures)
2	blinded permanently (Fortitude reduces duration to 1 round)
3	*terrible remorse*[UM]

Rift Wards:

- *Faint Rift Ward*: *protection from evil*; if you have *magic circle against evil*, its radius is 20 feet
- *Moderate Rift Ward*: *sanctuary*
- *Strong Rift Ward*: *magic circle against evil*

Mastery Benefit: In addition to accessing the above outside this plane, for the purpose of bypassing damage reduction, your manufactured and natural weapons count as evil or one special material appropriate for harming natives of the plane (your choice when you master this plane).

Lawful

Aura transmutation or lawful

Planar Precision: If you have mastered this plane or are on this plane, you can use precision on your d20 roll to treat it as if you had rolled 11 instead of rolling.

Rift Edges: Lawful phenomena create precise bolts of energy.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of axiomatic damage (none to lawful creatures, double to chaotic creatures)
2	The next attack roll against the target can take 11 instead of rolling and counts as lawful for DR and regeneration
3	The next time the creature would roll an attack roll, it treats the result as if it had rolled a 9 instead of rolling
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of axiomatic damage (none to lawful creatures, double to chaotic creatures)
2	*command* and deafened (Fortitude negates)
3	*slow* on target only
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of axiomatic damage (none to lawful creatures, double to chaotic creatures)
2	*hold monster* for 1 round
3	*mark of justice* (Will negates)

Rift Wards:

- *Faint Rift Ward*: *protection from chaos*; if you have *magic circle against chaos*, its radius is 20 feet
- *Moderate Rift Ward*: You can take 10 on any skill check even if you are distracted or in combat.
- *Strong Rift Ward*: *magic circle against chaos*

Mastery Benefit: In addition to accessing the above outside this plane, for the purpose of bypassing damage reduction, your manufactured and natural weapons count as chaotic or one special material appropriate for harming natives of the plane (your choice when you master this plane).

Material

Aura transmutation

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the attack roll of any creature you can see within 30 feet.

Rift Edges: Material phenomena seem like accidents.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	5 points of weapon's damage
2	dirty trick[APG] combat maneuver with a bonus equal to aethernaut level
3	*entangle* in target's space only
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	15 points of weapon's damage
2	*sleet storm* in target's space and adjacent squares only for 1 round
3	*vomit swarm*[APG]
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	45 points of weapon's damage
2	*dispel magic*
3	*thorny entanglement*[ACG]

Rift Wards:

- *Faint Rift Ward*: +1/2 level resistance bonus on saving throws against acid, electricity, and sonic effects
- *Moderate Rift Ward*: You gain a climb speed equal to your base land speed (and a +8 bonus on Climb checks)
- *Strong Rift Ward*: blindsight 5 ft. (10 ft. at 15th level)

Mastery Benefit: You also gain a +2 bonus on Acrobatics, Perception, Survival, Stealth, and initiative checks.

Negative Energy Plane

Aura necromancy

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Fortitude or Reflex saving throw of any enemy you can hear within 40 feet.

Rift Edges: Negative phenomena are painful flares of clutching darkness.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of negative energy damage (only affects living)
2	sickened by pain (Fortitude negates)
3	fatigued
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of negative energy damage (only affects living)
2	1 temporary negative level (until removed)
3	*ghoul touch* for 1 round
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of negative energy damage (only affects living)
2	2 temporary negative levels (until removed)
3	exhausted for 1 hour (Fortitude to be fatigued instead)

Rift Wards:

- *Faint Rift Ward*: +1/2 level resistance bonus on saving throws against disease, light, and positive energy
- *Moderate Rift Ward*: *deathwatch* (range 60 feet)
- *Strong Rift Ward*: Whenever a living creature attacks you in melee, it takes 1d4 + your aethernaut level points of negative energy damage

Mastery Benefit: You also gain a +4 bonus on saving throws against death and negative energy effects and ignore the penalties from negative levels (although they can still kill you).

Neutrality

Aura abjuration or any that grants a bonus to saving throws

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect any opposed rolls made by any creature he can see or hear within 60 feet.

Rift Edges: Arcs of symmetrical energies oscillate and pulse in prismatic coronas around you.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	1 point each of acid, cold, electricity, fire, and sonic damage
2	reduce highest energy resistance (not immunity) by ½ aethernaut level
3	*color spray*
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	3 points each of acid, cold, electricity, fire, and sonic damage
2	reduce highest energy resistance (not immunity) by aethernaut level
3	*rainbow burst**
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	9 points each of acid, cold, electricity, fire, and sonic damage
2	*rainbow pattern*
3	reduce all energy resistance by aethernaut level

Mastery Benefit: You may suppress your alignment for purposes of game effects, not taking penalties for wielding counter alignment weapons and similar spells or effects. You gain a +4 bonus on your CMD and to Acrobatics checks made to keep balance.

Positive Energy Plane

Aura conjuration or any that heals

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Fortitude or Reflex saving throw of any ally you can hear within 40 feet.

Rift Edges: Positive phenomena are blinding displays of energetic light.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	8 points of positive energy damage (only affects undead)
2	dazzled and fascinated
3	sickened by euphoria (Fortitude negates)
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	24 points of positive energy damage (only affects undead)
2	blinded permanently (Reflex to be dazzled 1 round instead)
3	*entangle* in target's space and adjacent squares that can manipulate any nonmagical objects
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	72 points of positive energy damage (only affects undead)
2	staggered by euphoria
3	*daylight* and dazzled

Rift Wards:

- *Faint Rift Ward*: +1/2 level resistance bonus on saving throws against death effects, negative energy, and poison
- *Moderate Rift Ward*: 10 temporary hit points (15 at 12th level)
- *Strong Rift Ward*: Fast healing 20 (to a maximum of half; 30 at 15th)

Mastery Benefit: You also gain fast healing 1 as long as you have fewer than half your maximum hit points. At 12th level, it improves to fast healing 5.

Shadow

Aura illusion

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Will saving throws of any creature you can touch or see within 60 feet and to affect the percentile roll to determine whether the non-damaging effects of shadow illusions apply to it.

Rift Edges: Shadow phenomena have to do with the constantly shifting balance between darkness and light, life and death, and other dualistic forces.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	4 points of negative energy damage (only affects living)
2	sickened with pain (Fortitude negates)
3	shaken (Will negates)
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	12 points of negative energy damage (only affects living)
2	5 points of negative energy damage and you gain 5 temporary hit points for 1 hour (only affects living)
3	*darkness*
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	36 points of negative energy damage (only affects living)
2	*shadow conjuration* (*glitterdust*, *sleet storm*, *spiked pit*[APG], or *stinking cloud* only)
3	*deeper darkness*

Rift Wards:

- *Faint Rift Ward*: +1/2 level resistance bonus on saving throws against blindness and light effects
- *Moderate Rift Ward*: *Chameleon stride*[APG]
- *Strong Rift Ward*: You can use *shadow step*[UM] to travel up to 30 feet as a spell-like ability at will

Mastery Benefit: You also gain darkvision 30 feet or your existing darkvision extends 30 feet farther. At 12th level, the range increases by 30 feet.

Water

Aura conjuration or any that manipulates cold or water

Planar Precision: If you have mastered this plane or are on this plane, you can use precision to affect the Fortitude saving throw of any creature you can see or hear within 60 feet.

Rift Edges: Water phenomena splash or form ice crystals whenever they manifest.

Faint Rift edges (Roll 1d4, on a 4 choose the result)	
1	5 points of cold damage
2	*obscuring mist*
3	bull rush combat maneuver with bonus equal to aethernaut level
Moderate Rift edges (Roll 1d4, on a 4 choose the result)	
1	15 points of cold damage
2	entangled by ice
3	*aqueous orb*[APG] for 1 round
Strong Rift edges (Roll 1d4, on a 4 choose the result)	
1	45 points of cold damage
2	*wall of ice*
3	*ice storm*

Rift Wards:

- *Faint Rift Ward*: resist fire 10 (20 at 9th level or 30 at 15th level)
- *Moderate Rift Ward*: swim speed 30 feet (40 feet at 12th level, 60 feet at 18th level)
- *Strong Rift Ward*: blindsense 15 feet (30 feet at 15th)

Mastery Benefit: You also can breathe water and ignore all penalties for acting underwater. At 12th level, you can't slip on slippery surfaces.

"It isn't Journey or Destination! It's where you are right now that matters. Be present and be powerful!"

—Portalna, Aethernaut Trainer for the Coinclocks

Favored Class Options

An aethernaut belonging to an indicated species below can gain the listed benefit in place of gaining a hit point or skill point from gaining a level of aethernaut (if it is that character's favored class). Species marked with an dagger (†) are found in earlier in this chapter.

Aasimar[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Ceptu†: +1/6 of a discovery.

Changeling[ARG]: +1/4 use of precision.

Dhampir[ARG]: +1/2 bonus on Perception and Survival checks.

Drow[ARG]: +1/2 damage on damage modified by precision or rift edge.

Duergar[ARG]: +1/4 level for the effectiveness of one rift ward (maximum +2 to each; each strength of the one plane is a different rift ward).

Dwarf: +1/4 level for the effectiveness of the aethernaut's device or rapid rebuild ability (maximum +2 to each ability).

Elf: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Fetchling[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Gillmen[ARG]: +1/2 bonus on driving checks and Swim checks.

Gnome: +1/6 of a discovery.

Goblin[ARG]: +1/2 damage on damage modified by precision or rift edge.

Grippli[ARG]: +1/6 of a mastered plane.

Halfling: +1/6 of a mastered plane.

Half-Elf: +1/4 use of precision.

Half-Orc: +1/4 use of precision.

Hobgoblin[ARG]: +1/2 damage on damage modified by precision or rift edge.

Human: +1/4 use of precision.

Ifrit[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Judow†: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Kitsune[ARG]: +1/4 use of precision.

Kobold[ARG]: +1/6 of a discovery.

Merfolk[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Mirrorkin†: +1/6 of a mastered plane.

Nagaji[ARG]: +1/2 damage on damage modified by precision or rift edge.

Orc[ARG]: +1/2 damage on damage modified by precision or rift edge.

Oread[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Ratfolk[ARG]: +1/6 of a discovery.

Rhyzala†: +1/4 use of precision.

Samsaran[ARG]: +1/4 use of precision.

Strix[ARG]: +1 foot all speeds and the speed of any driven vehicle. (In combat, round down to the nearest 5 feet).

Suli[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Svirfneblin[ARG]: +1/6 of a mastered plane.

Sylph[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Shadow Fey†: +1/6 of a mastered plane.

Tengu[ARG]: +1/4 use of precision.

Tiefling[ARG]: +1/2 damage on damage modified by precision or rift edge.

Undine[ARG]: +1/3 level for the effectiveness of one mastered plane's benefit (maximum +3 to each).

Vanara[ARG]: +1/4 use of precision.

Veryx†: +1/4 use of precision.

Vishkanya[ARG]: +1/2 bonus on Acrobatics and Escape Artist checks.

Wayang[ARG]: +1/6 of a mastered plane.

Xodai†: +1/4 level for the effectiveness of the aethernaut's device or rapid rebuild ability (maximum +2 to each ability).

Aethernaut Archetypes

Chrononaut

Chrononauts fine-tune their devices to glimpse the past and future. They are commonly recruited as wardens and as explorers by the Bookbinders, Descendents of Dream, and Steamwalkers.

Temporal Insight: The chrononaut gains an additional daily use of precision. This ability replaces occult navigator and planar voyager.

Temporal Talents (Ex): At 3rd level, 9th level, and 15th level, a chrononaut gains a time thief[GGtTT] temporal talent. He adds his aethernaut level to his time thief level for this temporal talent and uses his Intelligence modifier in place of his Charisma modifier for its purposes. He must expend precision rather than motes to use this talent. This ability replaces the discoveries gained at 3rd level, 9th level, and 15th level.

Aevum (Ex): At 5th level and again 16th level, a chrononaut gains an aevum from the time thief list. He adds his aethernaut level to his time thief level for this aevum and uses his Intelligence in place of his Charisma for its purposes. This ability replaces the device powers gained at 5th level and 16th level.

Precognitive Cache (Su): At 6th level, a chrononaut can prepare a cache of items for future use based upon a warning he receives from his future self. In order to preserve the integrity of the timeline, he psychically isolates this warning from the rest of his memories, only to be unlocked when he reaches the moment at which the warning was sent. As a result, he may carry unspecified equipment worth up to 1,000 gp. This can be any kind

of gear that can reasonably fit into a backpack, including potions, scrolls, and nonmagical items of other sorts the aethernaut could reasonably access when packing his cache. As a full-round action, the chrononaut may mentally send the name of an item back in time to when he last prepared his cache and dig through his pockets to retrieve that item, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, the aethernaut can retrieve no more items until he refills his precognitive cache by spending a few hours and an amount of gold to bring his total up to 100 gp per aethernaut level. At 10th level, the cache's maximum value increases to 300 gp per aethernaut level and can include any sort of minor magic item the aethernaut could reasonably access. This ability replaces planar stride and planar guide.

Juggernaut

Juggernauts specialize in optimizing their armor for offensive charges through any planar hazards. They are commonly recruited as wardens, soldiers for the Ashborn, and as guards for the Blackblades and Steamwalkers.

Device: A juggernaut must choose heavy armor as his device.

Slow Reflexes: A juggernaut's base Reflex save bonus is poor (like his base Will save bonus).

Engineered Fists (Ex): A juggernaut's armor's gauntlets deal damage as a monk's unarmed strikes.

Steam Strider (Ex): A juggernaut's armor is augmented with alchemically miniaturized steam engines or occult reactors powered by planar differentials. While wearing his armor, he is not slowed and instead gains a bonus to speed as a monk of his aethernaut level.

Trampling Charge (Ex): At 10th level, a juggernaut can charge through the spaces of creatures of his size category or smaller. He can make a gauntlet attack against each one. He provokes attacks of opportunity for this movement normally.

At 17th level, the juggernaut can trample over creatures up to one size category larger. At the end of the charge, he can make an additional melee attack at his highest base attack bonus. This ability replaces stalwart and improved stalwart.

Occult Troubleshooter

Rather than committing to refining one device, occult troubleshooters tinker with many implements. They are commonly recruited as wardens and as guards and assistants by the Descendents of Dream and Steamwalkers.

Occultist Implements: An occult troubleshooter begins play with one occultist implement and gains another at 5th level, 10th level, 16th level, and 20th level. He gains the base focus powers for each implement he has, but does not choose spells for them. He can use his aethernaut abilities with any of these implements. He adds his aethernaut level to his occultist level for all focus powers. Rather than mental focus, he invests these implements with uses of precision. He treats each implement as having a number of points of mental focus invested equal to the total number of implements he has plus the number of uses of precision he has invested in that implement. Spending precision depletes it from one of his worn or wielded implements, reducing that implement's effective points of invested mental focus. This ability replaces aethernaut's implement and all implement powers.

Trapfinding (Ex): An occult troubleshooter gets a bonus equal to half his class level on Disable Device checks and on Perception checks to notice traps. An occult troubleshooter can disable magic traps with Disable Device. This ability replaces planar voyager and magic item skill.

Discoveries: An occult troubleshooter can gain an occultist focus power in place of a discovery.

Aethernauts of Hyraeatan

Notable aethernauts of the City include:

Nemarent Solve (Unaffiliated, N female bloodborn aethernaut 18): Known as "the Solve" Nemerent is a clean-up woman and fixer who sells her services nearly exclusively to the Sanguine Sovereignty. Her influence with the Parity allows her use of the bloodforges to create new members of her kind.

Oswi PonPon (Temple of Coin CG male gnome aethernaut 8): A disenfranchised member of the PonPon Clan of gnomes, Oswi enlisted in the Wardens. The gnome moonlights on excursions to "sites of interest" offering up secrets he has learned from his service for flowing coin.

Portalna (Unfilliated LN genderfluid rhyzala aethernaut 15): Portalna bloomed in the Pacts district near a ring of bright portals that have all since been linked to a number of threats to the City including the entropic origin Eternal Anzaru. They maintain a careful vigil for danger.

Zaegan Rowe (Descendants of Dream CG male fetching aethernaut 12): Driven to wander by his dislike of his homeland, Zaegan is a field trainer for the Descendants' aethernauts. He tends to have two apprentices who get access to his personal resources. These selected candidates are often selected from the winners of the Academy Games in the Colleges District.

Echo

From the shadows of the Glarewood to the silvery reaches of Sarros, reflection and shadows gain real power in the Planes of the multiverse. Echoes are among the most potent manifestations of this. These masters of reflection and shadows of source are more common on the Shadow Plane than nearly anywhere else in the multiverse. Mirrorkin in particular have a high expression of the innate magics required to become an echo but any species might harbor the gift of true reflection.

Role: Sometimes an adventuring party needs just a little bit more. A second healing spell, one more mighty swing against a dragon, or a second try at the lock that just won't budge. If these extra efforts were rolled up into one class, that class would be the echo. The echo is the ultimate in backup and countermeasures; which can the difference between life and death. Echoes using memory of power can become primary healers or damage dealers should the needs of a group demand it.

Alignment: Echoes may be of any alignment.

Hit Die: d8.

Class Skills:

The echo can choose any 8 skills to be class skills at 1st level. See the Remembrance class feature for more info about echo class skills.

Skill Ranks per Level: 6 + Int modifier

Class Features:

Mirror Memory (Ex): An echo is proficient in simple weapons. They are also proficient in all weapons, armor, and shields that they have seen used by a proficient character in the past 24 hours. Additionally, an echo can automatically activate any magic or psionic item he or she has seen activated in the last 24 hours. For these effects the echo has a caster or manifester level equal to their echo class level.

Reflections (Su): Each day, an echo has a pool of reflections equal to three plus their class level. As long as the echo has at least one reflection remaining in their pool, they may maintain a psionic focus (if psionics are available in your game) as though they had a power point reserve. Reflections are replenished after 8 hours of rest. Normally only one reflection can be used in a round. As a free action, an echo may expend a reflection to do one of the following things:

Echo Feat: For one round exchange a feat the echo currently possesses for another feat they have seen used within a number of rounds equal to their Charisma modifier.

Echo Familiarity: For one round the echo gains a circumstance bonus of +2 to a skill check the echo has witnessed used within a number of rounds equal to

Table 4-9: Echo Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	mirror memory, reflection, mirror power (1st)
2	+1	+0	+3	+3	deeper reflection
3	+2	+1	+3	+3	mirror power (2nd), remembrance
4	+3	+1	+4	+4	deeper reflection
5	+3	+1	+4	+4	lasting impression, mirror power (3rd), remembrance
6	+4	+2	+5	+5	deeper reflection
7	+5	+2	+5	+5	mirror power (4th), remembrance
8	+6/+1	+2	+6	+6	deeper reflection
9	+6/+1	+3	+6	+6	lasting impression, mirror power (5th), remembrance
10	+7/+2	+3	+7	+7	dark reflection, deeper reflection
11	+8/+3	+3	+7	+7	mirror power (6th), remembrance
12	+9/+4	+4	+8	+8	deeper or dark reflection
13	+9/+4	+4	+8	+8	lasting impression, mirror power (7th), remembrance
14	+10/+5	+4	+9	+9	deeper or dark reflection
15	+11/+6/+1	+5	+9	+9	mirror power (8th), remembrance
16	+12/+7/+2	+5	+10	+10	deeper or dark reflection
17	+12/+7/+2	+5	+10	+10	mirror power (9th), remembrance
18	+13/+8/+3	+6	+11	+11	deeper or dark reflection
19	+14/+9/+4	+6	+11	+11	hall of reflection, remembrance
20	+15/+10/+5	+6	+12	+12	true reflection

their Charisma modifier. If the echo uses this ability to replicate a skill they do not have a class skill bonus in, they may also add their Charisma modifier to the roll. Untrained skills targeted by this ability may be used as if they were trained.

Mirror Power (Su): At 1st level, an echo gains the ability to mirror power. The echo must select one source of power (arcane, divine, entropic, temporal, psionic, primal) to learn. For one reflection, the echo can replicate a single spell or power with that source they witnessed within the past round. Activating this ability is a Standard Action that requires an echo to spend a reflection point. The spell or power must have an effective spell level equal to no more than half the echo's level rounded up. mirror power copied effects are resolved as a spell-like or psi-like ability at the effective caster or manifester level of the original effect's creator or the echo's own effective level, whichever is lower. The DCs of the effect are equal to the original source or the 10+ the effect level + the Charisma modifier of the echo, whichever is lower. Mirrored effects that require a component valued more than 100 gp in value are not subject to this ability.

Deeper Reflection (Su): At 2nd level and every even level after, an echo gains a deeper reflection. A Deeper Reflection may only be selected once unless otherwise indicated:

- *Akashic Echoes*: The echo may replicate a veil of a veilweaver within close range. All veils last for 1 minute per echo level and treat Charisma as your primary veilweaving modifier. You can have at most 1 + half your echo level in mirrored veils at a time. They may gain the base veil abilities of any veil and may be considered bound at the following levels of mirror power if the original veil was bound: 2nd—hands, 3rd—feet, 4th—head, wrists, 5th—ring, 6th—blood, headband, shoulders, 7th—belt, 8th—neck, 9th—chest. You may use memory of power to imprint knowledge of a single veil and bind (if relevant). You gain no essence from this ability.
- *Cascade*: If you have successfully used mirror power within one round, you can count yourself as a valid target for mirror power. You may only do so once for each instance of the cascade deeper reflection you possess. For example a 5th level echo with cascade twice, witnessing an enemy casting fireball could then mirror power a fireball once for the caster, then again in the following round from themselves, and once again in the round after that. If another casting of fireball occurred before the last cascade, the echo could instead start a new cascade from that casting. You may select this deeper reflection more than once, up to once for every five levels of the echo class.

Running Echoes

Playing an echo is generally straight forward but a few simple tips will help smooth game play and reduce potential friction.

Take Notes: As an echo levels the lasting impression ability allows them to extend the reach of their mirror power back several rounds. This can slow game play if the character is not keeping track of what abilities are still available for mirror power.

Know Sources: If the game is using Source Origin mechanics an echo's player should learn them inside and out. Knowing Sources will help track valid targets for mirror power and keep the echo informed for leveling choices that will add new Source Origins to the echo's mirror power.

Check the Group: When playing an echo, verify that other players are alright with their abilities being the subject of mirror power. Some players might feel diminished by the ability.

"I know I promised I'd be careful about using my allies abillities and diminshing your uniqueness but I SHOULD copy that healing spell you just used to stuff your guts back in right?!"

—Olman, Warden Echo

- *Essence of Illusion*: You may spend a reflection to gain temporary essence equal to your current mirror power effect level. This essence may be invested as usual and lasts 1 minute per echo level. You may not have more than one instance of essence of illusion at a time.
- *Facet of Power*: The echo selects another source of power. this source is added to their mirror power ability. You may select this deeper reflection more than once.
- *Depth of Reflection*: The echo's effective level increases by 1 when determining levels of spells and powers to replicate with mirror power.
- *Martial Memory*: The echo may retain combat feats gained via reflections for 1 minute per echo level. They may select this power an additional time to increase the duration of the feat exchange to 1 hour per echo level.
- *Memory of Power*: Select one spell or power your character was personally affected by and that has a level one level lower than the current highest effect level the echo can mirror power. You can now use mirror power on this spell or power as if it had been cast in the prior round without needing an original source. For example, an echo at 4th level with Depth of reflection, can normally mirror power 3rd Level effects. This echo could select a 2nd level effect Memory of Power to always consider previously cast. You may select this deeper reflection more than once.
- *Twin Strikes*: The echo may if using a weapon of the same type as a target within Close range, resolve attacks with the base attack bonus of the target instead of their own as long as your attacks are made within 1 round of witnessing an attack by that target with that weapon. If you have the Lasting Impression class feature, you may use Twin Strikes an additional number of rounds equal to your Lasting Impression. Activating this ability uses a deflection as a free action.

Remembrance (Su): At 3rd level, the echo can select one skill they have used echo familiarity on in the previous level. This skill is permanently added to the class skills of the echo. The echo gains another remembrance at every odd echo level after 3rd.

Lasting Impression (Su): At 5th level, the echo may use mirror power on an effect that has been cast or manifest within 1 more round, allowing the echo to replicate effects from the last 2 rounds. An echo without the cascade deeper reflection cannot echo their own effect. An echo gains additional lasting impressions at 9th, 13th, 17th, and 19th level.

Other abilities may also benefit from lasting impression if their descriptions indicate it.

Dark Reflection (Su): At 10th level, an echo may select a dark reflection instead of a deeper reflection. A dark reflection may only be selected once unless otherwise indicated.

- *Counterecho*: The echo may ready an action to use mirror power in response to an effect. this counterecho allows the echo to expend a reflection to execute a counterspell action, if they succeed in an opposed caster check against the original effect. If the echo succeeds the original effect is negated.

- *Beast Echo*: Select one creature type, you may now use mirror power to echo supernatural abilities from creatures of this type. An effect can be affected by mirror power if the creatures CR is equal to or less than the echo's effective level for mirror power. Creatures with CRs under their effective echo level -2 are potentially eligible targets for memory of power. Supernatural abilities effected by beast echo must be able to be triggered in a single standard action. Any duration effects end in a number of rounds equal to the echo's charisma modifier modified by lasting impressions. Selecting the type of a classed creature allows access to supernatural class features within the above limits.
- *Essence of Shadow*: You may spend a shadow pool point to gain temporary essence equal to your current mirror power effect level. This essence may be invested as usual and lasts 1 minute per echo level. You may have one instance of both essence of shadow and essence of illusion at the same time.
- *Flattering Imitation*: When using mirror power, the echo may substitute their own DCs (determined by 10 + effect level + Charisma modifier) and effective caster, manifester, and veilweaving levels if higher than the original caster instead of the target of mirror power.
- *Memory of Shards*: As an immediate action the echo may spend a reflection to activate a mirror power effect from memory of power after successfully using counterecho to counterspell an enemy.The mirror power effect must be one level lower than the countered effect. For example an echo using the counterecho power on an enemy's *disintegrate* spell would then be able to immediately activate a mirror power fro*m Memory of Power of* up to 5th level.
- *Pool of Shadows*: The echo gains a second shadow reflection pool equal to their Charisma modifier. They may only use these points to power dark reflections.
- *Shadow of Power*: The echo may cause the result of mirror power to be from another source they know instead of the original source. The GM has final say to exact effects of source exchanges.
- *Twin Echoes*: The echo may now use a shadow reflection from pool of shadows and a normal reflection in the same round. The normal reflection cannot be used to power a dark reflection that round. Any two reflection powers may be used even if they both take a standard action, though an echo using two standard action reflections must do so as a full round action. The echo must have pool of shadows to take this dark reflection.

Hall of Echoes (Su): At 19th level, once per day as a free action the echo may select an effect valid for their mirror power with a single target. By spending two reflections, the mirror power effect resolves on all eligible targets, friend or foe, within Close range.

True Echo (Su): At 20th level, once per day you may spend a reflection to exactly replicate the actions and effects of another creature's full round. Spells are cast, attacks made all as though the echo was the character targeted by this effect, with the same statistics, effects and items however they can be redirected against new targets. If a target used a magic item, the echo must have a physical object in the same hand or position on the body, mundane or otherwise. Item effects generate from the held item as though it were the original target's item, but do not consume charges or uses from the target or their items.

Rules Elements:

Sources of Power: Some products make references to magic systems that draw on specific sources of power. GMs have the final say on what power source an effect comes from in their campaign. For purposes of this product, six major sources of power are referenced:

- **Arcane**: The power of the universe drawn through the innate gifts of sorcerers and studied in the tomes of wizards.
- **Divine**: The power of the Gods, drawn through creation and returned to their mortal vessels. Clerics, oracles and druids use this power source.
- **Entropic**: The power of system failures in the universe and broken entities of great power. The umbral source is considered entropic for the echo, though some GMs may wish to make it a separate Source if they have higher instances of both.
- **Mental**: The power of the mind unlocked through self-awareness or rigorous study. Psions, wilders and similar classes fit this power source.
- **Primal**: The raw power of the cosmos and the natural energies of the world. (Some GMs may wish to reassign Druids this power source.)
- **Temporal**: The power of the flow of time. Exploited by Time Thieves, Time Reavers and Time Wardens alike to alter the course of reality.

Role-Playing Note: GMs should consider the gaming group they play with when determining if an Echo character is appropriate. Some players may not appreciate a character that can do what their character can do under the best of circumstances. GMs are advised to ask if their group would mind an Echo player character in a party.

Eclipse

The first eclipse was a servant of an ancient lord of darkness whose influence spread across the strands of the Lattice and stretched to many planes of existence. Whether this dark lord was a daeva whose powers were particularly attuned to darkness, a powerful vizier who transcended mortality, or perhaps even a true god is unknown, but what is known is that wherever his servant walked, death followed. Legend has it that the servant turned against their master in a battle that shattered strands of the Lattice and left the dark lord trapped in a plane beyond the reach of even the gods. Free at last from their master's influence, the eclipse used the paths of shadow to travel the planes as they willed. Over time, they gathered students and disciples who followed them on their journeys, learning the secrets of their dark power and eventually taking those secrets with them on their own journeys. While the powers and techniques of the eclipse are no longer unique, they are still exceedingly rare, as they can only be accessed by those whose hearts truly hear the call of darkness.

Starting Wealth: 4d6x10 gp (average 140 gp).

Role: The eclipse is a deadly opponent who can strike from almost anywhere on the battlefield using their occultations. Outside of combat the eclipse masters numerous skills for overcoming almost any obstacle.

Alignment: An eclipse can be of any alignment, but their power comes from infusing their life force with the power of pure darkness, and this power, devoid of light and warmth, often calls to evil and neutrally aligned creatures.

Hit Die: d8

Class Skills

The eclipse's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history), Knowledge (nobility), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str) , and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

Class Features:

Proficiencies: Eclipses are proficient with simple weapons, plus the hand crossbow, longsword, rapier, sap, shortbow, short sword, shuriken and sword cane. The eclipse is proficient with bucklers, but not any other type of armor or shield.

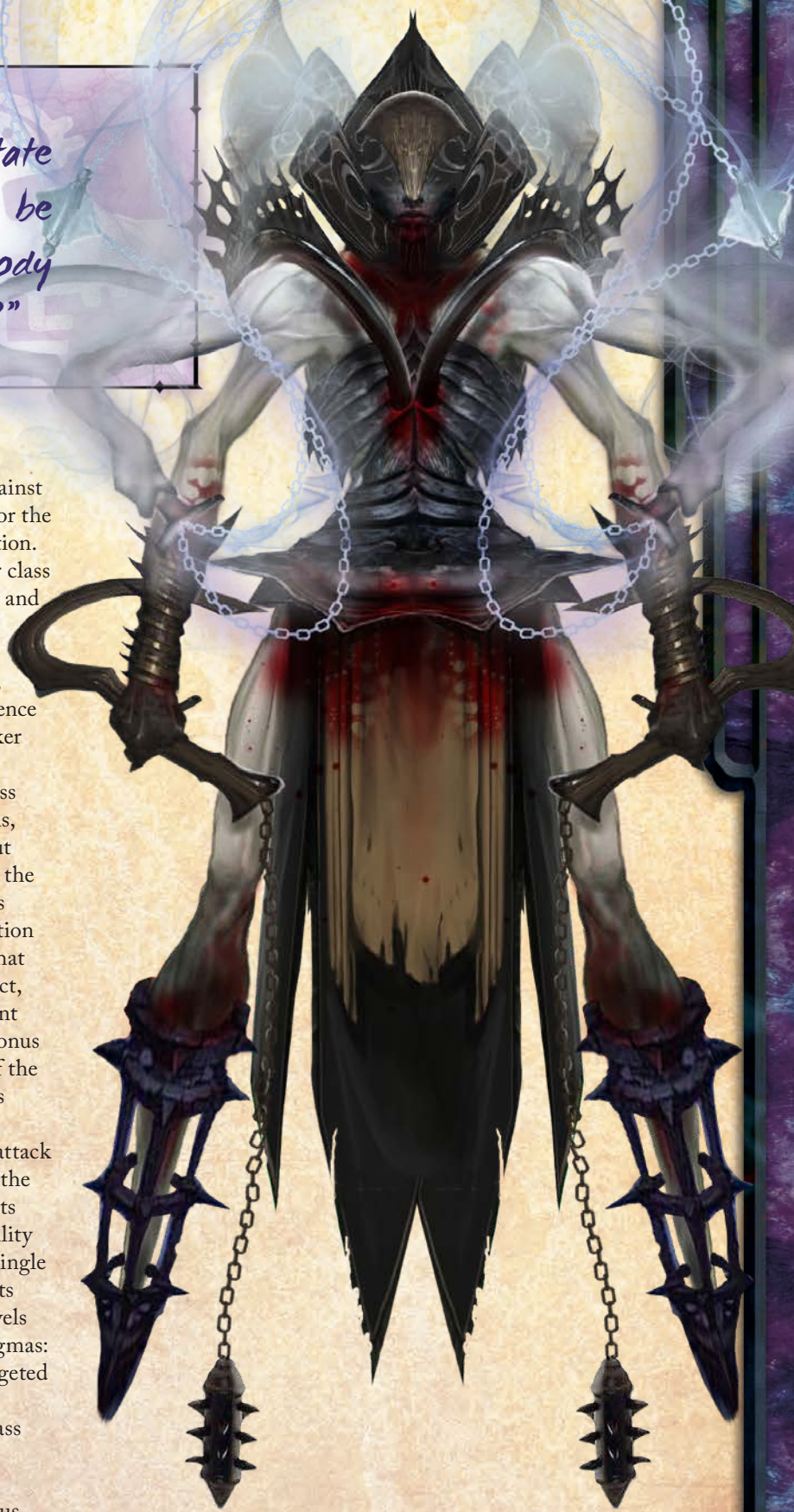
Veilweaving: An eclipse learns to shape the magical power known as akasha into powerful veils, which are drawn from the eclipse veil list. They know and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the eclipse's Intelligence modifier. They can only shape a certain number of veils per day (see eclipse class table). Veils are constructs of pure magic and are suppressed while in the area of an *antimagic field* or similar phenomena.

At 1st level the eclipse also gains access to their own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the eclipse's class table; the eclipse's character level, as noted in the **Akasha & Magic Interactions** section (see page 450), determines the maximum quantity of essence they can invest in any single veil. As a swift action, they can reallocate their essence investments into their veils every round. An eclipse must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Darkvision: Starting at 1st level, the eclipse gains darkvision out to 60 feet; if they already have darkvision, it is increased by 30 feet. This increase stacks with other effects that increase the range of the eclipse's darkvision. The eclipse may invest essence into this ability to increase its effects; for every point of essence invested, the range of the eclipse's darkvision increases by an additional 20 feet. At 4th level, and again at 12th level, the eclipse increases the maximum essence capacity of this ability by 1. If the eclipse has at least 4 points of essence invested in this ability, they gain the supernatural ability to see in darkness and can see perfectly in darkness of any kind, including that created by *deeper darkness*. If the eclipse has at least 7 points of essence invested in this ability, they are immune to the blinded and dazzled conditions and gain a +5 competence bonus on all saving throws against gaze effects.

Occultation (Su): From 1st level on, as a standard action the eclipse can create a copy of their self made of pure darkness, known as an occultation. This umbral copy appears in a square adjacent to the eclipse and acts immediately on the eclipse's turn. The occultation shares all of the eclipse's statistics (including size and weight), movement speeds, and abilities, including equipped items and veils (but not consumable or limited use items such as potions, wands, and scrolls), but is instantly destroyed if it takes any damage or fails a saving throw against any spell or effect. The eclipse can switch their perceptions freely between their self and the occultation on their turn, determining their line of sight and other senses from the occultation's location, speaking through the occultation, and using the occultation as the point of origin for any attack, veil ability, skill check, or other effect the eclipse is capable of using or creating. The occultation has only a single move action each turn (though the eclipse can use their own standard action for channeling attacks and effects through the occultation) and can threaten enemies

"Darkness is the true state of existence. How can it be otherwise when a single body can extinguish the light?"



for flanking or even making attacks of opportunity, though any attacks of opportunity it makes count against the eclipse's total number of attacks of opportunity for the round. The occultation can be dismissed as a free action. If the occultation is ever more than 50 ft. + 50 ft. per class level away from the eclipse, it immediately dissipates and must be conjured again (a standard action).

As long as the eclipse does not have an active occultation the raw power of darkness shrouds them, granting them an armor bonus to AC, and a competence bonus to Stealth checks while in areas of dim or darker light, equal to half their class level (minimum 1).

Enigma (Su): Enigmas blend the power of darkness with martial techniques or enhance the power of veils, allowing the eclipse to strike an opponent unseen, cut through reality to strike creatures who hide between the worlds, and a wide variety of other abilities. Enigmas can be used whenever the eclipse makes an attack action or uses a targeted veil ability (any effect from a veil that requires you to select one or more targets for the effect, but not effects that affect an area) against an opponent who is flat-footed, flanked, denied their Dexterity bonus to AC, or who is unaware of the eclipse's presence. If the weapon or veil attack misses, or if the target succeeds on their save against the veil effect, the effects of the enigma are wasted. If the veil effect grants multiple attack rolls, only one attack roll needs to connect to deliver the enigma's effects. The eclipse can only apply the effects of a single enigma on a given attack action or veil ability activation; if a veil grants multiple attacks against a single target as part of its activation, only one attack benefits from the enigma's effects. At 2nd level and every 2 levels thereafter the eclipse learns one of the following enigmas:

Channeled Shadowstrike: The eclipse's attack or targeted veil effect deals an additional 1d6 points of negative energy damage, plus an additional 1d6 for every 3 class levels they possess beyond 2nd.

Chilling Blow: The eclipse's attack or targeted veil effect deals an additional 4 points of cold damage, plus an additional 3 points for every 3 class levels they possess

Table 4–10: Eclipse Class Features

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special	Veils	Essence
1	+0	+2	+2	+0	Darkvision, occultation	1	1
2	+1	+3	+3	+0	Enigma, trapfinding	1	2
3	+2	+3	+3	+1	Chakra bind (Hands)	2	3
4	+3	+4	+4	+1	Enigma	2	4
5	+3	+4	+4	+1	Advanced occultation (dark walk)	2	5
6	+4	+5	+5	+2	Chakra bind (Feet), enigma	3	6
7	+5	+5	+5	+2	Shadow armor (hide in plain sight)	3	7
8	+6/+1	+6	+6	+2	Enigma, imp. essence capacity +1	3	8
9	+6/+1	+6	+6	+3	Chakra bind (Head)	4	9
10	+7/+2	+7	+7	+3	Dark intensity, enigma	4	10
11	+8/+3	+7	+7	+3	Advanced occultation (binary darkness)	4	11
12	+9/+4	+8	+8	+4	Chakra bind (Wrists), enigma	5	12
13	+9/+4	+8	+8	+4	Shadow armor (shadow walk)	5	13
14	+10/+5	+9	+9	+4	Enigma, imp. essence capacity +2	5	14
15	+11/+6/+1	+9	+9	+5	Chakra bind (Shoulders)	6	15
16	+12/+7/+2	+10	+10	+5	Enigma	6	16
17	+12/+7/+2	+10	+10	+5	Advanced occultation (black hole)	6	17
18	+13/+8/+3	+11	+11	+6	Chakra bind (Belt), enigma	7	18
19	+14/+9/+4	+11	+11	+6	Shadow armor (second life)	7	19
20	+15/+10/+5	+12	+12	+6	Darklord, enigma	7	20

beyond 2nd. This additional damage is multiplied on a critical hit.

Dimmed Mind: The eclipse's attack or targeted veil effect deals 1 point of Wisdom damage, plus 1 point of Wisdom damage for every 3 class levels they possess beyond 6th. The eclipse must be at least 6th level to select this enigma.

Disrupting Attack: The eclipse's attack or targeted veil effect clouds the pathways of the targets mind, inflicting a –2 penalty to all concentration checks the target makes for one round. If the target has martial or psionic focus, or if they are currently in a stance from a maneuver or style feat, it is lost unless they succeed on a Fortitude saving throw (DC 10 + 1/2 the eclipse's class level + her Intelligence modifier). If the target has more than one applicable focus or stance, they must make a separate saving throw for each effect. For every 3 class levels the eclipses possesses beyond 2nd, the penalty to concentration checks and the save DC to avoid losing their focus or stance increases by 1.

Draining Blow: The eclipse learns to feed on an opponent's power, making it her own. The eclipse's next attack or targeted veil effect drains one of the following from the target and converts it into energy that heals 1 point of essence burn or provides 1 point of temporary essence (maximum 5 points of temporary essence gained through this ability) if the eclipse is not currently suffering from essence burn: a single 1st level memorized spell or spell slot, an arcane pool point, a point of essence, a ki point, a grit pool point, or a power point (other points or pools may qualify at GM discretion). For every 3 class levels the eclipse possesses beyond 2nd, the number of points drained or the maximum spell level that can be drained increases by 1; for psionic power points, the amount drained is instead increased by 2. Temporary essence gained through this ability lasts for 1 minute.

Escalation: Creatures affected by an attack or targeted veil effect modified by this enigma gain a +2 enhancement bonus to either their Strength or Dexterity score (chosen by the eclipse when this effect is activated) and a –2 penalty to their Wisdom score (this cannot lower a creature's Wisdom below 1); this effect lasts for a number of rounds equal to 1 + the eclipse's Intelligence modifier. Additional activations of this ability reset the effect's duration but do not further increase the bonus or penalty. For every 3 class levels the eclipses possesses

beyond 2nd, the bonuses and penalties from this effect increase by 2.

Growing Darkness: This enigma can only be activated in conjunction with a targeted veil effect. Activating this enigma allows you to activate the triggering targeted veil effect a second time against the affected target; this second activation cannot be modified by further enigmas. The eclipse must be at least 10th level to select this enigma.

Inescapable Doom: The eclipse gains a +1 profane bonus on the attack roll of her attack or targeted veil effect, plus an additional +1 for every 3 class levels they possess beyond 2nd.

Muffled Darkness: The eclipse's attack or targeted veil effect causes the target to be deafened for 1 round, or increases the duration of targeted veil effects that cause the deafened condition by 1 round. The duration of this effect is increased by 1 round for every 3 class levels the eclipse possesses beyond 2nd.

Occular Umbrage: The eclipse's attack or targeted veil effect causes the target to be blinded for 1 round, or increases the duration of targeted veil effects that cause the blinded condition by 1 round. The duration of this effect is increased by 1 round for every 3 class levels the eclipse possesses beyond 6th. The eclipse must be at least 6th level to select this enigma.

Pass Into Shadow: The eclipse's attack or targeted veil effect causes the target to die if they fail a Fortitude saving throw (DC 18 + the eclipse's Intelligence modifier). This does not affect undead, constructs, or other nonliving targets. The eclipse must be at least 16th level to select this enigma.

Potent Shadows: This enigma can only be activated in conjunction with a targeted veil effect. The eclipse increases the DC to resist her targeted veil effect by 1, plus 1 for every 3 class levels they possess beyond 2nd.

Shadowed Reach: The eclipse increases the natural reach of her melee weapon attack by 5 feet. For for every 3 class levels the eclipse possesses beyond 2nd, increase this reach by 5 feet.

Trapfinding: An eclipse adds 1/2 their class level (minimum 1) to Perception checks made to locate traps and to Disable Device checks. An eclipse can use Disable Device to disarm magical traps.

Chakra Binds: At 3rd level and every three levels thereafter, the eclipse gains the ability to bind veils directly to their chakra, unlocking potent new abilities. The eclipse gains the ability to bind slots in the following order: Hands, Feet, Head, Wrists, Shoulders, and Belt.

Advanced Occultation (Su): At 5th, 11th, and 17th level, the eclipse gains additional facility with their occultation. Advanced occultations can only be used while the eclipse has an active occultation on the field. The eclipse gains the following advanced occultations.

Dark Walk: From 5th level on, whenever the eclipse creates their occultation it can appear anywhere within 60 ft. of them. In addition, the eclipse's occultation gains a fly speed of 60 ft. with perfect maneuverability and can teleport to any area of dim or darker light within 100 ft. it has line of sight to as a move action.

Binary Darkness: At 11th level, whenever the eclipse creates an occultation, they may make two copies of themselves instead of one. Each of these copies still has all the abilities of the eclipse and can only take a single move action, but the eclipse may now use a swift action to activate an attack action or veil ability that would normally require a standard action through one of their occultations.

Black Hole: Starting at 17th level whenever one of the eclipse's occultations is destroyed, either due to taking damage or failing a saving throw, it collapses into a pit of crushing darkness. All creatures within 20 ft. of the destroyed occultation must succeed on a Reflex saving throw (DC 10 + 1/2 the eclipses's class level + their Intelligence modifier) or be moved to the closest square to the occultation's last location they are capable of occupying and take 10d6 bludgeoning damage and 10d6 cold damage; on a successful saving throw creatures are unmoved and take only 5d6 cold damage.

Shadow Armor (Su): At 7th, 13th, and 19th level the eclipse gains special benefits as long they do not have an active occultation. Creating an occultation immediately ends any of these benefits, though they resume as soon as the eclipse no longer has an active occultation.

Hide in Plain Sight: Starting at 7th level, as long as the eclipse does not currently have an active occultation, they can use the Stealth skill even while being observed. As long as they are within 10 ft. of an area of dim or darker light, the eclipse can hide their self from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadow.

Shadow Walk: From 13th level on, the eclipse gains the ability to travel between areas of dim light or darkness as if by means of a *dimension door* spell, though the magical transport must begin and end in an area of dim light or darkness. In addition, the eclipse can use *shadow walk* 1/day as a spell-like ability with a caster level equal to their class level, plus 1 additional time per day for every three levels they possess beyond 13th.

Second Life: At 19th level, whenever the eclipse would be reduced to 0 or fewer hit points by an attack, spell, or other effect, they may choose to consume a portion of their darkness energy to instantly regain up to 60 hit points as an immediate action, even if the damage taken would normally be enough to kill them. If the attack would have killed the eclipse, as long as their new hit point total is at a positive amount or a negative amount less than their Constitution score, the eclipse stays alive and stabilizes at their new hit point total. If the eclipse's hit point total is at a negative amount equal to or greater than their Constitution score, they remain dead. Using this ability prevents the eclipse from creating an occultation until their next rest of at least 8 hours.

Improved Essence Capacity: The eclipse's connection to the powers of darkness have made them particularly talented at investing essence. At 8th and 14th level the maximum essence capacity of all their essence receptacles increases by 1.

Dark Intensity: From 10th level on the eclipse may shape and bind an additional veil in either their Hands or Feet slot, chosen when they shape their veils for the day. This veil still counts against their total veils shaped and must be invested with essence separately from any other veil shaped in that slot. In addition, the eclipse gains a special ability depending on which slot they choose to shape their additional veil in (if any). Eclipses who choose to shape an additional veil in their Hands slot may attack with up to two weapons as a single attack action, though they take a –2 penalty on each attack roll when doing so. Eclipses who choose to shape an additional veil in their Feet slot increase their movement speed with any movement mode they possess by 20 feet. If the eclipse does not shape an additional veil in either their Hands or Feet slot they instead treat any other veils shaped in their Hands or Feet slot as though they are invested with 1 more point of essence than they actually are; this ability can allow the eclipse to exceed their normal maximum essence capacity with those veils.

Darklord: At 20th level the power that the eclipse has worked so hard to attain now flows freely through them and they are one with the darkness. The eclipse adds any veil with the darkness descriptor to their veil list and can shape and bind any such veil, even if they would not normally be able to shape or bind a veil to that slot (this includes veils that normally occupy unique slots, such as the vizier's Ring slot or the daevic's Blood slot). In addition, the eclipse becomes a creature of pure darkness; they no longer need to eat and breathe, do not die from old age, and do not accrue penalties to their physical ability scores for aging (though any penalties they have already accrued remain). In areas of dim light or darkness the eclipse gains a +2 circumstance bonus on all attack rolls, damage rolls, saving throws, skill checks, and to their AC and CMD. Finally, the eclipse gains the *darksense* ability of a nightshade, granting them *true seeing* in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the *true seeing* effect.

Eclipse Veil List

Eclipses gain access to the following veils.

Hands: *ebon stars, El's utterdark shield, gauntlet of the void, gloves of the master thief, hands of the bard, lashing spinnerets, plaguebringer gauntlets, reaper's scythe, sable shots, snakehandler's gauntlets, voidblade.*

Feet: *darkness dragon, pestilence cloak, pooling black, stalker's tabi, voidwalkers.*

Head: *darkwalker hood, empty maw, mask of the nosoi, sentinel's helm, stare of the ghaele, void countenance.*

Wrists: *bangles of the jealous seductress, bracers of oblivion, darkholds, ebon blaze, El's utterdark shield, embrace of the Old Ones, gauntlet of the void, lashing spinnerets, reaper's scythe, shackles of perdition,* tentacles of abolethic sovereignty.

Shoulders: *cloak of darkness, courtesan's cloak, embrace of the old ones, ferryman's cloak, grasping black, mantle of murderous intent, nothingness shroud, pit fiend's shroud,* vorpal guards.

Belt: *cerebral catastrophe cinch, darkness dragon, ebon blaze, stalker's tabi, voidwalkers,* waistband of the wealthy.

Favored Class Bonuses

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

Dhampir: Receive +1/2 additional points of healing from negative energy effects in areas of dim or darker lighting.

Drow: Add +1/2 points of damage to all damage dealt by a veil effect, weapon-like veil, or companion creature from the *Embodiment of Darkness* veil set (this damage is of the same type as that dealt by the primary weapon or effect).

Dwarf: Add a +1/2 bonus on Disable Device checks made to disarm traps or open locks.

Fetchling: Add +1/2 point of damage to attacks made with weapon-like veils in areas of dim or darker lighting.

Gnome: Add a +1/2 bonus on Stealth checks made in areas of dim light or darkness.

Halfling: Gain a +1/4 luck bonus on saving throws made in areas of dim light or darkness.

Human: Gain +1/5 point of essence.

Orc: Add a +1/3 bonus to all CMB checks made to perform a grapple or trip combat maneuver.

Oread: Gain cold resistance 1 (or increase your existing cold resistance by 1) and deal +1/2 cold damage with gauntlets and unarmed strikes (this stacks with cold damage from other sources, like the frost weapon special ability).

Sylph: Add a +1/3 bonus to all Acrobatics and Fly checks.

Undine: Add +1/2 points of damage to all damage dealt by a veil effect or weapon-like veil from the *Void's Embrace* veil set (this damage is of the same type as that dealt by the primary weapon or effect).

Nexus

A nexus is a type of veilweaver who mixes their essence with planar energy garnered from across the planes of existence, becoming something new, and powerful. A creature must be born with the capacity to become a nexus, though only a rare few ever discover this aspect of themselves. A nexus is formed when a creature is born with an attachment to more than one plane of existence. While this makes aasimar, tieflings, and other planetouched races the most likely to inherit this unusual power, any number of circumstances can contribute to an otherwise normal specimen of a given species developing the powers and abilities of a nexus, such as a parent or near ancestor wielding planar magics, being born in a location where the barriers between planes are particularly thin, or other, stranger, circumstances.

Starting Wealth: 3d6 x 10 gp (Average 105 gp).

Role: A nexus is a font of energy, capable of devastating destruction backed by akashic powers of creation. All nexus are capable of dealing damage to their opponents from range, while their other capabilities are determined by their convergence and chosen veils.

Alignment: A nexus can be of any alignment, though their alignment often matches that of their first convergence.

Hit die: d8.

Class Skills

The nexus class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Class Abilities

Proficiencies: Nexus are proficient with with all simple and martial weapons, light and medium armor, and shields (except tower shields).

Veilweaving: A nexus learns to shape the magical power known as akasha into powerful veils, which are drawn from the nexus veil list. They know and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the nexus' Charisma modifier. The nexus can only shape a certain number of veils per day (see the nexus class table). Veils are constructs of pure magic and are suppressed while in the area of an *antimagic field* or similar phenomena.

At 1st level a nexus also gains access to her own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the nexus' class table; the nexus' character level, as noted in the **Akasha & Magic Interactions** section (see page 450), determines the maximum quantity of essence she can invest in any single veil. As a swift action, a nexus can reallocate her essence investments into or between her veils and other essence receptacles. A nexus must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Convergence (Su): At 1st level, 4th level, and every four levels thereafter, the nexus becomes more strongly attuned to a particular plane of existence, chosen from the following list. The nexus may choose to treat her alignment as being the same alignment as any plane she possesses a convergence to instead of her own for the purposes of spells and effects whose results vary based on alignment, such as *detect evil* or *holy word*; the nexus must choose what alignment she wants to present as when she firsts shapes her veils for the day and may change her active alignment to her actual alignment or the alignment of any plane she possesses a convergence to as a standard action.

Each time the nexus gains a new convergence, she may advance a convergence she already possesses to the next tier, or gain her first tier in a new convergence. When a nexus gains an identical resistance or defense from two different convergences, the benefits stack (for example, a 10th level nexus with a tier 1 planar convergence in both the Heavens and Hells would have cold and fire resistance 20, and acid and electricity resistance 10). Convergence abilities that grant a saving throw have a DC equal to 10 + 1/2 the nexus' class level + her Charisma modifier.

A nexus shaping veils with alignment descriptors matching a convergence they possess do no take alignement based consequences for using them.

Planar Detonation (Su): Starting at 1st level, as a standard action a nexus may fire a ray as a ranged touch attack with a range of close (25 ft. + 5 ft. per 2 class levels) that deals 1d6 piercing damage, increasing by 1d6 for every 2 nexus levels beyond 1st. A nexus may take a point of essence burn when making this attack to increase the damage for that attack to 1d6 per class level + 1/2 her Charisma modifier.

While wielding a weapon-like veil, a nexus may make a single attack with that weapon as a full-round action, adding her planar detonation damage to the attack. At 6th level, the nexus may instead make this attack as a standard action.

Chakra Binds: At 2nd level and every two levels thereafter, the nexus gains the ability to bind veils directly to her chakra, unlocking potent new abilities. The nexus gains the ability to bind slots in the following order: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, and Body.

"The soul is an open gate; the only question is where the gate leads."

Improved Essence Capacity: The nexus' unique planar attunements have made her particularly talented at investing essence. At 3rd, 9th, and 15th level the maximum essence capacity of all her essence receptacles increases by 1.

Planar Attunement (Su): At 20th level the nexus gains a true planar attunement, becoming an outsider with a strong connection to a particular plane of existence. The nexus no longer ages (though any modifications to her ability scores she has already accrued due to age remain), and is always treated as having the native subtype while on the material plane or the plane(s) associated with her planar attunement. The nexus chooses one of the following attunements and gains the listed benefits in addition to those already listed:

Abyss: The nexus gains the chaotic and evil subtypes and may travel freely between the Abyss and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability. In addition, the nexus may issue a single command to any demon she can see whose Hit Dice are less than or equal to her own as a standard action, forcing the demon to succeed at a Will saving throw (DC 10 + 1/2 the nexus' class level + her Charisma modifier) or obey. Using this ability against a specific demon more than once gives the demon a +2 circumstance bonus to their save to resist the command per additional attempt. This is a mind-affecting compulsion effect.

Elemental: The nexus chooses one of the following subtypes: air, earth, fire or water. The nexus gains that subtype, and any creature who shares that subtype automatically treats the nexus as friendly; this effect ends immediately if the nexus or any of her allies takes overtly harmful or aggressive action against such a creature or its allies. Mindless creatures who share this

Table 4–11: Nexus Class Features

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Veils	Essence
1	+0	+2	+0	+2	Convergence, planar detonation 1d6	1	1
2	+1	+3	+0	+3	Chakra bind (Hands)	1	2
3	+2	+3	+1	+3	Imp. essence capacity +1, planar detonation 2d6	2	3
4	+3	+4	+1	+4	Chakra bind (Feet), convergence	2	4
5	+3	+4	+1	+4	Planar detonation 3d6	3	5
6	+4	+5	+2	+5	Chakra bind (Head)	3	6
7	+5	+5	+2	+5	Planar detonation 4d6	4	7
8	+6/+1	+6	+2	+6	Chakra bind (Wrists), convergence	4	8
9	+6/+1	+6	+3	+6	Imp. essence capacity +2, planar detonation 5d6	5	9
10	+7/+2	+7	+3	+7	Chakra bind (Shoulders)	5	10
11	+8/+3	+7	+3	+7	Planar detonation 6d6	6	11
12	+9/+4	+8	+4	+8	Chakra bind (Headband), convergence	6	12
13	+9/+4	+8	+4	+8	Planar detonation 7d6	7	13
14	+10/+5	+9	+4	+9	Chakra bind (Neck)	7	14
15	+11/+6/+1	+9	+5	+9	Imp. essence capacity +3, planar detonation 8d6	8	15
16	+12/+7/+2	+10	+5	+10	Chakra bind (Belt), convergence	8	16
17	+12/+7/+2	+10	+5	+10	Planar detonation 9d6	9	17
18	+13/+8/+3	+11	+6	+11	Chakra bind (Chest)	9	18
19	+14/+9/+4	+11	+6	+11	Planar detonation 10d6	10	19
20	+15/+10/+5	+12	+6	+12	Chakra bind (Body), planar attunement	10	20

subtype with the nexus automatically follow the nexus' commands unless specifically given instructions not to by their summoner or creator (if applicable) or via magical compulsion.

Heavens: The nexus gains the good and lawful subtypes and may travel freely between the Heavens and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability. In addition, the nexus may summon a planetar to aid her in battle 1/day as a spell-like ability; the planetar remains for up to 10 minutes before returning to the heavenly realms.

Hells: The nexus gains the evil and lawful subtypes and may travel freely between the Hells and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability. In addition, the nexus may issue a single command to any devil she can see whose Hit Dice are less than or equal to her own as a standard action, forcing the devil to succeed at a Will saving throw (DC 10 + 1/2 the nexus' class level + her Charisma modifier) or obey. Using this ability against a specific devil more than once gives the demon a +2 circumstance bonus to their save to resist the command per additional attempt. This is a mind-affecting compulsion effect.

Underworld: The nexus gains the psychopomp subtype, granting her darkvision 60 ft., low-light vision, immunity to death effects, poison and disease, and allowing the nexus to treat any natural or manufactured weapon she wields as though it has the *ghost touch* special weapon property; the nexus does not gain any other benefits associated with this subtype beyond those specifically listed. In addition, the nexus can no longer be permanently killed; whenever the nexus would be slain her body reforms on the Astral Plane one week later. In addition, the nexus may travel freely between the Astral Plane and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability.

Convergences

Abyss (Chaotic Evil)

Tier 1: A nexus who gains her first convergence tier with the Abyss gains resistance against acid, cold, and electricity equal to her class level. In addition, she can choose to deal acid damage instead of piercing damage with her planar detonation; when doing so, she decreases the damage dice for her planar detonation from d6s to d4s, but on a successful attack her target takes half the damage dealt by the attack again at the start of the nexus's next turn. Additional damage added to the attack, such as from a weapon-like veil, is not added to this extra damage.

Tier 2: When dealing acid damage with her planar detonation, a nexus can take 1 point of essence burn to forego the normal ray attack and deal the damage in a 10 ft. radius burst centered on herself; the nexus does not take damage from her own planar detonation. Creatures within the area of effect may attempt a Reflex saving throw for half damage. At 8th level and every 4 levels thereafter, the radius of this burst increases by an additional 10 feet.

Tier 3: When a nexus reaches her third convergence tier with the Abyss, she gains the ability to summon an abyssal servitor to aid her in battle. Once per day the nexus may use a standard action to summon a babau demon to fight on her behalf. A nexus of at least 16th level may instead summon a nalfeshnee demon. Demons summoned with this ability follow the nexus' commands to the best of their ability and remain for a number of minutes equal to the nexus' class level.

Tier 4: A nexus who reaches their fourth convergence tier with the abyss gains the ability to channel the vorpal strike power of a balor. Any slashing melee weapon the nexus wields gains the *vorpal* weapon special ability. This effect ends immediately if the weapon leaves the nexus' possession.

Elemental (Chaotic Neutral)

Tier 1: A nexus who gains her first convergence tier with the elemental planes gains resistance against acid, cold, electricity, and fire damage equal to her class level. In addition, each time she uses her planar detonation ability she can choose to deal acid, cold, electricity, or fire damage instead of piercing damage.

Tier 2: When dealing any type of energy damage (acid, cold, electricity, or fire) with her planar detonation, the nexus can take 1 point of essence burn before making her attack roll to cause the ray to explode on a successful hit, dealing damage equal to her planar detonation damage for the attack in a 10 ft. radius burst centered on the target; creatures other than the target of the attack may make a Reflex saving throw for half damage. At 8th level and every 4 levels thereafter, the radius of this burst increases by an additional 5 feet.

Tier 3: A nexus who reaches her third convergence tier with the elemental planes is protected from their negative effects, gaining immunity to the harmful environmental effects of the planes of Air, Earth, Fire, and Water, including such hazards as toxicity, extreme temperatures, and lack of air. Any creature native to one of these planes who comes within 60 ft. of the nexus must succeed at a Will saving throw or have their attitude towards the nexus improved by 1 step. A creature can only be affected by this ability the first time they meet the nexus.

Tier 4: When a nexus reaches her fourth tier with the elemental planes she gains the ability to freely travel between them and the Material plane. The nexus gains the ability to use *plane shift* 3/day as a spell-like ability, but can only use this ability to travel to one of the elemental planes, or from an elemental plane back to the Material plane. At the GM's discretion, this ability can also be used to travel to planar hubs that connect these planes, such as the City of 7 Seraphs.

Heavens (Lawful Good)

Tier 1: A nexus who gains her first convergence tier with the heavens gains resistance against cold, electricity, and fire damage equal to her class level. In addition, she can choose to deal electricity damage instead of piercing damage with her planar detonation; when doing so, she increases the damage dice for her planar detonation from d6s to d8s, but all damage for the attack is dealt as nonlethal damage. When an undead creature is affected by a planar convergence modified in this way, they treat the attack as lethal positive energy damage instead of nonlethal electricity damage.

Tier 2: When dealing electricity damage with her planar detonation, the nexus can take 1 point of essence burn before making her attack to fire it in a line that extends to twice the planar detonation's normal range; creatures affected by the attack may make a Will saving throw for half damage. At 8th level and every 4 levels thereafter, the range of this line increases by an additional 5 feet.

Tier 3: When a nexus reaches her third convergence tier with the Heavens she becomes endowed with holy energy that increases her standing with goodly creatures and makes her more intimidating to evil creatures. The nexus gains a +5 circumstance bonus to Diplomacy checks when interacting with good-aligned creatures, and a +5 circumstance bonus to Intimidate checks made to force an evil-aligned creature to act friendly towards her.

Tier 4: A nexus who reaches her fourth tier with the Heavens is protected from death by divine power. Once per week when the nexus is slain by an attack or

spell from an evil-aligned creature, she is automatically restored to life as though by a *resurrection* spell.

Hells (Lawful Evil)

Tier 1: A nexus who gains her first convergence tier with the Hells gains resistance against acid, cold, and fire damage equal to her class level. In addition, she can choose to deal fire damage instead of piercing damage with her planar detonation; when doing so, she increases the damage dice for her planar detonation from d6s to d10s.

Tier 2: When dealing fire damage with her planar detonation, the nexus can take 1 point of essence burn before making her attack to manifest it as a 20 ft. cone; creatures affected by the attack may make a Reflex saving throw for half damage. At 8th level and every 4 levels thereafter, the size of the cone increases by an additional 5 feet (e.g. going from a 20 ft. cone to a 25 ft. cone).

Tier 3: A nexus who reaches her third convergence tier with the Hells gains the ability to bind a creature with a devilish contract. As a full-round action the nexus can enter into an agreement with a creature that binds it to performing a particular task, or requires it to follow a specific command. This functions as a *geas/quest* spell with a caster level equal to the nexus' class level. The creature must agree to this contract and cannot be magically compelled to enter the agreement via compulsion effects, but can be coerced through mundane means or talked into agreeing after being affected by a charm effect.

Tier 4: A nexus who reaches her fourth tier convergence with the Hells can use her devilish contracts to claim a creature's soul. As long as a creature is bound by a devilish contract from her third tier convergence ability, she may attempt to claim that creature's soul as a standard action, regardless of her proximity to the creature. The creature is entitled to a Will saving throw to resist the effect. Once a creature has failed their save they instantly die and the nexus can immediately use their soul to summon a devil whose total Hit Dice are less than or equal to the deceased creature's Hit Dice, or store the soul in an appropriate receptacle, such as a Blackened Pitchfork. Devils summoned by this ability return to the Hells one hour after they are summoned, or when you dismiss them as a standard action.

Underworld (Lawful Neutral)

Tier 1: A nexus who gains her first convergence tier with the underworld gains resistance against cold and electricity equal to their class level, and a bonus to saving throws against disease and death effects equal to half their class level (minimum 1). In addition, they can choose to deal cold damage instead of piercing damage with their planar detonation; creatures struck by an attack dealing cold damage in this manner must succeed at a Fortitude save or be staggered for 1 round.

> "I am not my convergences. To judge a nexus by the powers they are connected to is to drive them into the arms of your enemies."
>
> —Yomdur, Xodai Nexus

Tier 2: When dealing cold damage with her planar detonation, the nexus can take 1 point of essence burn before making her attack to manifest it as a 10 ft. radius, 40 ft. high vertical cylinder; creatures affected by the attack may make a Fortitude saving throw for half damage. At 8th level and every 4 levels thereafter, the radius and height of the cylinder each increase by an additional 5 feet.

Tier 3: A nexus who reaches her third convergence tier with the underworld gains the ability to negotiate with the forces of death to return a slain creature to life. Once per day the nexus may attempt a Diplomacy check (DC 15 + slain creature's HD) as a full-round action to return a creature to life as though using a *raise dead* spell. The nexus must make an offering to the underworld spirits worth at least 5,000 gp to use this ability; this offering is consumed regardless of whether or not the ability succeeds. For every 500 gp by which the nexus' offering exceeds 5,000 gp, she gains a +1 circumstance bonus on the associated Diplomacy check.

Tier 4: A nexus who reaches her fourth convergence tier with the underworld gains the ability to more easily wrest souls free from death's grasp, or return them to their rightful rest. Once per day the nexus may use *resurrection* as a spell-like ability with a caster level equal to her class level. The nexus does not need to provide any material costs or components for this effect. Alternatively, the nexus may use this ability on any undead creature she touches, forcing the creature to make a Will saving throw or be instantly destroyed. Undead with channel resistance add their channel resistance bonus to their saving throw against this effect.

Lost Convergences

During the Founding Era of the City, the first of the nexus were far less stable than those common today. Many of these individuals bore convergences tied to the Splinter Planes, Esoteric Realms, and other strange Sources. Some vanished and others experienced strange consequences of their abilities and did their best to refrain from using them. Among those known from the era are:

Ab-Noh: Nearly a century ago a generation of nexus were born that had a strange convergence that channeled the energies of the Living Splinterplane of Ab-Noh. Many of them displayed aberrant physiologies, twisted veils, and were seen in the company of mi-go priests and ai-go savants.

The Bright Lands: Some claim that this convergence is not truly lost but rather a victim of bias from the Lightbringer Incursion. Tales of babes displaying signs of the fey-kingdom being set adrift in the Glarewood rivers to return them to the fairy realms are too common to be denied.

The Kingdom of Five Emperors: It is said the whispers of nexus who bore the convergence with this Realm of Concordia could shatter stone. They were also believed to hear the call to serve the Five as agents of balance and harmony throughout creation. Some say an army of them waits below the Emperors palaces.

Tartarus: Imbued with the powers of the Jailers of the Underworld, these nexus were thought to wield powers not unlike those of demodands. Thick with viscous binding fluids and gifted with dominion over the imprisoned truth of this convergence is sought after by the Blackblades.

Valhalla: A cyclic convergence said to swell in occurrence as catastrophe loomed, this lost convergence is believed to be once more climbing to a point of greater manifestation. Rumors of fallen warriors rising from the streets of the Archives and young women singing with voices of thunder in Irons are increasingly common.

Nexus Veil List

Nexus gain access to the following veils.

Hands: *balor's whip, black iron pitchfork, efreeti's brass scimitar, gauntlet of the void, immaculate touch, loyal paladin's spear of light, plaguebringer gauntlets, reaper's scythe, sword of justice, voidblade.*

Feet: *boatman's ferry, gelugon's talons, gilded treads, lavawalker's boots, marid's sanadils, pestilence cloak, ruin treads.*

Head: *avatar of light, diadem of pure reflection, djinni's turban, iron crown, mask of elemental adaptation, mask of the nosoi, stare of the ghaele.*

Wrists: *balor's whip, black iron pitchfork, bracers of oblivion, dretch flesh, efreeti's brass scimitar, gauntlet of the void, pasha's crushing gauntlets, reaper's scythe, shackles of perdition, sword of justice, vambraces of holy scripture.*

Shoulders: *angelic wings, bralani's brooch, cloak of darkness, ferryman's cloak, grasping black, pestilence cloak, pit fiend's shroud, shahzada's dissolution.*

Headband: *circlet of brass, diadem of pure reflection, frostbite halo, glabrezu's gaze, halo of holy light, imp's eyes, spectacles of the sheikh, vanth's eyes.*

Neck: *bralani's brooch, cry of the erinyes, five rivers amulet, garden warden's gorget, voice of the janni, vrock's screech.*

Belt: *belt of woven gold, bloodeater's belt, catrina's sarong, pincer arms, suli's sash.*

Chest: *breastplate of the righteous, demon lord's hunger, devil's barbs, heart of the wight, shaitan's earthen armor, spiderweb wrappings.*

Body: *aerial nimbus, babau skin, feathers of the yamaraj, heart of the efreet, heaven's blessing, mantle of infernal dukedom, martyr's toga, voidblade.*

Favored Class Bonuses

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

Aasimar[ARG]: Choose one veil with the good or light descriptor and add +1/4 to the save DC of that veil.

Dhampir[ARG]**:** Gain +1 point of energy resistance against positive energy effects.

Elf: Treat one veil you have shaped with the divination descriptor as having +1/6 additional essence invested; this does not count against your normal limit on invested essence.

Fetchling[ARG]**:** Treat one veil you have shaped with the darkness descriptor as having +1/6 additional essence invested; this does not count against your normal limit on invested essence.

Gnome: Choose one veil with an elemental descriptor (acid, air, cold, earth, electricity, fire, or water); add +1/4 to the save DC of that veil.

Human: Gain +1/5 point of essence.

Ifrit[ARG]**:** Add 1 point of fire damage to your planar detonation.

Oread[ARG]**:** Add 1 point of bludgeoning damage to your planar detonation.

Sylph[ARG]**:** Add 1 point of electricity damage to your planar detonation.

Tiefling[ARG]**:** Choose one veil with the darkness or evil descriptor and add +1/4 to the save DC of that veil.

Undine[ARG]**:** Add 1 point of cold damage to your planar detonation.

Radiant

Radiants were first trained by the fey princess known as the Flowered Queen, back when she was a force of light and goodness throughout the planes, before the death of her son and the betrayal of her confidantes. While the Flowered Queen is no longer the force of benevolent light she once was, her teachings have continued to spread across the planes, with radiants training new disciples in the use of her powerful healing and defensive techniques, alongside mastery of akashic veils that emulate the powers of the fey, nature, and light. The radiant is a healer who can use her mastery of essence to literally pull sickness and disease out of her allies, attacking it with her own supernaturally enhanced constitution. While the radiant's primary role is to serve as a healer for her group, she also excels at buffing and protecting her allies, and can even learn to transfer illnesses and ailments from her allies to her enemies.

Starting Wealth: 3d6 x 10 gp (Average 105 gp).

Role: Radiants are healers, first and foremost, specializing in restoring their allies' health by fortifying and empowering their bodies with essence.

Alignment: The radiant can be of any alignment, but is typically good. Few evil creatures see the benefits of specializing in techniques that involve investing their hard won power into others.

Hit die: d6.

Class Skills

The radiant class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks Per Level: 4 + Int modifier.

Class Abilities:

Proficiencies: Radiants are proficient with all simple weapons. They are proficient with light armor, but not with shields.

Veilweaving: A radiant learns to shape the magical power known as akasha into powerful veils, which are drawn from the radiant veil list. She knows and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the radiant's Wisdom modifier. She can only shape a certain number of veils per day (see radiant class table). Veils are constructs of pure magic and are suppressed while in the area of an *antimagic field* or similar phenomena.

At 1st level she also gains access to her own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the radiant's class table; the radiant's character level, as noted in the **Akasha & Magic Interactions** section (see page 450), determines the maximum quantity of essence she can invest in any single veil. As a swift action, she can reallocate her essence investments into her veils every round. A radiant must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Akashic Bond (Su): The radiant has the ability to unify itself with its allies by creating an akashic bond, a unique receptacle of akashic energy that can bind the radiant's life force to the life force of others, allowing her to ease their wounds and draw their ailments upon herself. The radiant may invest and reclaim essence into and from an ally other than herself within 60 feet just like a veil or other akashic receptacle. The ally only needs to be within 60 feet. when the essence is first invested; they may move outside of that area and retain any benefits for essence invested, but additional essence cannot be invested until they return within 60 feet. To reclaim essence from an ally who is more than 60 feet away, the radiant must take a number of points of essence burn equal to the regained essence.

For each point of essence invested in an ally in this manner, the ally gains 5 temporary hit points and a +1 insight bonus on saving throws. As long as essence is invested in the ally these temporary hit points do not expire and automatically restore themselves at a rate of 1 per minute. If an ally the radiant has invested essence into becomes diseased, poisoned, or fatigued, the radiant may draw this condition out of the ally and take it upon themselves by drawing the invested essence out of the ally (a swift action that can be taken as part of normally reassigning essence). If the condition originally allowed a saving throw, the radiant may make a new saving throw to resist the effect at its original DC.

Mind Over Matter: Beginning at 1st level, the radiant adds her Wisdom modifier to her Constitution modifier for Fortitude saving throws and when determining the total number of hit points gained each time she gains a level in the radiant class. In addition, she adds her Wisdom score to her Constitution score when determining the maximum number of negative hit points she can reach before dying.

Vivification (Su): Starting at 2nd level and every even level thereafter, the radiant may choose one vivification from the following list. Whenever the radiant invests essence into an ally with akashic bonds, she may grant them the benefits of one vivification she knows. For each additional point of essence invested in that creature, she may either grant them the benefits of an additional vivification she knows, or increase the benefits of an already granted vivification as described in its entry.

Table 4–12: Radiant Class Features

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Veils	Essence
1	+0	+2	+2	+2	Akashic bond, mind over matter	1	1
2	+1	+3	+3	+3	Vivification	2	2
3	+1	+3	+3	+3	Chakra bind (hands), imp. essence capacity +1, martyr's renewal	2	3
4	+2	+4	+4	+4	Unwilling bond, vivification	2	4
5	+2	+4	+4	+4	Martyr's renewal	3	5
6	+3	+5	+5	+5	Chakra bind (head), vivification	3	6
7	+3	+5	+5	+5	Martyr's renewal	3	7
8	+4	+6	+6	+6	Vivification	4	8
9	+4	+6	+6	+6	Chakra bind (headband), imp. essence capacity +2, martyr's renewal	4	9
10	+5	+7	+7	+7	Vivification	4	10
11	+5	+7	+7	+7	Martyr's renewal	5	12
12	+6/+1	+8	+8	+8	Chakra bind (neck), vivification	5	14
13	+6/+1	+8	+8	+8	Martyr's renewal	5	16
14	+7/+2	+9	+9	+9	Vivification	6	18
15	+7/+2	+9	+9	+9	Chakra bind (belt), imp. essence capacity +3, martyr's renewal	6	20
16	+8/+3	+10	+10	+10	Vivification	6	22
17	+8/+3	+10	+10	+10	Martyr's renewal	7	24
18	+9/+4	+11	+11	+11	Chakra bind (body), vivification	7	26
19	+9/+4	+11	+11	+11	Resurrection	7	28
20	+10/+5	+12	+12	+12	Transcendance, vivification	8	30

Clarity: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Intelligence score, +1 for each additional point of essence used with this vivification.

Durability: While this vivification is used on an ally, they gain a DR 1/–. This damage reduction increases by 1 for each additional point of essence used with this vivification.

Ferocity: While this vivification is used on an ally, they gain a +2 insight bonus on their damage rolls, +2 for each additional point of essence used with this vivification.

Fortitude: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Constitution score, +1 for each additional point of essence used with this vivification.

Insight: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Wisdom score, +1 for each additional point of essence used with this vivification.

Might: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Strength score, +1 for each additional point of essence used with this vivification.

Personality: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Charisma score, +1 for each additional point of essence used with this vivification.

Renewal: Each minute the ally spends with essence invested in them they heal 1 point of ability damage. For each additional point of essence used with this vivification, an additional point of ability damage is healed each minute. For every hour an ally spends with essence invested in them, 1 point of ability drain they are suffering is converted into a point of ability damage. For each additional point of essence used with this vivification, an additional point of ability drain is converted to ability damage each hour.

Speed: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Dexterity score,

"The health of the individual is the health of the community. When sickness rests in one, it rests in all."

+1 for each additional point of essence used with this vivification.

Talent: The radiant chooses any one class skill she possesses. While this vivification is used on an ally that ally gains a +1 competence bonus on checks with that skill, +1 for each additional point of essence used with this vivification. The radiant may take this vivification multiple times, choosing a different skill each time.

Chakra Binds: At 3rd level and every three levels thereafter, the radiant gains the ability to bind veils directly to her chakra, unlocking potent new abilities. The radiant gains the ability to bind slots in the following order: Hands, Head, Headband, Neck, Belt, and Body.

Improved Essence Capacity: The radiant's mastery of akasha and life energy has made her particularly talented at investing essence. At 3rd, 9th, and 15th level the maximum essence capacity of all her essence receptacles increases by 1.

Martyr's Renewal (Su): Starting at 3rd level, the radiant gains the ability to draw additional status effects out of her allies and cure certain status ailments automatically instead of suffering their effects.

3rd *level:* The radiant gains the ability to draw the shaken and sickened conditions out of her allies when reclaiming essence. Whenever the radiant draws the fatigued condition out of an ally, it is automatically cured and the radiant does not suffer its effects.

5th *level:* The radiant gains the ability to draw the dazed and staggered conditions out of her allies when reclaiming essence. Whenever the radiant draws the diseased condition out of an ally, it is automatically cured and the radiant does not suffer its effects.

7th *level:* The radiant gains the ability to draw the frightened and exhausted conditions out of her allies when reclaiming essence. Whenever the radiant draws the shaken or sickened conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

9th *level:* The radiant gains the ability to draw the blinded and deafened conditions out of her allies when reclaiming essence. Whenever the radiant draws the poisoned condition out of an ally, it is automatically cured and the radiant does not suffer its effects.

*11*th *level:* The radiant gains the ability to draw the cursed and nauseated conditions out of her allies when reclaiming essence. Whenever the radiant draws the frightened or exhausted conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

*13*th *level:* The radiant gains the ability to draw the paralyzed and stunned conditions out of her allies when reclaiming essence. Whenever the radiant draws the blinded or deafened conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

*15*th *level:* Whenever the radiant draws the cursed or nauseated conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

*17*th *level:* Whenever the radiant draws the paralyzed or stunned conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

Unwilling Bond (Su): Starting at 4th level, the radiant can attempt to force essence into an unwilling creature, turning it into a receptacle for the negative conditions inflicted upon her and her allies. The radiant may spend a standard action to attempt to invest essence into a single creature she can see within 60 ft.; the creature may make a Will saving throw to resist the effect, causing the radiant to take a point of essence burn on a successful save. Creatures who fail their save can be invested with essence just like a normal essence receptacle and take a—1 penalty to attack and damage rolls per point of essence invested. In addition, as long as the creature has at least 1 point of essence invested in them, the radiant can transfer any negative condition she could normally transfer into herself onto the target of her unwilling bond instead, forcing the target to suffer the condition's effects as though they were the original target. If the effect allowed a saving throw, the target may attempt a new save at the original DC, though they take a penalty on this save equal to the number of points of essence currently invested in them.

Resurrection (Su): Beginning at 19th level the radiant can use their own life energy to restore a slain ally to life. As a standard action, the radiant may take 6 points of essence burn to restore one creature within 60 ft. who has died within the last 10 minutes to life with half their normal maximum hit points. The creature's body does not need to be intact but more than 50% of the corpse must be present for this ability to function.

Transcendance (Su): At 20th level the radiant becomes a transcendent being and a near endless font of life. As long as the radiant is conscious, allies with her essence invested in them are immune to death effects, as is the radiant herself. Whenever an ally with essence invested in them would be killed by taking hit point damage, the radiant may take any amount of essence burn as an immediate action to negate up to 10 points of the damage from that attack or effect per point of essence burned. In addition, the radiant herself becomes immortal and does not die from old age, remaining in her current age category indefinitely. The radiant is immune to magical aging effects, but can still be affected by abilities that reduce her age.

Radiant Veil List

Radiants gain access to the following veils.

Hands: *Aphos's blooded gauntlets, banelight vortices, hands of the bard, immaculate touch, loyal paladin's spear of light, snakehandler's gauntlets, unicorn feathering, verdant vambraces.*

Head: *avatar of light, diadem of pure reflection, Hyandil's flowered crown, mask of elemental adaptation, nymph's visage, sparkling alicorn, white rider's sash.*

Headband: *criniere of warding, dreamcatcher, Duxunadus's icy gaze, headband of holy light, liminal repartee, nymph's visage, spectacles of the sheikh.*

Neck: *bralani's brooch, cloak of thorns, courtesan's cloak, criniere of warding, garden warden's gorget, liminal repartee, metabolist's scarf, priestess' clasp of rebirth, sparkling alicorn.*

Belt: *Aphora's belt of fire, belt of woven gold, guardian sash, stone giant's girdle, suli's sash, unicorn's barding, verdant vambraces, waistband of the wealthy, white rider's sash.*

Body: *aerial nimbus, Ceradon's eternity, heart of Yggdrasil, heaven's blessing, luminosity of the lurker in light, martyr's toga, stone giant's girdle, unicorn's barding.*

"Mother used to say to me that life will find a way no matter what. In the face of death life will find a way rise. She was right, I am that way."

—Jhonix Twelvetombs, Radiant of the Halls

Favored Class Bonuses

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

Aasimar[ARG]: Choose one veil with the good or healing descriptor and add +1/4 to the save DC of that veil.

Elf: Treat one veil you have shaped with the charm or divination descriptor as having +1/6 additional essence invested; this does not count against your normal limit on invested essence.

Gathlain[UW]: Add +1/4 to the saving throw DCs of any veil from the *Dryad's Verdancy* set.

Ghoran[UW]: Add +1/4 to saving throws against the following effects: mind-affecting, paralysis, poison, polymorph, sleep, or stunning.

Gnome: Add +1 points of healing when using a veil with the healing descriptor on a creature of the plant or animal type.

Human: Gain +1/5 point of essence.

Ifrit[ARG]: Add+1/4 to all saving throws made against poison or disease effects.

Oread[ARG]: Increase your natural armor bonus by +1/5.

Ratfolk[ARG]: Gain +1/3 point of essence that can only be invested in your akashic bond class feature.

Sylph[ARG]: Whenever a veil grants you a fly speed, increase that fly speed by 1 foot (only effective in units of 5).

Undine[ARG]: Choose one veil with the healing or cold descriptor and increase the hit point healing or damage of the veil's abilities by 1 point.

Shadow Weaver

A shadow weaver learns through close contact with the shadowstuff of the Shadow Plane to shape and blend its mutable reality by a combination of deep understanding and sheer force of will. These mystics hone their senses to a supernatural degree and modify what they sense by willing themselves to believe what they know would otherwise be untrue. As they develop their skills, they learn to control the dualities of light and darkness, life and death, energy and matter, and eventually even imagination and reality, all woven into a greater whole of their design.

Role: By the very nature of their craft, shadow weavers must have keen minds, tremendous willpower, and a willingness to use them. The utter flexibility of their magic allows shadow weavers to play many roles. Because

Table 4–13: The Shadow Weaver

Level	Base Attack Bonus	Fort Bonus	Ref Save	Will Save	Special	Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Committed will, dark spell, incredible imitation, infinite variation, perspective, perspective realization, perspective spells, trifles	3	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Silhouette, weave reality (overwhelm disbelief, 1/day)	4	3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Dark spell, weave reality (luminous duality)	4	3	2	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Avid learner, piercing glimpse	4	4	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Consistent illusions, dark spell, weave reality (2/day)	4	4	3	2	—	—	—	—	—	—
6th	+3	+2	+2	+5	Perspective realization	4	4	4	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Dark spell, silhouette	4	4	4	3	2	—	—	—	—	—
8th	+4	+2	+2	+6	Avid learner, weave reality (vital duality)	4	4	4	4	3	—	—	—	—	—
9th	+4	+3	+3	+6	Dark spell, piercing glimpse	4	4	4	4	3	2	—	—	—	—
10th	+5	+3	+3	+7	Weave reality (3/day, energy duality)	4	4	4	4	4	3	—	—	—	—
11th	+5	+3	+3	+7	Dark spell	4	4	4	4	4	3	2	—	—	—
12th	+6/+1	+4	+4	+8	Avid learner, greater silhouette, silhouette	4	4	4	4	4	4	3	—	—	—
13th	+6/+1	+4	+4	+8	Dark spell	4	4	4	4	4	4	3	2	—	—
14th	+7/+2	+4	+4	+9	Greater piercing glimpse, piercing glimpse, walk through shadows	4	4	4	4	4	4	4	3	—	—
15th	+7/+2	+5	+5	+9	Dark spell, weave reality (4/day)	4	4	4	4	4	4	4	3	2	—
16th	+8/+3	+5	+5	+10	Avid learner, weave reality (duality of truth)	4	4	4	4	4	4	4	4	3	—
17th	+8/+3	+5	+5	+10	Dark spell, silhouette	4	4	4	4	4	4	4	4	3	2
18th	+9/+4	+6	+6	+11	Weave reality (weave matter)	4	4	4	4	4	4	4	4	4	3
19th	+9/+4	+6	+6	+11	Dark spell, piercing glimpse	4	4	4	4	4	4	4	4	4	4
20th	+10/+5	+6	+6	+12	Avid learner, perspective actualization, weave reality (5/day)	4	4	4	4	4	4	4	4	4	4

close inspection can threaten the integrity of their illusions, shadow weavers usually either stick to carefully chosen attacks that maintain believability or assume an unobtrusive role protecting and empowering others with divinations and enchantments. Shadow weavers meticulously learn all they can about opponents to talk their way out of problems, to quickly destroy enemies with a perfectly-chosen shadow spell, or simply to divert enemies from ever reaching them.

Alignment: Any.

Hit Dice: d6.

Class Skills

The shadow weaver's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Table 4–14: Shadow Weaver Spells Prepared

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

Note: "+1" represents the dark spell.

Class Features

The following are the class features of the shadow weaver.

Weapon and Armor Proficiencies: A shadow weaver is proficient with all simple weapons and with light armor, but not with shields.

Spells: A shadow weaver casts umbral spells drawn from the shadow weaver spell list (see page 444). A shadow weaver must prepare her spells ahead of time, but unlike a wizard, her spells are not expended when they're cast. Instead, she can cast any spell that she has prepared repeatedly, consuming a spell slot of the appropriate level each time, assuming she hasn't yet used up her spell slots per day for that level.

To learn, prepare, or cast a spell, the shadow weaver must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a shadow weaver's spell is 10 + the spell's level + the shadow weaver's Intelligence modifier.

A shadow weaver can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4-13. In addition, she receives bonus spells per day if she has a high Intelligence score (see the *Pathfinder Roleplaying Game Core Rulebook*).

A shadow weaver may know any number of spells by storing them in her shadow, but the number she can prepare each day is limited. At 1st level, she can prepare three 0-level spells and two 1st-level spells each day. At each new shadow weaver level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table 4-14. Unlike the number of spells she can cast per day, the number of spells a shadow weaver can prepare each day is not affected by her Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a shadow weaver can prepare.

A shadow weaver must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her shadow in an area of dim light. While studying, the shadow weaver decides what spells to prepare and refreshes her available spell slots for the day.

Like a sorcerer, a shadow weaver can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time. However, she may also prepare a spell with any metamagic feats she knows and cast it without increasing casting time like a wizard. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

Umbral Spells

A shadow weaver's spells are umbral, not arcane, divine, psychic, or temporal. However, umbral spells have similar components to those of psychic spells[OA]. Umbral spells have thought components instead of verbal components and emotion components instead of somatic components. A thought component requires only mental action and so is not spoiled by deafness or magical *silence*. However, when a spell with a thought component requires a concentration check, the DC of that check increased by 10 unless the shadow weaver spent a move action to center himself before beginning to cast the spell. An emotion component requires only mental action and so is not spoiled by grappling or helplessness. However, an umbral spell with an emotion component is more difficult to cast when under a non-harmless fear effect or emotion effect. Unlike a psychic spell, an umbral spell can be cast under such an effect, but in order for the shadow weaver to cast it, he must succeed at a concentration check against the effect's save DC + twice spell's level. For the purposes of liminal magic, an umbral spell has a mental source with a shadow origin. Certain umbral spells are noted in their descriptions as being available to undercast. When the shadow weaver prepares such a spell, he can cast all lower-level versions of the spell as if he had also prepared them.

Spell-Storing Shadow: A shadow weaver must study subtle magical markings on her shadow each day to prepare her spells. She can't prepare any spell not recorded in her shadow. Because shadow weavers carry shadowstuff in their own shadows, they can use spells with the shadow[UM] descriptor even in places cut off from the Shadow Plane.

A shadow weaver begins play with all 0-level shadow weaver spells plus two 1st-level spells of her choice stored in her shadow. The shadow weaver also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the shadow. (She also gains a spell from her dark spells ability.) At each new shadow weaver level, she gains one new spell of any spell level that she can cast (based on her new shadow weaver level) stored in her shadow. At any time, a shadow weaver can study the shadow of any spellcaster with spells on the shadow weaver spell list prepared or known to learn that spell as if the shadow were a wizard's spellbook containing the spell. She must scribe the new spell into her shadow with magical inks exactly like a wizard's spellbook.

Committed Will: Although the shadow weaver retains her normal ability to control her illusions and does not forget they are the works of her magic, the willpower she commits to mastering their nuances prevents him from seeing through her own illusions or avoiding or diminishing their effects on him through disbelief.

In addition, when a creature succeeds on a Will save to disbelieve the shadow weaver's illusion, the shadow weaver instinctively know that the creature succeeded. Its disbelief infects him, costing him the ability to maintain it convincingly while that creature observes it. All observers automatically disbelieve that illusion (although it does not end unless it is a phantasm).

Dark Spells: The shadow weaver gains an additional spell prepared of each spell level she can cast which must have the darkness or shadow[UM] descriptor (indicated with "+1" on the table).

In addition, the shadow weaver stores one 1st-level spell with the darkness or shadow[UM] descriptor in her shadow in addition to the ones described in spell-storing shadow. At every odd-numbered level after 1st, the shadow weaver stores another darkness or shadow[UM] descriptor spell of any level she can cast in her shadow.

Incredible Imitation (Ex): The shadow weaver can choose to make any spell she casts superficially resemble another spell very closely. An illusion can seem to be any sort of spell its effects resemble, but a spell of another school can only appear to be a spell of the same school. When identified with a skill check, the shadow weaver's spell is mistaken for the spell it resembles unless the viewer exceeds the DC by at least the shadow weaver's class level. Even viewers using spells like *detect magic* can be fooled this way, although spells like *greater arcane sight* and *analyze dweomer* (and spells of a similar or higher level that automatically identify spells) reveal the spell as it truly is. Observers still get a Will save to disbelieve the illusion if they learn its true school of magic and for any other appropriate reason. When the shadow weaver pretends to use components for a disguised spell (such as providing a wizard's material, verbal, and somatic components for a *fireball* spell when casting an illusion of a *fireball*), the spell makes those components seem to vanish or otherwise act as appropriate for the imitated spell.

Infinite Variation (Ex): The shadow weaver's illusions feature subtle variations that seem too idiosyncratic to all be fake. Disbelieving any of the shadow weaver's illusions does not in itself grant observers a Will save to disbelieve any of the shadow weaver's other illusions without interacting with them.

Perspective: Each shadow weaver focuses her will to manipulate reality in a particular way, such as carefully visualizing her desires or reliving her memories, perspective. Her chosen perspective determines what sorts of spells and effects her shadow illusions can bring into quasi-reality. The choice of perspective is made at 1st level; once made, it can't be changed. The shadow weaver's

Disbelief

Many of a shadow weaver's spells and abilities can be disbelieved with a successful Will saving throw. Proof that an illusion is unreal grants disbelief automatically without even the need for a saving throw. Identifying a spell as an illusion with the Spellcraft or Knowledge (arcana) skills provides reason to doubt an illusion. Without a reason for doubt, a saving throw is only allowed upon interaction with (or close inspection of) the illusion. A verbal warning from a trusted ally or other reason to doubt an illusion grants a saving throw with a +4 bonus, although the shadow weaver's committed will generally means a save is unnecessary. Although creatures who repeatedly disbelieve illusions from the same source generally have reason to doubt any further spells that they can tell came from that source, a shadow weaver's infinite variation ability prevents observers from getting saving throws for that reason.

chosen perspective gives the shadow weaver a number of perspective realizations (at 1st and 6th levels). The DC of a saving throw against a perspective realization is 10 + 1/2 the shadow weaver's level + the shadow weaver's Wisdom modifier.

Perspective Spells: The shadow weaver's perspective defines a group of perspective spells. When the shadow weaver casts a shadow illusion that mimics another spell (such as *shadow conjuration* or *false abjuration I*), she chooses from her perspective spells of the appropriate school of magic and appropriate spell level rather than from the list noted in the shadow illusion.

The shadow weaver also gains a bonus equal to half her shadow weaver level on Use Magic Device checks to cast her perspective spells from spell completion and spell trigger items (scrolls, staves, and wands).

Trifles: Shadow weavers can prepare a number of trifles, or 0-level spells, each day as noted on the table above. These spells are cast like any other spell, but they do not use spell slots and may be used any number of times.

Silhouette (Su): At 2nd level, the shadow weaver can stitch an illusion into her own shadow to maintain its effects constantly. She must choose one of the following silhouettes. The Will save DC to disbelieve a silhouette (if any) is 10 + 1/2 shadow weaver level + shadow weaver's Intelligence modifier. If the shadow weaver creates a new silhouette effect when she already has one in effect, the previous one ends immediately. At 7th level and every five levels thereafter, the shadow weaver gains another silhouette chosen from this list. She can have one of each silhouette she knows active at one time. She can replace one previously chosen silhouette whenever she gains a shadow weaver level. Once an observer disbelieves a silhouette (if it can be disbelieved), that observer always disbelieves that silhouette from that shadow weaver for the next 24 hours.

False Unreality: The shadow weaver can lace her shadow into an illusion spell as a trap for those who disbelieve it. Whenever the shadow weaver casts an illusion spell, she can link it to this silhouette as a free action. Whenever a creature disbelieves the linked illusion, the shadow weaver automatically knows. The shadow weaver can then use an immediate action to unleash the false unreality dormant within the illusion at any range. If she does, the target experiences a phantasm of all creatures and objects becoming translucent and unreal, as if they were all illusions. The target must succeed at a new saving throw to disbelieve this silhouette or forgo all Will saves to disbelieve illusions for 1 hour per shadow weaver level and believe all perceived illusions during that time, even if those illusions were previously disbelieved. This is a mind-affecting effect.

Hollow Silhouette: The shadow weaver's silhouette can prolong the duration of a glamer or shadow illusion that targets only himself to 24 hours. The spell must have at least the minimum duration for its spell level in the table below in order to be prolonged by the hollow silhouette. The hollow silhouette can prolong only a single spell at a time. Replacing the spell is part of the action to cast the new spell. A replaced spell ends immediately, even if its normal duration would not have expired yet. Spells that last until discharged still end when discharged.

Spell Level	Minimum Duration
Highest	2 hours
Second-highest	20 minutes
Third-highest or lower	2 minutes

Illusion Anchor: The shadow weaver's silhouette allows him to concentrate on a figment or shadow illusion spell as a swift action as long as she is within 30 feet of the illusion. At 7th level, she can concentrate on any illusion spell this way and at any range the spell normally allows.

Imposing Figure: The shadow weaver maintains such a clear vision of accomplishment that she can perform impressively at almost any task. She gains a +1 morale bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. At 7th level and every five levels thereafter, the bonus improves by 1.

Long Shadow : As a standard action, you can spread your shadow across a wider area, filling one 10-foot cube per shadow weaver level. The area becomes one step dimmer, to a minimum of dim light. If you are at least 7th level, you can turn dim areas dark. If you are at least 12th level, you can make dark areas supernaturally dark (so that even darkvision is obscured).

Mask: The shadow weaver can change her head shape and facial features indefinitely. This is an illusion

(glamer) effect with visual elements. At 4th level, she can alter her entire appearance within the limits of *disguise self*. At 7th level, she can alter her entire appearance within the limits of *veil*.

Quasi-Real Figment: Whenever you cast a figment illusion spell, you can link it to this silhouette as a free action. The linked figment is infused with quasi-real shadow, making it resist physical movement. The area of the figment is difficult terrain (except to disbelieving creatures). (Touching the figment by moving through it grants the creature a Will save to disbelieve the figment as normal.)

If you are at least 7th level and the figment resembles a creature that could threaten spaces, the figment does so, allowing it to flank enemies. Whenever a creature provokes an attack of opportunity from the figment and you are concentrating on it, you can use an attack of opportunity to cause the figment to attack. You make an attack roll using your caster level and your Intelligence modifier in place of base attack bonus and any ability score modifier. If the attack hits, it deals 1d10 points of damage plus your Intelligence modifier. The first time the figment attacks a creature, the defender gets a Will saving throw to disbelieve. If the creature disbelieves, the figment fails to damage it and ceases to threaten it.

Silhouette Equipment: The shadow weaver can create quasi-real armor and weapons from shadowstuff. She gains a +5 armor bonus to her AC and the weapon deals 1d8 points of damage (modified by the shadow weaver's Strength modifier if appropriate for the weapon's apparent shape). Changing the shape of her armor or weapon is a standard action. The weapon includes ammunition. The weapon has a +1 enhancement bonus but no other magical qualities. Any creature that attacks the shadow weaver or that she attacks, as well as any creature that interacts with her weapon or armor, is allowed a Will save to disbelieve her equipment. The AC bonus and weapon damage is reduced to 20% (minimum 1) against opponents who disbelieve. At 11th level and every four levels thereafter, the armor bonus increases by 2 and the weapon's enhancement bonus increases by 1. This is a shadow[UM] effect. The shadow weaver must be at least 7th level to select this silhouette.

Silhouette Ally: The shadow weaver can draw forth a shadowy ally similar to a Tiny or smaller animal from her shadow as a standard action a number of times per day equal to her Wisdom bonus (minimum 1). The ally appears adjacent to the shadow weaver and is like an illusion created by *shadow conjuration* except that she can mentally control it as a swift action and it lasts for 1 hour per level. The shadow weaver can dismiss the illusion as a standard action. At 3rd level, the shadow weaver can choose any creature from the 1st-level *summon monster* list. At every odd level thereafter, the shadow weaver can choose any creature from the next-higher-level *summon monster* list.

Spooky Silhouette: Your silhouette takes on unsettling shapes to disconcert observers. You gain a bonus equal to half your shadow weaver level on Intimidate checks against anyone who can see it (shadows aren't visible to darkvision). When you demoralize creatures with Intimidate as a standard action, you make one check and apply the result to the DC for all subjects who can see your shadow within 30 feet.

Weave Reality (Su): Starting at 2nd level, a shadow weaver learns to manipulate the boundaries between opposing aspects of reality with sheer force of will once per day. If a weave reality ability allows a saving throw, the DC is 10 + 1/2 shadow weaver level + shadow weaver's Wisdom modifier. At 5th level and every five levels thereafter, she can use this ability an additional time per day.

Overwhelm Disbelief: The shadow weaver can overwhelm another creature's willpower with her own belief in her shadow illusions. When a creature succeeds on a Will saving throw to disbelieve the shadow weaver's shadow illusion, the shadow weaver can make a Will saving throw as an immediate action if the shadow weaver is adjacent to the creature, if the creature is under an enchantment created by the shadow weaver, or if the creature is demoralized. If the shadow weaver's result is higher than the disbelieving creature's result, the shadow illusion has its full effect as if the creature had not disbelieved it. If multiple appropriate creatures disbelieve an illusion at the same instant (for example, if all are caught in the same *false evocation I* emulating *burning hands*), the shadow weaver can apply her single Will saving throw result against all the disbelieving creatures' Will saves with one immediate action.

Luminous Duality: At 3rd level, the shadow weaver can manipulate the duality between light and darkness as a standard action. The shadow weaver targets two areas within 30 feet, each of up to one 10-foot cube per caster level. The areas can be shaped and each cannot extend across multiple illumination levels. If one area is at least two steps brighter or dimmer than the other, one area becomes one step dimmer and the other becomes one step brighter. This change lasts for 1 round per caster level. This ability cannot result in supernatural darkness unless the shadow weaver is at least 6th level. This is neither a light effect nor a darkness effect.

Vital Duality: At 8th level, a shadow weaver can manipulate the duality between positive and negative energy as a standard action. The shadow weaver targets two living or undead creatures within 30 feet. If both targets are alive or both targets are undead, one of the shadow weaver's choice suffers 1d6 points of damage per two shadow weaver levels and the other is healed of half that amount. Any that would be healed in excess of a creature's maximum hit points are instead gained at temporary hit points that last for 1 hour. If one target is alive and the other is undead, both suffer damage in

the full amount. Both targets may attempt a Will saving throw. If one succeeds, the amount of damage dealt or healed for both is reduced by half. The manipulation is negated if both targets succeed.

Energy Duality: At 10th level, a shadow weaver can create an echo of energy opposing an energy that she has recently witnessed. Within 1 round of being within 30 feet of an acid, cold, electricity, fire, negative energy, or positive energy effect, the shadow weaver can produce a 30-foot cone of energy as a standard action. The cone deals 1d4 points of damage per shadow weaver level of the opposite type from the following pairs: acid opposes electricity; cold opposes fire; negative energy opposes positive energy. Creatures caught in the cone can halve the damage with a successful Reflex saving throw. Positive energy heals living creatures instead of damaging them and negative energy heals undead creatures instead of damaging them. Constructs are unaffected by positive and negative energy.

Overrule Reality: At 16th level, a shadow weaver can infuse reality with shadowstuff that is fully subject to her will as a standard action. She can target one creature or one object of up to 10 feet per level in each dimension within 30 feet. That creature or object becomes quasi-real. A creature or magic item can resist with a Will saving throw. A creature whose disbelief the shadow weaver overwhelmed with her overwhelm disbelief ability within the previous round does not receive a saving throw. An affected subject becomes only 60% real, as if a creature produced by *greater shadow conjuration*, although it is not itself magical and cannot be dispelled and its hit points are not affected. If the shadow weaver has an ongoing shadow illusion, she can choose one such illusion to gain the stolen reality, effectively becoming 20% more real (to a maximum of 100%). Overrule reality lasts for 1 round per shadow weaver level or until the shadow spell ends, whichever is longer.

Weave Matter: At 18th level, a shadow weaver can draw upon conflicting matter to combine it into a new whole as a standard action. She can target one creature or objects with total volume no greater than one 10-foot cube per shadow weaver level to modify as described in *polymorph any object*. The resulting form must be of the same size category.

Avid Learner: At 4th level and every four levels thereafter (8th, 12th, and so on), a shadow weaver adds any one divination, enchantment, or illusion spell from the cleric, druid, psychic[OA], shaman[ACG], sorcerer/wizard, or witch[APG] spell list to her class spell list and stores the spell in her shadow so she can prepare it.

Piercing Glimpse (Su): At 4th level, the shadow weaver gains a supernatural sense for the truth of reality to better alter, obscure, or copy it. The shadow weaver gains one of the following benefits constantly. At 9th level and every five levels thereafter, the shadow weaver can choose another piercing glimpse. She can only have one piercing glimpse active at any given time; changing from one to another is a standard action. If a piercing glimpse allows a saving throw, the DC is 10 + 1/2 shadow weaver level + shadow weaver's Wisdom modifier.

Aura Sight: The shadow weaver benefits constantly from *aura sight*[ACG] at her caster level. The range is only 60 feet unless she is at least 9th level.

Darkvision: The shadow weaver gains darkvision with a range of 60 feet. If she already has darkvision, its range increases by 30 feet. At 9th level, the shadow weaver can see even in supernatural darkness such as that created by *deeper darkness*.

Deathwatch (Su): You constantly gain the benefits of *deathwatch* (as the spell). If you are at least 9th level, the range increases to 60 feet.

Eye for Advantage: Whenever the shadow weaver gains a circumstance bonus on attack rolls, on saving throws, or to AC against an attack due to positioning (such as from cover, high ground, lying prone, or flanking), she gains an additional +2 insight bonus on that attack roll, on that saving throw, or to her AC against that attack. At 9th level and every five levels thereafter, this bonus increases by 1.

Gauge Soul (Ex): You can constantly sense the soul aura of all creatures you see or touch. You automatically know whether or not there are any creatures within 60 feet you. You automatically learn whether a creature is alive, undead, or neither alive nor undead (as constructs are), and whether each creature's soul is faint (5 or fewer hit dice), moderate (6 to 10 hit dice), strong (11 to 20 hit dice), or overwhelming (21 or more hit dice). If the soul aura is overwhelming, you are blinded for 1 round if you have half as many Hit Dice as the target or fewer. You also know how many negative levels it has and how many points it has in a ki pool, grit pool, or similar pools of points. You must be at least 9th level to select this piercing glimpse.

Keen Insight: The shadow weaver gains an insight bonus equal to half her level on Sense Motive checks.

Keen Senses: The shadow weaver gains an insight bonus equal to half her level on Perception checks.

Know Heart: You constantly know when you see a conscious creature with an Intelligence score. By concentrating on that creature as a standard action, you learn the creature's current emotional state and its attitude toward any one creature of your choice that it can currently perceive. At 14th level, you can concentrate on the target for 1 minute to learn its secrets as if with the spell *mind probe*[OA]. Once the target succeeds at its saving throw against your mind probe, it is immune to your mind probe for 1 day.

Know Tells: You intuitively read what aspects of a creature's appearance others recognize by. You gain a bonus on Perception checks to see through disguises and on Disguise checks to impersonate someone you have seen equal to half your shadow weaver level. The bonus

also applies on Bluff checks to lie and on Sense Motive checks to detect lies.

Low-Light Vision: The shadow weaver can see twice as far as a human in dim light. At 9th level, she can instead see four times as a far as a human in dim light.

Magic Sense: The shadow weaver can constantly *detect magic* as the spell. She only learns the presence or absence of magic without concentrating. She must concentrate to learn the 2nd round's information and concentrate again the following round to learn the 3rd round's information. At 9th level, this ability instead functions as *arcane sight*.

Mental Sense: The shadow weaver can constantly *detect thoughts* as the spell. She only learns the presence or absence of minds without concentrating. She must concentrate to learn the 2nd round's information and concentrate again the following round to learn the 3rd round's information. The shadow weaver must be at least 9th level to select this piercing glimpse.

Read Instincts: The shadow weaver gains the wild empathy ability as a druid of her shadow weaver level.

Consistent Illusions (Su): At 5th level, whenever a creature fails a Will saving throw to disbelieve the shadow weaver's illusions, it and all observers suffer a –2 penalty on saving throws to disbelieve the shadow weaver's illusions for 1 day. It gets no new save to disbelieve that illusion until it interacts with that illusion in a different manner (repeated attacks do not allow repeated saves, but an attack followed by close visual scrutiny as a move action would allow two saves).

Greater Silhouette (Su): At 12th level, a shadow weaver can choose silhouettes from the following list.

Beshadowed Realm: The shadow weaver can spread her shadow over a large area to cast it in gloomy unreality by concentrating for 10 minutes. This effect is similar to *mirage arcana* except that the area never becomes brighter than dim illumination. Any changes to the terrain are 50% real as if the product of *false conjuration VI* provided any hazards have a CR no greater than the shadow weaver's level – 4 (multiple hazards positioned to be encountered together count as one hazard of their combined CR for this purpose). The shadow weaver must concentrate to maintain the effect as long as she is outside the area or it ends. All other creatures in the area suffer a –2 penalty on Will saving throws. This is a darkness effect.

Project Illusion: Whenever the shadow weaver casts an illusion, she can link it to this silhouette as a free action. If she does, she can use that illusion as a point of origin for another illusion spell of a lower spell level provided she has line of effect to either the linked illusion or the targets or area of the new illusion spell. It remains linked until it is beyond its original range from him or until she links a new illusion to this silhouette (whichever comes first).

Shadow Thief: The shadow weaver can steal a living corporeal creature's shadow with a successful melee touch attack as a standard action. In darkness and through non-visual senses, the creature's shadow has total concealment against this attack—even through darkvision. Only *true seeing* or similar effects can negate this total concealment. A creature that has its shadow stolen suffers 2 temporary negative levels that last until the shadow is returned. The victim casts no shadow nor any reflection until the shadow is returned. The shadow weaver gains a silhouette (not a greater silhouette) of her choice as long as she has the stolen shadow. She must meet the silhouette's prerequisites and treats her shadow weaver level as equal to the victim's Hit Dice if that is lower than her actual shadow weaver level. She casts the stolen shadow such that it overlaps with her own shadow while she possesses it. The shadow is returned after 1 day, when the shadow weaver dismisses it as a standard action, when she steals another shadow, when the target receives a successful *break enchantment*, or when the target and shadow weaver touch while the shadow weaver is helpless (whichever comes first).

Silhouette Double: The shadow weaver gains the shadow twin ability of the dread, treating her shadow weaver levels as dread levels. The shadow twin is quasi-real as if a creature created by *greater shadow conjuration*. The shadow twin does not gain the twin fear ability and always shares the shadow weaver's actions.

Silhouette Portal: The shadow weaver can turn her silhouette into a portal to or from the Shadow Plane as a standard action, allowing travel as the spell *shadow walk*.

Undead Shadow: The shadow weaver can summon an undead shadow. The shadow serves until dismissed or destroyed. The shadow weaver can summon the shadow adjacent to him as a standard action if she does not currently have it summoned. Its alignment matches the shadow weaver's and it lacks the create spawn ability. When the shadow is destroyed, it cannot be summoned again for 1 day. At 17th level, the shadow weaver can instead summon a greater shadow in this way.

Greater Piercing Glimpse (Su): At 14th level, a shadow weaver can choose from the following piercing glimpses.

Blindsense: The shadow weaver gains blindsense with a range of 60 feet.

Bridge of Belief: Whenever you cast a figment or shadow illusion spell, you can link it to this silhouette as a free action. As a standard action, you can travel from your current location to any space within or adjacent to the linked illusion as if with dimension door. You must be at least 17th level to select this silhouette.

Deceiver's Sense: The shadow weaver automatically sees through magical illusions of a spell level lower than half her shadow weaver level and recognizes when a creature is under a *glibness* spell or similar effect. The shadow weaver can concentrate as a standard action to read the aura of a creature within 30 feet; while she does so, she automatically recognizes intentional lies the creature tells unless it succeeds at a Will saving throw.

Greater Magic Sense: The shadow weaver constantly benefits from *greater arcane sight* at her caster level. She can concentrate on a magic item as a standard action to learn its abilities as with *analyze dweomer*. The shadow weaver must be at least 19th level to choose this piercing glimpse.

Pocket Shadow: Your shadow allows you access to a small extradimensional space, approximately one 10-foot cube. It magically helps you find items inside, so retrieving one is always a move action as long as you can carry the item in your available hands without exceeding your heavy load. You can also open your silhouette like a stationary doorway into this space as a standard action, allowing creatures (but not unattended objects or effects) to enter or leave until you close the shadow with another standard action.

Swallowing Silhouette: As a swift or immediate action, you can turn your shadow into an extradimensional pit under one 5-foot square adjacent to you. A Medium or smaller enemy on the ground in that area must succeed at a Reflex saving throw or fall into the pit. The pit is 50 feet deep. After the creature lands, the shadow returns to being flat, leaving the creature adjacent to you. At 17th level, you can cast a long shadow this way; the pit can be up to 10 feet on a side and up to 100 feet deep.

Thought Echoes: The shadow weaver can communicate telepathically with any creature within 30 feet that has an Intelligence score, whether or not it has a language. She can pinpoint those creatures as if with blindsight. At 19th level, the range increases to 60 feet.

True Seeing: The shadow weaver constantly benefits from *true seeing* at her caster level. The shadow weaver must be at least 19th level to choose this piercing glimpse.

Watchful Illusions: The shadow weaver can concentrate as a standard action to observe the immediate vicinity of any illusion she created as if with *greater scrying*. When used on a phantasm, you must target a creature under the phantasm. That creature is allowed a Will save as normal to negate the scrying; if you succeed, you perceive what the victim does, including the phantasm.

Walk through Shadows (Su): At 14th level, a shadow weaver can step through shadows as the spell *shadow step*[UM] as a move action at her caster level. She can use this ability up to three times per day and no more than once per round.

Perspectives

The following are the most common perspectives for shadow weavers. Users of a given perspective might come upon it in different ways or might be trained by fellows of a shared tradition.

Akashic Record

You tap into the cosmic truth of the Akashic Record deep in the Astral Plane to focus your will.

Perspective Spells: All spells on the shaman[ACG] spell list. In addition, you can use your shadow illusions to mimic veils[AM]. All veils last for 1 minute per caster level and treat Intelligence as your primary veilweaving modifier. You can have at most 1 + half your shadow weaver level in illusory veils at a time. When you create another, it automatically dispels the oldest one. Treat daevic veils as transmutations, guru veils as abjurations, nexus veils as conjuration, radiant veils as necromancy, and vizier veils as evocations. You can produce any veil from the appropriate class list, but they aren't necessarily bound to a chakra. If the shadow illusion permits a spell of 2nd level or higher, you can bind the veil to a chakra listed for the permitted spell level or a lower spell level on the table below. You can't put real essence into these illusory veils, but you can put shadow essence in (see the perspective realization below).

- 2nd—hands
- 3rd—feet
- 4th—head, wrists
- 5th—ring
- 6th—blood, headband, shoulders
- 7th—belt
- 8th—neck
- 9th—chest

Perspective Realizations: Your realizations are listed below.

Force of Personality: You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the effects of your silhouettes and illusory veils. Once this choice is made, it cannot be changed.

Shadow Essence (Su): You can gain a bit of essence by sacrificing a spell slot or unweaving a quasi-real veil you created with a shadow illusion spell. Sacrificing a spell slot requires 1 minute of concentration and yields a number of points of essence equal to 1 + half the spell's level. You can't sacrifice trifles this way. Sacrificing an illusory veil is a swift action and yields points of essence equal to those invested in that veil. Once you gain shadow essence, you can bind it into an illusory veil as a free action, but it cannot be retrieved by any means before the veil ends.

Echoes out of Time: At 6th level, you can cast *retrocognition*[OA] once per day as a spell-like ability, but if you do, you become exhausted.

Actualization: At 20th level, when you mimic a veil with a shadow illusion, increase the spell level limit by 1, to a maximum of 10th level. A shadow illusion that can

mimic up to 10th-level spells can be used to mimic a veil bound to the body chakra.

Curiosity

You use your curiosity and creativity to focus your will.

Perspective Spells: All spells on the cleric, sorcerer/wizard, or witch[APG] spell list with the chaotic descriptor; all spells from each of those lists that produce dice re-rolls, confusion, miss chances, or randomized effects drawn from a table (such as *prismatic spray*); and all wonders on the illuminatus wonder list. If you use a shadow illusion to cast a wonder, the maximum level of wonder you can choose is 1 higher than the maximum spell level normally permitted by the shadow illusion, to a maximum of the highest-level spell you can cast. A wonder's effect is unknown until you finish casting it, at which time you roll on the wonder table exactly as if you were casting the wonder as an illuminatus.

Perspective Realizations: Your realizations are listed below.

Duality of Probability (Su): You can store luck for later. A number of times per day equal to 1 + your Wisdom modifier (minimum 1), when you attempt an attack roll, saving throw, skill check, or caster level check, you can choose before rolling the die to roll twice and take the lower result. Doing so grants you 1 probability point that lasts for 1 round per shadow weaver level. As an immediate action, you can spend 1 probability point to gain good luck when you would next roll dice to determine the effect of a wonder, ability, or attack, including damage or the probability that a shadow illusion has full effect on a disbeliever. You roll twice and take the result of your choice. (You can never gain luck on attack rolls, saving throws, skill checks, ability checks, level checks, or the like in this manner.)

Shadow Attainment (Su): At 6th level, you gain an attainment as an illuminatus of your level. Its effects are quasi-real and can be disbelieved with a Will saving throw. Creatures that disbelieve and all objects have only a 5% chance of being affected per shadow weaver level. At 20th level, your shadow attainments cannot be disbelieved.

Actualization: At 20th level, you can remake reality in new and unexpected ways. Your shadow illusions are 100% real when they emulate wonders.

Desire

You use your greatest desires to focus your will. With practice, you can mold those desires to reach intermediate goals or to match the wishes of others like a genie.

Perspective Spells: All spells on the sorcerer/wizard spell list or the witch[APG] spell list.

Perspective Realizations: Your realizations are listed below.

Force of Personality: You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. Once this choice is made, it cannot be changed.

Perspective Specialization (Su): Choose a witch patron, sorcerer bloodline, or school of magic. You can mimic one spell of each spell level from that list (chosen when you gain access to that spell level, if there is more than one option) with shadow illusions that mimic spells even if it is of the wrong school of magic (although other limits, such as spell level, still apply).

False Wish (Sp): At 6th level, once per day, you can grant a wish spoken aloud by a humanoid creature other than yourself within 30 feet. Granting the wish is a standard action that expends no spell slot and requires no components except for any material component of the spell costing at least 1 gp. The wish's effect can resemble any spell stored in your shadow of a level you can cast. If that spell is a shadow illusion that mimics other spells, the mimicked spell can be drawn from the cleric/oracle, druid, psychic[OA], shaman[ACG], sorcerer/wizard, or witch[APG] spell list or be a unique effect of comparable potency to any appropriate spell (although it remains quasi-real and must follow any school of magic restrictions).

Actualization: At 20th level, you can make your desires reality more easily than ever. Your shadow versions of your perspective spells are 70% real (or more, if the spell is normally more real).

Dream

You use your unconscious perceptions of a greater reality to focus your will.

Perspective Spells: All spells from the psychic[OA] spell list and psionic powers from the psion power list, including all psion discipline power lists. For this purpose, treat metacreativity powers as conjurations, psychokinesis powers as evocation, and psychometabolism as transmutation. A psionic power emulated by a shadow illusion has its normal displays. To augment a psionic power emulated by a shadow illusion, you can sacrifice one unused spell slot to effectively augment it by one power point per spell level of that spell slot; any power points that would bring the sum of this augmentation and the power's base power point cost above your caster level are wasted.

Perspective Realizations: Your realizations reveal fundamental underpinnings of magic that let you do otherwise impossible things with your spells.

Dream Logic (Su): You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. If you don't, you add +1 to the save DC of your mind-affecting spells. Once this choice is made, it cannot be changed.

Dreams Come to Life (Su): Your illusions seem to take on a life of their own. You can concentrate on one figment, glamer, or phantasm as a part of the action to cast or concentrate on another illusion.

Spell Conversion (Su): At 6th level, you can cast a spell without using a spell slot of its spell level if you instead use up two spell slots of the next level lower or four spell slots two levels lower.

Actualization: At 20th level, you can remake reality as easily as your own dreams. Your shadow versions of your perspective spells are 70% real (or more, if the spell is normally more real).

Ideal

You use template your will based upon pure ideals.

Perspective Spells: All spells on the cleric, oracle, and shaman[ACG] spell lists.

Perspective Realizations: Your realizations help you modulate the dualities of positive and negative energy as well as spiritual energy rippling at the edges of the Shadow Plane.

Rational Resolve (Ex): You gain a bonus on Will saving throws equal to half your Intelligence bonus.

Channel Duality (Su): At 1st level, you can channel positive or negative energy as a cleric of your shadow weaver level except as follows. You can channel energy a number of times per day equal to 1 + your Wisdom modifier (minimum 1) and require no holy symbol. If you are alive, you must channel positive energy. If you are undead, you must channel negative energy. Whenever you channel energy, you automatically damage yourself with the opposite energy for an equal amount (with a Will save for half damage as normal). You cannot choose to exclude yourself except with abilities like the Selective Channeling feat. If you have negative energy affinity, you channel negative energy but are unaffected by your own channeling. The save DC is Wisdom-based.

Spiritual Duality (Su): As a swift action at 6th level, you can focus an echo of conflicting alignment energy for up to 1 hour per shadow weaver level once per day. To create the aura, you must have observed a spell, item, effect, or creature with the opposite alignment descriptor or subtype (chaotic, good, evil, or lawful) from within 30 feet within the last 1 round. If the effect has both an ethical descriptor and a moral descriptor, you can create an aura opposing both or just one. An observer using an effect like *detect good* detects the false aura in place of your true aura unless the observer succeeds at a Will saving throw to disbelieve it. You gain a bonus equal to your Wisdom bonus (minimum +1) on attack rolls, caster level checks to overcome spell resistance, and damage rolls (apply the bonus only once per attack or spell, to a single target) against creatures of alignments opposing your false aura. When you create the aura, you can choose for it to be 25%, 50%, or 75% real. Effects that differ according to alignment (such as *holy smite*) have the chosen chance to treat you as the aura's alignment instead of your own. If you take an action that goes against the alignment's aura, the aura has the chosen chance of ending.

Actualization: At 20th level, you can mold reality with pure ideals. Your shadow illusions are 100% real when emulating spells with descriptors that match your apparent alignment.

Instinct

You use your deepest instincts to focus your will.

Perspective Spells: All spells on the druid and shaman[ACG] spell lists; all spells granted by the Air, Animal, Earth, Fire, Plant, Water, and Weather cleric domains and their subdomains; and all spells granted by the flame, heavens, life, nature, waves, and wind shaman spirits.

Perspective Realizations: Your realizations are listed below.

Self-Knowledge (Ex): You can choose to use Wisdom in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. If you don't, you add the witch[ACG] spell list to your perspective spells. Once this choice is made, it cannot be changed.

Animus (Su): You create a quasi-real illusory animal that assists you. The animal functions as a druid's animal companion or shaman's spirit animal bound to any one spirit (your choice), but is quasi-real like creatures summoned by *shadow conjuration*. It is 5% real per shadow weaver level you have. You can dismiss your animus as a standard action. You can summon it adjacent to you as a standard action. If the animus is destroyed, you can't summon it for 1 day. You can change the form your animus takes once per week by meditating for 8 hours.

Primal Shape (Su): At 6th level, you can partially transform yourself into a monstrous shape suiting your primal instincts as a standard action once per day. This functions as *monstrous physique I*[APG] except that you can choose for your superficial appearance to match an animal with similar features and of similar size to the physical form you took. For example, you might become a gargoyle but appear to be a dire bat. You can also choose to become an outsider native to the Plane of Shadow with this ability as if it were a monstrous humanoid. This transformation is 20% real, as if with the spell *false transmutation IV*. At 8th level, this ability functions as *monstrous physique II*[APG] and you can appear to be an elemental of similar size. At 10th level, this ability functions as *monstrous physique III*[APG] and you can appear to be a plant creature of similar size. At 12th level, this ability functions as *monstrous physique IV*[APG].

Actualization: At 20th level, you can make the world as you instinctively know it should be. Your shadow versions of your perspective spells are 80% real (or more, if the spell is normally more real).

Memory

Your will is honed to perfection as a result of your carefully precise memory.

Perspective Spells: All spells on the cleric/oracle, druid, psychic[OA], shaman[ACG], sorcerer/wizard, or witch[APG] spell list of a spell level you can cast. When using a shadow illusion that emulates a spell of your choice, you can't choose a spell of the maximum spell level allowed unless you have identified that spell with a successful Spellcraft check as it was cast by someone else within the previous 24 hours.

Perspective Realizations: Your realizations give you unparalleled understanding of magic you observe.

Mimic Spellcasting (Su): Once per day, you can cast a spell that was cast by another creature within 60 feet within the last 1 round. You must have identified the spell with Spellcraft before it took effect. The spell need not be on your class spell list, although you must be able to cast spells of that spell level. You cast the spell as if it were one you had prepared but it does not consume a spell slot. You need not provide any of the spell's components except material component costing at least 1 gp. The duplicate spell has all the same metamagic feats applied to it as the original, even if you don't know those feats; you cannot further modify it by metamagic feats.

Flexible Mimicry (Su): At 6th level, spells you observe also count as all lesser versions of those spells for the purpose of your memory perspective, potentially allowing you to mimic lesser versions of those spells with shadow illusions or your mimic spellcasting ability. A spell counts as a lesser version for this purpose as long as the text of either spell references the other (or if either references a spell that references the other) and the spell you cast is of a lower spell level for you than the observed spell would be for you. (For example, a 7th-level shadow weaver observes a wizard using *polymorph* and successfully identifies it with Spellcraft. She can then cast *false transmutation IV* to mimic *beast shape II*. Normally, *beast shape II* is too high a level for him to mimic, but *polymorph* is a more potent version of *beast shape II* and she can cast spells of a high enough maximum spell level if she has observed them within the past 24 hours.)

Actualization: At 20th level, you can perfectly imitate magic you have seen. Whenever you cast a shadow illusion of a spell you observed cast by someone else within the past 24 hours, it is 100% real.

Perception

You clear your mind and see the world as it truly is to focus your will.

Perspective Spells: All spells with the temporal descriptor[DM], all spells that make time pass faster or slower from any spell list, and all spells from the time warden[GGTW] spell list. Treat 5th-level time warden spell as 6th-level spells and 6th-level time warden spells as 8th-level spells for this purpose.

Perspective Realizations: Your realizations are listed below.

Extraordinary Awareness (Ex): You can choose to use Wisdom in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. If you don't, you gain uncanny dodge as a rogue of your shadow weaver level. Once this choice is made, it cannot be changed.

Perfect Recall (Ex): You gain an insight bonus equal to half your shadow weaver level on all Perception and Knowledge checks and you gain the piercing glimpse ability at 1st level in addition to the piercing glimpse gained at 4th level. At 4th level, you can have two piercing glimpses active at once.

Glimpse of Omniscience (Su): At 6th level, you can glimpse what another creature perceives by concentrating as a standard action, like the spell *witness*[UM]. At 10th level, you can glimpse across time as if with *retrocognition*[OA]. At 14th level, you can glimpse across unlimited distance, as if with *greater scrying*.

Actualization: At 20th level, your constant glimpses of parallel times and possible futures allow you to shape shadow illusions that are nearly impossible to disbelieve. Your shadow versions of your perspective spells are 90% real (or more, if the spell is normally more real).

Seraph

Inspired by the dualistic construction of the City of 7 Seraphs, you use a balance of dualities to focus your will.

Perspective Spells: All spells on the sorcerer/wizard spell list and the druid spell list.

Perspective Realizations: Your realizations are listed below.

Force of Personality: You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. Once this choice is made, it cannot be changed.

Dualistic Illusions (Su): As long as you have two illusions within 60 feet of each other imitating opposite schools of magic or imitating opposite energies, the Will save DC to disbelieve those paired illusions are increased by 4.

Abjuration opposes evocation and necromancy.
Acid opposes air and electricity.
Air opposes acid and earth.
Cold opposes fire.
Conjuration opposes evocation and illusion.
Earth opposes air and electricity.
Electricity opposes acid and earth.
Enchantment opposes necromancy and transmutation.
Evocation opposes abjuration and conjuration.
Fire opposes cold and water.
Illusion opposes conjuration and transmutation.

Necromancy opposes abjuration and enchantment. Transmutation opposes enchantment and illusion.

Twinned Balance (Sp): At 6th level, once per day, when you cast a shadow illusion that imitates another spell as a standard action, you can cast another shadow illusion that imitates a spell as a swift action, as if modified by the Quicken Spell metamagic feat. The quickened spell must have a casting time of 1 standard action or less, must sum to less than the highest-level shadow weaver spell you can cast when added to the first shadow illusion you cast this round, and must pair with that spell (see duality, above).

Actualization: At 20th level, you can use twinned balance three times per day, and you can quicken a shadow illusion of any spell level each time.

Shadow Weaver Spell List

Shadow weavers gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those marked with an asterisk (*) appear in this book, and those marked with superscripts appear in their respective books. Spells from the *Pathfinder Roleplaying Game*: *Advanced Race Guide* (ARG) or *Pathfinder Roleplaying Game:Monster Codex* (MC) are available only to characters of the appropriate species and with GM permission.

0-level Shadow Weaver Spells

dancing lights, *daze*, *deepen shadow*DM, *douse*DM, *duel*DM, *detect magic*, *detect poison*, *detect psychic significance*OA, *flare*, *ghost sound*, *grave words*OA, *haunted fey aspect*APG, *hide*DM, *know direction*, *light*, *message*, *prestidigitation*, *read magic*, *resize shadow*DM, *shadow bite*DM, *shadow blindness*DM, *shadow shape*DM, *sift*APG, *silent image*, *silhouette*DM, *touch of fatigue*.

1st-level Shadow Weaver Spells

*absurdity*HA, *alter musical instrument*ACG, *aphasia*UI, *auditory hallucination*UI, *blend*ARG, *blurred movement*ACG, *bungle*UM, *burst of adrenaline*OA, *burst of insight*OA, *cause fear*, *charm person*, *chill heart*DM, *color spray*, *comprehend languages*, *confusion (lesser)*, *corpse rebellion*DM, *cultural adaptation*UI, *deathwatch*, *deceitful presence*DM, *decrepit disguise*OA, *delusional pride*UM, *detect secret doors*, *detect undead*, *disguise self*, *disguise weapon*ACG, *faerie fire*, *false belief*UI, *false abjuration I**, *false conjuration I**, *false evocation I**, *false necromancy I**, *false transmutation I**, *feral scent*DM, *flare burst*APG, *heightened awareness*ACG, *hypnotism*, *I am a rock*DM, *illusion of calm*UC, *invisible hunter*DM, *jitterbugs*ARG, *locate water*DM, *magic aura*, *mask dweomer*APG, *memorize page*ACG, *memory lapse*APG, *mindlink*OA, *minor image*, *misleading shadows*DM, *moment of greatness*UC, *negative reaction*UC, *obscure poison*UI, *open and shut*UI, *peacock pose*DM, *phantom blood*ACG, *protective penumbra*UM, *psychic reading*OA, *quintessence*OA, *ray of the eclipse*DM, *remove fear*, *remove sickness*UM, *shadow anchor*ARG, *shadow weapon*UM, *shadow's blessing*DM, *telempathic projection*OA, *thought echo*OA, *trapshadow*DM, *unprepared combatant*UM, *vanish*APG, *veil companion*DM, *ventriloquism*, *wrath*APG.

2nd-level Shadow Weaver Spells

*acoustic dampening*DM, *adoration*UC, *aid*, *alarm*, *anticipate thoughts*OA, *appearance of life*HA, *blessing of luck and resolve*ARG, *blur*, *build trust*UI, *chill heart*DM, *codespeak*UI, *command undead*, *commune with birds*ARG, *consume light*DM, *continual flame*, *converse with drake*DM, *darkblindness*DM, *darkness*, *darkvision*, *dark whispers*UI, *daze monster*, *death knell*, *deja vu*OA, *delay pain*UM, *detect anxieties*UI, *detect desires*UI, *detect magic (greater)*UI, *detect mindscape*OA, *detect thoughts*, *disguise other*UM, *dome of silence*DM, *dust of twilight*APG, *elemental speech*APG, *enshroud thoughts*OA, *enticing gleam*DM, *false abjuration II**, *false conjuration II**, *false evocation II**, *false life*, *false necromancy II**, *false transmutation II**, *find traps*, *flickering lights*HA, *focused scrutiny*ACG, *ghostly disguise*UM, *glitterdust*, *haunting mists*UM, *hideous laughter*, *hidden presence*UI, *horrid revelations*DM, *hypnotic pattern*, *hypercognition*OA, *illusory script*, *inquisitor's bane*DM, *intoxicating scent*DM, *investigative mind*ACG, *invisibility*, *invisibility alarm*ACG, *isolate*MC, *life pact*ACG, *locate object*, *lock gaze*UC, *mad hallucination*UM, *major image*, *magic mouth*, *mask dweomer (communal)*UC, *memory lapse*APG, *message in a bottle*DM, *mind thrust I*OA, *mind's eye map*DM, *minor dream*ARG, *mirror image*, *misdirection*, *muffle sound*ACG, *obscure object*, *oneiric horror*OA, *paranoia*OA, *phantom trap*, *placebo effect*OA, *qualm*UC, *ray of enfeeblement*, *ray of sickening*UM, *scare*, *seeing stones*DM, *sense fear*HA, *sense madness*HA, *shadow jump*DM, *shadow snare*DM, *share language*APG, *shifted steps*UI, *silence*, *silent combat*DM, *silent table*ACG, *skittering vermin*DM, *slither*DM, *sow thought*ARG, *spy my shadow*DM, *symbol of mirroring*UM, *tactical acumen*UC, *twilight haze*ACG, *uncanny utterance*DM, *undetectable alignment*, *view the past*DM, *whispering wind*.

3rd-level Shadow Weaver Spells

*adjustable disguise*ACG, *analyze aura*OA, *anonymous interaction*ACG, *arcane sight*, *audiovisual hallucination*UI, *aura of the unremarkable*UI, *aura sight*APG, *bestial lure*DM, *blind spot*DM, *blindness/deafness*, *calm emotions*, *calm spirit*OA, *campfire wall*APG, *clairaudience/clairvoyance*, *companion life link*ACG, *contagious zeal*OA, *darkvision (communal)*UC, *daybreak arrow*UC, *daylight*, *deeper darkness*, *deflect blame*UI, *discovery torch*UC, *displacement*, *disrupt silence*UI, *doom of dancing blades*DM, *eagle eye*APG, *enthrall*, *false abjuration III**, *false conjuration III**, *false evocation III**, *false necromancy III**, *false transmutation III**, *fearsome duplicate*ARG, *fortified hoard*DM, *ghoul touch*, *gloomblind bolts*ARG, *guiding star*APG, *hallucinatory terrain*,

heroism, hide campsite[APG], howling agony[UM], id insinuation I[OA], illusion of treachery[UI], illusory wall, inflict pain[OA], innocuous aspect[DM], instant fake[UI], invisibility sphere, loathsome veil[UM], locate weakness[UC], mantle of calm[ACG], matchmaker[UI], mental block[OA], mindscape door[OA], mind thrust II[OA], minor phantom object[ARG], nondetection, ocularum[DM], open book[UI], pain wave[DM], pack empathy[UI], patron's aspect[DM], phantasmal affliction[UI], phantom dragon[DM], pierce disguise[ACG], rage, scintillating lights[DM], seek thoughts[APG], shadow conjuration, shadow step[UM], share language (communal)[UC], share skins[DM], simulacrum (lesser)[UM], snap the leash[DM], speak with animals, speak with dead, steal power[DM], suggestion, synesthesia[OA], thought shield I[OA], tongues, touch of idiocy, unliving rage[ACG], wall of nausea[ACG], well of angry souls[DM], witness[UM].

4th-Level Shadow Weaver Spells

anger of many faces[DM], aura of doom[UM], aversion[OA], beguiling bauble[DM], charnel house[HA], complex hallucination[UI], confound senses[DM], create mindscape[OA], crushing despair, daze (mass)[UM], demanding message[UI], detect scrying, devouring shadow[DM], dispel magic, dreadscape[HA], dream, echolocation[UM], ego whip I[OA], eyes of the void[ACG], false abjuration IV*, false conjuration IV*, false evocation IV*, false life (greater)[UM], false necromancy IV*, false transmutation IV*, false vision, fear, ghost brand[UI], glimpse of truth[UI], good hope, hollow heroism[UI], horrific doubles[HA], id insinuation II[OA], switchskin[DM], impossible angles[HA], intellect fortress I[OA], invisibility (greater), locate creature, mage's horrifying leech[DM], magic aura (greater)[UI], major phantom object[ARG], meticulous match[UI], mind probe[OA], mind thrust III[OA], mirage arcana, nightmare, nondetection (communal)[UC], oneiric horror (greater)[OA], persistent image, phantasmal asphyxiation[HA], phantasmal killer, quieting weapons[UI], rainbow pattern, ray of exhaustion, reckless infatuation[UM], scrying, selective alarm[UI], seeming, shadow attack[DM], shadow evocation, shadow plane adaptation[DM], shadow projection[APG], shadowy haven[ARG], shocking image[UC], speak with haunt[OA], speak with plants, summon star mote[DM], they know[UI], thought shield II[OA], triggered suggestion[ACG], unadulterated loathing[UM], unbearable brightness[ACG], undetectable trap[UI], vampiric touch, vicarious view[UI], village veil[ARG], wandering star motes[APG].

5th-Level Shadow Weaver Spells

arcana theft[UM], burning monkey swarm[DM], charm person (mass)[UI], confusion, curse of disgust[UM], deceitful veneer[UI], diabolical temper[DM], ego whip II[OA], enemy within[DM], false abjuration V*, false conjuration V*, false evocation V*, false future[UI], false necromancy V*, false transmutation V*, feast on fear[ACG], find treasure[DM], grasp of the tupilaq[DM], id insinuation III[OA], illusion of treachery (greater)[UI], intellect fortress II[OA], leeching lanthorn[DM], mad sultan's melody[HA], mage's private sanctum, maze (lesser)[DM], memory echo[DM], mind swap[OA], mind thrust IV[OA], mislead, moonstruck[APG], nova[DM], overwhelming grief[UM], permanency, permanent image, pessimism[HA], phantasmal web[APG], programmed image, psychic asylum[OA], red hand of the killer[UI], rumormonger[UI], scripted hallucination[UI], sending, shadow landscape*, shadow slaves[DM], shadow walk, shadowself[DM], smug narcissism[UM], spellsteal[MC], symbol of pain, symbol of striking[UC], telepathic bond, telepathy[OA], terrifying gaze[DM], thought shield III[OA], thoughtsense[OA], trace teleport[UI], true seeing, truespeak[ARG], veil, visage of madness[DM], wall of blindness/deafness[ACG], wall of darkness[DM], we are a rock[DM].

6th-Level Shadow Weaver Spells

analyze dweomer, battlemind link[UM], blazing rainbow[ACG], compelling rant[HA], contingency, create mindscape (greater)[OA], curse of the outcast[UI], dispel magic (greater), dream council[OA], dream scan[OA], ego whip III[OA], eyebite, false abjuration VI*, false conjuration VI*, false evocation VI*, false necromancy VI*, false transmutation VI*, false vision (greater)[UI], feeblemind, find the path, glyph of remembrance[DM], heroism (greater), id insinuation IV[OA], inspiring speech[DM], intellect fortress III[OA], legend lore, lunar veil[UM], mage's decree[UI], mind fog, mind thrust V[OA], modify memory, night terrors[HA], phantasmal putrefaction[HA], retrocognition[OA], sensory deprivation[DM], shrieking flock[DM], shroud of death[DM], simulacrum, symbol of fear, symbol of persuasion, thought shield IV[OA], tower of iron will I[OA], transformation, triggered hallucination[UI], utter contempt[UM], vampiric shadow shield[ACG], vengeful outrage[UM], waves of fatigue.

7th-Level Shadow Weaver Spells

arcane sight (greater), create demiplane (lesser)[UM], demanding message (mass)[UI], ego whip IV[OA], false abjuration VII*, false conjuration VII*, false evocation VII*, false necromancy VII*, false transmutation VII*, foe to friend[APG], foster hatred[OA], gnashing floor[DM], hollow heroism (greater)[UI], inflict pain (mass)[OA], invisibility (mass), limited wish, mind thrust VI[OA], permanent hallucination[UI], phantasmal revenge[APG], phobia[HA], primal regression[OA], project image,

Adaptation

When using spells from other sources in their campaigns, GMs are encouraged to treat most spells with the light, shadow, and darkness descriptors as on the shadow adept spell list at the lowest spell level other dedicated spellcasters (those that can access 9 levels of spells) can access those spells. Most charms, most abjurations that prevent detection, most compulsions that do not force the target to take specific actions, and most divinations that allow the caster to directly perceive more or more effectively are appropriate as well.

Running Shadow Weavers

Shadow weavers present an unparalleled chance to improvise as a player in exchange for the potentially diminished result of a disbelieved *false* or other shadow magic spell. However, with such great versatility comes added responsibility. Game time can be squandered waiting on a player of a shadow weaver that is not ready with the spells and reference they mean to simulate with various shadow effects.

Gamemasters are encouraged to partner with shadow weaver's player to come up with default strategies for most of their chosen shadow magic effects and spend time checking perspectives for legal spell options. In times requiring limited preparation, it is advisable to have pregenerated options to limit an unprepared players perspective spell list selections. Some games might benefit from a list of likely spells to emulate to both allow for gamemaster-familiarity and to streamline player spell selection.

This also goes for those shadow weavers who access to the akashic record perspective and the temporary veilweaving options it grants them. Many veils have options and essence allocations meant to be part of a daily preparation routine and may be complicated for new players to manage on the fly.

The above said, gamemasters are highly encouraged to trust to the robust design of the class and the limits inherit to shadow magical mechanics and to allow the most broad ranges of abilities they are comfortable with.

"It begins with the Will. The Will to shape the shadow and the Will to resist its dissolution."

—Urama of the Kraken

psychic surgery[OA], *repress memory*[OA], *scintillating pattern*, *screen*, *scrying (greater)*, *sequester*, *shadow body*[OA], *shadow conjuration (greater)*, *stone tell*, *sunbeam*, *synesthesia (mass)*[OA], *thought shield V*[OA], *tower of iron will II*[OA], *unshakable zeal*[OA], *vision*, *waves of ecstasy*[UM].

8th-level Shadow Weaver Spells

charm monster (mass), *create demiplane*[UM], *curse of night*[HA], *demand*, *ego whip V*[OA], *euphoric tranquility*[APG], *false abjuration VIII**, *false conjuration VIII**, *false evocation VIII**, *false necromancy VIII**, *false transmutation VIII**, *insanity*, *maze*, *mind blank*, *moment of prescience*, *power word blind*, *reverse scry*[DM], *shadow evocation (greater)*, *sunburst*, *symbol of stunning*, *tower of iron will III*[OA], *waves of exhaustion*.

9th-level Shadow Weaver Spells

antipathy, *binding*, *create demiplane (greater)*[UM], *false abjuration IX**, *false conjuration IX**, *false evocation IX**, *false necromancy IX**, *false transmutation IX**, *foresight*, *gaze of Veles*[DM], *heroic invocation*[UC], *maze (greater)*[DM], *maze of madness and suffering*[HA], *microcosm*[OA], *mind blank (communal)*[UC], *mind swap (major)*[OA], *one with the cosmos*[DM], *polar midnight*[UM], *power word stun*, *shades*, *symbol of insanity*, *sympathy*, *tower of iron will IV*[OA], *weird*, *wish*.

Favored Class Options

A shadow weaver belonging to an indicated species below can gain the listed benefit in place of gaining a hit point or skill point from gaining a level of shadow weaver (if it is that character's favored class).

Ceptu†: +1/6 of a piercing glimpse.

Dwarf: +1/4 level for the effectiveness of one piercing glimpse (maximum +2 to any given piercing glimpse).

Elf: +1/4 level for the effectiveness of one piercing glimpse (maximum +2 to any given piercing glimpse).

Gnome: +1/4 level for the effectiveness of one silhouette (maximum +2 to any given silhouette).

Halfling: +1/2 bonus on Will saving throws to disbelieve illusions or to use overwhelm disbelief.

Half-Elf: +1 hit point to creatures created by illusions.

Half-Orc: +1/2 bonus to damage dealt by illusions. This bonus only applies to one victim once per round.

Human: +1/2 bonus on Will saving throws to disbelieve illusions or to use overwhelm disbelief.

Judow†: +1/6 of a silhouette.

Mirrorkin†: +1/6 of a silhouette.

Rhyzala†: Add a spell with the darkness or shadow[UM] descriptor of a level the shadow weaver can cast to the shadow weaver's spell-storing shadow.

Shadow Fey†: +1/6 of a silhouette.

Veryx†: +1/5 use of weave reality.

Xodai†: +1/6 of a piercing glimpse.

Theurge

Duality is a way of life in the Shadow Plane. Many of those born in Hyraeatan are torn between extremes or lost in the fringes of shifting polarities. There walk the theurges of the City. Forever between, many of these become drawn between the divine energies of the Eternals and the arcane secrets of Radia and Occlusion. Liminal mistresses and masters of the crossroads—blending magic from two sources with a singular passion.

Role: Those standing between forces may seem destined never to master either. This is rarely the case however, as that these esoteric specialists can weave effects from both Sources they claim with a singular purpose.

Alignment: Any.

Hit Die: d6.

Class Skills

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

Skill Ranks per Level: 2 + Int modifier.

Starting Wealth: 2d6 × 10 gp (average 70 gp).

Class Features

All of the following are class features of the theurge.

Weapon and Armor Proficiency: A theurge is proficient with all simple weapons. A theurge is not proficient with any type of armor or shield. Armor interferes with a theurge's movements, which can cause his arcane spells with somatic components to fail.

Spells: A theurge casts divine spells drawn from the cleric spell list and arcane spells drawn from the sorcerer/wizard spell list. A theurge must choose and prepare his spells in advance. To prepare or cast an arcane spell, a theurge must have an Intelligence score equal to at least 10 + the spell level. The DC for a saving throw against a theurge's arcane spell is 10 + the spell level + the theurge's Intelligence modifier. To prepare or cast a divine spell, a theurge must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a theurge's divine spell is 10 + the spell level + the theurge's Wisdom modifier. A theurge can cast only a certain number of arcane spells and divine spells of each spell level per day. His base daily spell allotment is given on Table 4-15. In addition, he receives bonus spells per day if he has a high Intelligence or Wisdom score. A theurge receives bonus arcane spells for a high Intelligence score and bonus divine spells for a high Wisdom

Table 4–15: Theurge Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, orisons	2+1	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Scribe Scroll	2+2	1+1	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Focused caster	2+2	1+1	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Combined spell	2+2	2+1	1+1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Spell synthesis 1/day	2+2	2+1	1+1	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Innate spell	2+2	2+1	2+1	1+1	—	—	—	—	—	—
7th	+3	+2	+2	+5	Combined spell (2nd)	2+2	2+2	2+1	1+1	1	—	—	—	—	—
8th	+4	+6	+2	+6	Bonus feat	2+2	2+2	2+1	2+1	1+1	—	—	—	—	—
9th	+4	+3	+3	+6	Innate spell (2nd), wand adept	2+2	2+2	2+2	2+1	1+1	1	—	—	—	—
10th	+5	+3	+3	+7	Combined spell (3rd)	2+2	2+2	2+2	2+1	2+1	1+1	—	—	—	—
11th	+5	+3	+3	+7	Spell synthesis 2/day	2+2	2+2	2+2	2+2	2+1	1+1	1	—	—	—
12th	+6/+1	+4	+4	+8	Innate spell (3rd)	2+2	2+2	2+2	2+2	2+1	2+1	1+1	—	—	—
13th	+6/+1	+4	+4	+8	Combined spell (4th)	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1	—	—
14th	+7/+2	+4	+4	+9	Bonus feat	2+2	2+2	2+2	2+2	2+2	2+1	2+1	1+1	—	—
15th	+7/+2	+5	+5	+9	Innate spell (4th)	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1	—
16th	+8/+3	+5	+5	+10	Combined spell (5th)	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	1+1	—
17th	+8/+3	+5	+5	+10	Spell synthesis 3/day	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	1
18th	+9/+4	+6	+6	+11	Innate spell (5th)	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	1+1
19th	+9/+4	+6	+6	+11	Combined spell (6th)	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1
20th	+10/+5	+6	+6	+12	Master theurge	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2

"1" indicates that the theurge may prepare either an arcane or divine spell of that level per day.
"1+1" indicates that the theurge may prepare one arcane and one divine spell of that level per day.
"2+1" indicates that the theurge has the choice of preparing either two arcane spells and one divine spell or two divine spells and one arcane spell of that level per day.

score. A theurge does not know all divine spells of a given level, as a cleric does. Instead, he prepares divine spells from his prayer book, which contains his collection of written divine spells. A theurge must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook (for arcane spells) and his prayer book (for divine spells) and deciding which spells to prepare.

Cantrips and Orisons: Theurges can prepare a number of cantrips (0-level arcane spells), and orisons (0-level divine spells) each day, as noted on Table 4-15. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellbooks: A theurge must study his spellbook each day to prepare his arcane spells. He cannot prepare any spell not recorded in his spellbook, except for read magic, which all theurges can prepare from memory. A theurge begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level sorcerer/wizard spells of his choice. The theurge also selects a number of additional 1st-level sorcerer/wizard spells equal to his Intelligence modifier to add to the spellbook. At each new theurge level, he gains two new sorcerer/wizard spells of any spell level or levels that he can cast (based on his new theurge level) for his spellbook. At any time, a theurge can also add spells from borrowed or captured spellbooks to his own.

Prayer Book: A theurge does not receive his divine spells directly from the deity or other mystical force he venerates. Instead, he must search for and collect new

Theurge Class

The theurge base class originally appeared in Kobold Press' *New Class Compendium* and appears here by virtue of the OGL with their blessing. Many other classes in that book may find a place under the boughs of the Glarewood or in the frigid necropolis of the Icegrave Enclave.

divine spells to record in his prayer book, much the same as he does with arcane spells for his spellbook. These divine spells can come from divine scrolls, holy tablets, or other magical writings. A theurge cannot prepare any divine spell not recorded in his prayer book. A theurge begins play with a prayer book containing all 0-level cleric spells plus three 1st-level cleric spells of the player's choice. The theurge may also select a number of additional 1st-level cleric spells equal to his Wisdom modifier to add to his prayer book. At each new theurge level, he gains two new cleric spells of any spell level or levels that he can cast (based on his new theurge level). At any time, a theurge can also add divine spells found on scrolls or in other magical writings to his prayer book.

Bonus Languages: A theurge's bonus language options include Celestial, Abyssal, Draconic and Infernal. These choices are in addition to the bonus languages available to the character because of his species.

Scribe Scroll: At 2nd level, a theurge gains Scribe Scroll as a bonus feat.

Focused Caster (Ex): Beginning at 3rd level, a theurge may roll twice on any concentration check and take the higher result.

Combined Spell (Su): Starting at 4th level, a theurge can prepare and cast arcane spells using available divine spell slots and vice versa. Spells prepared and cast in this way take up a slot one level higher than they otherwise would have occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both the cleric spell list and the sorcerer/wizard spell list. At 4th level, a theurge can prepare 1st-level arcane spells using available 2nd-level divine spell slots or 1st-level divine spells using available 2nd-level arcane spell slots. Every three levels thereafter, the maximum level of spells that can be prepared in this way increases by one, to a maximum of 6th-level spells at 19th level. (Such spells would take up 7th-level spell slots.) Despite being prepared and cast using a higher-level spell slot, a combined spell is still treated in all ways like a spell of its actual level. For example, a 7th-level theurge who has already prepared all his allotted 3rd-level arcane spells for the day could still prepare a fireball spell by using an available 4th level divine spell slot. The fireball would still be considered in all ways a 3rd-level arcane spell.

Spell Synthesis (Su): At 5th level and higher, a theurge can cast two spells he has prepared, one arcane and one divine, using one action. Both of the spells must have the same casting time. The theurge can make any decisions concerning the spells independently of each other. Any target affected by both spells takes a –4 penalty on saving throws against each spell. A theurge receives a +4 bonus on caster level checks made to overcome spell resistance involving either of the two spells. A theurge can use this ability once per day at 5th level and one additional time per day at 11th and 17th levels.

Innate Spell (Sp): As a theurge's mastery of magic improves, he learns to cast a small number of spells spontaneously. Beginning at 6th level, a theurge may designate one 1st-level spell he knows. He can now cast this spell once per day as a spell-like ability, without needing to prepare it ahead of time. This innate spell is in addition to the theurge's normal allotment of spells and does not count against his spells per day. The caster level for this spell is equal to the theurge's caster level. At 9th level and every three levels thereafter (12th, 15th, and 18th), the theurge may designate an additional spell that he can use once per day as a spell-like ability. Whenever he gains an additional spell, the maximum level of spells he can designate increases by one, to a maximum of a 5th-level innate spell at 18th level. A theurge cannot change an innate spell once it is designated and cannot designate the same spell more than once.

Bonus Feats: At 8th and 14th levels, a theurge gains a bonus feat. At each such opportunity, he must choose a metamagic feat, an item creation feat, Spell Focus, Greater Spell Focus, Spell Penetration, or Greater Spell Penetration. The theurge must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The theurge is not limited to the categories or specific feats listed above when choosing those other feats.

Wand Adept (Su): A theurge of 9th level or higher can use his innate magic to power wands. When he wields a wand that contains a spell on one of his spell lists, the theurge uses his own ability score (Intelligence for arcane spells, Wisdom for divine spells) to determine the wand's save DC. At 14th level, a theurge uses his caster level when activating the power of a wand if it's higher than the caster level of the wand.

Master Theurge (Su): At 20th level, a theurge becomes a true master of arcane and divine magic. He no longer needs to expend a spell slot one level higher when using combined spells. In addition, he may apply any single metamagic feat that he knows to a spell he is about to cast. This does not alter the level of the spell or the casting time. The theurge can apply a metamagic feat in this way a number of times per day equal to his Intelligence or Wisdom modifier (whichever is higher).

Akasha

Akasha is the power of creation itself, the very essence of magic. Akasha resonates with arcane, divine, and psionic energy, often acting as a natural amplifier for those power sources, though it is potent in its own right. Sages and scholars have debated whether akasha is the result of those power sources mixing and meshing with the life energy of mortal beings, or if perhaps it is the undiluted source from which those diverse powers sprang. What is known is that all creatures have some facility to access this power or be accessed by it.

Veils are the most common tools by which akashic magic is utilized, created when a creature channels akashic energy through natural conduits in the body, known as chakra. This energy is then molded by the willpower of the creature from which it sprang into a semi-tangible construct capable of converting the wielder's life energy, known as essence, into a near infinite variety of effects.

Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when veils or other akashic effects are activated, a given creature can only devote a certain amount of their essence to any particular function. This is done by investing the essence into the chosen receptacle, which could be a veil, akashic feat, or other ability. Investing essence or changing where essence is invested is typically a swift action.

Veils are limited only by the wearer's focus and imagination. When a character first gains access to a veilweaving class, she has the potential to manifest and utilize any veil available to that class, though their facility with that veil may vary depending on the size of their essence pool and whether or not they have unlocked the associated chakra, enabling them to bind a veil or effect.

Binding is a process veilweavers and other wielders of akashic magic learn through experience and growth. When they've utilized a particular chakra long enough that it has become imbued with a surplus of akashic power, akashic characters learn how to build even more complex and powerful constructs by utilizing the reinforced channels of energy in their bodies. This is the process known as binding, and it is possibly one of the most potent abilities any veilweaver can learn.

Chakras & Veils

Every veil is associated with a chakra, even if it is not bound to it. Chakras are points on the body that conduct magical energy. Veils do not interfere with magic items that occupy the same slot. The veil appears as a translucent eldritch construct surrounding that part of the body. You cannot shape two veils that occupy the same chakra. Each chakra corresponds directly to the matching equipment slot. Some veils can occupy one of two or more different equipment slots; you choose when you manifest your veil which of these slots you want it to occupy. Even if the veil can occupy more than one slot, you cannot have more than one instance of a given veil shaped at the same time. The available slots are: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, Body. Some classes may gain access to specific and unique veils and chakra slots not normally available.

Veils can be bound to a slot to increase their power once a character has reached a certain level of experience in manipulating akasha. By binding a veil to that slot the veilweaver gains the most potent abilities from the veil by flooding it with even more of their inherent akashic energy. Once a character has gained the ability to bind veils to a particular slot, they can automatically bind a veil there as part of the process of shaping their veils for the day.

Akasha & Magic Interactions

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities.

Spell resistance is effective against most veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the Horns of the Minotaur, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.

Veils are mostly physical constructs of akasha, and as such can be targeted by effects like a sunder attack; a veil that takes more than twice the veilweaver's level in damage in a single attack is suppressed and does not function for 1d4 rounds. Veils have a Hardness score equal to the veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of essence currently invested. Veils can also be targeted by *dispel magic*, *mage's disjunction*, or similar spell effects, and are treated as a magic item when determining the effects. A veil successfully affected by a *mage's disjunction* is suppressed for the duration of the spell and any essence invested in a suppressed veil becomes unavailable until the effect ends. Veils are nearly invisible until invested with at least one point of essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that they have an uninvested veil shaped, though *detect magic* , *true seeing*, or similar effects automatically reveal their presence. As soon as a point of essence is invested in a veil they flare into tangibility and are easily noticeable,

imposing a—5 penalty on Disguise checks to hide their presence or function.

Binding Essence: Some feats and veils will require you to bind, rather than invest, essence into them. When essence is bound into a receptacle, it cannot be recovered or reassigned to another receptacle until 24 hours have passed, or until the next time the user shapes their veils for the day, whichever comes first. If the receptacle is sundered or disjoined, the user immediately takes essence burn equal to the total essence invested in the veil. Once the burn has recovered, they can reinvest the essence normally.

Bonuses from shaped veils: Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different veils or a veil and a spell or spell-like effect.

Companions: Some veils grant the veilweaver the ability to conjure, create, or summon companion creatures, such as angels, treants, and zombies. Whenever a creature is granted or created by a veil ability, it is able to understand the veilweaver's commands and always follows their instructions to the best of its ability. Creatures granted by veils cannot be banished or dismissed since they are tied to the veilweaver's life force, but any effect that sunders, dispels, or otherwise unshapes a veil immediately dismisses the companion creature unless specifically noted otherwise.

Descriptors: Veils use many of the same descriptors as spells. Whenever a veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since veils do not have schools, subschools, domains, or disciplines, these descriptors are the primary way to categorize and identify a veil and its effects.

"Essence is at the Heart of the Radia. Ancient power carrying the whispers of everywhere."

—Yomdur, Coinclock Nexus

Essence Burn: Some spells and abilities cause essence burn. Essence that has been burned cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

Essence Capacity: However large their essence pool is, a character can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other akashic receptacle. The character's total character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify their total capacity:

Character Level	Essence Capacity
1st–5th	1
6th—11th	2
12th–17th	3
18th–20th	4

Identifying veils and effects: Information about a veil's properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Identify a magical manifestation as akasha or veilweaving	DC 10
Identify a specific veil's basic properties	DC 15
Identify a specific veil's bind effects	DC 20

In areas where akashic magic is uncommon or otherwise unheard of, increase the DC of these checks by 5.

Veilweavers can also disguise the presence or function of their veils using the Disguise skill, disguising their veils as extravagant clothing or even natural extensions of their own body. A creature cannot attempt to identify a disguised veil without first succeeding on a Perception check to notice that it is a veil.

Ongoing effects and unconsciousness: Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while they have active veils shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the *stone giant's girdle*, continue to accrue as normal. Veils that are sundered while the veilweaver is unconscious are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes their veils. The veilweaver may willingly suppress the active effects of any veil they have shaped as a free action and resume them as a move action; the veilweaver may resume the effects of multiple veils as part of the same move action.

Per Day Abilities: Some veils grant spell-like abilities that can be used a limited number of times per day. These veils use the same saving throw DC as your other veil abilities. These uses are only refreshed when you reshape your veils for the day; abilities like the vizier's veilshifting do not allow you to reshape the veil and replace it with a new instance of itself for additional uses.

Temporary essence: Some abilities may grant the veilweaver temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

Temporary hit points and additional Hit Dice: Temporary hit points and additional HD granted by veils or other akashic effects start at full when essence is first invested and regenerate at a rate of 1 hit point per minute, but cannot be restored by removing and re-adding essence to the veil. Essence invested in a veil or other akashic receptacle that grants up to a certain amount of temporary hit points or bonus Hit Dice after the first time you invest essence for the day instead starts at 1 hit point and regenerates up to its normal maximum amount.

Weapon-like Veils: Weapon-like veils are veils that can be wielded and used as a weapon, such as the *loyal paladin's spear of light* or the *sword of justice*. These veils use the same damage dice and critical statistics as any weapon they are described as acting as. Veilweavers are always proficient with any weapon-like veil they shape. Veils that grant selectable weapon enhancements, such as the *reaper's scythe*, may choose which weapon enhancements to use each time essence is invested. If a weapon-like veil is disarmed or otherwise removed or released from your grasp, it immediately dissipates and can be reformed as a free action on your next turn; this supersedes the limitations on previously published weapon-like veils, such as *loyal paladin's spear of light*, which states that it requires a swift action to recover.

When used as a thrown weapon a veil weapon does not dissipate for leaving your grasp and returns to you after the attack is resolved; if you no longer have a free hand after resolving an attack in this manner, it dissipates as normal.

New Character Options

Given the nature of the Planes, a wide variety of expressions of standard base classes and similar concepts exists. This section presents some of the more common variants from archetypes to new class feature selections.

Archetypes

Ascendant (Aegis Archetype)

Seeking the Loci of Eternity, some would-be immortals find their forms imbued with the infinite energies carried within the Radia.

Apotheosis (Su): An ascendant transforms their body along one of the six eternal paths (Energy, Entropy, Incarnation, Time, Thought, or Union). These energies reinforce the ascendants formgranting a +1 natural armor bonus to their AC. At 5th level and every 5 levels thereafter (10th, 15th, and 20th), the natural armor bonus increases by 1.

The evolving form of the ascendant transforms in a manner similar to customizations. An ascndant can take any customization that follows the theme of their eternal path (GMs must approve final selections).

This ability replaces astral suit.

Boundless Potential (Ps): The ascendant can take up to their Constitution modifier in customization points as eidolon evolutions instead customizations. They may also take other customizations from specific archetypes or species lists so long as their theme is followed.

This ability replaces astral repair.

Aware (Ex): Beginning at 2nd level, an ascendant gains a +1 bonus to Perception checks. At 6th level and every four levels thereafter, this bonus increases by 1.

This ability replaces craftsman.

Rebirth (Su): At 3rd level, when resting for 8 hours, the ascendant can reallocation their Intelligence modifier + 1/4 their ascendant level in customizations.

This ability replaces reconfigure.

Eternal Form (Su): At 5th level, the ascendant gains a bonus feat appropriate to their theme. Alternatively, they may select if you are using *Spheres of Power*, they may select basic magical training for a sphere matching their eternal path. If they do so, they may use their power points to use their sphere talent and may activate and augment their caster level with power points. For 2 power points they may activate their basic magical training sphere at first level. Each additional power point spent increases tbe caster level of their sphere effect by 1.

Additionally if using the *Spheres* systems, the Ascendant can spend 2 customization to gain an additional magical or martial sphere or talent.

This ability replaces master craftsman.

Fleshgrafter (Occultist Archetype)

For some occultists, the dangers of channeling power through implements is too risky, for these sources of power can easily be lost or destroyed. To these warped individuals, it is worthwhile to infuse the magics of occultation into their own bodies, creating magically-charged grafts which bestow horrific powers on those willing to mutilate themselves.

Grafted Implements: Rather than items, every one of the Fleshgrafter's implements is a part of their body replaced with some biological or mechanical component. T*hese components are used by the Fleshgrafter in place of* implements, and function as implements for all purposes. As with implements, each component is associated with a certain school of magic, and counts as any implement of that school of magic for the purpose of panoplies. The fleshgrafter starts with one grafted implement at 1st level, and gains another at 2nd level and every 4 levels thereafter. This ability modifies implements but counts as implements for the purpose of meeting prerequisites.

Weakened Focus: The act of altering oneself so substantially takes a toll upon the mind. As a result, a fleshgrafter only possesses a number of points of mental focus equal to their occultist level. This ability modifies mental focus.

Mutagen (Su): At 1st level, a fleshgrafter discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This ability functions as the alchemist's mutagen ability, using his occultist level as his alchemist level.

Starting at 2nd level, whenever the fleshgrafter imbibes his mutagen, he gains one free point of generic focus. This improves to 2 points at 6th level and improves by 1 at every 4 levels thereafter.

This ability replaces object reading.

Mad Science: Starting at 1st level, in place of a focus power, a fleshgrafter can select an alchemist discovery, using his occultist level as his alchemist level. In addition, they gain a single alchemist discovery at 4th level and every 4 levels thereafter. This ability alters focus powers and replaces shift focus, magic circles, binding circles, fast circles, and outsider contact.

Grafting Skill: At 2nd level, the fleshgrafter gains a bonus equal to half his level on Heal and Craft (alchemy) checks. This ability replaces magic item skill.

Adept Fleshwarper: At 5th level, the Fleshgrafter gains Fleshwarper as a bonus feat, even if he does not meet the prerequisites. When applying fleshcrafts to himself, the fleshgrafter may choose to ignore any penalties normally given by the fleshcraft. This ability replaces aura sight.

Eldritch Flesh: At 20th level, the fleshgrafter has transformed their form into a horrific amalgamation of flesh, magic, and machinery. The fleshgrafter becomes immune to poison, disease, and critical hits, and may consider himself either a construct, outsider, aberration, or his original creature type for the purpose of determining how he is affected by abilities. In addition, the fleshgrafter gains a single alchemist grand discovery.

This ability replaces implement mastery.

Gatesmasher (Wilder Archetype)

The Gatesmasher is a wilder who resonates with the energy patterns of gates and portals, and learns to manipulate them.

Commune with Portal (Su) Starting at 2nd level, your intuition supersedes gives you an uncanny connection to portals.You gains a +2 insight bonus to her Spellcraft and Use Magic Device checks made on interplanar gates and portals. This bonus increases by 1 every 4 levels thereafter (+3 at 6th level, +4 at 10th level, etc).

This ability replaces elude attack.

Planar Conduit (Su) You gain Overchannel, Planar Sensitivity, and Talent as bonus feats at 1st level, even if you do not meet the requirements.

his ability replaces wild surge, psychic enervation, and surge bond.

Randomize Portal (Su) You can emit a blast of psychoportation energy that disrupts portals and gates. You can, as a standard action, expend your psionic focus to randomize the destination of one interplanar portal for one round per point of your Charisma modifier. Anyone who passes through the portal from either side is sent to a random plane rather than the portal's intended destination unless they make a Will save, DC equal to your wilder level plus your Charisma bonus. All those who fail the save go to the same location on the same plane.

At 4th level and every three levels thereafter, the duration increases by 2 rounds.

This ability replaces surge blast.

Who Needs Keys? (Su) Your understanding of planar forces extends to the workings of gates and portals, such that you may force them open without the correct device, spell, or key. You make a Disable Device check as if opening a lock, using your Charisma modifier instead of your Dexterity modifier. This is a full-round action. The portal remains open for 1d4+1 rounds afterward.

This ability replaces surging euphoria.

See The Gate (Su) You see a faint nimbus of light around the edges of gates, portals, and other means of crossing planar boundaries.

This ability replaces the improved surge bond gained at 5th level.

Psionic Meditation (Su) You gain the Psionic Meditation feat even if you do not meet the requirements.

This ability replaces the improved surge bond gained at 9th level.

Redirect Portal (Su) You can, as a standard action, expend your psionic focus to redirect the destination of one interplanar portal for two rounds per point of your Charisma modifier. Anyone who passes through the portal from either side is sent to a specific plane that you determine rather than the portal's intended destination unless they make a Will save, DC equal to your wilder level plus your Charisma bonus. All those who fail the save go to the same location on the same plane.

At 15th level and every two levels thereafter, the duration increases by 2 rounds.

This ability replaces the improved surge bond gained at 13th level.

Living Portal (Su) Three times daily, as a move action, you may move across planar boundaries as though using *planar travel.*

This ability replaces the improved surge bond gained at 17th level.

Grief Weaver (Shadow Weaver Archetype)

Grief weavers master the most famous aspects of the Shadow Plane: its propensity to create blasted shades of ruined places, slain creatures, and destroyed objects.

Lost Heirloom (Ex): At 2nd level, the grief weaver finds a shadow copy of a destroyed or lost item of great significance from a distant material world. The copy is twisted and possibly not even recognizable by the owners of the original, but it can still unlock power. The grief weaver can use the item like an occultist's implement with one point of mental focus invested per two shadow weaver levels. The grief weaver use the item's base focus power and adds the occultist spells of the item's school to his list of perspective spells. At 12th level, the grief weaver collects a second lost heirloom. This ability replaces silhouette.

Lost Shade (Su): At 4th level, the grief weaver gains the friendship or service of a shade, an echo of a creature slain or lost on the Material Plane. The shade functions as a spiritualist's phantom, treating the shadow weaver's spiritualist level as his class level – 3. This ability replaces piercing glimpse, energy duality, and weave matter.

Weave Reality: The grief weaver has access to the following weave reality option.

Weave Afterlife (Su): At 3rd level, the grief weaver can channel negative energy as a cleric of his shadow weaver level by spending a use of weave reality. The save DC is Wisdom-based, as normal for weave reality options. He gains Command Undead as a bonus feat (even if he doesn't meet the prerequisites) and can only use this energy only to command undead. This weave reality option replaces luminous duality.

Avid Learner: A grief weaver can learn necromancy spells with avid learner, but not divination spells. This ability alters avid learner.

Orphic Guide (Spiritualist Archetype)

Emotional ties to the deceased are a cornerstone of spiritualism, and these ties can extend even into the souls of the long-deceased who have found new forms in another realm. For various reasons, some feel the need to call upon the souls of long-dead heroes or villains to aid them in their missions across the planes.

Petitioner Phantom: Rather than being tied to a specific emotion which keeps the being tethered to the material plane, the orphic guide's phantom is associated with a certain plane where its soul has taken refuge. The phantom does not gain an emotional focus, instead gaining a Subtype as an unchained summoner's eidolon. In addition, the phantom gains ranks in Knowledge (history) and Knowledge (the Planes) equal to its hit dice, and these are treated as the two skills of the phantom's emotional focus for the purpose of spiritualist class features (such as shared consciousness).

This ability modifies phantom.

Planar Emissary: The orphic guide excels at freely moving between planes and fending off the assaults of extraplanar beings. She gains the following spell-like abilities at the listed levels. The orphic guide can use each of these abilities once per day, plus one additional time per day for every 4 spiritualist levels she possesses beyond the level at which she gained the spell-like ability This ability replaces *detect undead*, *calm spirit*, *see invisibility*, and *call spirit*.

- 5th: *protection from chaos/evil/good/law* (chosen at the time of casting)
- 7th:: *resist energy*
- 9th: *dispel magic*
- 16th: *planar adaptation*

Planediver (Aegis Archetype)

The Planediver develops skills to aid him in traveling the planes and dealing with their denizens, rather than in the learning how to manipulate and craft psionic items.

Experienced Planewalker (Ex) You add half your level (minimum 1) to Knowledge (the planes) skill checks made to identify hazards or creatures of extraplanar origin. This ability replaces Craftsman.

Versatile Reconfigure (Ex) As a move action you can reconfigure up to your Intelligence modifier + 1 in customization points on your astral suit. This ability does not work on the material plane. This ability modifies Reconfigure.

Planediving (Ex) Your familiarity with the strange gravity of different planes gives you an edge. Starting at 4th level, you learn how to shift your personal gravity in tiny increments, making your astral suit more agile. You add 1/2 your class level to Acrobatics checks as long as you maintain psionic focus and have your astral suit active. This ability replaces Augment Suit.

Unfettered Planediver (Su) At 5th level you add 1/2 your class level to saves against effects that would hinder movement between planes (minimum +1). In cases, such as *dimensional anchor* or *wrench*, where a save is normally not allowed you gain one, but do not add ½ your class levels to the roll.

This ability replaces Master Craftsman.

Planediver Customizations

The customizations below are unique customizations only available to the planediver archetype. The planediver may still select normal customizations in addition to the new options below.

- **2-Point Customizations**:
  - *Favored Plane*: You may select a single plane other than the material. While wearing your astral suit, you gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when on this plane. Traveling through your favored plane normally leaves no trail and you cannot be tracked (though you may leave a trail if you choose). The planediver must be at least 5th level before selecting this customization.
  - *Planar Weapon*: Your astral suit envelopes your melee weapon granting it a +2 bonus on to hit and damage rolls made against outsiders. The planediver must be at least 5th level before selecting this customization.
- **3-Point Customizations**
  - *Planar Stride*: When choosing this customization you must choose a specific plane of existence. While wearing your astral suit, you may ignore naturally occurring difficult terrain on that plane if it is not enchanted or magically manipulated to impede motion. The planediver must be at least 10th level before selecting this customization.

Planestrider (Psion)

The planestrider is an experienced plane traveller who learns to resonate with the vibrations of the planes he visits.

Class Skills At 1st level, you gain Autohypnosis, Knowledge (the planes), Perception, and Use Psionic Device as class skills. This replaces the class skills you would gain by choosing a discipline.

Bonus Feats At 1st level and every five psion levels thereafter, you gain a feat from the following list as

a bonus feat. You must still meet all prerequisites for the bonus feat, including minimum manifester level requirements.

Available feats include: Accurate Planewalker, Aligned Attack, Body Fuel, Critical Refocus, Dispelling Static, Ectoplasmic Power, Elemental Blast, Enlightened Captain, Ghost Attack, Metapsionic Mastery, Nomad's Jump, Planar Pathfinder, Planar Sensitivity, Psionic Body, Psionic Psychic, Psychoportive Pathfinder, Soul Warrior, Telepathic Link, and Tomb Raider.

This ability replaces the discipline class feature. Because you do not select a discipline, you are limited to the psion power list when selecting your powers known (as a generalist).

Been There, Done That (Ex): You gain a bonus to Knowledge (the planes) and Spellcraft skill checks equal to half your level (minimum +1).

This ability replaces discipline talents.

Portal Sense (Ex): At 2nd level, you add your psion level as a bonus on Spellcraft checks to identify the properties and command words of portals, gates, and other means of travelling the planes. If you roll a natural 20 on these checks you also gain a momentary vision (sight only) of what lies at the other end of the effect.

This ability replaces the discipline ability normally gained at 2nd level.

Planar Attunement (Ex): At 8th level, three times per day you may gain a +10 enhancement bonus on portal sense checks. This ability can be used an additional time per day every two psion levels thereafter. In addition, at will you may expend your psionic focus to manifest *detect teleportation*[UP]. There is no power point cost for manifesting this ability.

This ability replaces the discipline ability normally gained at 8th level.

Planar Relocation (Su): At 14th level, you can use *planar travel* as a psi-like ability once per day per point of your primary attribute bonus.

This ability replaces the discipline ability normally gained at 14th level.

Portal Empathy (Ex): At will, at 20th level you can identify all properties, keys, and command words of any gate or portal by touching it for one round.

This ability replaces the discipline ability normally gained at 20th level.

Reality Sculptor (Shadow Weaver Archetype)

Reality sculptors specialize in the shadow weaver's power to shape reality by manipulating the balance between opposing forces. These shadow weavers are the foremost architects and artisans of Hyraeatan, where they can get the most out of their reality-altering abilities.

Weave Reality (Su): The reality sculptor gains an additional daily use of weave reality at 7th level. In addition, she gains access to the following weave reality options.

Sculpt Creature: At 7th level, the reality sculptor can spend a use of weave reality to alter a creature as if with *alter self*. If the creature is unwilling, it can negate the effect with a successful Fortitude saving throw. At 10th level, this can instead function as *polymorph*. This weave reality option replaces the silhouette gained at 7th level.

Sculpt Matter: At 10th level, the reality sculptor can spend a use of weave reality to revise matter as if with the spell *fabricate*. This weave reality option replaces energy duality.

Realize Transmutation: At 16th level, the reality sculptor can spend a use of weave reality as a standard action to replace any spell with *false transmutation* in its name with the transmutation spell it imitates with the same remaining duration. If the transmutation spell requires material or focus components, she must provide those components. A creature that was unaffected due to disbelief gets a new saving throw against the realized spell, if the transmutation normally allows one. This weave reality option replaces overrule reality.

Avid Learner: A reality sculptor can learn transmutation spells with avid learner, but not evocation or illusion spells. This ability alters avid learner.

Actualize Transmutation (Su): At 20th level, the reality sculptor's shadow spells that emulate transmutations are 100% real; they can't be disbelieved. If an imitated transmutation spell requires material or focus components costing 1 gp or more, the reality sculptor must provide those components to modify its illusory version with this ability. This ability replaces perspective actualization.

Solipsist (Shadow Weaver Archetype)

Solipsists know their beliefs are all that truly define their reality. With the quasi-reality of Shadow enveloping them, this becomes a self-fulfilling prophecy.

Weave Reality (Su): The solipsist gains an additional daily use of weave reality at 4th level and 14th level. She also gains access to the following weave reality options.

Disbelieve Reality: At 14th level, the solipsist can spend a use of weave reality to treat one creature or object she can perceive as if it were a figment for 1 round per shadow weaver level. She can't touch the chosen creature or object and it cannot touch her, each passing through the other as if the other were an intangible figment. This weave reality option replaces the piercing glimpse gained at 14th level.

Dispel Matter: At 18th level, the solipsist can spend a use of weave reality to dispel one object fitting within one 10-foot cube per shadow weaver level or one creature of

any size. The target must be within 100 feet + 10 feet per shadow weaver level and must make a Fortitude saving throw. If target fails and has no more hit points than 50 + 5 per shadow weaver level, or if it succeeds and has 20 or fewer hit points, its physical form is utterly erased from existence. This weave reality option replaces weave matter.

Avid Learner: A solipsist cannot gain divination spells with avid learner. This ability alters avid learner.

Self-Centered Reality (Ex): Starting at 4th level, the solipsist refuses to accept aspects of reality she dislikes and her disbelief blunts their effects. She gains damage reduction 1/—. Whenever she attempts a saving throw, she can make a Will saving throw to disbelieve the attack as an immediate action by spending a use of weave reality. If the attack was an illusion, treat this as her normal save to disbelieve it; if the attack wasn't an illusion, she gains this chance to disbelieve anyway. If she disbelieves a non-illusion this way, she treats it as only 80% real; non-damaging effects have only an 80% chance of applying to her, and any damage it deals to her is reduced to 80% normal. At 9th level, her damage reduction improves to 3/— and a non-illusion she disbelieves is reduced to 60% real. At 19th level, her damage reduction improves to 5/— and a non-illusion she disbelieves is reduced to 40% real. This ability replaces the piercing glimpses gained at 4th level, 9th level, and 19th level.

Seeing is Believing (Su): At 8th level, the solipsist can use overwhelm disbelief on any target she can see. This ability alters overwhelm disbelief and replaces vital duality.

Class Features

Cleric Subdomain: Continuum

Your powers bring you in tune with the majesty of the multiverse.

Associated Domain: Psionics.

Replacement Powers: The following granted power replaces the *dispelling touch* of the psionics domain.

Planar Static (Ps): You are able to interfere with the psionic abilities of creatures from beyond your plane of existence. Your may select two of the following types/subtypes to affect from the following: Fey, Outsider, deep one, elemental, or extraplanar. As a swift action creatures with the selected types are subject to a selective interference field (as *catapsi*) that lasts for 1 round per cleric level. You can choose a different pair of creature types with each use. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

Replacement Domain Spells:

- 3rd—*planar inquiry*
- 4th—*planar adaptation*
- 5th—*planeslayer's call*
- 7th—*plane shift*

Cryptic Insight

The Grand Tapestry (Ps): The cryptic sees the grand and eternal pattern made by the planes of existence and gains the ability to follow its threads. The cryptic gains the use of *planar travel* as a psi-like ability three times daily. A cryptic must be at least 16th level before selecting this insight.

Daevic Passions

The City, with its powerful guardians and deadly politics, is often inhospitable to daevas of dominion and wrath, whose violent and controlling tendencies can often put them at odds with the established powers in the City. Such daevas who enter the City outside of a daevic mortal host rarely last long. More subtle daeva, such as those representing desire and knowledge, find it easier to thrive within the City, and daevics who embody such daeva often find their way into prominent positions of influence throughout the city. The daevic passion of knowledge is particularly common in the City, and may be chosen by any character when they gain their first level in the daevic class.

Knowledge

Daevas of Knowledge seek out mortal hosts who share their unrelenting drive to uncover the secrets of existence. Librarians, information brokers, and scholars of all stripes may earn the attention of such daeva, though only those with the strength and will to seek out knowledge in the darkest and most dangerous corners of the planes can form the bond required to host a daeva within themselves and become true daevic. Daevics of knowledge who establish themselves as valued residents of the City are often invited to contribute to the living library of the Grove of Eld, where they use their *heart of Yggdrasil* veil to grow a mighty oak tree etched with all of the knowledge they accrue during their adventures. A daevic who selects this passion is almost always of neutral alignment, holding the pursuit of knowledge as paramount over petty concerns related to morality.

Passion Veils: *boatman's ferry, daevic aspect, gloves of the master thief, heart of Yggdrasil, nymph's visage, spectacles of the sheikh, vambraces of holy scripture, nothingness shroud, waistband of the wealthy.*

Skills: Daevics of knowledge treat all Knowledge skills as class skills.

A daevic of knowledge uses Intelligence instead of Charisma as her veilweaving modifier. Starting at 3rd level, the daevic gains the following ability:

Eidetic Cache: The daevic can memorize a piece of information and later recall it perfectly. She can hold roughly 10 pages of written information, including images and maps, or 30 minutes' worth of speech or music. (Memorizing music doesn't confer the ability to perform it properly.) The amount she can store increases by 5 pages and 5 minutes at 2nd level, and at every level thereafter. The daevic can hold only one piece of information in this way at a time. The information doesn't go away when she recalls it, but when the daevic memorizes a new piece of information with this ability, the old piece becomes as imperfect any other memory. Memorizing magical writing (such as a scroll or a page from a spellbook) doesn't confer the ability to borrow, duplicate, or retain any of the magic in the writing, but the daevic can reproduce the spell in writing to allow someone who prepares spells from a spellbook to prepare it as though using a borrowed spellbook. Alternatively, while the daevic has a spell memorized in this manner, she may take a number of points of essence burn equal to the spell's level to use it as a spell-like ability; the daevic can only emulate spells whose level is equal to or less than half her class level (rounded down, minimum 1) with this ability.

At 6th level the possessing daeva begins to transform and adopt an affinity for a particular aspect of knowledge. Choose one of the following aspects: Education or Secrecy.

Education: From 6th level on, the daevic gains the ability to establish a telepathic bond between herself and a number of willing creatures up to her Intelligence bonus (minimum 1), each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). The daevic may share information stored in her eidetic cache with any creature included in her bond, though for them the information functions like a normal memory, not one with perfect clarity. Similarly, any information shared with the daevic by a member of her bond is filtered through the lens of that creature's mind and cannot be made more accurate by storing it in her eidetic cache, and the daevic cannot retain complex information (such as a memorized spell) through the base ability of this bond. The daevic may add or remove a creature from this bond as a standard action.

Starting at 12th level the daevic's telepathic bond and eidetic cache improve. The daevic may store any known or memorized spell possessed by a member of her bond in her eidetic cache, and she may use her eidetic cache to store information that she herself has not read or experienced, as long as the memory or information is shared by a member of her telepathic bond within one hour of them reading or experiencing the information to be stored. If a member of the daevic's telepathic bond has the ability to prepare spells from a spellbook, the daevic may share any spell stored in her eidetic bond with them and allow them to prepare the spell as though from a spell book. In addition, the daevic may now store up to three separate pieces of information in her eidetic cache.

At 18th level, the daevic can store up to six pieces of information in her eidetic cache and may transcribe any spell stored in her cache into a magic scroll as though using the Scribe Scroll feat.

Secrecy: Starting at 6th level, whenever the daevic commits a piece of written information to her eidetic cache, she may choose to erase the source of the information completely from existence. Any book, spell, scroll, or other recording medium used by the daevic to obtain the information is wiped completely clean and cannot be recovered by any means. Other instances of the information are unaffected (for example, if the daevic uses her eidetic cache to store a spell from a spell book, it is erased from that book but might still exist in other scrolls or books). In addition, the daevic can attempt to sequester a written magical trap (such as *explosive runes* or *sepia snake sigil*) in her eidetic cache and destroy it. Treat this as a Disable Device check to disarm a magical trap (as though the daevic has the trapfinding class feature). Her bonus on this roll is equal to either her Disable Device modifier or the sum of 5 + her daevic level + her Intelligence modifier, whichever is higher. If the daevic succeeds, instead of being disabled, the trap is erased and destroyed. This ability can't destroy symbol traps; it functions only if written text is involved.

At 12th level, whenever the daevic deals damage to a creature with a manufactured or natural weapon, or with a weapon-like veil or other veil ability that deals hit point damage, she may use an immediate action to steal one piece of information she chooses from the target and store it in her eidetic cache. If the daevic does not specify a particular piece of information, or if the target does not know the information the daevic was seeking, she instead gains one random memory from the target creature. This information is erased from the target's memory unless they succeed at a Will saving throw (DC 10 + 1/2 daevic level + her Intelligence modifier). This can cause creatures who have prepared a spell to have it wiped from their memory, expending any slots the spell was memorized in. Creatures with a limited list of spells known, such as bards and sorcerers, instead lose the ability to cast the selected spell for 24 hours. In addition, the daevic increases the number of pieces of information she can store in her eidetic cache to three.

At 18th level, the daevic may store the complete knowledge of a single living creature in her eidetic cache as a full-round action. This must be a creature the daevic has seen in person, and the creature must be on the same plane of existence as the daevic when the ability is used.

Unwilling creatures targeted by this ability may attempt a Will saving throw (DC 10 + 1/2 the daevic's class level + her Intelligence modifier) to resist its effects. Once a creature has been affected by this ability, they cannot be detected by divination magic, nor by magical effects and wards (such as the *alarm* or *explosive runes* spells), and any creature other than the daevic and the target whose total hit dice are less than or equal to the daevic's own forget the target ever existed. Attempts to scry the creature automatically fail and wards simply fail to trigger, though they otherwise remain active and in place. Whenever a creature affected by this ability interacts with another creature, they are extremely forgettable; creatures whose hit dice are less than or equal to the daevic's that interact with the target will overlook them unless directly confronted, and quickly forget the interaction ever took place once the creature is no longer nearby. In addition, the daevic can store up to 6 targets or pieces of information in their eidetic cache.

Daevic Aspect: Knowledge Veil

The daevic aspect veil is available to all daevics and represents a fundamental manifestation of the daeva they draw their power from. add the following entries to the daevic aspect veil:

Base Veil: *Knowledge*: You gain a +1 insight bonus to Will saving throws and increase the DC of your spell-like abilities by 1.

Blood Bind: *Knowledge*: You may make a Knowledge (arcana) check to identify a spell or spell-like ability as it is being cast, as though using the Spellcraft skill. Whenever you successfully identify a spell or spell-like ability in this manner, you may, as an immediate action, take a number of points of essence burn equal to the spell's level, or 1/2 the caster's HD (rounded down, maximum 10) for spell-like abilities that do not have a spell level, to attempt to counter the spell as though using *dispel magic*. If you successfully counter the spell, you immediately heal a number of points of essence burn equal to 1/2 that spent to counter the spell (rounded down).

Dread Terror: Vision of Limbo

On a successful attack the dread bombards the defender with roiling visions or chaos and hallucinatory landscapes. The dread's attack bestows the confused condition for a number of rounds equal to the dread's level, unless the target makes a successful Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier). This is mind-affecting fear effect. The dread must be at least 6th level to select this option.

Guru Philosophy

As a planar hub, the City attracts travelers, philosophers, and esoterics of all stripes. Some come seeking knowledge, others power, and some simply stumble across the City after traveling the winding paths of the Lattice. The akashic warrior-priests known as gurus are commonly found amongst these travelers, and many in the City adopt or influence their teachings. Followers of the Shanti philosophy, commonly known as Shanti priests, are particularly common within the City due to their skills at nonviolent conflict resolution and predisposition as natural diplomats.

Shanti

Shanti priests believe in finding peaceful resolutions to all problems and only resort to violence as a last result. Valued highly as diplomats, gurus who follow the philosophy of shanti have a calming influence on everyone around them.

Proficiencies: The shanti guru gains additional proficiency with bolas, jutte, light flail, nine-section whip, nunchaku, rope dart, sap, tonfa and whip. Shanti gurus also gain Improved Unarmed Strike as a bonus feat and treat their unarmed strike and natural attacks as philosophy weapons.

Aura of Calm (Su): From 1st level on, shanti gurus gain the ability to generate a constant aura of calm in a 10 foot radius, increasing by an additional 10 feet at 3rd level and every two levels thereafter. The guru can suppress or resume this aura as a swift action. As long as the aura of calm is active any creature within its radius must succeed at a Will saving throw (DC 10 + 1/2 the guru's class level + his Wisdom modifier) or find itself unable to take violent actions (although they can defend themselves) or do anything destructive (such as sundering equipment or destroying property). Any aggressive action against or damage dealt to a calmed creature immediately frees it from the aura's effects. This aura is automatically suppressed if the guru is rendered unconscious.

Enhanced Calm: Starting at 4th level, the guru's aura of calm automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all creatures within its affected area. While within the radius of the aura, a suppressed spell, condition, or effect has no effect. When the affected creature leaves the area of the aura of calm, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Calming Touch (Su): At 7th level, whenever a creature who has succeeded on their saving throw against the

guru's aura of calm, or who has been freed from the aura of calm due to taking damage or being the target of aggressive action, takes nonlethal damage from the guru's gentle touch ability, they must make a new Will saving throw against the guru's aura of calm or be subject to its effects once more.

Rest For the Wicked (Su): Shanti gurus who reach 10th level gain the ability to force creatures into a peaceful slumber. As a standard action, the guru can force any creature within the radius of its aura of calm to fall asleep unless it succeeds on a Will saving throw (DC 10 + 1/2 the guru's class level + his Wisdom modifier). Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). The guru may choose to take 1 point of essence burn when activating this ability to make it a healing rest, granting the target fast healing equal to the guru's Wisdom bonus (minimum 1) for a number of rounds equal to the guru's class level, or until the target awakens, whichever comes first. Targets of a healing rest who sleep for at least 5 rounds are also cured of any poisons or non-magical diseases. A target can only benefit from a healing rest once per day. This ability does not affect unconscious creatures, constructs, or undead creatures.

Slumbering Palm (Su): Beginning at 13th level, whenever the guru deals nonlethal damage to a creature using his gentle touch ability, they must succeed at a Will saving throw or fall asleep as though targeted by the guru's rest for the wicked ability.

Peaceful Returns (Su): Once the guru reaches 16th level, he may spend a move action to cause any nonlethal damage dealt to a creature within his aura of calm to be maximized until the start of his next turn, treating all damage dice as though they had rolled the maximum possible amount.

Swords to Plowshares (Su): At 19th level, whenever the guru is dealt damage with a manufactured melee weapon by a creature within his aura of calm, that creature must succeed at a Will saving throw (adding their weapon's enhancement bonus, if any, to the roll) or have their weapon transform into a peaceful tool unsuitable for combat. Swords become plowshares, quarterstaffs become fragile walking sticks, warhammers become mundane carpentry tools, etc. Creatures attempting to use a weapon transformed in this way treat it as a nonmagical improvised weapon of the same size and materials as the base weapon. This transformation lasts as long as the weapon remains within the guru's aura of calm, and the weapon naturally returns to its original shape and functionality upon leaving the aura.

Occultist Panoply: Garb of the Planeswalker

This panoply is associated with those who travel between the planes, harnessing magic from across the multiverse.

Associated Implements: Cloak (Abjuration), Compass (Conjuration), Eyeglass (Divination)

Resonant Power: Each time the occultist invests mental focus into all of the associated implements, the panoply grants the following resonant power. The panoply's bearer gains the benefit of this power until the occultist refreshes his focus

Planar Companion: You gain an eidolon as an unchained summoner of your occultist level. The eidolon does not gain evolution points normally, but gains 1 evolution point for every 2 total points of mental focus invested in the associated implements.

Base Focus Power All occultists who learn to use this panoply gain the following focus power

Planeswalker's Ward: By expending a point of mental focus as a standard action, you may touch a creature and affect them as per the *planar adaptation* spell, using your occultist level as your cast level.

Focus Powers In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

- *Cast from the Realm*: By taking a standard action and expending 1 point of mental focus, you may banish a creature as per the *dismissal* spell (DC 10 + ½ your occultist level + your Intelligence modifier). By expending an additional point of mental focus, you may affect numerous creatures as per the *banishment* spell using the same DC. You must be at least 7th level to select this focus power.
- *Planar Negotiator*: As a standard action, you may spend 1 point of mental focus gain a bonus on Charisma-based checks made to influence outsiders equal to half your occultist level for 10 minutes. In addition, starting at 9th level, you may spend 1 point of mental focus to cast *lesser planar binding* as a spell-like ability. At 13th level, this improves to *planar binding*, and at 17th level this improves to *greater planar binding*.
- *Wanderer of Realms*: By taking a standard action and expending 1 point of mental focus, you may cast *plane shift* as spell-like ability. This ability may only be used on willing creatures. By expending an additional point of mental focus, you may automatically show up within 5 miles of your location. Starting at 17th level, you may expend 3 points of mental focus to use *gate* instead of *plane shift*, although you may only use this *gate* for the planar travel function. You must be at least 9th level to select this focus power.

Psychic Warrior Path: Planewalker's Path

Your fighting style is influenced by your connection to the planes.

Powers: *dimension swap, inertial armor.*

Skills: Acrobatics, Autohypnosis, Perception.

Bonus Class Skill: Knowledge (the planes).

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +1 competence bonus on attack and damage rolls made against any outsiders or opponents with the extraplanar subtype. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, any time you strike an outsider or enemy that has the extraplanar subtype with a melee attack you can expend your psionic focus to deal an additional +2d6 damage. For every five psychic warrior levels you gain thereafter, this damage increases by +1d6.

Witch Patrons

Fire

2nd—*burning hands*
4th—*pyrotechnics*
6th—*fireball*
8th—*firefall*
10th—*fire snake*
12th—*contagious flame*
14th—*firebrand*
16th—*incendiary cloud*
18th—*fiery body*

Lightning

2nd—*shocking grasp*
4th—*aggressive thundercloud*
6th—*lightning bolt*
8th—*ball lightning*
10th—*lightning arc*
12th—*chain lightning*
14th—*magnetic field*
16th—*stormbolts*
18th—*ride the lightning*

Luddite

2nd—*damp powder*
4th—*protection from technology*
6th—*discharge*
8th—*rebuke technology*
10th—*destroy robot*
12th—*antitech field*
14th—*magnetic field*
16th—*remove radioactivity*
18th—*antipathy*

Wind

2nd—*alter winds*
4th—*gust of wind*
6th—*wind wall*
8th—*fickle winds*
10th—*suffocation*
12th—*control winds*
14th—*wind walk*
16th—*whirlwind*
18th—*winds of vengeance*

Vizier Mystic Attunements

Viziers are prevalent across the City, occupying positions of power and influence within the City's bureaucracy and institutions. Many viziers found within the City were trained at The Pillar of Edaiho by masters of their arts, molded and shaped into iron-willed repositories of knowledge more faithful and reliable than even the most carefully warded written mediums. While many trained at The Pillar of Edaiho have jobs and responsibilities already waiting for them with powerful patrons or families who fund their educations, others ransom everything they own towards their schooling, hoping to achieve even greater wealth and prestige with the skills they learn.

Path of the Scholar

Viziers who follow the path of the scholar are often trained in great libraries or academic colleges, often trained alongside wizards or clerics who worship gods of knowledge.

Academy Trained: Starting at 1st level, the vizier adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained. In addition, the vizier gains Scribe Scroll as a bonus feat, treating his class level as his caster level, gains *read magic* as an at-will spell-like ability, and may transcribe a magical scroll from any scroll or spell book he has access to. Scrolls crafted in this manner can be either arcane or divine based on the source material (for example, scrolls crafted from a spell book would generally be arcane, while a scroll crafted using a divine scroll or other holy text would be divine).

Expert Veilshifting (Su): Starting at 5th level the vizier gains 1 additional use of his veilshifting ability (increasing the number of veils he can reshape with a single use by 1 as normal), and may automatically bind one of his reshaped veils as part of the veilshifting ability. At 9th and 13th level, the vizier gains one additional use

of his veilshifting ability and may automatically bind one additional veil shaped with the veilshifting ability. Viziers with the chakra rebirth class feature may use veilshifting as a swift action, reassigning their essence as part of the veilshifting process.

Akashic Records (Su): Followers of the path of the scholar who reach 19th level gain the ability to create an extraplanar library capable of retaining all of their collected knowledge, as though they had cast *lesser create demiplane*UM with a caster level of 20 and the *permanency* spell. This library is also capable of supporting a small staff of scholars and librarians, providing lodging and enough food, water, and air for up to 10 creatures. The vizier may transfer himself and up to 9 other willing creatures adjacent to him from their current location to this library and back as a full round action, similar to the *plane shift* spell.

This library is automatically stocked with every piece of information the vizier has ever learned, including books and tomes he can use with his academy trained ability and Scribe Scroll feat to scribe magical scrolls of any spell he has read. Whenever the vizier reads a new scroll, book, tome, or other medium used to store and convey information, a tome containing that information magically appears on the shelves of his library. These tomes instantly dissolve and reappear on the appropriate shelf if they are taken outside of the library. While within the confines of his library, the vizier may use his records and references to enhance his research, doubling the bonus to Knowledge checks granted by his academy trained class feature; this does not stack with any other bonuses for using a library with records in a related field.

Wilder Surges

Planewalker's Surge

Wild Surge and Psychic Enervation: When a planewalker wilder suffers psychic enervation, she is sickened until the end of her next turn and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: The planewalker wilder gains the Accurate Planewalker feat as a bonus feat.

Improved Surge Bond: At 5th level, the planewalker wilder gains one feat from the following list as a bonus feat at 5th level and every four levels thereafter (9th, 13th, etc): Accurate Planewalker, Aligned Attack, Dispelling Static, Ectoplasmic Power, Elemental Blast, Ghost Attack, Planar Navigator, Planar Pathfinder, Planar Sensitivity, Psionic Body, Psionic Psychic, Psychoportive Pathfinder, Soul Warrior, Telepathic Link, and Tomb Raider. She must still meet the prerequisites of the feat.

Starfarer's Surge

Wild Surge and Psychic Enervation: When a starfarer wilder suffers psychic enervation, he is staggered until the end of his next turn and loses a number of power points equal to his normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost).

Surge Bond: The starfarer wilder gains the Enlightened Captain feat as a bonus feat.

Improved Surge Bond: At 5th level, the starfarer wilder gains one feat from the following list as a bonus feat at 5th level and every four levels thereafter (9th, 13th, etc): Dodging Ship, Dispelling Static, Metapsionic Mastery, Nomad's Jump, Planar Pathfinder, Planar Navigator, Psionic Body, Tactical Navigation, and Tomb Raider.. She must still meet the prerequisites of the feat.

Class Templates

Class templates are similar to archetypes that can be taken by more than one class. Each class template lists eligible classes for selection and what class features they sacrifice to gain access to new abilities.

Excruciator

Many individuals make it their mission in life to protect others, but oftentimes they find that their physical abilities are insufficient to provide sufficient defense. Hence, they have turned to the energies of the planes to guide their actions, oftentimes jeopardizing their own mortal forms in the name of their mission.

The excruciator is a class template suitable for the warder and zealot classes. When converting a character to a excruciator, the character loses or changes the following class features

- **Warder**: The Warder does not gain the extended defense class feature.
  The warder gives up their first bonus feat (at 3rd level).
- **Zealot**: The Zealot's zeal bonus does not increase at 5th and 15th levels.
  The Zealot does not gain a conviction at 14th level.
  The Zealot cannot grant a second maneuver with echoes of steel at 11th level.

Lore of the Planes: The excruciator may trade one of her available disciplines for the elemental flux discipline. This ability does not cause excruciator archetype to be incompatible with other archetypes that alter the maneuvers class feature or her available disciplines. She otherwise learns, readies, initiates maneuvers as a standard member of her base class. In addition, the excruciator may select akashic feats as bonus feats in addition to combat feats.

Cosmic Agony (Su): At 5th level, the excruciator gains the ability to establish a planar link which intensifies as she takes damage. Whenever the excruciator takes damage equal to or greater than her initiator level, she gains one point of temporary essence which lasts for 1 minute. The excruciator can have a maximum number of temporary essence from this ability equal to half her excruciator level. Once per round, the excruciator may intentionally harm herself to compound this link as a swift action taking damage equal to her initiator level, to enter a stance or use a boost, and gaining 1 point of temporary essence. This essence, in addition to any other essence the excruciator possesses, can be invested in the following ways

- *Blood for Blood*: For every point of essence invested in this ability, the excruciator gains a +1 bonus on all damage rolls.
- *Enhanced Recuperation*: When recovering maneuvers from this class, the excruciator recovers one additional maneuver for every point of essence invested in this ability.
- *Numb to the Suffering*: For every point of essence invested in this ability, the excruciator gains DR 1/- that stacks with any other forms of DR the excruciator possesses.
- *Planar Resolution*: The excruciator gains a +1 bonus on CMB and CMD in addition to any checks made in place of a CMB check for every point of essence invested in this ability

At 11th level, essence can be invested in the following additional ways:

- *Akashic Warden*: For every 2 points of essence invested in this ability, the excruciator's reach increases by 5 feet
- *Deathless*: For every point of essence invested in this ability, treat the excruciator's Constitution score as 2 higher for the purpose of determining when she dies from negative hit points.
- *Heavenpiercer*: For every point of essence invested in this ability, the excruciator ignores 2 points of damage reduction, energy resistance, and hardness when attacking.
- *Warded Steps*: For every point of essence invested in this ability, the excruciator gains a +1 bonus on AC against attacks of opportunity provoked from movement.

Mantle of Pain (Su): At 11th level, the excruciator learns to share the fruits of their suffering with those around them. Any creatures within the excruciator's collective or affected by their aegis share the benefits of any essence invested in the Cosmic Agony class feature.

Master of Pain (Su): At 14th level, the excruciator has become so accustomed to suffering that injuries no longer trouble them. The excruciator becomes immune to pain

effects and the bleeding condition. The excruciator gains one point of temporary point of essence when targeted by a pain effect or when they reduce a creature to 0 hit points (this counts as essence gained through cosmic agony for determining the max amount of temporary essence that the excruciator can have).

Planeshaper

Across the multiverse are beings chosen not only to traverse the cosmos but to expand upon it, tapping into their innate magical abilities to weave new tapestries into the planar fabric. In time, these creative endeavors expand from simple demiplanes to entire planes formed in their creator's image, establishing a permanent mark upon reality.

The planeshaper is a class template suitable for the oracle, psychic, and sorcerer classes. When converting a character to a planeshaper, the character loses or changes the following class features.

- **Oracle**: The oracle gains the bonus spells granted from planescuplting in place of their mystery spells. The oracle does not gain a revelation at 1st, 7th, and 15th levels.
  The oracle does not gain a final revelation.
- **Psychic**: The psychic gains the bonus spells granted from planescuplting in place of their discipline spells. The psychic does not gain a phrenic amplification at 1st, 7th, or 15th levels.
  The psychic does not gain remade self.
- **Sorcerer**: The sorcerer gains the bonus spells granted from planescuplting in place of their bloodline spells. The sorcerer does not gain a bloodline power at 1st, 15th, and 20th levels.
  The sorcerer does not gain a bloodline feat at 7th level.

Planesculpting: Whenever the planeshaper would gain a bonus spell as a result of their bloodline, mystery, or discipline, they instead gain one of the following spells of the listed spell level.

- 1st—*alarm*
- 2nd—*rope trick*
- 3rd—*instigate psychic duel*
- 4th—*create mindscape*
- 5th—*mage's private sanctum*
- 6th—*greater create mindscape*
- 7th—*lesser create demiplane*
- 8th—*create demiplane*
- 9th—*greater create demiplane*

Personal Plane (Su): At 1st level, the planeshaper gains access to a unique extradimensional space in which they can store objects. This extradimensional space functions as a *bag of holding (type I)*, save that it does not take the form of a physical bag but rather a portal which the planeshaper can open or close anywhere on their person. Retrieving something from or putting something into the personal plane is a move action.

At 3rd level and every 2 levels thereafter, the contents limit and contents volume limit of the personal plane double, to a maximum of 128,000 lbs and 15,360 cubic feet at 19th level. At 6th level, retrieving something from or putting something into the personal plane becomes a swift action. At 12th level, it becomes a free action.

Planar Refuge (Su): At 7th level, the planeshaper may designate one extradimensional space created through personal plane or through the *rope trick*, *create mindscape*, *mage's private sanctum*, *greater create mindscape*, *mage's magnificent mansion*, *lesser create demiplane*, *create demiplane*, or *greater create demiplane* spells as their planar refuge. (Other spells may be used at GM discretion). The planar Refuge's duration becomes permanent, and the planeshaper gains a constant *arcane eye* spell that allows them to explore the inside of their planar refuge from anywhere in the multiverse.

Planar Sovereign (Su): At 15th level, the planeshaper gains greater control over their planar refuge. They gain the ability to use *plane shift* as a spell-like ability at-will, although this ability may only be used to transport creatures or objects to and from the planeshaper's planar refuge. In addition, the planeshaper may as a full-round action pull a creature or object from their planar refuge, causing it to appear with close range of them.

Planer Domain (Su): At 20th level, the planeshaper's Planar Refuge evolves from a simple demiplane into a plane in its own right. When a demiplane is designated as the planeshaper's Planar Refuge, it no longer possesses a maximum size, being as large as the planeshaper desires. In addition, as part of casting any *create demiplane* spell which affects their planar refuge, the planeshaper can use magic populate the demiplane with any creatures they so desire, although these creatures have a maximum CR of the planeshaper's caster level -10 (these creatures cannot be summoned with planar sovereign). In addition, the planeshaper's planar refuge cannot be dispelled or disjoined.

Planesinger

The tales of material realm are numerous and fascinating, although in the minds of some they are trite and ineffectual. These artists see the grand tapestry of the multiverse as extending far beyond the whims of mortals, and so harness their artistic talents to find and relay the stories of gods, angels, devils, and the many other mysterious beings which wander the expanse.

Planesinger is a class template suitable for the bard and skald classes. When converting a character to a planesinger, the character loses or changes the following class features:

- **Bard**: A bard loses inspire competence, inspire greatness, inspire heroics, and deadly performance
- **Skald**: A skald loses marching song.
  A skald does not gain rage powers at 9th and 15th levels.
  A skald does not gain the master skald class feature.

Planar Repertoire The planesinger adds the following spells of the listed levels to his spell list.

- 1st—*protection from chaos/evil/good/law*
- 2nd—*align weapon*, *communal protection from chaos/evil/good/law*
- 3rd—*communal align weapon*, *magic circle against chaos/evil/good/law*
- 4th—*chaos hammer*, *dimensional anchor*, *dismissal*, *holy smite*, *lesser planar binding*, *order's wrath*, *unholy blight*
- 5th—*commune*, *contact other plane*, *dispel chaos/evil/good/law*, *planar adaptation*
- 6th—*blasphemy*, *dictum*, *holy word*, *mass planar adaptation*, *planar binding*, *plane shift*, *word of chaos*

Planar Performance: A planesinger gains the following bardic performance or raging song options.

Tamer of Realms: At 3rd level, a planesinger can use their performance to facilitate travel through strange and dangerous realms or deal with equally strange and dangerous denizens. An affected ally gains a +1 bonus on saving throws against environmental hazards and on caster level checks made to overcome spell resistance. This bonus increases by 1 at 7th level and every 4 levels thereafter, to a maximum of +5 at level 19.

Planar Infusion: At 9th level, the planesinger can call upon the powers of other realms to infuse his environment with extraplanar energies. So long as they continue to perform, they may apply or negate any of the following planar traits in a 30-foot radius around them: mildly aligned, strongly aligned, enhanced magic, impeded magic, limited magic, wild magic, air-dominant, earth-dominant, fire-dominant, water-dominant, negative dominant, and positive-dominant.

Essential Melody: At 15th level, the planesinger learns to harness and control the true essence of a being so as to bend it to their will. For a mortal, this may mean attacking their soul. For an outsider, this may involve warping the planar energies which hold them together. Any creature affected by this ability takes a -6 penalty on all of their ability scores so long as this performance continues. At 18th level, the planesinger can affect one additional creature with this performance.

Music of the Gods: At 20th level, the planesinger's music proves able to charm the divine powers of the planes themselves, allowing him to work untold miracles. Once per day, the planesinger may cast *miracle* as a spell-like ability. In addition, the planesinger ignores any immunity to mind-affecting effects that creatures may possess.

Wuji Precursor

Although few wish to accept it, those who have mastered the divine arts understand that a time will come when the planes run dry of magic. The last souls will burn out and the planes will at last fade into emptiness when this day comes. This awesome oblivion has piqued the interest of more nihilistic individuals, who seek to harness these powers of destruction to either accelerate or stabilize the end which will inevitably come.

Wuji precursor is a class template suitable for the cleric and druid classes. When converting a character to a wuji precursor, the character loses or changes the following class features:

- **Cleric**: The cleric does not gain the channel energy class feature.
  The cleric cannot spontaneously convert spells into cure or inflict spells.
  The cleric gains only a single domain.
- **Druid**: The druid does not gain the nature bond class feature.
  The druid cannot spontaneously convert spells into *summon nature's ally* spells.
  The druid does not gain the ability to use wild shape at-will at 20th level. Other druid archetypes which modify wild shape remain compatible with this class template.

Channel Entropy (Su): At 1st level, a number of times per day equal to 3 + their Wisdom modifier, the the wuji precursor gains the ability to tap into the powers of oblivion to inflict destruction upon everything around them. This is similar to channeling negative energy, but instead of healing undead, this attack harms and devours all types of creatures and objects, inflicting damage regardless of type. This is not negative energy damage; instead, the damage manifests in the form of wounds from accelerated deterioration and rot. A creature that would take damage from this energy attempts a Fortitude save to halve the damage, rather than a Will save (DC 10 + ½ the wuji precursor's class level + the wuji precursor's Wisdom modifier). At 8th level, a creature that both fails the Fortitude save and would be killed or destroyed by this effect is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. This ability still counts as channel energy, but it counts as neither positive nor negative energy specifically (for example, the wuji precursor couldn't take the Turn Undead or Command Undead feat). For the purposes of feats that require channel energy but refer to what happens if the character channels positive or negative energy, this ability alters the listed effect for negative energy. For instance, a wuji precursor cultist could use Channel Smite to damage things with her melee attack.

Cosmic Erosion (Su): A wuji precursor can invert stored spell energy into spells which accelerate the deterioration of reality. She can "lose" any prepared spell that is not an orison or domain spell in order to cast any of the following spells of the same spell level or lower.

- 1st—*ray of enfeeblement*
- 2nd—*shatter*
- 3rd—*dispel magic*
- 4th—*envervation*
- 5th—*slay living*
- 6th—*disintegrate*
- 7th—*waves of exhaustion*
- 8th—*antimagic field*
- 9th—*mage's disjunction*

Embodiment of the End (Su): At 20th level, the wuji precursor transcends the deterioration of existence at least partially, enabling them to oversee the course of the multiverse and guide the path of oblivion. The wuji precursor is becomes immune to death effects, does not need to eat or breathe, and neither ages nor dies of old age.

New Feats

Many new options are available to those who travel the Planes or come to spend time within the City of Hyraeatan. These are general feats that represent a wide array of groups, peoples, attitudes, struggles, privileges, and entitlements throughout the whole City of 7 Seraphs. Although designed to allow players special opportunities in special parts of the city, these feats can also be used to bypass problems, establish identities, learn secrets, or otherwise manipulate the city and its inhabitants in special or unique ways. Among the following feats are two new categories: Aspect feats and Transnodal feats. Each is described below.

Aspect Feats: These feats represent a special connection to a powerful celestial, devil, divine being, or similar entity. Individuals who take on Aspect feats dedicate themselves to practices, rites, rituals, and observances that bring them closer to their chosen master. While some outsiders mistake these individuals as cultists or thralls, nothing could be further from the truth; individuals who select aspect feats do so because they have discovered and nurtured a special connection with these beings, even if the beings themselves often overlook them in return. Additionally, some of these feats also allow an individual to make a small sacrifice to their master to gain additional powers—when they do notice them. Unless otherwise stated in their individual descriptions, aspects last for a number of minutes equal to the individuals Constitution modifier plus an additional minute for each additional aspect feat the character possesses.

Transnodal Feats: Entirely unique to the City of the 7 Seraphs and her surrounding planes (and individual realms), Transnodal feats represent the bonds planar travelers establish with the lands they've passed through. For some, these connections allow the individual to focus on a specific node, where they can invest a little of their life essence to develop a temporary, albeit powerful, connection to the plane or realm for a very short time (see Setting the Node, page 467). Once a connection is established, theses planar travelers may freely benefit from these transnodal connections anywhere in the planes, trading their initial investment in the node for a small benefit. Planar travelers also receive access to that node's boon, which they can activate at any time, anywhere. Player characters who activate these boons lose all access to the benefits of their respective feat until they return to the node and complete an another challenge.

When an individual activates a node boon, they automatically target themselves and any of their allies (at their discretion) within 30 ft. Unless otherwise stated in their individual descriptions, activating a node boon is a standard action that provokes an attack of opportunity. Once activated, each boon lasts for a total of 15 minutes, plus an additional 5 minutes for each additional transnodal feat the character possesses. The character activating the node boon designates, at the time of activation, who she will target and how much time each target will receive from the central allotment for that particular node boon. Unless otherwise stated, node boons may be activated anywhere.

Veilweavers using Aspect or Transnodal Feats: A character with an essence pool can opt to take a point of essence burn as opposed to taking hit point damage when triggering an aspect or transnodal feat.

Abaddon's Aspect (Aspect)

Once you died everything got weird.

Prerequisites: Constitution 13+, must have been the successful target of a *breath of life*, *raise dead*, or similar spell.

Benefit: Once per day, as a swift action that does not provoke an attack of opportunity, you can take on the Abaddon's Aspect. While active, you gain acid resistance 5 and +2 bonus on saves against death spells and magical death effects (although you may still die naturally). Additionally, while Abaddon's Aspect is active, you appear to be shrouded by a black, wispy cloak the color of old oil. This image is intimidating to good creatures, granting you a +2 bonus to Intimidate skill checks against them.

Abaddon's Crown (Aspect)

You have embraced the secrets of death and been changed by them.

Prerequisites: Intelligence 14+, Abaddon's Aspect (see page 466)

Benefit: Once per day, you may choose to immediately dismiss Abaddon's Aspect to gain the benefits of the death ward spell, which lasts for a number of minutes equal to your character level. Additionally, if you are a spellcaster, you may add the *death ward* spell to your spell list as a 4th level spell, even if it normally does not normally appear on it.

Absorb Power

Prerequisite: Mirror power class feature.

Benefit: As a standard action you may spend one reflection to make a touch attack against a character capable of triggering your mirror power class feature. The target must make a Will save (DC = 10 + 1/2 echo level + Charisma modifier). On a successful save the echo may act as though the target had just activated that spell or power for purposes of their mirror power ability. If the target fails the save, they instead lose access (as if it was not on their spells or powers known list) to the spell or power for a number rounds equal to the echo's Charisma modifier. During these rounds the echo may mirror power the ability as though it was just cast or activated each round.

Accurate Planewalker (Psionic)

Prerequisites: Ability to manifest *planar travel*.

Benefit: You can expend your psionic focus while manifesting planar travel in order to to more precisely target your planar transport, allowing you to arrive 5d20 miles away instead of 5d100 miles away.

Akashic Flux (Combat, Akashic)

Your are able to channel the forces of the cosmos to tame the raging elemental energies within

Prerequisites: Two maneuvers known of two different disciplines, essence pool 1

Benefit: Whenever you would spend animus or tempo points, you may take an amount of essence burn equal to the number of points which would be spent to trigger the effect as if you had expended a number of points without actually expending any. In addition, whenever you reassign essence, you may spend animus or tempo points to gain an amount of temporary essence equal to half the number of points spent.

In addition, you gain 1 point of essence.

Setting the Node

Setting the node is a term used by planar travelers from Hyraeatan to describe the investment of a traveler's personal essence into a distinct planar location of importance (hereafter referred to as a node). Although their planar significance is often invisible to the naked eye, these nodes—which often have distinct appearances or locations that define their physical locale—are easily revealed when presented with their corresponding planar keys. Once revealed, a traveler can make a small investment in the node, gaining a corresponding benefit from the node, as well as its listed boon, the latter which they may activate at any time, anywhere. Investing in every node is different, but always includes a physical, mental, planar, or other challenge that the character must overcome; instead of earning any experience points for overcoming or bypassing this challenge, those points are instead invested into the node, thus setting the node and bestowing the node's boon on the character. Once a node boon is set, the character need only pay its activation fee to gain its effects. Once activated, you must return to the original location and face another, suitable challenge to *set the node* again.

Example While probing the outer edges of the Depthless Deeps, Shel'Awuun discovers a hidden cave with an well of True Water. He presents a small token (a piece of aquamarine blessed by a Priest of the True Wave) and the well instantly erupts into a full fountain of water. When it does, it summons its guardian—the younger water elemental Hadriazzalla. If Shel'Awuun defeats Hadriazzalla in battle, he gains no experience, but instead *sets the node* there. Once set, he gains a small benefit or two (a +1 to Swim skill checks and resistance to cold 5) that are always active. He also gains that node's boon. In Shel'Awuun's case, that node boon allows him to bestow the spell *water breathing* on all of his allies (within 30 ft.) for a total of 15 minutes, plus 5 additional minutes for each transnodal feat he possesses. Activating a node boon is a swift action that does not provoke. Once he activates this boon (which costs him a few more hit points)—perhaps to save an ally from drowning—he must return to the node to activate it again.

Akashic Response (Combat, Akashic)

Powered by Akashic Energy, you lash out at your enemies with ease.

Prerequisites: Con 13 or veilweaver level 1

Benefit: For every point of essence invested in this feat, you gain the ability to make one additional attack of opportunity each round. The benefits of this feat stack with feats such as Combat Reflexes.

In addition, you gain 1 point of essence

Another Perspective

You can see the shadows of reality another way.

Prerequisite: Perspective spells ability.

Benefit: Choose a perspective and a school of magic. Treat perspective spells of that school from that perspective as if they were on your list of perspective spells except that they are 1 spell level higher for you.

Special: You can gain this feat more than once. You must choose a different combination of perspective and school each time.

Arc of Light (Transnodal)

You have bathed in the gentle glow of Solaria's rings.

Prerequisites: Wisdom 13, must have spent at least 24 hours on Solaris and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain resistance 5 against positive energy and negative energy. You may lower this resistance at will.

Special: Undead creatures who gain this feat glow as if the target of the *light* spell. They cannot suppress this glow while the resistance is active. Additionally, as a swift action that does not provoke an attack opportunity, a number of times per day equal to your Wisdom modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute.

Node Boon: Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your targeted allies gain the benefits of the prayer spell.

Aspect of the Final Wind (Aspect)

You are unshackled and unbound.

Prerequisites: Aspect of the First Wind (see page 468).

Benefit: Once per day as a swift action that does not provoke an attack of opportunity, you may choose to immediately dismiss Aspect of the First Wind to gain the benefits of the *fly* spell, which lasts for a number of minutes equal to your character level. Additionally, if you are a spellcaster, you may add the *fly* spell to your spell list as a 3rd level spell, even if it normally does not normally appear on it.

Aspect of the First Wind (Aspect)

You have whispered into the wind and it, in turn, whispered back.

Prerequisites: Charisma 15, ability to cast spells with the air descriptor.

Benefit: Once per day, as a swift action that does not provoke an attack of opportunity, you can take on the Aspect of the First Wind. While active, you gain electricity resistance 5 and +2 bonus on saves against spells with the air and sonic descriptors. Additionally, as a swift action, a number of times per day equal to your Charisma modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute.

Special: You are always met by favorable winds and that makes it very hard to track you by scent. Anyone tracking you by scent suffers a -4 penalty to their Perception skill checks.

Aspect of the Undreamt (Aspect)

We Faceless Kings, gathered once more…

Prerequisites: Charisma 15, ability to cast divination spells.

Benefit: Once per day, as a swift action that does not provoke an attack of opportunity, you can take on the Aspect of the Undreamt. While active, you gain a +2 bonus on saves against spells from the enchantment school. Additionally, as a swift action, a number of times per day equal to your Charisma modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute. While this aspect is active, you also gain the benefits of the *haunted fey aspect* spell, although you instead take on an alien-appearance.

Special: Whenever you take on the Aspect of the Undreamt, you suffer a -2 penalty to Diplomacy skill checks.

Aura of the Eternal Gem (Transnodal)

Your heart reflects all the colors of the eternal. You are elusive, deadly, and hidden deep in someone's secret dream. From that place of power, you weave powerful illusions.

Prerequisites: Charisma 14, must have spent at least 24 hours inside the Sparkling Forever and overcome a special challenge (as agreed upon between you and your GM).

Benefit: Whenever you cast a spell with the illusion descriptor, increase its DC by 1.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Charisma modifier, you may sacrifice 1d4 hit

points to double this bonus to +2 (or triple it to +3 in the Sparkling Forever) for 1 minute. If you are located in the Sparkling Forever when you sacrifice these hit points, you also gain the benefits of the spell *disguise self* for a number of minutes equal to your Charisma modifier.

Node Boon: Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the ironskin spell.

Aura of the Long Night (Aspect)

When you've walked the Lattice this long, the shadow...it gets in your blood.

Prerequisites: Mantle of the Seven Nightmares feat (see page 472).

Benefit: Once per day as a swift action that does not provoke an attack of opportunity, you may choose to immediately dismiss Aspect of Seven Nightmares to gain the benefits of the darkness spell. When you do, darkness lasts for 10 minutes plus a number of minutes equal to your character level. Additionally, if you are a spellcaster, you may add the *darkness* spell to your spell list as a 2nd level spell, even if it normally does not normally appear on it.

Blessing of the Blue Beyond (Transnodal)

You have swam in the clear, pure waters of the Blue Beyond and been changed by the Depthless Deeps.

Prerequisites: Constitution 13, must have spent at least 24 hours in the Depthless Deeps and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain resistance cold 5.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Constitution modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute. If you are located in the Depthless Deeps when you sacrifice these hit points, you also gain the benefits of the *aboleth's lung* spell.

Node Boon: Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *water breathing* spell.

Normal: The *water breathing* spell normally affects a single target for 2 hours per level.

Capacious Psyche

You are adept at harboring the willpower of other beings

Prerequisite: Medium level 1st

Benefit: Influence creeps over you more slowly than it otherwise would. You do not take any penalties on initiative checks until your spirit has at least 4 points of influence over you rather than 3. In addition, your spirit does not take control of your body until it has a total of 7 points of influence over you rather than 5.

Challenge of Avarice (Transnodal)

You were tested in the Annex of Avarice. You survived.

Prerequisites: Wisdom 13, must have spent at least 24 hours inside the Annex of Avarice and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain a +1 insight bonus to Will saves. This bonus triples in the Annex of Avarice, as well as when you're dealing with shaitains or devils.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Wisdom modifier, you may sacrifice 1d4 hit points to double this bonus to +2 (or +6 in the Annex of Avarice) for 1 minute. If you are located in the Annex of Avarice when you sacrifice these hit points, you also gain the benefits of the spell *sanctuary*.

Node Boon: Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *bull's strength* spell.

Challenge of Lore (Transnodal)

You've walked the Archive District since leaving the Colleges District...and...it shows.

Prerequisites: Intelligence 12, must have spent at least 24 hours in both the Archive District and College District, as well as overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain a bonus equal to your Intelligence modifier to Will saves against illusions.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Intelligence modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located in either the Archive or College districts (in the City of 7 Seraphs) when you sacrifice these hit points, you also gain the benefits of the *commune with birds* spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *locate object* spell.

Darker Reflection

Prerequisite: Dark reflection class feature.

Benefit: You may select an additional dark reflection.

Deepen Reflection

Prerequisite: Deeper reflection class feature.
Benefit: You may select an additional deeper reflection.

Destiny Addict (Psionic)

Prerequisites: Able to manifest 2nd-level powers or cast 2nd level psychic spells, fate eater blood/brains user
Benefit: When you ingest fate eater blood you retain the temporary power points for 3 hours instead of 1. When you ingest fate eater brains you may retrain four aspects of your character instead of three.

You can easily recognize fate eater flesh and blood, including tainted or false varieties, and gain a +5 competence bonus to Appraise checks made to determine the value of the flesh/blood or realize that a substance is not true fate eater flesh/blood.

You gain a +1 bonus on Fortitude saving throws and a +2 bonus on saving throws against drugs and poison.

This feat counts as the Endurance feat for the purpose of qualifying for the Diehard feat.

Destiny Glutton (Psionic)

Prerequisite: Destiny Addict (see page 470).
Benefit: If you consume fate eater blood at least once a week you gain a +2 bonus to your manifester level when using the new power acquired. This bonus lasts until you next consume the blood and change powers, at which point the new power gains the bonus.

Destiny Strike (Psionic)

Prerequisites: Destiny Addict (see page 470), Improved Critical.
Benefit: Your consistent consumption of fate eater flesh allows you momentary flashes of alternate timelines, and that gives you the ability to borrow from those timelines. As a swift action you may expend your psionic focus upon confirming a critical hit in order to re-roll any natural 1's once each when rolling damage. This decision may be made after the damage is rolled.

Dream City Hustler (Transnodal)

You've walked Allialla's streets and met her tests, each in kind.
Prerequisites: Wisdom 15, must have spent at least 24 hours in Allialla, the City at the End of Dream and overcome a special challenge (as agreed upon between you and your GM).
Benefit: You gain a +1 insight bonus to Bluff skill and initiative checks.
Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Wisdom modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located in Allialla when you sacrifice these hit points, you also gain the benefits of the *alter self* spell.
Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *cat's grace* spell.

Echo Item

Prerequisite: Mirror power (1st level), Use Magic Device 3 Ranks.
Benefit: You may now use mirror power to duplicate powers and spells generated by items of power. The item must have a Source you currently have learned for mirror power and the effect must be within your normal limits for mirror power. You must have an object in hand of similar size or nature (a loop of twine for a ring, a twig or dagger for a wand, etc.) Otherwise, this ability follows mirror power as per normal rules and uses one reflection.

Enlightened Void Captain (Psionic)

Benefit: Once per day per point of your primary attribute bonus, you may expend your psionic focus as a swift action to add a +2 bonus to all drive checks for three rounds. You may expend two uses to increase the bonus to +4.

Erakin's Challenge (Transnodal)

You've walked the hidden roads of Tarterus and survived.
Prerequisites: Constitution 13, must have spent at least 24 hours in Erakin the Relentless and overcome a special challenge (as agreed upon between you and your GM).
Benefit: You gain a +2 insight bonus to Perception and Survival skill checks.
Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Constitution modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located in Erakin the Relentless when you sacrifice these hit points, you also gain the benefits of the *endure elements* spell.
Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, your allies gain the benefits of the *false life* spell.

Essential Recuperation (Combat, Akashic)

You can tap into the powers of akasha to focus your martial abiltiies

Prerequisites: Con 13 or veilweaver level 1, ability to initiate maneuvers.

Benefit: As a swift action, you may take essence burn equal to the highest maneuver recovered to recover maneuvers equal to your initiation modifier, you may do so a number of times per day equal to your veilweaving modifier.

Essential Supply (Akashic)

You have learned how to harness Akashic power for numerous other purposes.

Prerequisites: veilweaver level 7th.

Benefit.Whenever you would expend points from any of the following pools of points, you may instead take 1 point of essence burn for every point spent to avoid reducing your pool up to a number of times per day equal to your veilweaving level: grit, panache, arcane reservoir, arcane pool, phrenic pool, mental focus, and mongrel reservoir. Other pools may be added at GM discretion.

Extra Discovery

You continue tinkering with your device and your planar theories.

Prerequisite: aethernaut discovery ability.

Benefit: You gain another aethernaut discovery you qualify for.

Special: You can gain this feat more than once.

Extra Piercing Glimpse

Your study of shadowstuff reveals more of the underlying secrets of reality.

Prerequisite: Piercing glimpse ability.

Benefit: You gain another piercing glimpse you qualify for.

Special: You can gain this feat more than once.

Extra Precision

You are better at finding and exploiting opportunities to influence the outcome of your actions.

Prerequisite: Precision ability.

Benefit: You gain an additional daily use of precision.

Special: You can gain this feat more than once.

Extra Reflection

Prerequisite: Reflection class feature.

Benefit: You gain 2 extra reflections in your pool.

Special: You may select this feat more than once.

Extra Silhouette

Your shadow can maintain more illusions.

Prerequisite: Silhouette ability.

Benefit: You gain another silhouette you qualify for.

Special: You can gain this feat more than once.

Form of Echoes

Prerequisite: Moment of change class feature[SoT], reflection class feature.

Benefit: Your effective caster levels from echo stack with your effective caster levels from taskshaper. You may use moments of change to power reflection based powers and reflections to power moment of change based powers. See Rite Publishing's *Secrets of the Taskshaper* for more information.

Forever's Green Touch (Transnodal)

You've walked the Great Tree and met its challenges.

Prerequisites: Constitution 13, must have spent at least 24 hours on Yggdrasil and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain a +2 bonus to Fortitude saves.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Constitution modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located on Yggdrassil when you sacrifice these hit points, you also gain the benefits of the pass without trace spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, the allies you target within 30 ft. gain the benefits of the *delay disease* spell.

Geryon's Grace (Aspect)

Prerequisites: Malebolge's Mantle (see page 472).

Benefit: Once per day as a swift action that does not provoke an attack of opportunity, you may choose to immediately dismiss Aspect of Malebolge to gain the following benefits of the bull's strength spell, which lasts for 10 plus a number of minutes equal to your character level. Additionally, if you are a spellcaster, you may add the *bull's strength* spell to your spell list as a 2nd level spell, even if it normally does not normally appear on it.

Gold's Ocean (Transnodal)

The Golden Ocean and the shores of the Isles of Aglia—their absolute perfection changed you.

Prerequisites: Constitution 12, must have spent at least 24 hours on the Golden Ocean and overcome a special challenge on the Isles of Aglia (as agreed upon between you and your GM).

Benefit: You gain a +2 morale bonus to Survival and Swim skill checks.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Constitution modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located on the Golden Ocean when you sacrifice these hit points, you also gain the benefits of the *touch of the sea* spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, your allies gain the benefits of the *water breathing* spell.

Normal The *water breathing* spell normally affects a single target for 2 hours per level.

Halo of Luneria Revealed (Aspect)

You have always been drawn to the light of the Orbs of Luneria.

Prerequisites: Halo of Pilfered Moonlight (see page 472)

Benefit: Once per day as a swift action that does not provoke an attack of opportunity, you may choose to immediately dismiss Aspect of Luneria to gain the benefits of the *delay poison* spell, which lasts for a number of hours equal to your character level. Additionally, if you are a spellcaster, you may add the delay poison spell to your spell list as a 2nd level spell, even if it normally does not normally appear on it.

Halo of Pilfered Moonlight (Aspect)

You have always been drawn to the light of the Orbs of Luneria.

Prerequisites: Charisma 13.

Benefit: Once per day, as a swift action that does not provoke an attack of opportunity, you can take on the Aspect of Luneria. While active, you gain negative energy resistance 5 and +2 bonus on saves against spells and effects with the death descriptor. Additionally, as a swift action, a number of times per day equal to your Charisma modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute. Additionally, you gain the ability to cast the *light* spell a number of times per day equal to 3 plus your Charisma modifier.

Litany of Mockery (Teamwork)

When your group starts in on a foe, they just don't quit…

Prerequisites: Intimidate 3 ranks

Benefit: When you and at least one ally openly belittle, chide, insult, mock, or otherwise make fun of a target, you may add a cumulative +1 insight bonus to your Performance (comedy) skill checks for each ally who also has this teamwork feat (maximum +5). If you and your allies continue this abuse unhindered for at least 1 minute, you may force that target to make a Will save (DC 10 + 2 for each participant with this feat; maximum DC 20) or suffer the effects of the *confusion* spell, as if cast by a spell caster equal to your character level.

Love's Lesson (Transnodal)

You've learned to listen, you've learned to love.

Prerequisites: Wisdom 13, must have spent at least 24 hours in the Seven Realms of the Heavens and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain a +2 morale bonus to Diplomacy and Heal skill checks.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Wisdom modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located in the Seven Realms of the Heavens when you sacrifice these hit points, you also gain the benefits of the *dream feast* spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *blessing of courage and life* spell.

Malebolge's Mantle (Aspect)

You've walked in the shadows of the deadliest of giants.

Prerequisites: Strength 13

Benefit: Once per day, as a swift action that does not provoke an attack of opportunity, you can take on the Aspect of Malebolge. While active, you gain DR 5/good and +1 profane bonus to all saves. Additionally, as a swift action, a number of times per day equal to your Strength modifier, you may sacrifice 1d4 hit points to double this to DR 10/good for 1 minute. Sacrificing these hit points is automatic and ignores DR. Additionally, you gain the ability to cast the *message* spell a number of times per day equal to 3 plus your Strength modifier.

Mantle of the Seven Nightmares (Aspect)

By the seven secret sinners, each in their mockery, I become as the monster.

Prerequisites: Intelligence 12.

Benefit: Once per day, as a swift action that does not provoke an attack of opportunity, you can take on the Aspect of Seven Nightmares. While active, you take on a fearsome appearance that naturally intimidates others. While this aspect is effect, you gain a +2 insight bonus to Intimidate and Sense Motive skill checks. Additionally, as a swift action, a number of times per day equal to your Intelligence modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute. Additionally, you gain the ability to cast the *penumbra* spell a number of times per day equal to 3 plus your Intelligence modifier.

Master of Nightmares (Aspect)

And in your glory, your shadow becomes true nightmare.

Prerequisites: Mantle of the Seven Nightmares

Benefit: Once per day as a swift action that does not provoke an attack of opportunity, you may choose to immediately dismiss Aspect of Seven Nightmares to gain the benefits of the *dark whispers* spell, which lasts for a number of hours equal to your character level. Additionally, if you are a spellcaster, you may add the *dark whispers* spell to your spell list as a 2nd level spell, even if it normally does not normally appear on it.

Planar Pathfinder (Psionic)

Prerequisite: Psychoportive Pathfinder

Benefit: Your marker also allows you to be followed across planar barriers. Acts as Psychoportive Pathfinder but also includes planar travel in it's list of supported effects.

Planar Sensitivity (Psionic)

Prerequisites: Knowledge (the planes) 5 ranks, Spellcraft 5 ranks,

Benefit: Once per day per point of your manifesting Ability Score modifier, you may expend your psionic focus as a swift action to make one Knowledge (the planes) check, about the plane you are currently on, that gains a +4 insight bonus.

Psychic Manifestation (Psionic)

Prerequisites: Manifester level 3rd, able to cast psychic spells

Benefit: You can expend your psionic focus to replace either the thought or emotion component of a psychic spell.

Reflective Resonance (Psionic)

Prerequisite: Reflection class feature.

Benefit: When you use mirror power a psionic manifestion you create a 30 ft. zone of psionic energy shimmering around you. Your reflections resonate with psionic characters within your zone allowing them a circumstance bonus to their manifester level equal to the number of rounds you have echoed one of their powers. This bonus lasts a maximum number of rounds equal to your Charisma bonus.

For more on Zones, see *Transcendent 10—Psionics of Conflict: Zones of Power.*

Quick Glimpse

You can change your piercing glimpse on the fly.

Prerequisite: Two piercing glimpses.

Benefit: You can change the piercing glimpse you have active as a move action.

Run Tadpole, Run! (Teamwork)

When pursuing an enemy, your team openly mocks and intimidates them.

Prerequisites: Charisma 13.

Benefit: When you and at least one ally pursue the same enemy, you gain a +1 cumulative insight bonus to Intimidate skill checks against your target for each ally in your group actively pursuing the target (maximum +5).

Special: At least one of your pursuing allies must also possess this feat.

Shadow's Caress (Transnodal)

The shadows run quiet and long in the shadows of the Occlusion.

Prerequisites: Dexterity 13, must have spent at least 24 hours in the City of 7 Seraphs and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain a +2 insight bonus to Stealth skill checks.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Dexterity modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located in the Lattice or the City of 7 Seraphs when you sacrifice these hit points, you also gain the benefits of the *silence* spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *fox's cunning* spell.

Shattered Resistance (Psionic)

Prerequisite: Reflection class feature.

Benefit: When you mirror power a spell, you create a 30 ft.zone of flickering energy around you. Your reflections resonate with spells sourced from the same

power. Casters with the same source that are within your Zone gain a circumstance bonus to DCs of spells equal to the number of rounds you have echoed that Source. For more on Zones, see *Transcendent 10—Psionics of Conflict: Zones of Power.*

Streetwise of Hyraeatan

Benefit: You gain a +1 bonus to saving throws against planar environmental effects from any plane that is not your own, including those that enter your plane like the Radia's storm effects. In Hyraeatan, you may (if you wish) consider Radia storm conditions as on level lower in intensity while in the City. Level 1 intensity Radia effects do not require you to make saving throws.

Stormdrinker

Benefit: You increase the duration of 1 minute Radia Emission effects to 24 hours on you. 10 minute and 1 hour durations are instead doubled. You may only increase the most recent exposure to Radia Emissions in this way.

Storm's Heart (Transnodal)

You sought out and survived the Plane of Storms.

Prerequisites: Constitution 15, must have spent at least 24 hours in the Plane of Storms and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain a +1 bonus on saving throws against spells with the air, cold, electricity, and sonic descriptors.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Constitution modifier, you may sacrifice 1d4 hit points to double this bonus for 1 minute. If you are located on the Plane of Storms when you sacrifice these hit points, you also gain the benefits of the *endure elements* spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *barkskin* spell.

Test of the True Flame (Transnodal)

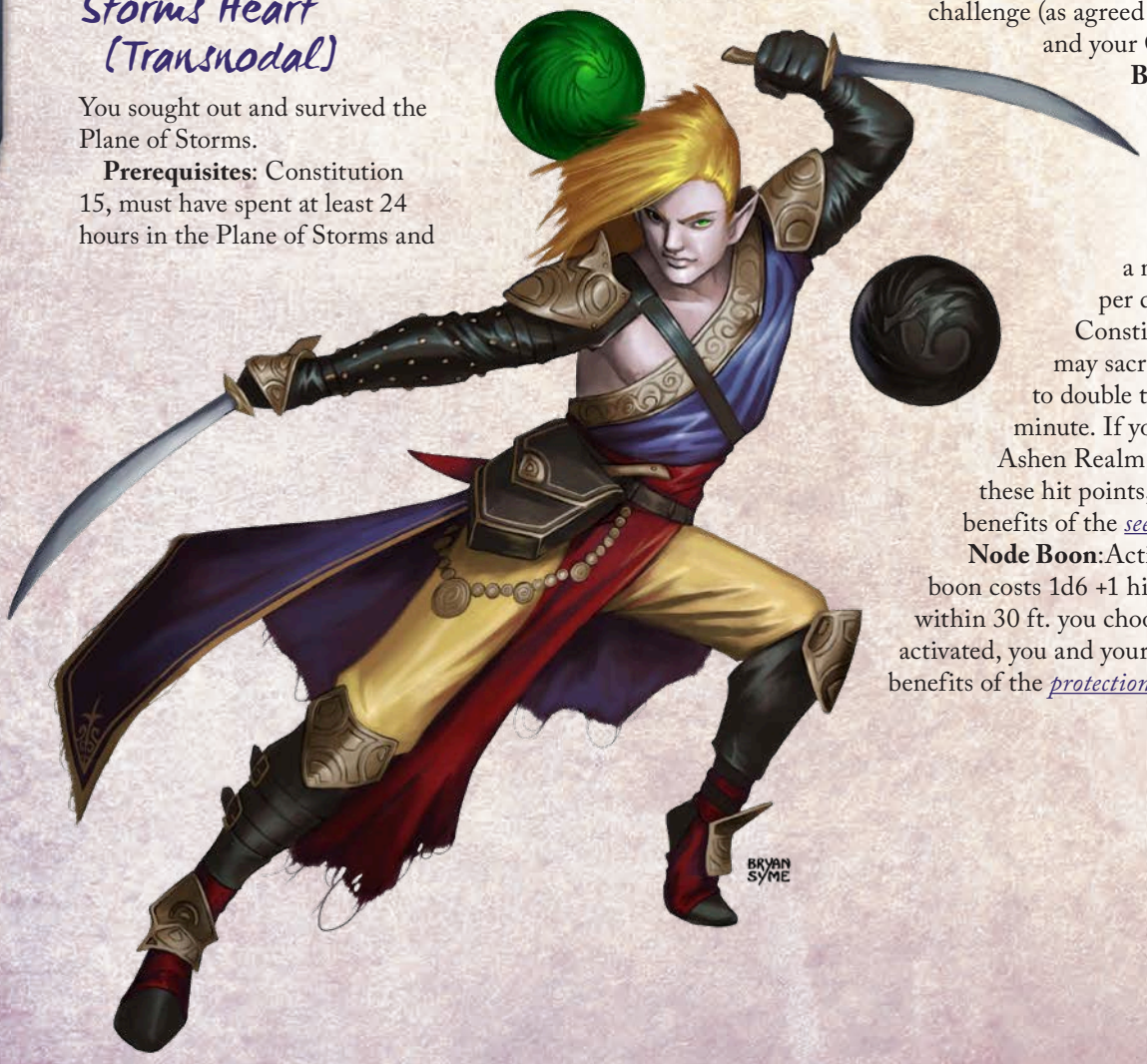
The True Flame is at the heart of everything it destroys. You've beheld it and claimed this secret as your own.

Prerequisites: Constitution 14, must have spent at least 24 hours in the City of Brass and overcome a special challenge (as agreed upon between you and your GM).

Benefit: You gain resistance fire 5.

Special: As a swift action that does not provoke an attack opportunity, a number of times per day equal to your Constitution modifier, you may sacrifice 1d4 hit points to double this resistance for 1 minute. If you are located in the Ashen Realm when you sacrifice these hit points, you also gain the benefits of the *see invisibility* spell.

Node Boon:Activating this node boon costs 1d6 +1 hit points/per ally within 30 ft. you choose to effect. Once activated, you and your allies gain the benefits of the *protection from energy* spell.



New Psionic Powers

Inertial Hull Plating

Discipline psychokinesis [force]
Level gifted blade 3, psion/wilder 3, psychic warrior 3
Manifesting Display Visual; see text
Range object
Target one ship
Duration 1 hour/level (D)
Power Points 5

Functions as *inertial armor* but the bonus is applied to the ship's AC rather than the caster. Creatures on deck do not receive this bonus, only the ship itself. Just like *inertial armor*, the manifester controls the visual appearance of *inertial hull plating*. However when invisible it can still be detected on a DC 20 Perception check.

Augment

For every 3 additional power points you spend, the armor bonus to the ship's Armor Class increases by 1.

Infuse Akasha

Discipline clairsentience
Level cryptic 1, dread 1, psion/wilder 1, psychic warrior 1, tactician 1
Manifesting Display Olfactory, Visual
Range touch
Target one veil
Duration 1 minute
Power Points 1

You visualize the path of akashic energy flowing into a veil. It is invested with 1 tempoary point of essence. The veil's essence capacity increases by 1.

Augment

For every 2 additional power points you spend increase duration by 1 minute or temporary essence by 1.

Planar Habituation

Discipline psychometabolism
Level aegis 5, cryptic 5, psion/wilder 6, psychic warrior 6, tactician 6, vitalist 6
Manifesting Display Visual
Manifesting Time 1 standard action
Range Personal
Target You
Duration 1 hour/level (D)
Power Points 9

You must choose a plane of existence when manifesting this power. You gain all the effects of *adapt body* while on that plane. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar habituation has no effect when manifested on your native plane.

Planar Habituation, Mass

Discipline psychometabolism
Level aegis 6, cryptic 6, psion/wilder 7, psychic warrior 7, tactician 7, vitalist 7
Manifesting Display Olfactory, Visual
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Power Points 10

This power functions like *planar habituation*, except as noted above.

Precognition, Ship's Tactical

Discipline clairsentience
Level cryptic 1, dread 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, sighted seeker 1, tactician 1
Manifesting Display Olfactory, Visual
Range touch
Target one ship
Power Points 1

Your awareness extends a fraction of a second into the future, allowing your ship to better evade an opponent's blows. Your ship gains a +1 insight bonus to AC and on all saving throws.

Augment

You can augment this power in one or both of the following ways.

- For every 3 additional power points you spend, the insight bonus gained increases by 1.
- If you spend 6 additional power points, you can manifest this power as a swift action.

Psychic Vibrations

Discipline telepathy [mind-affecting]
Level cryptic 2, psion/wilder 2, tactician 2, sighted seeker 2, vitalist 2
Manifesting Display Mental
Range personal
Target you
Duration 1 round/level
Power Points 3

Your awareness expands allowing you to perceive what occultists term psychic energies. You gain access to psychic skill unlocks as though you possessed the Psychic Sensitivity feat.

Augment

You can augment this power in the following way.

- For every 3 additional power points you spend, you gain a +1 insight bonus to your roll when using psychic skill unlocks.

Starmind

Discipline clairsentience
Level cryptic 6, psion/wilder 6, psychic warrior 6, sighted seeker 6, tactician 6
Manifesting Display Olfactory, Visual
Range touch
Target one ship
Duration 1 hour/level
Power Points 11

Your awareness taps into the network of psionic energy that links all living worlds on the material plane. You gain a +4 insight bonus to your ship's AC, CMD, and saving throws, as well as on all drive checks made to navigate between planets or star systems. These effects do not stack with those provided by *Ship's Tactical Precognition*.

Special This power only works on the material plane in the space between worlds or the Void between Spheres. The effect ends automatically upon entry into a world's atmosphere.

Augment

You can augment this power in one or both of the following ways.

- For every 3 additional power points you spend, the insight bonus gained increases by 1.
- If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Shield, Offensive

Discipline telepathy [mind-affecting]
Level dread 3, gifted blade 3, psion/wilder 3, psychic warrior 3, tactician 3
Manifesting Display Auditory, Visual
Range personal
Target you
Duration 1 round/level
Power Points 5

Your mental fortifications strike back at attempts to access your mind as *thought shield*. Those who fail to beat the power resistance take 2d6 + your choice of Charisma, Intelligence, or Wisdom bonus in damage from mental feedback. There is no saving throw against this damage.

Augment

For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

New Spells

Anticipate Radia

School divination; **Level** cleric 3, psychic 3
Casting Time 10 minutes
Components V, S, M (remants of an object damages by a Radia effect or something left behind from one)
Range personal
Target you
Duration instantaneous

This divination allows you to glimpse the possible futures of the Radia gaining a vision of the next rolled Radia effect. You are allowed to know the intensity, effect name and duration category rolled for the next three Radia storm effects. There is a 10% per caster level of this spell being accurate. You can increase this percentage 10% by casting this spell while exposed to a Radia effect.

Apocalypse Cloak

Fear and visions of doom (Vision of Hell)
School illusion (glamer) [evil, fear]; **Level** bard 4, bloodrager 4, cleric/oracle 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, F (a large black cloak)
Range medium (100 ft. + 10 ft./level)
Effect 60-ft.-radius emanation
Duration 1 minute/level (D)
Saving Throw Will negates; **Spell Resistance** no

You create a nightmare vision of doom and woe hidden within the folds of your cloak. Once the spell is cast, revealing the full horror of the spell is possibly at any time while the duration lasts—it counts as a readied action to open the cloak, and maintaining the cloak in closed position means you cannot cast other spells with a Somatic component while the apocalypse cloak is held in readiness.

Once you use the readied action to open the *apocalypse cloak*, all creatures within 60 feet that can see you must make a Will saving throw. Those that succeed are shaken and immune to further effects from this spell; those that fail are panicked.

You may hold the cloak open as a standard action, thus potentially affecting other creatures entering the area.

Axial Ladder

School conjuration (teleportation); **Level** cleric 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (see text)
Range touch
Effect caster and 1 creature touched/2 levels

Duration Instantaneous
Saving Throw none; **Spell Resistance** no

You draw energies from a target plane in the same Axis group infusing yourself and your environment to great a temporary tangency.

This spell lets a creature shift from one aspect of the current Axis they occupy to another by a single step. This spell allow for transition for example from Abaddon to Nullus and from Nullus to Elysia. If a plane has multiple layer only the first or surface layer is reached. Oddly the Inner Axes have strange exceptions. The Axis Liminus can transition from any of the three planes to one another. The Axis of Source sends people from Negative or Positive to Source but no one is certain what happens to those who use it in this manner. The material component of this spell is a vertebrae from a creature capable of shifting through planes naturally, by spell, or mental ability.

CALL RADIA

School conjuration [chaos]; **Level** cleric 4, psychic 4
Casting Time 10 minutes
Components V, S, M (remnants of an object damaged by a Radia effect or something left behind from one)
Range Emanation 10 ft./level
Target One area touched
Duration 10 min/level

You create a temporary vent from the Radia into your current environment. The Radia's current emmissions impact the area touched as though it were in the Midstreets area of Hyraeatan (see page 30). For every 6 caster levels you have you can increase or decrease the intensity by one level.

CONTACT DEMONIC PATRON

School divination; **Level** wizard 5
Casting Time 10 minutes
Components V, S, M (unholy water, blood, and a powdered black opal worth 500 gp)
Range personal
Target you
Duration 1 round/ level

You open a channel to gain information by asking simple questions of diabolical or demonic sources. You are allowed one such question per 2 caster levels. However, this information is often twisted to suit malevolent purposes. The answers given are technically correct but often slanted, biased, or missing key elements, though the more direct and simple the question, the more direct and honest the answer. "Unclear" is a legitimate answer, because powerful fiends of the Outer Planes are not necessarily omniscient and in some cases have no information to offer at all. Demonic patrons sometimes keep records of what questions are asked of them, and use this information to inform their friends and allies of potential danger.

Most answers are short (5 words or less), but if the caster succeeds on a DC 12 caster level check, more prolix answers are forthcoming. If you lag, discuss the answers, or go off to do anything else, the spell ends.

DISPLACING CURRENT

School evocation [electricity, force]; **Level** sorcerer/ wizard 7
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft/level)
Effect Line of forceful lightning.
Duration instantaneous
Saving Throw Reflex (half); **Spell Resistance** yes

You release a wave of psychic lightning with a telekinetic undercurrent. You deal 1d6/level to creatures along the path of its line to a maximum of 15d6 (Reflex save for half damage). You may choose to reduce the damage dealt by increments of 1d6. For each die of damage you reduce the spell you may shift targets that fail their saving throws you choice of 5 ft. toward you or away from you. All creatures shifted by

the spell must be moved in the same direction unless you reduce the damage of the spell by an additional die. If you reduce the damage of the spell enough to shift creautres both directions, you may select at which point the current shifts toward or away from you. Forces of the spell prevent collision or attacks of opportunity.

Door

School conjuration (creation or calling); **Level** cleric 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (see text)
Range medium (100 ft. + 10 ft./level)
Effect see text
Duration 1 round/level; see text
Saving Throw none; **Spell Resistance** no

Casting a *door* spell creates an interdimensional connection between your plane of existence and a plane that is largely random, allowing travel between those two planes in either direction.

The *door* itself is a magical plane set into any wall or freestanding, up to 10 feet tall and 5 feet wide, and anchored on a floor of some kind. Anyone or anything that moves enters the doorway is shunted instantly to the other side. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *door* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

The door's destination is determined by your knowledge and focus. When casting the spell, make a Knowledge (Planes) check and consult the following table. Optionally, when in the City of 7 Seraphs or a similar planar nexus, you gain a +4 circumstance bonus to this roll.

Check	Result
5 or less	Unwelcome plane of GM's choice
10	A random Inner Plane
15	Astral or ethereal plane, as GM chooses
20	Door reaches a random outer plane
25	You reach a random Axis Plane
30	A thematic opposition plane to your intended target
35	A location similar to the intended plane but elsewhere in the multiverse
40	A neighboring plane to the one desired
50	A layer adjacent on the plane you wanted to reach
55	The exact plane you wish to reach
60+	The exact location on the exact plane you wish to reach

You may hold the *door* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

False Abjuration I

School illusion (shadow) [shadow[UM]]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2
Casting Time 1 standard action
Components V, S
Range see text
Effect see text
Duration see text
Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard abjuration spell of 1st level or lower. Spells have normal effects unless an affected creature succeeds on a Will save to disbelieve it and they always allow spell resistance. If the spell grants a bonus or defense, any creature that interacts with the bonus or defense (such as making an attack the bonus applies against) is entitled to this Will save. If this is the creature's first interaction with that illusion, you must overcome the creature's spell resistance or it automatically gets the benefits of disbelief (and any other benefits of spell resistance against the abjuration). Any bonus or numerical modifier the spell grants is reduced to 20% its usual benefit (minimum 1) against each creature who disbelieves it. Any damage that would not be dealt at all if not for the illusion (such as damage dealt by a ward against a creature it wards against) is reduced to 20% against disbelievers. Each disbelieving creature has only a 20% chance to be affected by other nondamaging effects of the spell. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *false abjuration I*'s level rather than the spell's normal level.

Objects automatically succeed on their Will saves against this spell. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Abjuration II

School illusion (shadow) [shadow[UM]]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false abjuration I* except that you can emulate an abjuration of up to 2nd level and it is 20% real.

False Abjuration III

School illusion (shadow) [shadow[UM]]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 3rd level and it is 20% real.

False Abjuration IV

School illusion (shadow) [shadowUM]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 4th level and it is 20% real.

False Abjuration V

School illusion (shadow) [shadowUM]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 5th level and it is 50% real.

False Abjuration VI

School illusion (shadow) [shadowUM]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 6th level and it is 50% real.

False Abjuration VII

School illusion (shadow) [shadowUM]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 7th level and it is 50% real.

False Abjuration VIII

School illusion (shadow) [shadowUM]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 8th level and it is 50% real.

False Abjuration IX

School illusion (shadow) [shadowUM]; **Level** shadow weaver 9

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 9th level and it is 50% real.

False Conjuration I

School illusion (shadow) [shadowUM]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

This spell functions as *shadow conjuration* except as noted here. You can emulate a conjuration of up to 1st level and it is 20% real. In addition to creation and summoning spells, you can emulate healing spells on the appropriate spell list. When you do so, the illusion heals only 20% the usual damage. The rest of those hit points are instead gained as temporary hit points that last for 1 hour per caster level. Healed hit points that would have been wasted due to exceeding the target's hit point maximum are lost and do not become temporary hit points this way. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Conjuration II

School illusion (shadow) [shadowUM]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false conjuration I* except that it is 20% real and can emulate conjurations of up to 2nd level.

False Conjuration III

School illusion (shadow) [shadowUM]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false conjuration I* except that it is 20% real and can emulate conjurations of up to 3rd level.

False Conjuration IV

School illusion (shadow) [shadowUM]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false conjuration I* except that it is 20% real and can emulate conjurations of up to 4th level.

False Conjuration V

School illusion (shadow) [shadowUM]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false conjuration I* except that it is 50% real and can emulate conjurations of up to 5th level.

False Conjuration VI

School illusion (shadow) [shadowUM]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false conjuration I* except that it is 50% real and can emulate conjurations of up to 6th level.

False Conjuration VII

School illusion (shadow) [shadowUM]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false conjuration I* except that it is 50% real and can emulate conjurations of up to 7th level.

False Conjuration VIII

School illusion (shadow) [shadowUM]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false conjuration I* except that it is 50% real and can emulate conjurations of up to 8th level.

False Conjuration IX

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 9

This spell functions as *false conjuration I* except that it is 50% real and can emulate conjurations of up to 9th level.

False Evocation I

School illusion (shadow) [shadow[UM]]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 1st level. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Evocation II

School illusion (shadow) [shadow[UM]]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 2nd level.

False Evocation III

School illusion (shadow) [shadow[UM]]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 3rd level.

False Evocation IV

School illusion (shadow) [shadow[UM]]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 4th level.

False Evocation V

School illusion (shadow) [shadow[UM]]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 5th level.

False Evocation VI

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 6th level.

False Evocation VII

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 7th level.

False Evocation VIII

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 8th level.

False Evocation IX

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 9

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 9th level.

False Necromancy I

School illusion (shadow) [shadow[UM]]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard necromancy spell of 1st level or lower.

Shadow necromancies are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow necromancies to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If that spell would grant temporary hit points to a disbelieving creature, it instead she illusion grants only 20% as many temporary hit points. If the disbelieved spell has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *false necromancy I*'s level (1st) rather than the spell's normal level. In addition, any effect created by *false necromancy I* allows spell resistance, even if the spell it is simulating does not.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. Furthermore, the shadow creature's AC bonuses are just one-fifth as large. If you fail to overcome an interacting creature's spell resistance when it first interacts with a shadow creature, the resisting creature gets the benefits of disbelief automatically and

is immune to nondamaging abilities from the shadow creature.

A creature that succeeds on its save sees the shadow necromancies as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Necromancy II

School illusion (shadow) [shadow[UM]]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 2nd level or lower and the illusion is 20% real.

False Necromancy III

School illusion (shadow) [shadow[UM]]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 3rd level or lower and the illusion is 20% real.

False Necromancy IV

School illusion (shadow) [shadow[UM]]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 4th level or lower and the illusion is 20% real.

False Necromancy V

School illusion (shadow) [shadow[UM]]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 5th level or lower and the illusion is 50% real.

False Necromancy VI

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 6th level or lower and the illusion is 50% real.

False Necromancy VII

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 7th level or lower and the illusion is 50% real.

False Necromancy VIII

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 8th level or lower and the illusion is 50% real.

False Necromancy IX

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 9

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 9th level or lower and the illusion is 50% real.

False Transmutation I

School illusion (shadow) [shadow[UM]]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2
Casting Time 1 standard action
Components V, S
Range see text
Effect see text
Duration see text
Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard transmutation spell of 1st level or lower. Spells have normal effects unless an affected creature succeeds on a Will save to disbelieve it. If an affected creature succeeds on this Will save, it nonetheless has a 20% chance of being fully affected anyway. A transmuted creature gains no new senses from the illusion. Any creature that interacts with an aspect of the target or area modified by the illusion is entitled to this saving throw. If this is the creature's first interaction with that illusion, you must overcome the creature's spell resistance or it automatically gets the benefits of disbelief. Against any creature that succeeds on its Will save to disbelieve the illusion, any bonus the spell grants is reduced to 20% its usual benefit (minimum +1). Any damage that would not be dealt at all if not for the illusion (such as a natural weapon a transmuted creature doesn't normally possess) is reduced to 20% against disbelievers (minimum 1 point of nonlethal damage). Each disbelieving creature has only a 20% chance to be affected by other nondamaging effects of the spell. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *false transmutation I*'s level rather than the spell's normal level.

A creature that succeeds on its save sees the *shadow transmutation* as a transparent image superimposed on the original form of the target or area. Vague, shadowy

filaments connect the false and real silhouettes. Objects automatically succeed on their Will saves against this spell. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Transmutation II

School illusion (shadow) [shadow[UM]]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false transmutation I* except that you can emulate a sorcerer/wizard transmutation of up to 2nd level.

False Transmutation III

School illusion (shadow) [shadow[UM]]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 3rd level and it is 20% real.

False Transmutation IV

School illusion (shadow) [shadow[UM]]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 4th level and it is 20% real.

False Transmutation V

School illusion (shadow) [shadow[UM]]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 5th level and it is 50% real.

False Transmutation VI

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 6th level and it is 50% real.

False Transmutation VII

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 7th level and it is 50% real.

False Transmutation VIII

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 8th level and it is 50% real.

False Transmutation IX

School illusion (shadow) [shadow[UM]]; **Level** shadow weaver 9

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 9th level and it is 50% real.

Galvanic Healing

School evocation (healing) [electricity]; **Level** sorcerer/wizard 8
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft/level)
Effect Line of vitalizing lightning.
Duration instantaneous
Saving Throw Reflex (half); **Spell Resistance** yes

You channel primal lightning in a recently deceased creature restarting its heart and reigniting is lifeforce with some of your own. This spell does 1 point of electrical damage (which may not be resisted) to you per caster level and 1d6/level to creatures along the path of its line to a maximum of 20d6 (Reflex save for half damage). This same damage is then applied as healing to a single corpse that cannot have been dead for more than 1 round per 5 caster levels. If the creature's negative hit point total is raised to 0 or higher, they are returned to life. They also take an equal amount of nonlethal damage to the hit point damage healed.

Hostile Gate

School abjuration; **Level** cleric/oracle 5, inquisitor 5, shaman 5, sorcerer/wizard 5, summoner 5, unchained summoner 5
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one extraplanar creature per round
Duration concentration
Saving Throw Reflex save negates; see text; **Spell Resistance** yes

You create a glowing greenish-yellow gate on the floor or as a vertical circle that you can use to catch and dismiss creatures to another plane, almost as if catching them with a magical net.

This spell forces any creature on an Outer Plane either to its proper plane (eg, a devil to the Nine Hells or a Valkyrie to Valhalla), or at the caster's option to a plane matching the caster's alignment. This requires choosing a target, and that creature failing a Dexterity saving throw. If the spell is successful, the creature is instantly whisked away.

However, creatures sent away may return 1d4 rounds later if the *hostile gate* remains open (and the gate is not sending another creature away that round—that is, the gate cannot be used successfully by the caster in any round that a creature wishes to return).

The *hostile gate* may be closed at any time, trapping creatures on the far side.

"Oh I never banish demons back to the Abyss. That would be a kindness. I send them to my mother's house instead."

—High Daughter Verina, before casting a Hostile Gate spell

Rainbow Burst

School evocation [acid, cold, electricity, fire]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range 10 ft.
Effect 4 10 ft. elementaly balanced cones.
Duration instantaneous
Saving Throw Reflex (half); **Spell Resistance** yes

You tap into the universal forces of balance to unleash a perfect expression of elemental energies. In each of four opposed directions you release elemental cones forming a burst pattern around yourself. You are immune to the effects of any cone produce by this burst. You must release fire and cold in opposite directions, as you must with acid and electricity. Creatures in each cone segment take 2d6 plus 1d6 per 2 caster levels beyond 3rd of the appropriate elemental energy, they may make a reflect save for half damage.

Storm Fortress of Erdval the Lesser

School conjuration (creation); **Level** sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, F (a miniature ivory drawbridge and an amber wheel or disc, each worth 50 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect extradimensional fortress, up to ten 10-ft. cubes/level (S)
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

You conjure up an extradimensional fortress that takes the form of a flying magical tower, 60 feet high, 30 feet in diameter, with a set of stout doors as their primary entrance. It's exact dimensions and number of floors may be modified by the caster, but must conform to a defensible tower shape.

From within, windows, arrow slits and murder holes allow those within the Storm Fortress to loose spells and missiles against foes, though the foes can only see these arrows slits with true sight or other magic of their own. The tower's top is a flat platform accessible to the caster and those he designates. The entrance to this top space requires passing through the tower roof (as a passwall spell).

The interior is a well-appointed tower fortress with stables on the ground floor, living quarters and a common area on two upper floors. The air within is clean, fresh, and warm.

The storm fortress flies as you command, at a speed of 40 feet and covering 64 miles per 8 hour period.

A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter, stabling mounts, removing armor, and serving delicious meals when needed. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its main portal, outside conditions do not affect the storm fortress, nor do conditions inside it pass to the plane beyond.

Trine Shift

School conjuration (teleportation); **Level** cleric 4, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (see text)
Range touch
Effect caster and 1 creature touched/2 levels
Duration Instantaneous
Saving Throw none; **Spell Resistance** no

You draw energies from a target plane in the same Trine group infusing yourself and your environment to great a temporary tangency. You have no ability to target this tangency.

Similar to is partner spell *axial ladder* this spell allows for transit from the Elemental Planes to their respective aspects. This would allow for someone to shift from True Fire to the Plane of Ash for example. Or the Plane of Storms to True Air. The focus of this spell is a triangle shaped from remains (feathers, bones, etcetra) of a creature capable of shifting through planes naturally, by spell, or mental ability.

Psionic Maladies

ABOLETH FEVER — **DISEASE**
Supernatural disease—special
Save Will DC 15; **Onset** 1 day; **Frequency** 3 days
Effect special; **Cure** 5 saves

Said to have been created by the aboleth and used to help pacify large populations, aboleth fever makes its victims highly suggestible. Sufferers have a -2 penalty on saves vs mind-affecting attacks, and an additional -2 if the source of that attack is an aberration (for a total of -4). Additionally the afflicted has to spend an additional power point to manifest powers or effects, as though affected by *catapsi*.

ANACHRONAUT FUGUE — **DISEASE**
Supernatural disease—special
Save Fort DC 16; **Onset** 1 day; **Frequency** 1 day
Effect special; **Cure** 5 saves

Time manipulation can be a dangerous business for the awakened mind. Those who manipulate time or travel in time are sometimes left out of synch with their own existence.Those afflicted by anachronaut fugue suffer a -2 penalty to manifester levels of all powers and psi-like abilities until cured. Additionally they much succeed in a Spellcraft check (DC 10+ power level) in order to successfully manifest powers while afflicted.

Special: Characters with levels in the time thief class may not use motes of time to affect the saving throw.

EMPATHIC PSYCHOCRYSTALIZATION — **DISEASE**
Supernatural disease—special
Save Will DC 15; **Onset** 1 day; **Frequency** 1 days
Effect special; **Cure** 3 saves

An uncommon malady causing the bearer's psi-crystal to become infected with a radiating psychic aura of distorted persona enforcement. The GM may select one bonus from the options available to a psion to gain from their psi-crystal. This bonus is instead an aura applied as a penalty to all allies of the psion within 30 feet of them. The negative bleed from the psi-crystal can be resisted for 1d4 rounds by making a Will save against the effect against the DC of the illness. Each time the psi-crystal bearer fails a cure save the auras DC increases by +1.

DIMENSIONAL FEEDBACK LOOP — **DISEASE**
Supernatural disease—special
Save Will DC 17; **Onset** 1 hour; **Frequency** daily
Effect special; **Cure** 3 consecutive saves

Repeated crossing of planar boundaries can sometimes create harmful harmonics in a person's personal energy. Visible arcs of actinic energy manifest along with the her powers dealing her 1 hit point of damage for every three power points spent.

PLANAR SHIVERS — **DISEASE**
Supernatural disease—special
Save Fort DC 15; **Onset** 1d4 days; **Frequency** special
Effect 1d6 psionic power points + special; **Cure** 3 saves

Contracted by repeatedly crossing planar barriers; the afflicted loses 1d6 power points each time the she moves from one plane of existence to another. Additionally, the first time the afflicted tries to use a psionic power or psi-like ability after moving to a new plane she must make a concentration check (DC 20) in order to manifest the power. If the power fails to manifest the power points are still spent. Subsequent manifestations are made as normal. The means of moving from plane to plane is not pertinent, it can be via magic, psionics, gates, portals, stargates, or other means..

STARFARER'S SYNDROME — **DISEASE**
Supernatural disease—special
Save Will DC 15; **Onset** 1 week; **Frequency** 3 days
Effect special; **Cure** 3 saves

The isolation of the deep dark spaces between the stars imparts a certain dissonance to some awakened minds. Manifesters of psionic powers and casters of psychic spells are the only ones vulnerable to this malady. Until cured they lose the use of one randomly determined power/spell known of the highest level they can manifest/cast. In addition they suffer a -2 penalty to saves vs. effects of a psionic or psychic nature.

UMBRALYTIC HETEROSTASIS — **DISEASE**
Supernatural disease—special
Save Will DC 16; **Onset** 1 hour; **Frequency** 1 days
Effect special; **Cure** 5 saves

This insidious degenerative condition can impact nomads and egoists who frequent the Shadow Planes most negatively aligned regions. After contracting this condition the psion suffers a 5% chance to be unreal after for 1 minute using a psychoportation or psycometabolic effect. This causes them to fail the impact anything for a the round the effect takes hold. To observers they have begun to flicker rapidly in and out of existance often leaving only tracers of darkness echoing motions and actions. Each time an afflicted individual fails to resist the disease the percent worsens by 5% causing them to fade from reality more and more often. Those that reach 100% before resisting the disease fade away becoming a shadow[B1] haunting the environs of their death. Some psions cease using their abilities for years after contracting this illness as they try to cling to life.

Drugs

The following drugs are available in the City, particularly in the Garter area of the Docks. Many of them have special interactions with feats listed above.

FATE EATER BLOOD **300 GP**

Type drug (ingested); **Addiction** moderate, Fortitude DC 20
Effects 1 hour; +1d6 psionic power points + special
Damage 1d4 Int damage

This iridescent fluid is drained from the corpses of fate eaters. It is prized among psionic creatures for its ability to allow them to borrow from their own future. In addition to a temporary increase in power points, it also allows characters with levels in a manifesting class to choose to learn a new power in place of one she already knows. In effect, the manifester loses the old power in exchange for the new one. The new power's level must be the same as that of the power being exchanged, but it can be taken from the class list of any manifesting class as though the character had the Expanded Knowledge (psionics) feat. The power can be of any level the character can manifest.

FATE EATER BRAINS

Type drug (ingested); **Addiction** severe, Fortitude DC 20
Effects special
Damage 1d4 damage to Intelligence, Wisdom, and Charisma

The brains of a fate eater are a potent delicacy for manipulators of psionic energies. Only those who use such power can guide their experience and direct the changes that come from it.

Fate eater brains allow characters with a power point reserve to expend 10 power points to initiate a trance. During this trance the character may retrain any three of the following: ability score increase, archetype, class feature, class level, feat, racial trait, or skill ranks. They may also change species or gender. The trance and retraining process take 1 minute for each day the retraining rules would normally require. Changes to species and gender add 5 minutes to the length of the trance each.

New Magic Item

RADIANT VESTMENTS **28,000 GP**

Aura moderate conjuration **CL** 10th
Slot body

Description

These light vestments, worn over clothing or armor, are woven with scintillating threads that amplify life energies and healing. Whenever a creature wearing these vestments grants or receives hit point healing, they heal an additional 1 hit point per die of healing received (minimum 1 additional hit point). If a creature wearing these robes possesses the akashic bond class feature, they gain an additional benefit; for every 5 points of essence they possess in their essence pool, they gain a bonus point of essence that can only be used with their akashic bond class feature, as the *radiant vestments* help amplify and project their natural life energies.

Construction **14,000 GP**

Craft Wondrous Item, creator must possess an essence pool

New Psionic Items

MELD STONE OF THE PLANEWALKER **3,040 GP**

Aura strong clairsentience **ML** 5th
Slot — **Weight** 1 lb.

When set in a synaptic mask, the *meld stone of the planewalker* grants its wearer a +8 competence bonus on Knowledge (the planes) checks, a +6 competence bonus Spellcraft and Use Magic Device checks, and a +4 competence bonus on Survival checks.

Construction **1,520 GP**

Craft Wondrous Item, creator must have 8 ranks in Knowledge (the planes), 6 ranks in Spellcraft and Use Magic Device, and 4 ranks in Survival

PSICROWN OF THE STARFARER, GREATER **61,600 GP**

Aura moderate clairsentience **ML** 11th
Slot head **Weight** —

This psicrown has 60 power points. This white cloth band has the pattern of an eye picked out in chips of violet crystal and small obsidian beads. It allows use of the following powers;

- *inertial hull plating*
- *starmind*
- *ship's tactical precognition*

Recharge

Cost 11 pp **Gain** 6 pp

Construction **30,800 GP**

Craft Staff, *inertial hull plating, starmind, ship's tactical precognition*

PSICROWN OF THE PLANAR PHARAOH, TRUE **122,400 GP**

Aura strong metacreativity **ML** 18th
Slot head **Weight** —

This psicrown has 100 power points. This bronze circlet is unornamented except for the heads of a cobra and a falcon centered over the brow. Each one has eyes of deep crystal. It allows use of the following powers:

- *astral seed*
- *genesis*
- *quintessence*

"Psionic or psychic?

A matter of planar origin."

—Azo, XO Master

Recharge

Cost 18 pp, **Gain** 18 pp

Construction **61,200gp**

Craft Staff, *astral seed, genesis, quintessence*

SYNAPTIC SHARD OF THE VOID CAPTAIN **8,000 GP**

Aura Faint clairsentience **ML** 5th

This shard grants the wearer a +2 bonus to his Ship's AC while travelling the Sea of Shadow and Stars.

Special

This power only works on the material plane in the void of space. The effect ends automatically upon entry into a world's atmosphere.

Construction **30,800 gp**

Craft Wondrous Item, *ubiquitous vision*

THIRD EYE OF SANITY **112,000 GP**

Aura strong telepathy **ML** 15th

Slot eyes **Weight** —

This kind of third eye is placed on the forehead of a creature suffering *mind control*, *geas/quest,* or *insanity*. If worn without being removed for four hours the creature is completely cured of these effects. [Note: If you are using sanity points this third eye restores them at a rate of one per hour worn.]

Construction **56,000 gp**

Craft Wondrous Item, *bend reality*

THIRD EYE OF THE PLANESTRIDER **10,000 GP**

Aura moderate clairsentience **ML** 7th

Slot eyes **Weight** —

This kind of third eye continually grants the wearer a +10 competence bonus on Knowledge (the planes) checks made to identify planar creatures or hazards.

Construction **5,000 gp**

Craft Wondrous Item, Knowledge (the planes) 10 ranks

New Artifacts

CRYSTAL BATTERY **MINOR ARTIFACT**

Aura strong psychoportation, psychometabolism

ML 20th

Slot — **Weight** 30 lbs.

This small slab of meteorite is encrusted with crystals grown in the void of space. It's potential is only revealed when mounted on a ship, and then only in the void between worlds known as the Sea of Stars. Once outside a planetary atmosphere it provides the following effects:

The ship and all aboard are under a constant *planar habituation* and *inertial hull plating* effects.

As long as the battery retains at least 5 pp it continually refreshes the ship's atmosphere.

If mounted on a shipboard siege engine up to 5 pp may be expended each round to add +1d6/pp to the weapon's damage for one attack.

If a psionic character links to the crystal battery they gain access to the following abilities at will. A character must expend their psionic focus and succeed at a Spellcraft check, DC 25 in order to link to the battery. If the character fails the character must make an immediate DC 15 Will save or become permanently confused as if affected by the *psychosis* power. Only psychic chirurgery or similarly extreme measures can restore sanity. If the check succeeds the character remains linked for the next 24 hours.

Once linked the character gains the following abilities:

- At will *catapsi* (shipwide), *starmind*
- Constant: gains a +2 bonus on all drive checks and ship's saves.

Allows the ability to directly replenish her personal power points from those stored in the crystal battery by touching it for one round.

Destruction

A *crystal battery* may be destroyed by bathing it in the flames of seven different suns in the span of seven weeks.

SHIP'S CORTEX **MINOR ARTIFACT**

Aura strong psychokinesis, strong clairaudience

ML 20th

Slot none **Weight** 200 lbs. (200 1 lb. crystals)

This networked array of cognizance crystals taps into the psionic lines of force that connect all living worlds in the Sea of Shadow and Stars generating a pool of 100 psionic power points. The cortex is an array of crystals that are installed around the ship at regular intervals. Together they form a neural web connecting psionic members of the crew. Any psionic character that has been a member of the ship's crew for more than 24 hours may touch one of these crystals in order to access those power points. In addition all aid another checks made by crew members while aboard gain a +1 insight bonus. If a member of the crew does not spend at least one night out of three on board he loses attunement.

Destruction

A ship's cortex can be destroyed by bombarding the central crystal with powers from all six psionic disciplines at once while circling a dead star.

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Veils

Veils are manifest constructs of planar energies at their most primal level. Veilweavers may select from the following veils they qualify when shaping each day:

Angelic Armaments (Heavens)

Angelic Wings

Descriptors Good
Class Daevic, Nexus, Vizier
Slot Shoulders
Saving Throw none

Brilliant white wings of gleaming energy sprout from your shoulders and settle around you like a fine cloak.

Shaping this beautiful veil gives you a pair of wings that allow you to glide. You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet you fall.

Essence

When you have a least 1 point of essence invested in this veil you gain a fly speed of 10 ft. with clumsy maneuverability. For each additional point of essence invested in this veil your fly speed increases by 10 ft. and your maneuverability increases by 1 step.

Chakra Bind (Shoulders) **[D10, N10, V10]**

Binding this veil to your Shoulders chakra fills your wings with potent protective capabilities. Whenever you are reduced to 25% or less of your maximum hit point total while this veil is active, you gain the benefits of a *sanctuary* spell that lasts until your hit point total is raised above 25%. Attacking another creature while this effect is active suppresses this benefit for 1 round. In addition, whenever an ally within your line of sight is reduced to 25% or less of their maximum hit point total, you may teleport directly to a square adjacent to them as an immediate action. As long as you are adjacent to an ally whose current hit points are 25% or less of their maximum hit point total, they do not provoke attacks of opportunity for moving out of enemies' threatened spaces.

Avatar of Light

Descriptors Good
Class Guru, Nexus, Radiant, Vizier
Slot Head
Saving Throw None

Shedding a warm and calming radiance, this shimmering orb hovers about your shoulders, protecting and aiding you.

By weaving this unusual veil, you create a conduit of pure akasha that tethers your essence to a holy being of pure light called a lucent. This lucent is a loyal servant and follows your commands to the best of its abilities.

Essence

For each point of essence invested in this veil, the lucent gains a +1 insight bonus to attack and damage rolls, saving throws, and skill checks, as well as gaining 5 additional hit points. For every two points of essence invested into this veil, the lucent gains 1 additional point of essence in its essence pool.

Chakra Bind (Head) **[G8, N6, R6, V6]**

Binding this veil to your Head chakra temporarily fuels the lucent with supernatural power. The lucent gains a number of additional Hit Dice (d10s) equal to the number of points of essence invested in this veil, an equal number of points of essence in its essence pool, and treats its essence receptacles as though it shares any improved essence capacity class feature increases you possess. Hit points gained from these additional HD start each day at full but are not restored when essence is removed and re-added; they must be healed normally. In addition, the lucent can communicate telepathically with you at a distance of up to 1 mile per veilweaver level.

Belt of Woven Gold

Descriptors Conjuration (teleportation), good, light
Class Daevic, Guru, Nexus, Radiant, Vizier
Slot Belt
Saving Throw None

"Also righteousness will be the belt about his loins, and faithfulness the belt about his waist."

When you have this veil shaped, you gain the ability to teleport yourself and any worn or carried equipment up to 10 ft. as a move action, but you must begin and end the teleportation in an area of bright light. Whenever you move via teleportation, lingering magical energy forms a protective nimbus of holy light about you, granting you a +1 sacred bonus to your AC that lasts until the start of your next turn; if the light level around you drops below bright, such as if the area is dimmed by a *darkness* spell or similar effect, this bonus immediately ends.

Essence

For each point of essence invested in this veil the distance you can teleport increases by 5 ft. and the sacred bonus to AC granted after teleporting increases by +1.

Chakra Bind (Belt) **[D13, G17, N16, R15, V16]**

Binding this veil to your Belt chakra greatly increases its transportive and protective properties. The maximum distance you can teleport becomes 100 ft. + 100 ft. per point of essence invested, though you must still begin and end your teleportation in an area of bright light. In addition, whenever an enemy confirms a critical hit against you with a melee weapon, after dealing damage they must succeed at a Will saving throw or be instantly teleported 30 ft. + 10 ft. per point of essence invested directly away from you. If the creature would be sent to a space that is already occupied (such as by another creature or a physical object such as a wall) they are instead sent to the closest unoccupied space to their destination.

Breastplate of the Righteous

Descriptors Good, law
Class Daevic, Nexus
Slot Chest
Saving Throw None

"Some say only the righteous will see their god, but I say the evil who see the righteous are likely to see their god a whole lot sooner." —Sir Deveron the Just, Bane of the Wicked

Shaping this veil allows you to create a light and durable breastplate out of pure akasha. This nearly weightless breastplate grants a +6 armor bonus to your AC, has a maximum Dexterity bonus of +3, an armor check penalty of—2, and no arcane spell failure chance. Your speed is not reduced while wearing this breastplate and you are always considered proficient in its use.

Essence

For each point of essence invested in this veil the granted breastplate gains a +1 enhancement bonus to AC. Enhancement bonuses can be spent to increase the AC bonus of the armor or to add armor special abilities such as *light fortification* or *invulnerability*, but the armor must have at least a +1 enhancement bonus before special abilities can be added and the total enhancement bonus to AC cannot exceed +5.

Chakra Bind (Chest) **[D19, N18]**

Binding this veil to your Chest chakra greatly enhances its protective capabilities. You gain a sacred bonus to your saving throws equal to the armor's enhancement bonus to AC, and spell resistance equal to 10 + 1 per point of essence invested; if you already have spell resistance from another source, such as from the Feet chakra bind of the Gilded Treads veil, this spell resistance stacks (so a veilweaver with 3 points of essence invested in their Gilded Treads while using its chakra bind ability and 3 points of essence invested in the Breastplate of the Righteous would have SR 28 against spells cast by evil or chaotic creatures). Whenever a creature fails a check to penetrate your spell resistance, they must succeed at a Will saving throw or be dazed for 1 round.

Gilded Treads

Descriptors Good, law
Class Guru, Nexus
Slot Feet
Saving Throw Will; see text

Bands of golden light encircle your feet and ankles, forming sandals woven from holy energy.

While you have this veil shaped, your steps fill the air around you with a dense haze of akashic energy fused with the power of the upper planes. Whenever you move through a space, any creature whose alignment includes a chaotic or evil component treats the entire space as difficult terrain for 1 round. This can affect aerial spaces and flying creatures.

Essence

For each point of essence invested in this veil chaotic or evil creatures must expend an additional square of movement to pass through a space the Gilded Treads have turned into difficult terrain.

Chakra Bind (Feet) **[G5, N4]**

Binding this veil to your Feet chakra amplifies their warding power and unlocks new and more potent abilities. As a full-round action, you can create a ward of protective energy that extends out from you in a 10 ft. radius sphere and lasts until the start of your next turn. All allies within the area of this sphere gain spell resistance equal to 12 + the number of points of essence invested against any spell, spell-like ability, psionic power, or veil effect cast or manifested by a creature whose alignment includes a chaotic or evil component. Any creature with the chaotic or evil subtype who attempts to enter this sphere must succeed at a Will saving throw or be immediately rebuffed, unable to enter protected spaces for 1 round. For each point of essence invested in this ability, the radius of the sphere increases by 5 feet.

Garden Warden's Gorget

Descriptors Good, fire
Class Daevic, Guru, Nexus, Radiant, Vizier
Slot Neck
Saving Throw Reflex; see text

This gleaming gorget encircles your neck with holy flames that consume arrows and bolts seeking your flesh.

While you are under the protection of this fiery veil, any arrow, bolt, thrown weapon, or other ranged

ammunition or projectile that would successfully strike you takes 1d6 fire damage. This damage is not halved against objects. Any weapon or projectile that is broken by this effect deals half damage, and destroyed weapons and projectiles deal no damage to you. Calculate hardness as 1 inch of material.

Essence

For each point of essence invested in this veil the fire damage dealt to thrown weapons and projectiles that would successfully strike you increases by an additional 1d6.

Chakra Bind (Neck) **[D16, G14, N14, R12, V14]**

Binding this veil to your Neck chakra allows you to breathe in the protective flames and exhale them in an explosive fury, granting you a breath weapon that can be used as a swift action and which deals 1d6 damage in a 15 ft. cone, plus 1d6 for each point of essence invested (Reflex half). Against evil-aligned creatures, this breath weapon instead uses d8s for its damage dice, and against creatures with the evil subtype it uses d10s. Half the damage dealt is fire damage, but the other half results directly from akashic power infused with holy energy and is therefore not subject to being reduced by resistance to fire-based attacks. For each point of essence invested in this veil, the size of the cone increases by an additional 5 ft. (so a 15 ft. cone becomes a 20 ft. cone). This ability drains much of the energy of the veil and requires 1d4 rounds to recharge before it can be used again.

Halo of Holy Light

Descriptors Good, light
Class Guru, Nexus, Radiant, Vizier
Slot Headband
Saving Throw None; see text

A perfect halo of gleaming golden light around your brow implies a purity and innocence uncommon amongst most adventurers.

While you have this veil shaped, you shed bright light in a 20 ft. radius around yourself. Any creature within the area of this effect whose alignment includes an evil component is dazzled until they leave the affected area. This is considered a light effect with a spell level equal to 1 + the number of points of essence invested that can dispel darkness effects of equal or lower equivalent spell level.

Essence

For each point of essence invested in this veil the radius of bright light increases by 10 feet.

Chakra Bind (Headband) **[G11, N12, R9, V12]**

Binding this veil to your Headband chakra suffuses the light you shed with positive energy. Any positive energy effect used within the area of the light shed by this veil is automatically maximized, treating all variable numeric effects as though they had rolled the maximum possible result. In addition, you gain the ability to channel energy 1 + your veilweaving modifier times per day as a good-aligned cleric of your veilweaver level.

Heaven's Blessing

Descriptors Good
Class Guru, Nexus, Radiant
Slot Body
Saving Throw Will; see text

Runes of white light spiral out from your navel to encase your entire body in celestial scripture.

When you shape this potent protective veil the forces of good are channeled through your life energy, reinforcing you and your allies while debilitating your enemies. You and any ally who can see you gain a +1 sacred bonus to attack rolls, weapon damage rolls, and Charisma-based skill checks. Any enemy who can see you must succeed on a Will saving throw or take a—1 penalty to attack rolls, weapon damage rolls, and Wisdom-based skill checks for as long as they can see you and for 1 round thereafter.

Essence

For each point of essence invested in this veil the bonus to yours and your allies weapon damage rolls and Charisma-based skill checks increases by +1, and the penalty to enemies weapon damage rolls and Wisdom-based skill checks is increased by an additional—1.

Chakra Bind (Body) **[G20, N20, R18]**

Binding this veil to your Body chakra unleashes the full power of Heaven's Blessing, allowing you to use holy word as a spell-like ability a number of times per day equal to 1 + your veilweaving modifier.

Sword of Justice

Descriptors Fire, good
Class Daevic, Nexus
Slot Hands, Wrists
Saving Throw Reflex; see text

A fiery blade of light springs forth from gauntlets forged of pure akashic energy.

When you shape this veil you gain the ability to manifest a holy sword made of akasha infused with the power of the upper planes. This weapon-like veil acts as a short sword sized appropriately for you, but instead of dealing piercing damage like a normal short sword, half the damage dealt by this weapon is fire damage and the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

For each point of essence invested in this veil, the weapon deals an additional 1d6 points of damage. Like the base damage of this weapon, half of this damage is fire damage and the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Chakra Bind (Hands) **[D4, N2]**

Binding this veil to your Hands chakra grants your Sword of Justice a +1 enhancement bonus per point of essence invested (maximum +5). For each point of essence invested in this veil beyond 5, you gain a +1 competence bonus to your CMB and CMD when performing or resisting a disarm or sunder attempt with this weapon. In addition, you may choose to manifest the Sword of Justice as either a longsword or a short sword, chosen each time you manifest the weapon.

Chakra Bind (Wrists) **[D7, N8]**

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and you may wield the Sword of Justice as a thrown weapon with a range increment of 10 ft. + 5 ft. per point of essence invested. When used as a thrown weapon the Sword of Justice does not dissipate for leaving your grasp and returns to you after the attack is resolved; if you no longer have a free hand after resolving an attack in this manner, the Sword of Justice dissipates as normal. Whenever you confirm a critical hit with your Sword of Justice, each enemy adjacent to the target of your attack takes 1d6 fire damage, plus an additional 1d6 fire damage per point of essence invested (Reflex half).

Vambraces of Holy Scripture

Descriptors Good, law
Class Daevic, Nexus
Slot Wrists
Saving Throw Will

You think you can just make out faintly glowing runes within the silvery vambraces girding your forearms with akashic energy.

While this veil protects you, any creature that deals damage to you with a melee attack must succeed on a Will saving throw or be dazzled for 1 round. Creatures who are already dazzled are instead blinded until the end of your next turn.

Essence

For each point of essence invested in this veil the duration of the dazzled and blinded effects increases by 1 round.

Chakra Bind (Wrists) **[D7, N8]**

Binding this veil to your Wrists chakra causes the faint runes hidden within their depths to flare into brilliant visibility, imposing harsh consequences on chaotic or evil creatures who would do you harm. Whenever a creature whose alignment includes a chaotic or evil component deals damage to you with a melee attack, the wards flare to life dealing 1d6 points of damage to the attacker, plus an additional 1d6 damage for each point of essence invested (Will half). Outsiders with the chaotic or evil subtypes who take 10 or more points of damage from this effect must succeed at a second Will saving throw or be banished back to their home plane; creatures banished in this manner cannot return to the plane they were banished from for 24 hours.

Boatman's Ensemble (Underworld)

Boatman's Ferry

Descriptors None
Class Nexus, Vizier
Slot Feet
Saving Throw None

The air around your feet shimmers with the image of a simple river-boat gliding across flowing waters.

Shaping the Boatman's Ferry allows you glide over physical obstructions with ease. You ignore all difficult terrain and can walk on water like solid ground. You can use this ability to attempt to cross other liquid surfaces such as acid or pools of lava, but any damage that would be caused by exposure to such substances is dealt directly to the veil.

Essence

For each point of essence invested in this veil your base land speed increases by 10 feet.

Chakra Bind (Feet) **[N4, V4]**

Binding this veil to your Feet chakra causes the ferry to spring into full and glorious "life", bringing the waters of Acheron with it. Whenever you deal positive energy damage to an undead creature while they are in a square adjacent to you, that damage is maximized, treating all variable numeric effects as though they had rolled the maximum possible result. Whenever a creature with a doom mark on it dies while in a square adjacent to you, any healing you receive as a result is also maximized.

Bracers of Oblivion

Descriptors Darkness, emotion, fear
Class Daevic, Eclipse, Nexus
Slot Wrists
Saving Throw Will; see text

The inky depths of inevitability encase your forearms, swallowing light, hope, and fear.

While this veil is shaped you gain a 20 ft. aura that lowers the light around you by 1 step (Bright light to normal, normal light to dim, dim light to darkness). In addition, any negative emotion effects (such as a *fear* spell or Intimidate check to demoralize) that would affect an ally within the radius take a—2 penalty to their saving throw DC or skill check. Any negative emotion effects that would affect a non-allied creature (any creature whose attitude towards you is indifferent or worse as described in the Diplomacy skill) within the radius of this effect instead gain a +1 insight bonus to their saving throw DC or skill check.

Essence

For each point of essence invested in this veil, the radius of the granted aura increases by 5 ft. and the insight bonus to saving throw DCs and skill checks for emotion effects targeting non-allied creatures increases by +1. For every 2 points of essence invested, the penalty to saving throws and skill checks for negative emotion effects targeting an ally increases by an additional—1.

Chakra Bind (Wrists) **[D7, E12, N8]**

Binding this veil to your Wrists chakra surrounds you in a protective aura of debilitating ennui. Whenever a creature deals damage to you with any attack or effect while they are within the aura created by this veil, they must succeed at a Will saving throw or be shaken and become unable to benefit from morale bonuses; creatures who are already shaken become frightened instead. This effect lasts for as long as the creature remains within your aura and for 1 round thereafter.

Catrina's Sarong

Descriptors Cold, death
Class Daevic, Guru, Nexus, Vizier
Slot Belt
Saving Throw Fortitude; see text

The oddly bright and cheerful colors of this wrap belie its dark power.

Shaping this deceptively cheerful veil fills you with the cold power of death. You gain a +2 insight bonus to grapple checks and never provoke an attack of opportunity for attempting a grapple combat maneuver. Any creature you are grappling, or any creature who is grappling you or who has swallowed you whole, takes 1d6 cold damage each round at the end of your turn.

Essence

For each point of essence invested in this veil, the insight bonus to grapple checks increases by +1 and the cold damage dealt increases by 1d6.

Chakra Bind (Belt) **[D13, G17, N16, V16]**

Binding this veil to your Belt chakra allows you to bestow the Catrina's kiss of death on a grappled, helpless, or willing target as a move action. The target must succeed at a Fortitude save or take 3d6 points of damage; undead creatures take positive energy damage, living creatures take negative energy damage, and creatures who are neither alive nor dead, such as constructs, take untyped energy damage. Any creature damaged by your kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a –2 penalty on saving throws to resist this ability, while those in the venerable age category take a –4 penalty. For each point of essence invested in this veil, the damage dealt by this ability increases by 1d6.

Feathers of the Yamaraj

Descriptors Electricity
Class Daevic, Nexus, Vizier
Slot Body
Saving Throw None

Sooty feathers composed of translucent gray energy spring from your flesh, granting you some of the power of Purgatory's fiercest guardians.

Shaping this veil grants you some of the power of a yamaraj. You gain electricity resistance 5 (or increasing your existing electricity resistance by 5); whenever you would be damaged by an electrical attack, any damage that is negated by your resistance is instead gained as temporary hit points that last for 1 hour. In addition, you gain DR 1/ adamantine.

Essence

For each point of essence invested in this ability, your electricity resistance increases by 2 and the damage reduction granted by this veil increases by 1.

Chakra Bind (Body) **[D12/20, N20, V20]**

Binding this veil to your Body slot allows you to use any of the following spells as a spell-like ability a total of 3 times per day: *banishment*, *dimensional anchor*, *greater restoration*, *plane shift*, or *resurrection*. You must still pay any material costs of these spells.

Ferryman's Cloak

Descriptors None
Class Eclipse, Nexus, Vizier
Slot Shoulders
Saving Throw Fortitude

The dark shroud of Styx's ferryman lies uncomfortably about your shoulders, filling you with hate and warding you with calm all at once.

Shaping this veil shrouds you in the powers of deathly

transition allowing you to transfer negative effects from yourself to another creature. Negative effects and conditions with a set duration continue for that duration minus the rounds you spent suffering from the effect. Whenever you are suffering from the fatigued or shaken conditions, you may spend a swift action to attempt to transfer one of those conditions to another creature within 60 ft., though that creature is entitled to a Fortitude saving throw to resist the transfer. Creatures who currently have a doom mark on them are not entitled to a saving throw against this effect. You may take attempt this action as long as you are conscious, even if you would otherwise be prevented from taking any actions, such as due to being dazed or stunned.

Essence

For each point of essence invested in this veil, you gain the ability to transfer an additional type of condition with this veil. The conditions you can transfer and the order you can transfer them in are as follows:

Essence	Condition
1	diseased and sickened
2	dazed and staggered
3	cursed and poisoned
4	exhausted and frightened
5	deafened and nauseated
6	blinded and paralyzed
7	stunned

Additional essence invested beyond 7 increases the DC to resist this veil's effect by an additional +1.

Chakra Bind (Shoulders) **[E15, N10, V10]**

Binding this veil to your Shoulders chakra allows you to draw the abilities out of other creatures and take them upon yourself. As a swift action you may target one creature within 60 ft.; unless that creature succeeds on a Fortitude save you gain any one of the following abilities the target possesses (chosen by you when you use the ability, using the target's values when determining your benefits) for a number of rounds equal to your veilweaver modifier and the target cannot use that ability for the duration of this effect: auras (choose one), damage reduction, darkvision, fast healing, flight, immunities (choose one), incorporeal, low-light vision, regeneration, or spell resistance. Creatures with a doom mark on them are not entitled to a save against this effect.

Five Rivers Amulet

Descriptors Cold
Class Guru, Nexus, Vizier
Slot Neck
Saving Throw None

An ethereal amulet shaped like five flowing rivers adorns your neck, washing away pain and bringing renewal.

Shaping this veil protects you from the spells and magical effects of your foes, granting you a +2 insight bonus to saving throws against spells and spell-like abilities.

Essence

For each point of essence invested in this veil, the insight bonus to saving throws against spells and spell-like abilities increases by +1.

Chakra Bind (Neck) **[G14, N14, V14]**

Binding this veil to your Neck chakra adds a retributive edge to your protections. Whenever you succeed on a saving throw against a spell or spell-like ability that targets you directly (but not spells that affect an area without targeting a creature, such as *fireball*), a doom mark is placed upon the caster of the effects. If the target already has a doom mark on them when this effect would be triggered, they instead take 1d8 points of cold damage, plus 1d8 per point of essence invested.

Mask of the Nosoi

Descriptors Emotion, fear
Class Eclipse, Guru, Nexus, Vizier
Slot Head
Saving Throw Will

Ebon energy stitched with akasha and resembling the long-nosed mask of a plague doctor shrouds your features.

Shaping this fell veil makes your countenance fearful and disturbing, filling creatures that would lie to you with terror. You gain a +2 insight bonus to Sense Motive checks; whenever you succeed on a Sense Motive check to sense a creature's attempt to lie or deceive you while that creature is within 60 ft. of you, that creature must succeed at a Will saving throw or be frightened. The creature remains frightened for as long as it is within 60 ft. of you and for 1 round thereafter.

Essence

For each point of essence invested in this veil, the insight bonus to Sense Motive increases by +1.

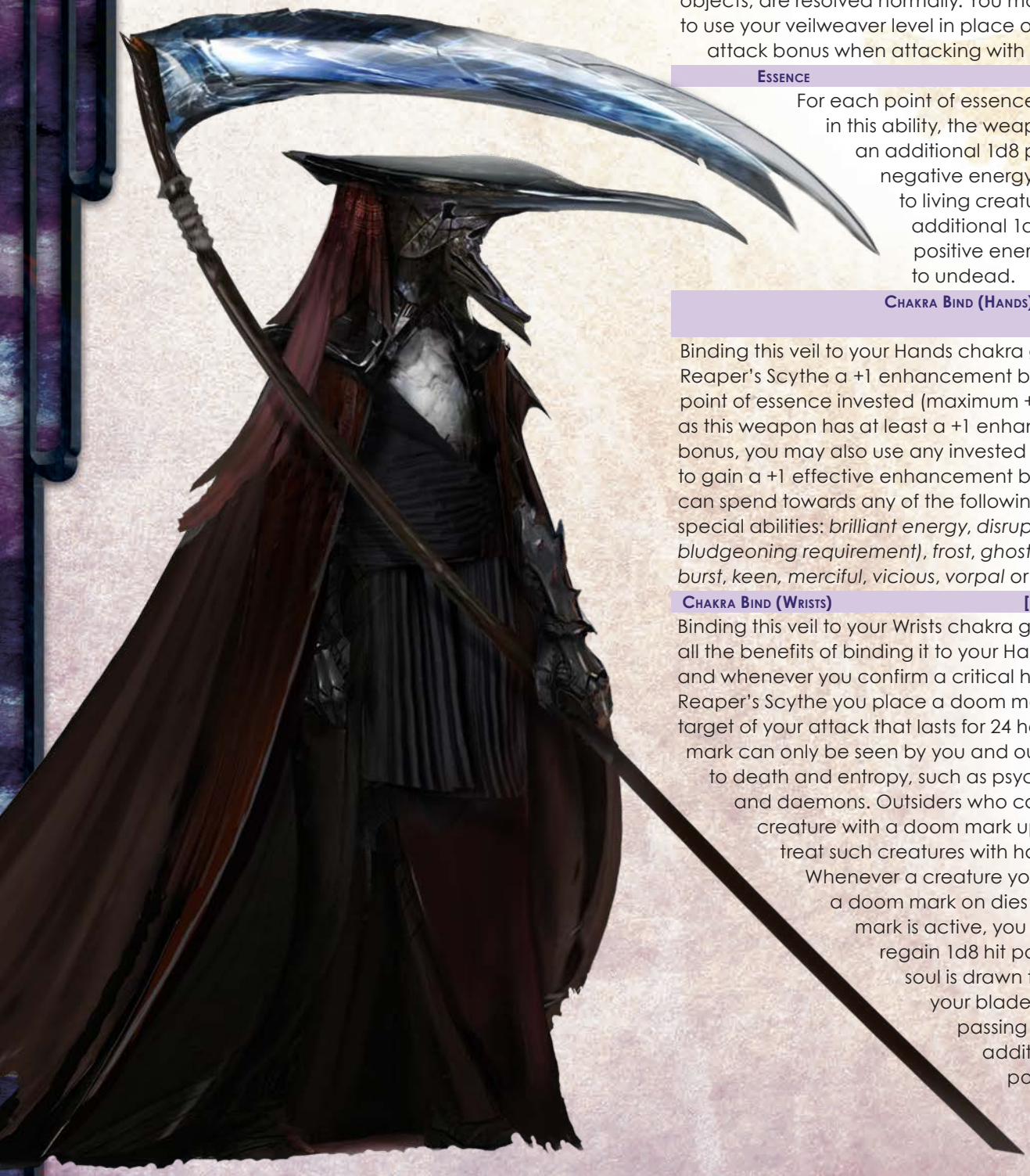
Chakra Bind (Head) **[E9, G8, N6, V6]**

Binding this veil to your Head chakra fills the mask with dread power; regardless of whether or not you succeed at a Sense Motive check, any creature within your line of sight who attempts to deceive you or hide the truth from you in any way, including attempting a feint against you in combat or making a Stealth check to hide from you, such as while using Hide in Plain Sight (but not while hiding behind an object that breaks line of sight) must succeed on a Will saving throw or be frightened for as long as

they remain within your line of sight and for 1 round thereafter.

Reaper's Scythe

Descriptors None
Class Daevic, Eclipse, Guru, Nexus, Vizier
Slot Hands, Wrists
Saving Throw None



Dark water seems to flow within the silvered surface of this fell scythe.

Shaping this razored veil grants you a scythe flowing with the powers of death. This weapon-like veil acts as a scythe sized appropriately for you, but attacks with this weapon deal negative energy damage to living creatures and positive energy damage to undead. Attacks against creatures that are neither living nor dead, such as constructs and animated objects, are resolved normally. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

For each point of essence invested in this ability, the weapon deals an additional 1d8 points of negative energy damage to living creatures and an additional 1d8 points of positive energy damage to undead.

Chakra Bind (Hands) [D4, E3, G2, N2, V2]

Binding this veil to your Hands chakra grants the Reaper's Scythe a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *brilliant energy*, *disruption (ignores bludgeoning requirement)*, *frost*, *ghost touch*, *icy burst*, *keen*, *merciful*, *vicious*, *vorpal* or *wounding*.

Chakra Bind (Wrists) [D7, E12, N8, V8]

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and whenever you confirm a critical hit with the Reaper's Scythe you place a doom mark on the target of your attack that lasts for 24 hours. This mark can only be seen by you and outsiders tied to death and entropy, such as psychopomps and daemons. Outsiders who can see a creature with a doom mark upon it always treat such creatures with hostility. Whenever a creature you've placed a doom mark on dies while the mark is active, you instantly regain 1d8 hit points as its soul is drawn through your blade before passing on, plus an additional 1d8 hit points per point of essence invested in this veil at

the time of the creature's death.

Spiderweb Wrappings

Descriptors None
Class Daevic, Nexus, Vizier
Slot Chest
Saving Throw Reflex

This ephemeral armor appears to be crafted of spiderwebs that reach and cling to anything they come into contact with.

Shaping this veil covers you in sticky strands of energy spun into hair-fine threads. You gain a +2 armor bonus to your AC. In addition, whenever a creature damages you with a melee attack or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch) they must succeed at a Reflex saving throw or become entangled; creatures who trigger this ability with a manufactured weapon, wand, or rod may choose to drop the weapon or item to avoid becoming entangled. Retrieving a dropped item or ending the entangled effect requires the creature to make a Strength or Escape Artist check (DC 12 + your veilweaving modifier + the number of points of essence invested) as a move action.

Essence

For each point of essence invested in this veil the granted armor bonus increases by +1.

Chakra Bind (Chest) **[D19, N18, V18]**

Binding the Spiderweb Wrappings to your Chest chakra fills them with terrifying life. You gain two slam attacks dealing 1d6 damage for a Medium creature (1d4 Small); any creature damaged by one of these attacks is entangled as though they had failed a save against this veil's primary ability. In addition, the fine strands of this web send you unique sensory information, allowing you to notice, locate, and distinguish between living and undead creatures within 60 feet, just as if you had the blindsight ability.

Vanth's Eyes

Descriptors Evil, necromancy
Class Guru, Nexus, Vizier
Slot Headband
Saving Throw Fortitude; see text

Your eyes disappear in pools of inky darkness as the keen vision of Purgatory's guardians saturates your vision.

Shaping this veil grants you the ability to determine the condition of creatures within 30 ft., as long as you have line of sight to them. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with at least 4 hit points but less than 20% of their maximum hit point total), healthy, undead, or neither alive nor dead (such as a construct). This ability also allows you to see through any spell or ability that allows creatures to feign death.

Essence

For each point of essence invested in this veil you gain a +1 insight bonus to Perception checks.

Chakra Bind (Headband) **[G11, N12, V12]**

Binding this veil to your Headband chakra gives you the ability to pass judgement on mortally wounded creatures, ending their life and releasing their soul to whatever fate awaits it. As an immediate action, you may force any creature within 30 ft. that is currently fragile or fighting off death (as described above) to make a Fortitude saving throw or die. Creatures who succeed on a saving throw against this effect cannot be affected again for 24 hours. Whenever you kill a living creature whose Hit Dice are greater than or equal to half your own with this effect, you gain a +1 insight bonus to attack and damage rolls for 1 minute. This insight bonus increases by +1 for each point of essence invested in this veil.

Circle of Six

Aphora's Belt of Fire

Descriptors Fire
Class Guru, Radiant, Vizier
Slot Belt
Saving Throw Reflex

While Aphos studied darker paths, his twin Aphora reveled in the light and chaos of Fire's purity.

While this veil shaped you gain a 5 ft. aura that causes any creature possessing an attack that can inflict poison or disease on a creature (such as an ettercap or mummy) to take 1d6 points of fire damage whenever they enter a square adjacent to you or when you end your turn adjacent to them (Reflex half). In addition, the duration of any poison or disease effect you suffer is reduced by 1 round. Poisons and disease whose effects are measured in longer durations such as hours or days (such as mummy rot) are instead reduced by an amount equal to 1 instance of their normal frequency. Effects that normally do not expire after a set duration are treated as having a duration equal to their frequency multiplied by 20.

Essence

For each point of essence invested in this veil the fire damage dealt to poisonous or disease-bearing creatures is increased by 1d6 and the duration of poisons and diseases you suffer is reduced by 1 additional round or unit of frequency.

Chakra Bind (Belt) **[G17, R15, V16]**

While this veil is bound to your Belt chakra you gain the ability to summon up a chariot of flame as a standard action. The chariot remains until you dismiss it as a free action and occupies the same amount of space as a Huge creature. It can carry you and up to 4 other Medium creatures (or 8 Small creatures, or 2 Large creatures) and possesses a fly speed of 60 ft. + 10 ft. per point of essence invested with perfect maneuverability. Any creature carried by the chariot gains fire resistance equal to 10 + 10 per point of essence invested as long as they are within the chariot. The chariot moves as you command it but requires your move action to do so. Any creature or object who moves through a square adjacent to the chariot or ends their turn adjacent to it takes 1d6 points of fire damage + 1d6 per point of essence invested. The chariot can be used to light flammable objects, such as ship's sails, on fire by passing adjacent to them.

Aphos's Blooded Gauntlets

Descriptors None
Class Radiant, Vizier
Slot Hands
Saving Throw Fortitude; see text

...And so Aphos chose the path of Blood, gaining power and enmity everlasting.

This unusual veil grants the ability to save and sustain life, but at a cost to the wearer. While this veil is shaped you can restore 5 hit points to a touched creature other than yourself as a standard action, but you yourself take 1 point of Constitution damage. Alternatively, you can make a melee touch attack against a creature, forcing them to succeed on a Fortitude saving throw or suffer 1 point of Constitution damage; if the Hit Dice of a target who fails their saving throw are equal to or greater than half your own (rounded down, minimum 1), this attack heals you for 5 hit points. This ability does not work on constructs or most undead, but can be used against vampires, inflicting Charisma drain instead of Constitution damage.

Essence

For each point of essence invested in this ability the Constitution damage (or Charisma drain in the case of vampires) dealt by this ability increases by 1 and the granted healing increases by 5 hit points.

Chakra Bind (Hands) **[R3, V2]**

While this veil is bound to your Hands chakra, you gain the ability to slow or accelerate the blood in living creatures and vampires. As a standard action you may choose one living creature or vampire you can see within 60 ft. and bestow one of the following effects upon them for 1 minute (creatures targeted by either use of this ability are entitled to a Fortitude saving throw to resist its effects):

Accelerate: The targeted creature gains a +1 insight bonus to all Dexterity-based skills, initiative rolls, and to Reflex saving throws, but any bleed damage they are taking also increases by 1 point (this additional damage does not apply to creatures who are not taking bleed damage). For each point of essence invested in this veil the insight bonus increases by +1 and the additional bleed damage increases by 1 point.

Slow: The targeted creature takes a –1 penalty to all Dexterity-based skills, initiative rolls, and Reflex saving throws, and any bleed damage they are taking is decreased by 1 point. For each point of essence invested in this veil the penalty increases by –1 and any bleed damage the target is taking is reduced by 1 additional point.

Ceradon's Eternity

Descriptors None
Class Daevic, Radiant, Vizier
Slot Body, Chest
Saving Throw None

Ceradon chose Eternity that he could love Hyandil always, and was rewarded with an eternity of regret.

Shaping this temporal veil grants you the powers of eternity itself. You gain the ability to place yourself or a willing touched creature in a state of partial temporal stasis as a standard action, preventing any negative effects with a recurring frequency (such as disease, poison, or bleed damage) from occurring; this effect also blocks effects that heal over time, such as fast healing or regeneration, but not instantaneous effects such as a *cure light wounds* spell. You can only have one creature affected by this ability at a time and its effects remain in place as long as this veil is shaped. Suppressing or sundering the veil ends this protection. If this ability ends for any reason, including you willingly ending it as a free action, any effects immediately resume from the point they were at when the ability was first used.

Essence

For each point of essence invested in this veil you may apply its effects to one additional creature.

Chakra Bind (Chest) **[D19, V18]**

Binding this veil to your Chest chakra gives you greater control over the forces of eternity. While you or another creature is affected by the temporal stasis effect, negative conditions continue to move at their normal frequency but the protected creature is immune to their effects (so a poisoned creature would still be entitled to saving throws at the normal intervals but would not suffer the consequences

of failing a saving throw, and the poison would continue to run its course expiring at the normal time). In addition, you may take a point of essence burn as an immediate action to attempt to counter a time-based spell such as *haste*, *slow*, or *time stop*.

Chakra Bind (Body) **[D20, R18, V20]**

In addition to the effects of your Chest chakra, binding this veil to your Body chakra protects you from the ravages of time. Each hour you have this veil shaped rejuvenates you, reducing your age by 1 year until you reach your minimum age for adulthood. Benefits for having reached a certain age, such as bonuses to your mental ability scores, are retained but can only be gained once regardless of how often you reach an older age category. In addition, you gain regeneration equal to 5 + the number of points of essence invested in this veil; this regeneration can only be suppressed by suppressing or disjoining this veil.

Duxandus's Icy Gaze

Descriptors Cold
Class Guru, Nexus, Radiant, Vizier
Slot Headband
Saving Throw None

Duxandus sought eternal preservation and embraced the way of Ice, gaining eternity but losing hope and passion.

Shaping this chilling veil grants you icy clarity and control over elemental cold. You gain a +1 insight bonus on all saving throws against spells and effects with the emotion descriptor, including all fear effects, and the DC to demoralize you with the Intimidate skill increases by 1. In addition, you can use a standard action to fire a ray of frigid cold from your eyes as a ranged touch attack with a range of 60 ft. that deals 1d6 cold damage and reduces the target's speed by 5 feet for 1 round.

Essence

For each point of essence invested in this veil the insight bonus to saving throws and the DC to demoralize you with the Intimidate skill increases by +1. In addition, the damage dealt by your ray attack increases by 1d6 and the duration of the speed reduction increases by 1 round. For every two points of essence invested targets affected by your cold ray have their movement reduced by an additional 5 feet.

Chakra Bind (Headband) **[G11, N12, R9, V12]**

Binding this veil to your Headband chakra allows you to encase your enemies in an icy prison. Creatures struck by the ray attack granted by this veil must succeed on a Fortitude saving throw or become entangled; creatures who fail a saving throw against this effect while already entangled become trapped in an icy prison. While a creature is imprisoned in this way it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points and Hardness equal to your veilweaving level; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. This ability can also be used on an unconscious, helpless, or deceased creature to preserve its body for transportation without causing additional harm; time spent sealed in ice this way is not counted against the maximum amount of time that can pass between a creature's death and the use of a spell like *raise dead*, and negative conditions such as disease or poison are paused and do not progress as long as the target is sealed within the ice.

Hyandil's Flowered Regalia

Descriptors None
Class Guru, Nexus, Radiant, Vizier
Slot Head, Neck
Saving Throw None

Though she loved Ceradon most of all, all love fled Hyandil upon Aphos's betrayal and Maelwyn's death. Flowers that once spoke of life and joy now marked promises of death.

Shaping this regal veil shrouds you in brilliant flowers of every color imaginable. You gain a +2 insight bonus to Diplomacy checks and are under the effects of a *speak with plants* spell for as long as this veil is shaped. You may use Diplomacy to influence creatures of the plant type regardless of their Intelligence; you still cannot convince a plant to perform an action it would not be capable of performing.

Essence

For each point of essence invested in this veil, the insight bonus to Diplomacy increases by +1.

Chakra Bind (Head) **[G8, N6, R6, V6]**

Binding this veil to your Head chakra grants you the ability to animate plants and vegetation and transform them into a shambling mound as a standard action (use the statistics for a shambling mound presented in the *Pathfinder Roleplaying Game Bestiary*). You can only have one shambling mound formed in this way at a time, plus one additional shambling mound for every 4 points of essence invested. For every point of essence invested in this veil, the shambling mound gains an additional 5 hit points and a +1 insight bonus to attack rolls, armor class, damage rolls, and saving throws.

Chakra Bind (Neck) **[D16, N14, R12, V14]**

Binding this veil to your Neck chakra fills the regalia with verdant life, granting you the ability to breathe life into a tree and transform it into a treant as

a standard action (use the statistics for a treant presented in the *Pathfinder Roleplaying Game Bestiary)*. You can only have one treant formed in this way at a time, plus one additional treant for every 4 points of essence invested in this veil. For every point of essence invested in this veil, the treant gains an additional 5 hit points and a +1 insight bonus to attack rolls, AC, damage rolls, and saving throws.

Priestess' Clasp of Rebirth

Descriptors None
Class Guru, Radiant, Vizier
Slot Neck
Saving Throw None

She had no name, but was beloved by the rest, in all her forms and infinite appearances, as she danced with the way of Rebirth.

Shaping this veil allows you to cast *disguise self* as an at-will spell-like ability with a caster level equal to your veilweaving level.

Essence

For each point of essence invested in this veil, you gain a +1 insight bonus on Bluff and Disguise checks.

Chakra Bind (Neck) **[G14, R12, V14]**

Binding this veil to your Neck chakra grants you the power of true rebirth. You may spend 10 minutes to restore a creature to life in a new form as though casting a *reincarnate* spell. You do not need to provide a material component for this effect, but you take 2 points of Constitution drain that cannot be healed by any means until it heals naturally after 1 week. For each point of essence invested in this veil, you reduce the time to use this ability by 1 minute (minimum 1 standard action). In addition, once per week if you die while this veil is shaped, you are automatically returned to life 1d4 rounds after your death as though by a *reincarnate* veil. You may reshape and bind veils as part of this rebirth, just as though you had 8 hours rest and completed any normal preparations for shaping and binding veils.

Dryad's Verdancy

Cloak of Thorns

Descriptors None
Class Daevic, Nexus, Radiant, Vizier
Slot Neck, Shoulders
Saving Throw Reflex

Thorny vines cascade across your shoulders like an emerald mantle.

While this veil is shaped you gain a thorny cloak capable of launching a spray of magical thorns as a standard action, dealing 1d10 piercing damage (Reflex save for half) to all creatures in a 15 ft. cone; the thorns take 1d4 rounds to regrow and cannot be used during that time.

Essence

For each point of essence invested in this veil the damage dealt increases by 1d10 and the area of the cone increases by 5 ft. (e.g. going from a 15 ft. cone to a 20 ft. cone).

Chakra Bind (Shoulders) **[D10, N10, V10]**

While this veil is bound to your Shoulders chakra, the thorny vines comprising the veil stretch up across your arms and shoulders forming a set of verdurous wings. You gain a 30 ft. fly speed with Clumsy maneuverability. For each point of essence invested in this veil, the fly speed increases by 10 feet. For every 2 points of essence invested, the fly speed's maneuverability increases by one step. In addition, there is no longer a recharge period after using the cone of thorns and you can fire a cone as an at-will ability without the 1d4 round cooldown.

Chakra Bind (Neck) **[D16, N14, R12, V14]**

Binding this veil to your Neck chakra gives you fine control over the thorny vines shrouding you, allowing you to wield them as a set of four secondary natural attacks that deal 1d6 bludgeoning and piercing damage (1d4 Small) with an 18-20 critical threat range. You may use your veilweaver level in place of your base attack bonus to determine your to-hit and other abilities of this veil. In addition, you gain a climb speed of 60 ft. + 10 ft. per point of essence invested in this veil and may even climb on sheer vertical surfaces or ceilings with ease, though you lose the use of two of your vine attacks in any round where you use this climb speed.

Heart of Yggdrasil

Descriptors Healing, teleportation
Class Nexus, Radiant, Vizier
Slot Body, Chest
Saving Throw None

Your tree is the world tree, your arms its branches, and its roots sustain you always.

Shaping this veil causes your skin to take on the texture and coloration of willow bark while thickening your blood into slow-moving sap. Any bleed damage you would take is reduced by 1 and you gain a +1 insight bonus to all saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning.

Essence

For each point of essence invested in this veil any bleed damage you take is reduced by 1 additional point and the granted bonus to saving throws is increased by +1.

Chakra Bind (Chest) **[N18, V18]**
Binding this veil to your Chest chakra allows you to use *plant shape*, *plant shape II*, and *tree shape* as at-will spell-like abilities with a caster level equal to your veilweaving level.

Chakra Bind (Body) **[N20, R18, V20]**
Binding this veil to your Body chakra allows you to spend 1 hour causing a single Gargantuan oak tree to sprout in a location you can see. Unlike most veil effects, this tree remains in that location permanently, even if this veil is sundered, suppressed or otherwise unshaped, until you spend 1 hour returning the tree to the veil; this action can only be taken while this veil is shaped. You cannot have more than one such tree manifested at a time. As long as this veil is shaped and the tree is formed, any effect that would reduce you below 0 hit points instead causes you to be instantly transported inside the tree where you meld with it similar to a *meld with stone* spell. This effect occurs regardless of your location or how far away the tree is, and functions even across planes. You can also willingly retreat to the tree as a full-round action. As long as you are melded with your tree, you gain fast healing equal to 5 + the number of points of essence invested in this veil and any negative conditions (including blindness, disease, poison, or stunning) and any ability damage or drain are removed after 1 hour within the tree. Persistent permanent effects such as an oracle's curse are not affected by this ability, nor are effects caused by normal environmental conditions (such as light-blindness). If your tree is ever destroyed before it can be recovered into your veil, you take 10 points of Constitution drain; this drain cannot be cured in any way until you grow a new tree and spend 1 hour melded with it, at which point the drain is cured.

Nymph's Visage

Descriptors Charm
Class Radiant, Vizier
Slot Head, Headband, Neck
Saving Throw None; see text

A light layer of paper-thin akasha molds to your features, erasing blemishes and amplifying your natural beauty.

Shaping this seductive veil gives your features an unnatural beauty and allows you to commune with creatures of the natural world. You gain a +2 insight bonus to Diplomacy and Handle Animal checks and may use Diplomacy to improve the attitude of an animal; this functions in all other ways as the druid's wild empathy class feature.

Essence
For each point of essence invested in this veil, the insight bonus to Diplomacy and Handle Animal increases by +1.

Chakra Bind (Head) **[R6, V6]**
Binding this veil to your Head chakra grants you the stunning glance ability of a nymph. As a standard action, you can stun a creature within 30 feet with a look, forcing the target to succeed on a Fortitude save or be stunned for 1 round plus 1 round for every 2 points of essence invested. Once a creature has failed their save against this effect they cannot be affected by it again for 24 hours.

Chakra Bind (Headband) **[R9, V12]**
Binding this veil to your Headband chakra grants you the blinding beauty of a nymph. As a standard action you can force all humanoid creatures within 30 ft. to succeed on a Will saving throw or be blinded for 1 minute, plus 1 minute for every 2 points of essence invested in this veil.

Chakra Bind (Neck) **[R12, V14]**
Binding this veil to your Neck chakra grants you the unearthly grace of a nymph, allowing you to add your Charisma modifier as an insight bonus on all your saving throws, and as a deflection bonus to your Armor Class. For every 2 points of essence invested in this veil, you gain a +1 inherent bonus to your Charisma score.

Verdant Vambraces

Descriptors None
Class Radiant, Vizier
Slot Hands, Belt
Saving Throw Reflex

Sheathes of brown bark laced with vibrant green vines encircle you, granting you the ability to call forth plant life at will.

As a full-round action the wearer of this nourishing veil can call forth plant life and vegetation from even barren earth or worked stone. Tall grass, weeds, and other plants spring up in a 20 foot by 20 foot square within 40 feet to wrap around creatures in the area of effect, or those that enter the area, for 1d4 rounds before dissipating. Creatures that fail a Reflex save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to your normal veil DC. The entire area of effect is considered difficult terrain while the effect lasts.

Essence
For each point of essence invested in this ability the duration increases by 1 round. If at least 3 points

of essence are invested in this ability, large shrubs and other plants spring up, and the affected area extends upward 20 feet, entangling flying creatures and causing them to treat the area as difficult terrain (even though they would normally be immune to the effects of difficult terrain). If at least 6 points of essence are invested , a mighty oak tree with a base equal to this ability's normal effect springs up stretching 60 feet into the air. Any creatures in the area the tree occupies that fail their Reflex save are thrust upwards to the top of the tree and are entangled; creatures who successfully save are instead moved directly away from the tree into the nearest unoccupied space.

Chakra Bind (Hands) **[R3, V2]**

While this veil is bound to your Hands chakra, you may maintain one additional instance of the veil's primary effect indefinitely, creating trees or other shrubbery that entangle foes and last until you dismiss the effect (a free action).

In addition, you may heal a touched wooden object or creature of the plant type for 1d8 + veilweaver level points of damage, plus 1d8 for each point of essence invested in this ability. This healing can only be used on a particular creature a number of times per day equal to 1+ your primary veilweaving modifier.

Chakra Bind (Belt) **[R15, V16]**

In addition to the benefits of the Hands bind, binding this veil to your Belt chakra allows you to use *tree stride* as an at-will spell-like ability with a caster level equal to your veilweaver level

Embodiment of Darkness

Cloak of Darkness

Descriptors Darkness
Class Eclipse, Nexus, Vizier
Slot Shoulders
Saving Throw None

Congealed shadow settles about you like a fine cloak, shrouding you in protective darkness.

Shaping this dark veil shrouds you in a protective cloak that grants a +1 shield bonus to AC and a +2 insight bonus to Stealth checks. In areas of dim light or darkness, the shield bonus increases by +1 and the insight bonus to Stealth checks increases by +2. These effects are suppressed in areas of bright light.

Essence

For each point of essence invested in this veil, the shield bonus to AC and insight bonus to Stealth checks increase by +1.

Chakra Bind (Shoulders) **[E15, N10, V10]**

Binding this veil to your Shoulders chakra allows you to take 1 point of essence burn to unleash quasi-real illusions of creatures, objects, or forces from within the folds of your cloak as a standard action, as though casting the *shadow conjuration* spell with a caster level equal to your veilweaver level.

Darkholds

Descriptors Conjuration
Class Daevic, Eclipse
Slot Wrists
Saving Throw None

Bottomless darkness covers your wrists, allowing you to reach through it and grasp what you most need.

While this veil is shaped you gain a pair of weightless bracers that act as doorways to a nondimensional space, similar to a *bag of holding*. You can put an object into this space or remove it as a swift action. This space can contain up to 10 cubic feet and 50 lbs. worth of objects and materials.

Essence

For each point of essence invested in this veil, the available space increases by 10 cubic feet and the maximum weight it can hold increases by 25 pounds. If essence is moved out of this veil and it no longer has the capacity to store the objects currently contained within, all items in excess of its current capacity are immediately ejected into the nearest open square. You may choose which items are ejected when this occurs, as long as the final tally of stored items does not exceed the veil's current storage capacity.

Chakra Bind (Wrists) **[D7, E12, N8]**

Binding this veil to your Wrists chakra allows you to deflect attacks into the nondimensional space within your gauntlets (this does not affect any items stored within the Darkholds). When you would be hit by an attack that targets you directly (but not attacks that affect an area, such as a *fireball* spell), you may make an Acrobatics or Stealth check with a DC equal to the attack's attack roll (or 15 + the attacking creature's CR in the case of targeted attacks that don't require an attack roll, such as a *magic missile*) as an immediate action to negate the attack and treat it as a miss.

Darkness Dragon

Descriptors Darkness, cold
Class Eclipse, Vizier
Slot Feet, Belt
Saving Throw None

Scales like midnight, teeth like shadow, breath that saps light and life.

While this veil is shaped strands of shadow and darkness weave around your legs, lightening your step and granting you a +2 insight bonus on

Acrobatics and Fly checks. Whenever you succeed on an Acrobatics check to avoid attacks of opportunity from a threatening opponent, your body partially transforms into a shadowy state, allowing you to ignore non-magical difficult terrain and preventing you from provoking any further attacks of opportunity due to movement until the end of your turn.

Essence

For each point of essence invested in this veil the insight bonus to Acrobatics and Fly checks increases by +1.

Chakra Bind (Feet) **[E6, V4]**

While this veil is bound to your Feet chakra you gain the ability to conjure a Large, quasi-real, draconic creature that can be used as a mount (the exact coloration can be customized as you wish) as a standard action. It can be ridden only by you or by one person for whom you specifically created it. The shadow dragon has a telepathic connection to its rider and follows any commands instinctively, using its own actions to do so. Animals shun it and refuse to attack it. You cannot have more than 1 darkness dragon created in this manner at a time, plus an additional 1 dragon per 3 points of essence invested; you must conjure each dragon individually.
The dragon has AC 16 (–1 size, +2 natural armor, +5 Dex), 10 hit points, and a base speed and fly speed of 20 feet with average maneuverability while flying. It can bear its rider's weight plus up to 10 pounds per veilweaver level. For each point of essence invested in this veil the dragon increases its natural armor bonus by +2, gains an additional 10 hit points, and increases its base and fly speeds by 10 feet.

Chakra Bind (Belt) **[E18, V16]**

In addition to the benefits of the Feet chakra, binding this veil to your Belt chakra grants the darkness dragon a bite primary natural attack dealing 1d8 damage + 1d8 negative energy damage per point of essence invested, and two claw primary natural attacks dealing 1d6 damage + 1d6 cold damage per point of essence invested. If you have the enigma class feature, the darkness dragon's attacks may benefit from any enigma you know. The darkness dragon gets no additional damage from bonuses to Strength and has a bonus to hit equal to your veilweaver level + your veilweaving modifier + the number of points of essence invested in this veil. The darkness dragon also has a breath weapon that can be used every 1d4 rounds, dealing 1d6 negative energy damage per veilweaver level to all creatures within a 60 foot cone.

Darkwalker Hood

Descriptors Darkness
Class Eclipse, Vizier
Slot Head
Saving Throw None; see text

"Was it a cloak? A mask? A hood? It shrouded his face, but also everything else. We only knew where he was by looking for what we couldn't see." —Bortus the Broken, who lost his arm and his mind on the Night of Long Shadows

Shaping this veil covers you in a hood of supple umbral cloth, granting you a +2 insight bonus to Perception and Sleight of Hand checks.

Essence

For each point of essence invested in this veil the insight bonus to Perception and Sleight of Hand checks increases by +1. As long as you have at least 2 points of essence invested in this veil, you gain the benefits of a constant *see invisibility* effect whenever you are in an area of dim light or darkness. If you have at least 5 points of essence invested in this veil, you gain a constant *true seeing* effect as long as you are in an area of dim light or darkness.

Chakra Bind (Head) **[E9, V6]**

Binding this veil to your Head chakra allows you to see weaknesses darkness would normally conceal. As long as you and the target of your attack are in an area of dim light or darkness, you add your veilweaver level as precision damage on all damage rolls. For each point of essence invested in this veil, you deal an additional 2 points of precision damage. In addition, you gain a +2 insight bonus on all Knowledge checks made to identify a creature or its weaknesses, +1 per point of essence invested.

Sable Shots

Descriptors Darkness, teleportation
Class Eclipse, Vizier
Slot Hands, Body
Saving Throw None

Finely made crossbows crafted from perfect darkness allow you to steal the light and spread darkness with each pull of the trigger.

When you shape this veil you gain the ability to manifest a pair glossy black hand crossbows. This weapon-like veil acts as up to two hand crossbows sized appropriately for you. These hand crossbows never need to be reloaded; after a shot is fired a new bolt made of akashic energy automatically reforms as the hand crossbows redraw themselves. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

If you have at least 1 point of essence invested in this veil, bolts fired from these hand crossbows lower the

light by one step in a 5 ft. radius around the target after each successful attack; this area of reduced light moves with the target and lasts for 1 round. For each additional point of essence invested, the radius of the area of reduced light increases by an additional 5 feet. As long as you have at least 4 points of essence invested, successful attacks made against a creature who is already in an area of total darkness create a *deeper darkness* effect and obscure even darkvision.

Chakra Bind (Hands) **[E3, V2]**

Binding this veil to your Hands chakra grants your hand crossbows a +1 enhancement bonus per point of essence invested (maximum +5). As long as your weapons have at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *corrosive, corrosive burst, cunning, distance, frost, huntsman, icy burst, seeking, speed,* or *unholy*.

Chakra Bind (Body) **[E20, V20]**

In addition to the benefits granted by your Hands chakra, binding this veil to your Body chakra grants you the ability to teleport yourself (including any carried or worn gear and equipment) and up to one willing creature adjacent to you up to 60 ft. as a move action, though the teleportation must begin and end in an area of dim or darker lighting. In addition, whenever you successfully attack a creature or object with one of the hand crossbows granted by this veil, you may use an attack of opportunity to teleport yourself and up to one willing creature adjacent to you to an open square adjacent to the target.

Eternal Black

Ebon Blaze

Descriptors Darkness
Class Daevic, Eclipse
Slot Belt, Wrists
Saving Throw None

Darkness is your vehicle and your tool. Ride it to victory.

While this veil is shaped you gain a +2 insight bonus to Acrobatics and Climb checks as jets of darkness propel you. In addition, you gain a climb speed of 10 feet.

Essence

For each point of essence invested in this veil, the insight bonus to Acrobatics and Climb checks increases by +1, and your climb speed increases by 10 feet.

Chakra Bind (Wrists) **[D7, E12]**

Binding this veil to your Wrists chakra allows you to propel yourself on your darkness jets, granting you a fly speed of 20 ft. with average maneuverability. You must have at least one hand free to fly in this manner. If you have two free hands while flying in this manner, your fly speed increases by an additional 20 ft. and your maneuverability becomes perfect. For each point of essence invested in this veil, your fly speed increases by an additional 10 feet.

Chakra Bind (Belt) **[D13, E18]**

Binding this veil to your Belt chakra allows you to fly on jets of darkness with a 60 ft. fly speed and perfect maneuverability. As long as you are in an area of dim light or darkness, this fly speed increases by 40 feet. If you have at least 3 points of essence invested in this veil, you gain 20% concealment against ranged attacks for 1 round whenever you fly at least 10 ft. during your turn. If you have at least 6 points of essence invested in this veil, you instead gain 50% concealment against ranged attacks for 1 round whenever you whenever you fly at least 10 ft. during your turn.

Ebon Stars

Descriptors Cold, darkness, death
Class Daevic, Eclipse, Vizier
Slot Hands, Body
Saving Throw None; see text

Twin moons of utter blackness spin about, acting as shield and mace and grasping hands.

When you shape this veil you gain the ability to manifest up to two spinning flails made of akasha reinforced with the crushing weight of a black hole. This weapon-like veil acts as up to two flails sized appropriately for you. As long as you attack with no other weapon, these flails count as light weapons and the penalties for two-weapon fighting with these flails are reduced by half (minimum 1). You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

For each point of essence invested in this veil, the flails gain additional abilities; one flail deals an additional 1d6 bludgeoning damage per point of essence invested, and the other grants a +1 insight bonus on sunder and trip attempts per point of essence invested. If you only have 1 flail manifested with this veil, it gains both benefits.

Chakra Bind (Hands) **[D4, E3, V2]**

Binding this veil to your Hands chakra grants your flails a +1 enhancement bonus per point of essence invested (maximum +5). If you have at least 5 points of essence invested, the critical threat range for the flails increases to 18-20. If you have at least 7 points

of essence invested, their critical multiplier increases to x3.

Chakra Bind (Body) **[D12/20, E20, V20]**

In addition to the benefits granted by your Hands chakra, binding this veil to your Body chakra imbues the flails with the ability to create miniature black holes. Whenever you confirm a critical hit with one of your your flails against a creature, they must succeed at a Fortitude saving throw or take an additional 3d6 bludgeoning damage and 3d6 cold damage as a miniature black hole is briefly opened inside of them; this ability works on constructs and undead, though damage reduction and immunities apply as normal. The bludgeoning and cold damage from this effect are increased by 1d6 each per point of essence invested in this veil. Creatures reduced to 0 or fewer hit points by this additional damage implode and all traces of their body are utterly destroyed. Creatures slain in this manner can only be returned to life by a *miracle* or *wish* spell, or a similar effect. This ability is a death effect.

Empty Maw

Descriptors Cold, teleportation
Class Eclipse, Vizier
Slot Head
Saving Throw Fortitude, Reflex, see text

The emptiness within draws all towards extinction.

Shaping this veil covers your mouth and lower face with a dark shroud that acts as an entryway into the heart of a crushing black hole. As a standard action, you can unleash this power to create a massive suction that draws all creatures within a 30 foot cone 10 feet directly towards you unless they succeed at a Fortitude saving throw. Creatures whose movement is stopped by a physical object or creature other than yourself take 1d6 bludgeoning damage and deal that much damage to the creature or object that blocked their movement.

If an affected creature is adjacent to you when this effect is used, they must instead succeed at a Reflex saving throw or fall prone, taking damage as though they had collided with another creature or object.

Essence

For each point of essence invested in this veil the size of the cone increases by 5 ft. (so a 30 ft. cone becomes a 35 ft. cone), increases the distance creatures are moved by the effect by 5 ft., and increases the bludgeoning damage dealt to creatures whose forced movement is prematurely stopped by an additional 1d6.

Chakra Bind (Head) **[E9, V6]**

Binding this veil to your Head chakra grants you the ability to draw yourself into the black hole within your veil and use it to teleport yourself and all your carried gear and equipment to another location within 100 ft. as a standard action. For each additional point of essence invested in this veil, the distance you can teleport increases by 50 ft. and you may transport 1 additional willing creature currently adjacent to you. You may attempt to transport an unwilling creature in this manner, but they are entitled to a Will saving throw to resist the effect; on a successful saving throw you teleport as normal but the target creature is not transported.

Grasping Black

Descriptors Darkness
Class Daevic, Eclipse, Nexus, Vizier
Slot Shoulders
Saving Throw None

Reaching tendrils of empty blackness writhe and lash about grasping and pulling at the foolish and unwary.

Shaping this night-black veil makes your grasp practically inescapable, granting you a +2 insight bonus on disarm and grapple combat maneuver checks. You do not provoke an attack of opportunity for performing disarm or grapple maneuvers while this veil is shaped.

Essence

For each point of essence invested in this veil the insight bonus to disarm and grapple checks increases by +1.

Chakra Bind (Shoulders) **[D10, E15, N10, V10]**

Binding this veil to your Shoulders chakra causes the tendrils of black energy around you to writhe into terrible life. Your natural reach is increased by 5 feet plus 5 feet per point of essence invested for the purposes of attempting a disarm or grapple combat maneuver; you can even make attacks of opportunity within this expanded reach, but you can only use these attacks of opportunity to attempt a disarm combat maneuver. If you have at least 5 points of essence invested in this veil, you may attempt a grapple check as an attack of opportunity 1/round, including with attacks of opportunity made with the extended threatened reach of this veil.

Pooling Black

Descriptors Darkness
Class Eclipse, Vizier
Slot Feet
Saving Throw None; see text

Viscous darkness oozes from your pores and slowly pools around your feet, spreading outward in an umbral pool.

Weaving this inky veil creates a pool of viscous

darkness that spreads in a 15 foot radius aura around you, lowering the light level in the pool's radius by one step and hiding the ground's contours while clinging viscously to the feet of anyone who passes through them. Any creature other than you who falls prone in this area must succeed on a Strength or Escape Artist check made as a move action to stand up. Failing this check means the move action is wasted and the target remains prone. The DC for this check is equal to your normal veil saving throw DC.

Essence

For each point of essence invested in this veil the radius of the aura increases by an additional 5 feet and you may exclude 1 creature from its effects.

Chakra Bind (Feet) **[E6, V4]**

Binding this veil to your Feet chakra allows you to move instantly to any point within your pool of darkness, teleporting to any unoccupied square within the radius of this veil's base effect as a swift action.

Genie's Ambitions (Elemental)

Djinni's Turban

Descriptors Air
Class Guru, Nexus, Vizier
Slot Head
Saving Throw Reflex

Shimmering folds of magical cloth cover your head, moving in a breeze that only you can feel.

Shaping this unusual veil grants you minor control over the powers of elemental air, allowing you to levitate yourself and up to a medium load, or an object or willing creature you can see that weighs no more than 50 lbs., up to 10 ft. directly up or down as a move action. You or the target of this ability remain in this position until the end of your next turn, at which point you or the target immediately fall. You can end this effect as an immediate action; if a creature is directly below the levitated creature or object when this effect ends they must make a Reflex saving throw or take 1d6 points of bludgeoning damage per 10 ft. the levitated target falls and fall prone (levitated creatures may be subject to falling damage as normal).

Essence

For each point of essence invested in this veil, the maximum weight you can lift with this veil's ability increases by 50 lbs. and the distance you can move the target up or down increases by 10 feet.

Chakra Bind (Head) **[G8, N6, V6]**

Binding this veil to your Head chakra grants you a fly speed of 30 ft. with perfect maneuverability. Whenever you move at least 20 ft. in a single round the air warps and distends around you, granting you concealment (20% miss chance) against ranged attacks until the start of your next turn; if you have 5 or more points of essence invested in this veil you instead gain total concealment (50% miss chance) against ranged attacks. For each point of essence invested in this veil, the granted fly speed increases by 10 feet.

Efreeti's Brass Scimitar

Descriptors Fire
Class Daevic, Nexus, Vizier
Slot Hands, Wrists
Saving Throw None

This curving sword of jagged brass seethes with roaring essence of pure elemental fire.

Shaping this fiery veil grants you a scimitar made of pure flame molded into shape with akashic energy. This weapon-like veil acts as a scimitar sized appropriately for you, but instead of dealing slashing damage like a normal scimitar, the damage dealt by this weapon is fire damage. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

For each point of essence invested in this ability, the weapon deals an additional 1d8 points of fire damage.

Chakra Bind (Hands) **[D4, N2, V2]**

Binding this veil to your Hands chakra grants your Efreeti's Brass Scimitar a +1 enhancement bonus per point of essence invested (maximum +5). For each point of essence invested in this veil beyond 5, any creature attempting to sunder or disarm this weapon takes 1d6 points of fire damage, regardless of whether or not the attempt was successful (so a creature attempting to disarm a veilweaver with 8 points of essence invested would take 3d6 fire damage per attempt). In addition, you may choose to manifest the Efreeti's Brass Scimitar as either a falchion or scimitar, chosen each time you manifest the weapon.

Chakra Bind (Wrists) **[D7, N8, V8]**

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and whenever you confirm a critical hit with your Efreeti's Brass Scimitar you roll d12s instead of d8s for the additional damage dice granted for invested essence. Creatures slain by an attack from this weapon are instantly reduced to ash and cannot be returned to life by spells that require the body to be intact, such as the *raise dead* spell.

Heart of the Efreet

Descriptors Fire
Class Guru, Nexus, Vizier

Slot Body
Saving Throw None; see text

Veins of molten flame pulse beneath your skin as you become one with elemental flame.

Shaping this veil imbues your essence with the power of elemental fire granting you fire resistance 5 (or increasing your existing fire resistance by 5) and causing any creature that grapples you, damages you with a non-reach melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch), to take 2 points of fire damage.

Essence

For each point of essence invested in this veil the granted fire resistance increases by 5 and the fire damage dealt to creatures that come into direct physical contact with you increases by 2.

Chakra Bind (Body) **[G20, N20, V20]**

Binding this veil to your Body chakra makes you one with elemental flame, granting you fire immunity. Creatures who damage you with any melee attack (not just nonreach attacks) are splashed with the pure flame coursing through your veins, taking 1d6 points of fire damage, plus an additional 1d6 points of fire damage for each point of essence invested; this stacks with the fire damage granted by this veil's base ability. If you have the Shaitan's Earthen Armor veil bound or are under the effects of a similar ability that transforms your body into stone or metal, such as a *stoneskin* spell, the flames pulsing through your body transform into viscous lava and half the damage dealt by this veil is dealt as bludgeoning damage instead of fire damage; creature who take bludgeoning and fire damage from this effect take half that damage again on the following round and are entangled by the cooling lava unless they spend a move action to scrape the lava off. In addition, you can breathe lava and fire like air and never drown for being submersed in lava, never take nonlethal damage for conditions of extreme heat, can see clearly even in heavy smoke, and can breathe in heavy smoke without consequence.

Marid's Sanadils

Descriptors Cold, water
Class Guru, Nexus
Slot Feet
Saving Throw Fortitude; see text

Flowing water whirls and dances around your feet and ankles, buoying your step and propelling you forward at surprising speeds.

While you have the Marid's Sanadils shaped, you create a pair of sandals made of pure elemental water that grant you a swim speed of 30 ft. and a +2 insight bonus to your CMD against trip attempts.

Essence

For each point of essence invested in this veil the granted swim speed increases by 10 ft. and the bonus to CMD against trip attempts increases by +1.

Chakra Bind (Feet) **[G5, N4]**

Binding this veil to your Feet chakra causes the sandals to dissolve into a swirling tidal wave of cascading water. You may use your swim speed in place of your land speed when moving and are not impeded by nonmagical difficult terrain.

In addition, you gain an insight bonus to your CMB equal to 2 + 1 per point of essence invested when attempting a trip combat maneuver and never provoke attacks of opportunity for doing so. If a creature lands prone in a square adjacent to you, they must succeed at a Fortitude saving throw or immediately begin drowning; this effect ends if the creature is no longer prone or is moved to a square that is no longer adjacent to you. Creatures who do not need to breathe or who can breathe water are immune to this effect.

Pasha's Crushing Gauntlets

Descriptors Earth
Class Daevic, Nexus
Slot Wrists
Saving Throw Fortitude; see text

Shaitan pashas are callous beings, casually swatting aside those who get in their way... If the foolish being who obstructed their path is lucky.

While you have this mighty veil shaped, you gain a +2 insight bonus to your CMB and CMD when performing or resisting a bull rush or overrun and never provoke an attack of opportunity when attempting such maneuvers.

Essence

For each point of essence invested in this veil the insight bonus to your CMB and CMD for bull rush and overrun maneuvers increases by +1.

Chakra Bind (Wrists) **[D7, N8]**

Binding this veil to your Wrists chakra grants you the fell power of the shaitan's stone curse. Whenever you win a bull rush attempt by 5 or more and push your target into a stone barrier or surface, they are forced into the barrier as though they had cast *meld into stone*. Unlike a normal casting of this spell, the duration of this ability is 1 minute per veilweaver level you possess and the target cannot willingly leave the barrier, though they may attempt a Fortitude saving throw each round at the beginning of their turn to escape the effect.

Shahzada's Dissolution

Descriptors Chaos, water
Class Daevic, Nexus, Vizier
Slot Shoulders
Saving Throw None

Paired whirlpools of crystalline water spin in the air above your shoulders like weightless mandalas, creating corruscating rainbows wherever the light touches them.

Shaping this exotic veil creates vortexes of watery energy that hover just above your shoulders launching bursts of highly pressurized water at your command. While this veil is shaped, you may call forth a quick burst of water as a standard action that blasts into one creature or square within Close range (25 ft. + 5 ft. per veilweaver level). You can use this blast of water to make a bull rush against any one creature or object, using your veilweaver level plus your veilweaving modifier in place of your base attack bonus and Strength when determining your combat maneuver bonus. This effect extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against and deals 1d6 damage to stone and metal surfaces or unattended objects within the affected area when used to target a square; this damage is not halved as normal when dealing damage to an object.

Essence

When you invest your first point of essence in this veil, you may target one additional creature or square each time you use its base ability; for every two points of essence invested thereafter, you may target an additional creature or square. For each point of essence invested the damage dealt to stone and metal surfaces or objects when targeting a square is increased by 1d6.

Chakra Bind (Shoulders) **[D10, N10, V10]**

Binding this veil to your Shoulders chakra amplifies your accuracy and power when using its base ability. You may now use your bursts of water to make sunder attempts against objects within their range and gain a +2 insight bonus to your CMB on such attempts, +1 per point of essence invested. Whenever you deal at least 15 points of damage to a solid stone surface using this veil's base ability, that surface is turned to oozing mud as though targeted by a *transmute rock to mud* spell with a caster level equal to your veilweaver level.

Shaitan's Earthen Armor

Descriptors Earth
Class Daevic, Nexus, Vizier
Slot Chest
Saving Throw None

Gleaming plates of polished stone surround your flesh, protecting you from harm.

Shaping this veil covers you in plates of solid stone molded into shape by akashic energy that increase your natural armor bonus by +1 and grant you DR 2/ bludgeoning or piercing.

Essence

For each point of essence invested in this veil your natural armor bonus increases by an additional +1 and the granted damage reduction increases by 1.

Chakra Bind (Chest) **[D19, N18, V18]**

Binding this veil to your Chest chakra causes the earthen armor protecting you to fuse to your skin

and encase your entire body, granting you an enhancement bonus to Strength and Constitution equal to 1 + 1 per point of essence invested and making you immune to critical hits. In addition, you gain the earth glide universal monster ability, allowing you to pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your full base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath).

Spectacles of the Sheikh

Descriptors Divination
Class Nexus, Radiant, Vizier
Slot Headband
Saving Throw None

Lenses of air, fire, and water bound together in rims of earth allow even dim-eyed mortals to see with the keen insight and vision of a janni noble.

While you have this veil shaped, you may use *detect magic* as an at-will spell-like ability with a caster level equal to your veilweaver level. While *detect magic* is active, you gain a +2 insight bonus on all Perception and Sense Motive checks. In addition, once per day you may take a point of essence burn to use *augury* as a spell-like ability with a caster level equal to your veilweaver level.

Essence

For each point of essence invested in this veil the insight bonus to Perception and Sense Motive checks increases by +1. If you have at least 5 points of essence invested in this veil, you may use *augury* as an at-will spell-like ability without taking a point of essence burn, and you may take a point of essence burn to use *divination* as a spell-like ability once per day.

Chakra Bind (Headband) **[N12, R9, V12]**

Binding this veil to your Headband chakra grants you keen perceptive abilities and the ability to thwart attempts to magically spy on you. You are always aware of any attempt to observe you or a creature within 30 ft. of you by means of a divination spell or similar effect and may attempt to dismiss such effects as an immediate action as though using a targeted *dispel magic*. In addition, you gain blindsight out to 15 feet.

Suli's Sash

Descriptors None
Class Daevic, Guru, Nexus, Radiant, Vizier
Slot Belt
Saving Throw None

While the suli-jann are not even true genies, their ability to serve as conduits for elemental energy is still quite impressive.

While you have the Suli's Sash shaped, you gain the ability to store elemental energy and convert it into physical speed and strength. Whenever you succeed on a saving throw against a spell or effect with the acid, air, cold, earth, electricity, fire, or water descriptors, or against any spell, spell-like ability, or supernatural ability cast by an outsider with a subtype matching any of those descriptors, you gain a +2 insight bonus to all Strength and Dexterity based ability and skill checks for a number of rounds equal to your veilweaving modifier.

Essence

For each point of essence invested in this veil the insight bonus granted when succeeding on a saving throw against an elemental effect increases by +1.

Chakra Bind (Belt) **[D13, G17, N16, R15, V16]**

Binding this veil to your Belt chakra enhances your ability to channel the elements into physical power. Whenever you succeed at saving throw against a spell or effect with the acid, air, cold, earth, electricity, fire, or water descriptors, or against any spell, spell-like ability, or supernatural ability cast by an outsider with a subtype matching any of those descriptors, you gain a number of temporary hit points equal to 5 + 5 per point of essence invested; these temporary hit points last for one minute per veilweaver level you possess. Whenever you fail a saving throw against any such effect, all movement speeds you possess are increased by 5 ft. + 5 ft. per point of essence invested.

Voice of the Janni

Descriptors Compulsion, mind-affecting
Class Guru, Nexus, Vizier
Slot Neck
Saving Throw Will; see text

The janni may be the least of the genies, but their ties to the planes allow them to beg favors of all the elements.

Shaping this veil creates a necklace composed of air, earth, fire and water that grants you a +2 insight bonus on all saving throws against effects with the acid, air, cold, earth, electricity, fire, or water descriptors, and against spells, spell-like abilities, or supernatural abilities cast by outsiders with a subtype matching any of those descriptors.

Essence

For each point of essence invested in this veil the insight bonus to saving throws increases by +1.

Chakra Bind (Neck) **[G14, N14, V14]**

While this veil is bound to your Neck chakra, you may use *charm monster* as a spell-like ability with a caster

level equal to your veilweaver level a number of times per day equal to 1 + your veilweaving modifier. This ability can only be used against creatures with the air, earth, fire, or water subtypes, but works against all such creatures, including mindless elementals that would otherwise be immune.

Lightbringer's Garb

Banelight Vortices

Descriptors Light
Class Radiant, Vizier
Slot Hands
Saving Throw None

Face the whirlwind. Face the light. Life is dark, but death is bright.

This brilliant veil allows you to launch a whirling vortex of light as a standard action. You may make a ranged touch attack against a creature within 60 ft.; on a successful hit this vortex deals 1d8 points of damage to most targets, but deals 1d6 points of damage to constructs and inanimate objects, 2d6 points of damage to undead, and 2d8 points of damage to creatures specifically vulnerable to sunlight or bright light. This damage bypasses all damage reduction, hardness, and energy resistance.

Essence

For each point of essence invested in this veil the damage to most targets increases by 1d8, the damage to constructs and objects increases by 1d6, the damage to undead increases by 2d6, and the damage dealt to creatures specifically vulnerable to sunlight or bright light increases by 2d8.

Chakra Bind (Hands) **[R3, V2]**

While this veil is bound to your Hands chakra, you gain the ability to launch more vortices as part of the same standard action. When you have at least 1 point of essence invested, you may target up to two creatures with vortex attacks, making a separate attack roll for each target. For every 2 additional points of essence invested, you may target up to 1 additional creature with a vortex attack each time you use this ability.

Liminal Repartee

Descriptors Charm
Class Guru, Radiant, Vizier
Slot Headband, Neck
Saving Throw None

Light infuses your tongue and mind, lending magic to your voice and quickness to your wit.

Shaping this veil grants you a +2 insight bonus to Perform (comedy) checks and allows you to make a Perform (comedy) check in place of your Bluff or Diplomacy checks.

Essence

For each point of essence invested in this veil, the insight bonus to Perform (comedy) checks increases by +1.

Chakra Bind (Headband) **[G11, R9, V12]**

Binding this veil to your Headband chakra gives you unique insight and luck when it comes to providing your allies with assistance. Whenever you successfully aid another creature's skill check, that creature gains a +1d4 insight bonus on the skill check instead of the normal +2 bonus. For each additional point of essence invested in this veil, the granted insight bonus increases by +1d4.

Chakra Bind (Neck) **[G14, R12, V14]**

Binding this veil to your Neck chakra grants you the ability to counter spells and abilities with verbal components by taking a point of essence burn and shouting a distracting phrase as an immediate action. You must have line of sight to the spellcaster and succeed at a dispel check (1d20 + your veilweaver level) and compare that to the spell to be countered (DC = 11 + the spell's caster level). Creatures who are immune to charm effects cannot have their spells countered by this ability.

Luminosity of the Lurker in Light

Descriptors Light
Class Guru, Radiant, Vizier
Slot Body
Saving Throw None

Shadow is not the only force capable of subtlety. The Light can hide just as many secrets.

Shaping this luminous veil grants you a +1 insight bonus to Stealth checks; this bonus is doubled in areas of bright light.

Essence

For each point of essence invested in this veil the insight bonus to Stealth checks increases by +1. If you have at least 4 points of essence invested in this veil, you can use the Stealth skill even while being observed or without having anything to hide behind, as long as you are in an area of normal or brighter light.

Chakra Bind (Body) **[G20, R18, V20]**

Binding this veil to your Body chakra grants you the benefits of a constant *improved invisibility* effect. Creatures attempting to observe you with a divination spell or effect such as *see invisibility* or *true seeing* must succeed on a caster level check (or veilweaving or manifester level check as appropriate) with a DC equal to 10 + 1/2 your veilweaving level + the number of points of essence invested in this veil or the spell simply fails to detect you and you remain invisible to the caster.

White Rider's Sash

Descriptors Light
Class Guru, Radiant, Vizier
Slot Head, Belt
Saving Throw None; see text

A brilliant sash of white silk is wrapped about your waist, filling you with a light that spills out from your eyes and mouth with every blink and spoken word.

While this veil is shaped your entire body is filled with light that spills out from your mouth and eyes, creating bright light in a 60 ft. cone in front of you. This light is highly disconcerting and grants you a +2 insight bonus to Intimidate checks.

Essence

For each point of essence invested in this veil the cone of bright light you shed increases by 5 ft. and the insight bonus to Intimidate checks increases by +1.

Chakra Bind (Head) **[G8, R6, V6]**

While this veil is bound to your Head chakra any attack that breaks your skin unleashes a brilliant burst of blinding light. Whenever you take at least 5 points of damage from a single injury you may take a point of essence burn to unleash a blinding blast of light; all creatures within 30 ft. must succeed at a Fortitude saving throw or be blinded for 1d4 rounds, plus 1 additional round for each point of essence invested in this veil.

Chakra Bind (Belt) **[G17, R15, V16]**

While this veil is bound to your Belt chakra you gain the ability to expand the veil into a brilliant white steed composed of pure light as a standard action. This steed has AC 18 (–1 size, +4 natural armor, +5 Dex), 7 hit points + 3 hit points per veilweaver level, uses your saving throw values, and sheds bright light in a 100 ft. radius. It cannot be charmed or compelled to disobey you. If it loses all its hit points, the light steed disappears. A light steed has a land speed of 60 ft., a fly speed of 40 ft. with good maneuverability, and can bear your weight plus up to 10 pounds per veilweaver level. The steed can be dismissed as a free action. For each point of essence you invest in this veil the light steed gains a +1 deflection bonus to AC, a +1 insight bonus to saving throws, gains 5 temporary hit points, and increases both its land and fly speeds by 10 feet.

Reliquaries of Infernal Law (Hells)

Blackened Pitchfork

Descriptors Evil
Class Daevic, Nexus, Vizier
Slot Hands, Wrists
Saving Throw None

This pitchfork appears to be made of translucent blackened iron and seethes with infernal energy, seeming both bitterly cold and unbearably hot.

Shaping this foul veil grants you a pitchfork forged of hell-touched iron molded into shape and made safe to wield by akashic power. This weapon-like veil acts as a trident sized appropriately for you. Whenever you score a critical hit with this weapon, the target is sickened for a number of rounds equal to your veilweaving modifier; if the target is already sickened when this effect is triggered, they are instead nauseated for 1 round. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

If you have at least 1 point of essence invested in this veil, it is treated as cold iron for the purposes of overcoming damage reduction. For each additional point of essence invested beyond the first this weapon deals an additional 1d6 cold or fire damage; for every even numbered point of essence add 1d6 fire damage, and for each odd numbered point of essence add 1d6 cold.

Chakra Bind (Hands) **[D4, N2, V2]**

Binding this veil to your Hands chakra grants your Blackened Pitchfork a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *axiomatic*, *bane* (good or chaotic outsiders only), *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *unholy*, *vicious*, or *wounding*.

Chakra Bind (Wrists) **[D7, N8, V8]**

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and increases the weapon's critical threat range by 1; this is applied first and stacks with abilities like *keen* or the Improved Critical feat. Whenever you slay a creature whose Hit Dice are greater than or equal to half your own with this weapon, their soul becomes trapped within the weapon. Creatures whose souls are trapped in this weapon cannot be returned to life except by *true resurrection*, *miracle*, *wish*, or a similar effect. You may consume a trapped soul's energy as a swift action to regain hit points equal to 1d8 + 1d8 per point of essence invested, at which point the soul can be returned to life normally, though any negative levels it gains as a result of being returned to life are increased by 1. You can only contain a number of souls in the Blackened Pitchfork equal to 1 + your veilweaving modifier. If this veil is sundered or suppressed, any captured

souls are immediately freed.

Bloodeater's Belt

Descriptors None
Class Daevic, Guru, Nexus, Vizier
Slot Belt
Saving Throw None

Scarlet bands of akashic energy gird your waist, filling you with an infernal energy that causes wounds you inflict to bleed uncontrollably.

Shaping this fearsome veil causes any wound you inflict with a manufactured or natural weapon (including weapon-like veils) to deal 1 additional point of bleed damage.

Essence

For each point of essence invested in this veil, your attacks with manufactured and natural weapons deal 1 additional point of bleed damage.

Chakra Bind (Belt) **[D13, G17, N16, V16]**

Binding this veil to your Belt chakra allows you to feed on bleeding wounds by drawing the blood into your belt and diffusing its vital energy into your body. Activating this ability is a move action that heals you for 1d8 points of damage for each creature taking bleed damage within 30 ft. of you, and causes 1d8 points of damage to each bleeding creature. Affected creatures are entitled to a Fortitude saving throw to resist this effect, which also prevents you from gaining any healing from them. For each point of essence invested you gain 1d8 additional points of healing per affected creature (maximum 20d8) and bleeding creatures take an additional 1d8 points of damage.

Cry of the Erinyes

Descriptors Sonic
Class Nexus, Vizier
Slot Neck
Saving Throw Fortitude

The spiked collar around your throat has a hissing, echoing quality, as though the distant screams of hell-bound souls cry out in time to your voice.

Shaping this veil allows you to unleash a piercing screaming that deals 1d4 sonic damage to all creatures in a 15 ft. cone (Fortitude half). Creatures who fail their save against this ability take a—1 penalty to Will saving throws for a number of rounds equal to your veilweaving modifier. This ability drains much of the energy of the veil and requires 1d4 rounds to recharge before it can be used again.

Essence

For each point of essence invested in this veil, the damage dealt increases by 1d4. For every two points of essence invested in this veil, the penalty to Will saving throws increases by an additional—1.

Chakra Bind (Neck) **[N14, V14]**

Binding this veil to your Neck chakra greatly increases its destructive power, increasing the damage dice for its base ability to d8s instead of d4s.

In addition, you may take a point of essence burn to attempt to counter any spell within your line of sight that includes a verbal component as an immediate action. Unlike a true counterspell, however, this ability may not work; you must make a dispel check as if using *dispel magic* (1d20 + your veilweaver level + 1 per 2 points of essence invested) to counter the spellcaster's spell.

Devil's Barbs

Descriptors None
Class Daevic, Nexus, Vizier
Slot Chest
Saving Throw Reflex

Barbed devils and dire porcupines don't have a monopoly on being less than cuddly.

Shaping this veil covers you in the wicked spurs of a barbed devil. Whenever a creature strikes you with a non-reach melee attack, they must succeed at a Reflex saving throw or take 1d6 points of piercing damage from the barbs.

Essence

For each point of essence invested the barbs granted by this veil deal 2 additional points of damage.

Chakra Bind (Chest) **[D19, N18, V18]**

Binding this veil to your Chest chakra causes your flesh to harden and sharpen. The base damage of your barbs increases to 1d8 + your veilweaving modifier, no longer grants a Reflex saving throw to avoid the damage, and this damage is now dealt to any creature that grapples you, damages you with a melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch). In addition, you gain DR 15/good and silver; this damage reduction increases by 1 for each point of essence invested in this veil.

Gelugon's Talons

Descriptors Cold
Class Daevic, Nexus, Vizier
Slot Feet
Saving Throw Fortitude

The frigid veil shrouding your feet resembles the insectile extremities of a fearsome ice devil.

Shaping this gelid veil surrounds you in a 5 ft. aura. Any creature who enters this aura must succeed on a Fortitude saving throw or take a—1 penalty to attack

rolls, AC, and Reflex saving throws and have its speed for all movement modes it possesses reduced by 5 feet. This effect lasts as long as the creature remains in the aura and for 1 round thereafter.

Essence

For each point of essence invested in this veil the granted aura increases by 5 ft., its effects last for 1 additional round after an affected creature leaves the area of effect, and affected creatures' movement speeds are reduced by an additional 5 feet. If you have at least 4 points of essence invested, creatures who fail their Fortitude saving throw are staggered for the duration of the effect.

Chakra Bind (Feet) **[D2, N4, V4]**

Binding this veil to your Feet chakra grants you a pair of talons that can be used as secondary natural attacks. These talons deal 1d4 slashing damage when used by a Medium veilweaver (1d3 Small). For each point of essence invested in this veil these talons deal an additional 1d4 cold damage. In addition, you gain the icewalking special ability; this allows you to climb and traverse icy surfaces with a climb speed of 20 ft. while keeping your hands free, and allows you to move across icy surfaces without penalty. You do not need to make Acrobatics checks to run or charge on ice.

Imp's Eyes

Descriptors Darkness, divination
Class Nexus, Vizier
Slot Headband
Saving Throw None

Cat-like lenses cover your eyes, granting you the ability to sense poisons and see in utter darkness.

While you have this veil shaped, you may use *detect poison* as an at-will spell-like ability with a caster level equal to your veilweaver level and you gain darkvision out to 60 ft. or increase your existing darkvision by 30 feet. In addition, you may take a point of essence burn to lower the light level in a 20 ft. radius around yourself by two steps (bright light to dim light, normal light to darkness) for 1 minute. This is considered a darkness effect with a spell level equal to 1 + the number of points of essence invested that can dispel light effects of equal or lower equivalent spell level.

Essence

For each point of essence invested in this veil increase the range of your darkvision by 10 feet.

Chakra Bind (Headband) **[N12, V12]**

Binding this veil to your Headband chakra allows you to see perfectly in darkness of any kind, including that created by *deeper darkness* or similar effects. As long as you are in an area of dim light or darkness, you gain fast healing equal to the number of points of essence invested in this veil.

Iron Crown

Descriptors Compulsion, mind-affecting
Class Guru, Nexus, Vizier
Slot Head
Saving Throw Will; see text

Forged in hellfire for a cruel god, even poor copies of the Iron Crown of Asmodeus have the power to command lesser creatures.

Wearing this authoritative veil lends you the overwhelming presence of a devil lord, granting you a +2 insight bonus to Diplomacy and Intimidate checks.

Essence

For each point of essence invested in this veil, increase the insight bonus to Diplomacy and Intimidate checks by +1.

Chakra Bind (Head) **[G8, N6, V6]**

Binding this veil to your Head chakra gives you the ability to command mortal creatures and makes you resistant to the commands of others. You may cast *hold person* as a spell-like ability a number of times per day equal to 1 + your veilweaving modifier. In addition, you become immune to compulsion effects and gain a bonus to saves against charm effects equal to the number of points of essence invested in this veil.

Mantle of Infernal Dukedom

Descriptors Evil, law
Class Guru, Nexus, Vizier
Slot Body
Saving Throw None

The infernal power of a hellish duke suffuses you, granting you power beyond that of any mere mortal.

Shaping this veil grants you immunity to poison and spell resistance 8. Against spells with the chaotic or good descriptors, as well as spells and spell-like abilities cast by any creature with the chaotic or good subtypes, this spell resistance is increased by 5.

Essence

For each point of essence invested in this ability, the granted spell resistance increases by 3.

Chakra Bind (Body) **[G20, N20, V20]**

Binding this veil to your Body slot grants you the deathmastery power of an infernal duke. Whenever you slay a humanoid creature, you can transform the slain creature's soul into a ghost under your control (see the ghost template in the *Pathfinder Roleplaying Game Bestiary*). You can only control a number of ghosts in this manner equal to your veilweaving modifier, and the total Hit Dice of

ghosts under your control cannot exceed twice your veilweaver level. If you have a soul trapped in a container such as the Blackened Pitchfork or a *magic jar*, you may use this ability to transform the trapped soul into a ghost as well.

Pit Fiend's Shroud

Descriptors Evil, fear, mind-affecting
Class Eclipse, Nexus, Vizier
Slot Shoulders
Saving Throw Will

Wings of flame and shadow wrap themselves around you, striking fear into the hearts of lesser beings.

Shaping this fearsome veil surrounds you in a 10 ft. aura. Any creature who enters this aura must succeed on a Will saving throw or be shaken for as long as they remain in the aura and 1 round thereafter.

Essence

For each point of essence invested in this veil the aura increases by 5 ft., you gain a +1 insight bonus to saving throws against fear effects, and the DC to demoralize you with the Intimidate skill increases by 1.

Chakra Bind (Shoulders) **[E15, N10, V10]**

Binding this veil to your Shoulders chakra causes creatures who fail their saving throw against your aura to be frightened instead of shaken. In addition, you gain a pair of fearsome, bat-like wings that grant you a fly speed of 40 ft. with average maneuverability; for each point of essence invested in this veil the granted fly speed increases by 5 feet.

Shackles of Perdition

Descriptors Evil, law
Class Daevic, Eclipse, Nexus, Vizier
Slot Wrists
Saving Throw Reflex; see text

Heavy iron shackles encase your wrists, while dangling chains fade to translucence before disappearing from sight entirely.

Shaping this veil encases your forearms in thick shackles of akasha forged to resemble black iron. These shackles grant you a +1 shield bonus to AC; this bonus is doubled against attacks made by fey, chaotic-aligned, or good-aligned creatures.

Essence

For each point of essence invested in this veil the granted shield bonus to AC is increased by +1.

Chakra Bind (Wrists) **[D7, E12, N8, V8]**

Binding this veil to your Wrists chakra grants you the supernatural ability to conjure up spiked black iron chains around any creature within 60 feet as a swift action. Unless the target succeeds at a Reflex saving throw, they are bound in place and cannot move from that spot for 1 minute unless they succeed at a Strength check or Escape Artist check to slip the chains as a standard action (DC 15 + your veilweaving modifier + the number of points of essence invested). Fey, chaotic-aligned, or good-aligned creatures takes 1d6 + 1d6 per point of essence invested points of piercing damage at the end of your turn each round they are bound by these chains. You can only have a total number of creatures equal to your veilweaving modifier bound at once with this ability; if you bind a new creature in excess of that amount, the creature who has been bound by this ability the longest is immediately released.

Trappings of Chaos (Abyss)

Babau Skin

Descriptors Acid
Class Guru, Nexus, Vizier
Slot Body
Saving Throw None; see text

A leathery layer of slime-coated flesh oozes with magic as it forms around your body.

Shaping this veil coats your skin in akasha infused with the power of a babau demon, granting you acid resistance 5 (or increasing your existing acid resistance by 5) and causing any creature that grapples you, damages you with a non-reach melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch), to take 1d4 points of acid damage and an additional 1 point of acid damage on the following round.

Essence

For each point of essence invested in this veil the granted acid resistance increases by 5 and the acid damage dealt to creatures that come into direct physical contact with you increases by 1 (both on the initial exposure and on the following round).

Chakra Bind (Body) **[G20, N20, V20]**

Binding this veil to your Body chakra fuses it to your flesh, granting you acid immunity. As an immediate action whenever you take damage from an attack, you can unleash a corrosive burst around yourself, dealing 10d4 acid damage to all creatures in a 15 ft. radius burst centered on you (Reflex half). Creatures who take damage from this attack take half that damage again on the following round. Once you've used this ability it cannot be used again for 1d4 rounds as the acid accumulates. For each point of essence invested in this veil, the damage for this attack increases by 1d4 and the radius of the burst

increases by 5 feet.

Balor's Whip

Descriptors Chaos, evil, fire
Class Daevic, Nexus, Vizier
Slot Hands, Wrists
Saving Throw None

A coiling length of foul, smoking flame writhes in your grasp, eager to be loosed upon your foes.

Shaping this hungry veil grants you a balor's flaming whip. This weapon-like veil acts as a whip sized appropriately for you. Unlike a normal whip the Balor's Whip does not have the nonlethal property and the damage is always treated as lethal regardless of the target's natural armor bonus. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

For each point of essence invested in this veil, it deals one additional die of damage. Against good-aligned creatures, the additional damage dice are d8s, against creatures who are neither good nor evil the additional dice are d6s, and against evil-aligned creatures the additional dice are d4s. Half of this additional damage is fire damage and the other half results directly from unholy power and is therefore not subject to being reduced by resistance to fire-based attacks.

Chakra Bind (Hands) **[D4, N2, V2]**

Binding this veil to your Hands chakra grants your Balor's Whip a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: anarchic, bane (good or lawful outsiders only), flaming, flaming burst, ghost touch, keen, mighty cleaving, unholy, vicious, or wounding.

Chakra Bind (Wrists) **[D7, N8, V8]**

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and it allows you to threaten every square within the whip's reach. For every 2 points of essence invested in this veil, increase its reach by 5 feet. In addition, you may use the Balor's Whip to attempt a grapple against any creature within its reach, drawing the target of your grapple into an adjacent square on a successful attempt. You do not gain the grappled condition while grappling in this manner.

Demon Lord's Hunger

Descriptors Chaos
Class Daevic, Nexus, Vizier
Slot Chest
Saving Throw None; see text

Your chest ripples and swells with gnawing energy even as your belly and waist seem to shrivel and dessicate.

Weaving this baleful veil gives you a gnawing hunger that eats away at even iron and steel. Whenever you are successfully attacked with a manufactured weapon, the weapon takes 2 points of damage and any damage it would deal to you with that attack is reduced by 2.

Essence

For each point of essence invested in this ability, increase the damage dealt to manufactured weapons by 1 and reduce the damage dealt to you by manufactured weapons by 1.

Chakra Bind (Chest) **[D19, N18, V18]**

Binding this veil to your Chest chakra allows you to devour souls. As a standard action, you can take 1 point of essence burn and attempt to inhale the soul of a living creature within 30 feet. The target must make a Fortitude save or die. If you successfully slay a creature whose Hit Dice are less than or equal to your own with this ability, you instantly heal a number of points of essence burn equal to 1/2 your veilweaving modifier. Once a creature has succeeded on a saving throw against this ability, they cannot be affected again for 24 hours.

Dretch Flesh

Descriptors Chaos, poison
Class Daevic, Nexus, Vizier
Slot Wrists
Saving Throw None; see text

Viscous energy seething with slime and pustules encases your arms in a foul but protective embrace.

Shaping this hideous veil gives you fire resistance 5 (or increases your existing fire resistance by 5) and DR 2/ cold iron or good.

Essence

For each point of essence invested in this veil the the granted fire resistance increases by 5 and the damage reduction increases by 1.

Chakra Bind (Wrists) **[D7, N8, V8]**

Binding this veil to your Wrists chakra causes your arms to seethe and drip with poison. Whenever a creature grapples you, damages you with a non-reach melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch), they must succeed at a Fortitude save or take 1 point of Strength damage. For every 3 points of essence invested in this veil, increase the Strength damage dealt by 1. This is a poison effect.

Glabrezu's Gaze

Descriptors Divination, fear
Class Nexus, Vizier
Slot Headband
Saving Throw None; see text

Eyes that shine with the cruelty and intelligence of a powerful demon distort your eyelids and leak tears of dark power.

While you have this fearsome veil shaped, you gain the ability to see any objects or beings that are invisible within 10 ft. of you, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. In addition, your enhanced vision allows you to more easily discern the flow of magical forces, granting you a +2 insight bonus to Knowledge (arcana) and Spellcraft checks.

Essence

For each point of essence invested in this veil increase the range at which you can see invisible and ethereal creatures and objects by 10 ft. and the insight bonus to Knowledge (arcana) and Spellcraft checks by +1.

Chakra Bind (Headband) **[N12, V12]**

Binding this veil to your Headband chakra fills your vision with unholy power, allowing you draw out weaknesses in other creatures. As a swift action, you may force a single creature within 60 ft. to make a Will save or become shaken for a number of rounds equal to your veilweaving modifier. Creatures who are already shaken become frightened, and creatures who are frightened become panicked. In addition, if a creature who fails their saving throw against this ability is taking bleed damage, that bleed damage is increased by an amount equal to the number of points of essence invested in this veil. If a creature who is dazzled fails their save against this ability, they are instead blinded for a number of rounds equal to your veilweaving modifier. If a creature who fails their saving throw against this ability is fatigued, they instead become exhausted for the same duration.

Mask of the Succubus

Descriptors Mind-affecting
Class Guru, Nexus, Vizier
Slot Head
Saving Throw None; see text

Porcelain energy smooths your imperfections and leaves your countenance surreally perfect.

Wearing this seductive veil lends you the beguiling visage of a succubus, granting you a +2 insight bonus to Bluff and Diplomacy checks.

Essence

For each point of essence invested in this veil, increase the insight bonus to Bluff and Diplomacy checks by +1.

Chakra Bind (Head) **[G8, N6, V6]**

Binding this veil to your Head chakra gives you the ability to drain energy from a mortal you lure into an act of passion, such as a kiss, as a standard action. An unwilling victim must be grappled before you can use this ability. Your kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from you. The victim must succeed on a Will save to negate the *suggestion* effect.

Pincer Arms

Descriptors None
Class Daevic, Nexus, Vizier
Slot Belt
Saving Throw None

A wicked pair of arms ending in giant pincers and pulsing with lethal intent spring forth from your waist.

Shaping this fearsome veil gives you a pair of pincers that can be used as secondary natural attacks dealing 1d6 bludgeoning damage for medium veilweavers (adjust for other size categories as normal, 1d4 Small and so on). In addition to using these limbs as weapons, you can lean forward and use them as secondary legs, increasing your base speed by 10 ft. and giving you a +4 bonus to your CMD against trip attempts. You cannot make attacks with your pincers in the same round you use them to increase your speed.

Essence

For each point of essence invested in this veil the granted pincers gain a +1 enhancement bonus. As long as your pincers have at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *anarchic*, *bane* (good or lawful outsiders only), *flaming*, *flaming burst*, *ghost touch*, *keen*, *mighty cleaving*, *unholy*, *vicious*, or *wounding*.

Chakra Bind (Belt) **[D13, N16, V16]**

Binding this veil to your Belt chakra greatly enhances the power of your pincers. Your pincers gain the grab special ability, allowing you to make a free combat maneuver check that does not provoke attacks of opportunity to grapple a creature when you successfully attack with them. When using your pincers as legs, your base speed increases by an additional 10 ft. and your bonus to CMD against trip attempts is increased by a number of points equal to the essence invested in this veil. In addition, your

pincers can be used to grab and cling to almost any surface, granting you a climb speed equal to your base speed. You cannot use your pincers to make attacks while climbing.

Ruin Treads

Descriptors Electricity
Class Daevic, Nexus
Slot Feet
Saving Throw None; see text

Darksome talons of destructive energy sprout from your feet, cracking the ground and shattering earth.

Shaping this destructive veil grants you a pair of talons that can be used as secondary natural attacks. These talons deal 1d4 slashing damage when used by a Medium veilweaver (1d3 Small). As a move action, you can stamp the ground with these talons to create an area of difficult terrain in a 10 ft. radius burst around you.

Essence

For each point of essence invested in this veil the granted talons gain a +1 enhancement bonus and the radius of difficult terrain you can create increases by 5 feet. As long as your talons have at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *anarchic*, *bane* (good or lawful outsiders only), *flaming*, *flaming burst*, *ghost touch*, *keen*, *mighty cleaving*, *unholy*, *vicious*, or *wounding*.

Chakra Bind (Feet) **[D2, N4]**

Binding this veil to your Feet chakra allows you to emulate the vrock's fearsome dance of ruin. As a full-round action you can begin a mad caper that causes a crackling wave of energy to explode out from you, dealing 1d6 points of electricity damage to all creatures within 10 ft. (Reflex half); using this ability drains much of the power from this veil, so you must wait 1d4 rounds before you can use it again. For each point of essence invested in this veil, the damage increases by 1d6 and the radius of the effect increases by 10 feet. If you have at least 4 points of essence invested in this veil you may perform this ability as a standard action, and if you have at least 7 points of essence invested you may use it as a move action.

Spore Wings

Descriptors Chaos, evil
Class Daevic, Eclipse, Nexus, Vizier
Slot Shoulders
Saving Throw Fortitude

Greasy energy cloaks you in a filthy cloud of spores and vulture feathers.

Shaping this loathsome veil allows you to unleash a fearsome cloud of spores around yourself as a swift action. These spores last for a number of rounds equal to 1 + your veilweaving modifier. While these spores are active, any creature that ends their turn adjacent to you, or whom you end your turn adjacent to, take 1d8 piercing damage (Fortitude half). Creatures who fail their saving throw take an additional 1d4 damage at the start of your next turn and are entangled as thorny vines sprout from their flesh. The vines can be destroyed and the entangled effect ended by casting *bless* on the affected creatures, by sprinkling them with holy water, or with a Strength check made as a full round action to dislodge the vines (DC 10+ 1/2 your veilweaver level + the number of points of essence invested in this veil).

Essence

For each point of essence invested in this veil the damage dealt by this ability (both when the initial effect is triggered and on subsequent rounds following a failed save) increases by 2.

Chakra Bind (Shoulders) **[D10, E15, N10, V10]**

Binding this veil to your Shoulders chakra gives you a pair of solid and powerful vulture wings that grant you a fly speed of 40 ft. with average maneuverability; for each point of essence invested in this veil the granted fly speed increases by 5 feet. In addition, as a standard action you may take a point of essence burn to target all creatures in a 30 ft. cone as though they had triggered this veil's primary ability.

Vrock's Screech

Descriptors Chaos, sonic
Class Nexus, Vizier
Slot Neck
Saving Throw Fortitude

A choker of feather and bone manifests around your throat pulsing wildly lending your words a vibratory pitch.

Shaping this veil allows you to unleash a devastating screech as a standard action, staggering all creatures in a 30 ft. cone originating from you for 1 round unless they succeed on a Fortitude saving throw. Creatures who succeed on a saving throw against this effect cannot be affected by it again for 24 hours.

Essence

For each point of essence invested in this veil the size of the cone increases by 5 ft. (going from a 30 ft. cone to a 35 ft. cone, for example). For every 2 points of essence invested in this veil, the duration of the staggered effect increases by 1 round.

Chakra Bind (Neck) **[N14, V14]**
Binding this veil to your Neck chakra enhances the disruptive power of your screech. You may choose for creatures who fail their saving throw against this ability to be stunned for 1 round instead of staggered; the duration of the stunned effect is not increased by invested essence, and once a creature has been affected by this ability they cannot be affected again for 24 hours. Creatures who are grappled or entangled when they fail a saving throw against this effect are instead paralyzed for the duration of the effect. You must declare whether you are using this ability to stagger or stun at the time the ability is activated.

Unicorn's Caparison

Criniere Of Warding

Descriptors Good
Class Guru, Radiant, Vizier
Slot Headband, Neck
Saving Throw None

Pearlescent armor girds your neck and temples, surrounding you in a potent protective ward.

Shaping this holy veil grants you a +1 sacred bonus to AC and on all saving throws against attacks or effects created by evil creatures.

Essence
For each point of essence invested in this veil, the sacred bonus to AC and saving throws against attacks or effects created by evil creatures increases by +1.

Chakra Bind (Headband) **[G11, R9, V12]**
Binding this veil to your Headband chakra grants you the ability to breathe life into a touched willing creature or recently slain ally a number of times per day equal to 1 + your veilweaving modifier. This ability cures 1d8+1 points of damage plus an additional 1d8+1 per point of essence invested. Unlike other effects that heal damage, this ability can bring recently slain creatures back to life. If used on a creature that has died within 1 round, apply the healing from this effect to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through this effect gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by this ability.

Chakra Bind (Neck) **[G14, R12, V14]**
Binding this veil to your Neck chakra allows you to extend its effects out in a 20 ft. aura around yourself. Any friendly creature within the aura gains a sacred bonus to AC and saving throws against attacks or effects created by evil creatures equal to 1/2 the bonus you are receiving from the veil's base effect (rounded down, minimum 1) (for example, a veilweaver with 4 points of essence invested in this veil would gain a +4 sacred bonus to AC and saves against attacks or effects created by evil creatures and all other friendly creatures within the aura would gain a +2 sacred bonus). In addition, any evil-aligned creature who attempts to enter the area of this aura must succeed at a Will saving throw or be rebuffed, unable to enter the affected area. Creatures may attempt a new saving throw to enter the affected area each round. Creatures who are unwillingly forced into the area, such as by the veilweaver willingly moving near to them, automatically succeed at this saving throw.

Sparkling Alicorn

Descriptors Good, healing
Class Guru, Nexus, Radiant, Vizier
Slot Head, Neck
Saving Throw None

A shimmering halter of magical energy cascades across your face and down your neck from a prominent spiral horn that promises danger to your foes but bestows its blessing at your behest.

Shaping this beautiful veil creates a beautiful, sparkling horn that grants you a gore primary natural attack dealing 1d8 piercing damage (1d6 small). Whenever an undead creature is struck by this attack, they take an additional 1d6 positive energy damage. You may choose to use your veilweaver level in place of your base attack bonus to determine your bonus to hit and any other abilities or uses of this veil. Alternatively, you may touch this horn to a willing adjacent creature to grant them 1d6 temporary hit points that last for 1 minute.

Essence
For each point of essence invested in this veil the positive energy damage dealt to undead and the temporary hit points granted to touched creatures increases by 1d6. For every two points of essence invested in this veil, the gore attack gains a +1 enhancement bonus.

Chakra Bind (Head) **[G8, N6, R6, V6]**
Binding this veil to your Head chakra allows you to conjure a half-celestial unicorn as a standard action (use the statistics for a half-celestial unicorn presented in the *Pathfinder Roleplaying Game Bestiary*). You can only have one unicorn conjured in this way at a time. For every point of essence invested in this veil, the unicorn gains an additional 5 hit points and a +1 insight bonus to attack rolls,

armor class, damage rolls, and saving throws. If you have at least 4 points of essence invested in this veil, the unicorn gains the advanced simple template. The half-celestial unicorn's gore attack benefits from essence invested in this veil just like the gore attack granted to you.

Chakra Bind (Neck) **[G14, N14, R12, V14]**

In addition to the effects of binding this veil to your Head chakra, binding this veil to your Neck chakra sharpens your horn and that of your half-celestial unicorn companion and fills them with holy energy that explodes outward on particularly vicious attacks. The gore attack granted by this veil and that of the half-celestial unicorn it conjures now threatens a critical hit on a roll of 18–20 for x3 damage. Whenever you or your unicorn companion confirm a critical hit with your gore attacks, all friendly creatures in a 60 ft. radius are healed for 1d8 points of damage, +1d8 per point of essence invested in this veil. In addition, the half-celestial unicorn's fly speed increases by an additional 10 ft. per point of essence invested in this veil.

Unicorn's Barding

Descriptors Emotion, good
Class Guru, Radiant, Vizier
Slot Belt, Body
Saving Throw None

Silken sashes bedecked with bells and silvery charms criss-cross your torso and tie about your waist in an elaborate knot before trailing off into sparkling light.

While this veil is shaped you exude an aura of peace and calm out in a 30 ft. radius. All friendly creatures within the area of this effect gain a +2 sacred bonus on all saving throws against spells and effects with the fear or emotion descriptors. Psychic casters within the area of this effect are always able to provide the emotion components of their spells as long as they are within this area, regardless of what other conditions may be affecting them.

Essence

For each point of essence invested in this veil the sacred bonus to saving throws increases by +1.

Chakra Bind (Belt) **[G17, R15, V16]**

While this veil is bound to your Belt chakra you gain the ability to dispel negative emotion effects and calm raging opponents. As a full round action you can create a burst of calming energy that attempts to dispel every non-harmless fear or emotion spell or effect as though with a targeted *dispel magic*, treating your veilweaver level as your caster level. In addition, any hostile creature in the area currently using bloodrage, rage, or raging song must succeed at a Will saving throw or have the effect instantly end. You may take 2 points of essence burn to use this ability as an immediate action, and may attempt to counterspell a spell with the fear or emotion effect when using the effect in this way.

Chakra Bind (Body) **[G20, R18, V20]**

In addition to the effects granted by the Belt bind, binding this veil to your Body chakra doubles the radius of the aura granted by its base ability and grants you and all friendly creatures within the aura's radius immunity to fear effects. In addition, all hostile creatures who start their turn within the aura must succeed at a Will saving throw or be staggered for 1 round; while staggered by this effect affected creatures cannot charge or activate the bloodrage, rage, or raging song abilities.

Unicorn Feathering

Descriptors Healing
Class Guru, Radiant, Vizier
Slot Hands
Saving Throw None

Delicate ivory hair cascades down from your forearms and dances across your hands and fingers.

This gentle veil grants you the ability to enhance a creature's natural healing. As a standard action, you may touch one willing creature adjacent to you and give them fast healing 3 for 1 round. Constructs and objects gain no benefit from this effect. Since this ability enhances the natural resources of the affected creature, a given creature can only benefit from this ability a number of times per day equal to your veilweaving modifier.

Essence

For each point of essence invested in this veil the granted fast healing increases by 1 and lasts for 1 additional round.

Chakra Bind (Hands) **[R3, V2]**

While this veil is bound to your Hands chakra its healing capabilities are greatly enhanced. The fast healing granted by this veil is increased to 5 + 3 per point of essence invested. As long as a creature is benefiting from the fast healing granted by this ability, they gain a +1 morale bonus on attack rolls and on saving throws against fear effects, as though affected by a *bless* spell. Using this ability on a creature dispels the effects of a *bane* spell in addition to its normal effects.

Void's Embrace

Gauntlets of the Void

Descriptors Cold
Class Daevic, Eclipse, Nexus
Slot Hands, Wrists

Saving Throw None

A seething pair of black gauntlets formed from frigid energy seem to pull light and heat from the air around you.

When you shape this veil you gain cold resistance 5. This stacks with any cold resistance you currently possess. In addition, you gain the ability to manifest a pair of gauntlets made of akasha infused with the power of darkness. This weapon-like veil acts as a pair of spiked gauntlets sized appropriately for you.

Essence

For each point of essence invested in this veil, the granted cold resistance increases by 5 and the spiked gauntlet granted by this veil deals an additional 1d6 cold damage.

Chakra Bind (Hands) **[D4, E3, N2]**

Binding this veil to your Hands chakra grants you the ability to wield a two-handed weapon sized appropriately for you as though it were a one-handed weapon. In addition, for every 2 points of essence invested in this veil the spiked gauntlet it grants gains a +1 enhancement bonus.

Chakra Bind (Wrists) **[D7, E12, N8]**

In addition to the benefits granted by the Hands chakra, binding this veil to your Wrists chakra improves the rate at which your spiked gauntlets benefits from invested essence. Your spiked gauntlets now gains a +1 enhancement bonus per point of essence invested, instead of per 2 points. As long as the gauntlet has at least a +1 enhancement bonus, you may also spend these points to gain equivalent weapon special abilities from the following list: *defending, frost, ghost touch, vicious, icy burst, unholy, wounding,* or *speed*.

Nothingness Shroud

Descriptors Darkness
Class Eclipse, Vizier
Slot Shoulders
Saving Throw None

"Nothingness is your shield, not nothing. Surround yourself in the lack of yourself. Do not be where you are."
—Lessons from Alsama Laylana, the first eclipse.

Shaping this veil shrouds you in an empty nothingness that makes it hard for others to follow your movements. You gain a +2 insight bonus on Sleight of Hand and Stealth checks.

Essence

For each point of essence invested in this veil, the insight bonus to Sleight of Hand and Stealth checks increase by +1.

Chakra Bind (Shoulders) **[E15, V10]**

Binding this veil to your Shoulders chakra allows you grants you the ability to simply not be where you are for a brief moment. Once per round as an immediate action when you would take damage from an attack, spell, or other effect, you may make a Stealth check with a DC equal to the attack roll (or 15 + the effect or creature's CR if there was no attack roll) to negate the damage and treat the attack as a miss. Each time you use this ability, the light level in a 30 foot radius around your current location is reduced by 1 step for 1 round + 1 round per point of essence invested.

Void Countenance

Descriptors Cold, darkness
Class Eclipse, Vizier
Slot Head
Saving Throw None; see text

"Where it's face should have been was nothing but emptiness! Empty black…. Empty…"
—A report on the assassination of Baron Drucheim from the attack's only survivor.

Shaping this veil masks your face in a featureless well of inky darkness that hides your intentions and devours certain harmful effects. You gain a +2 insight bonus to Bluff checks and a +1 insight bonus to Will saving throws against effects that target you directly (but not auras or effects that affect all creatures in an area).

Essence

For each point of essence invested in this veil the insight bonuses to Bluff checks and Will saving throws increase by +1.

Chakra Bind (Head) **[E9, V6]**

Binding this veil to your Head chakra allows you to exhale a corruscating cloud of darkness as a standard action that deals 1d6 cold damage and 1d6 negative energy to all living creatures in a 30 ft. cone (Fortitude half) and lowers the light level in the cone's affected area by 1 step for 1 round + 1 round per point of essence invested. Unliving creatures, such as constructs and undead, must instead make a Will saving throw or become staggered and take a –1 penalty on attack rolls, AC, and Reflex saves for 1 round; creatures who are already staggered are instead dazed. For each point of essence invested in this ability, the cone deals an additional 1d6 cold and 1d6 negative energy damage, or the duration of the staggered condition and penalties to attack rolls, AC, and Reflex saves are increased by 1 round (creatures who are dazed by this effect are still only dazed for 1 round, but the staggered condition and other penalties will continue for the full duration of the effect). This ability drains much of the energy of the veil and requires 1d4 rounds to recharge before it can be used again.

Voidblade

Descriptors Cold, darkness, death
Class Daevic, Eclipse, Nexus, Vizier
Slot Hands, Body
Saving Throw None; see text

Hungry emptiness shaped like a blade devours light and life, leaving nothing behind.

When you shape this veil you gain the ability to manifest a deadly blade made of akasha tempered by the crushing emptiness of the endless void. This weapon-like veil acts as a greatsword sized appropriately for you. Whenever you successfully damage a creature with this weapon, they are subjected to feelings of intense chill and crushing ennui, taking a—1 penalty on attack rolls for 1 round. Whenever you confirm a critical hit with this weapon, the target of the attack is staggered for 1 round. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence

For each point of essence invested in this veil, the weapon deals an additional 1d6 points of cold damage. For every 4 points of essence invested, the penalty to attack rolls inflicted by the voidblade increases by an additional—1, and the duration of the staggered effect on a critical hit increases by 1 round.

Chakra Bind (Hands) [D4, E3, N2, V2]

Binding this veil to your Hands chakra grants your Voidblade a +1 enhancement bonus per point of essence invested (maximum +5). For each point of essence invested in this veil beyond 5, you gain a +2 competence bonus to your CMB and to your damage rolls when performing a sunder attempt with this weapon.

Chakra Bind (Body) [D12/20, E20, N20, V20]

In addition to the benefits granted by your Hands chakra, binding this veil to your Body chakra makes the blade utterly lethal. Whenever you confirm a critical hit with this weapon against a creature, living creatures and creatures that are neither living or dead, such as constructs and animated objects, are subjected to accelerated entropy and decay, and must succeed at a Fortitude saving throw or take an additional 10d6 negative energy damage, while undead creatures must make a Will saving throw (adding their turn resistance, if any) or be destroyed.

Voidwalkers

Descriptors Darkness
Class Eclipse, Guru, Vizier
Slot Belt, Feet
Saving Throw None

See the void. Be the void. Walk the void.

Shaping this veil shrouds your feet in an aching emptiness that is hard to look upon. You gain a +2 insight bonus to Acrobatics checks. This bonus is increased by an additional +2 in areas of dim or darker lighting. Whenever you succeed on an Acrobatics check to move through a threatened space without provoking an attack of opportunity, or to move through an opponent's occupied space, you may teleport the remainder of your movement, ignoring all difficult terrain and hazards between you and your destination.

Essence

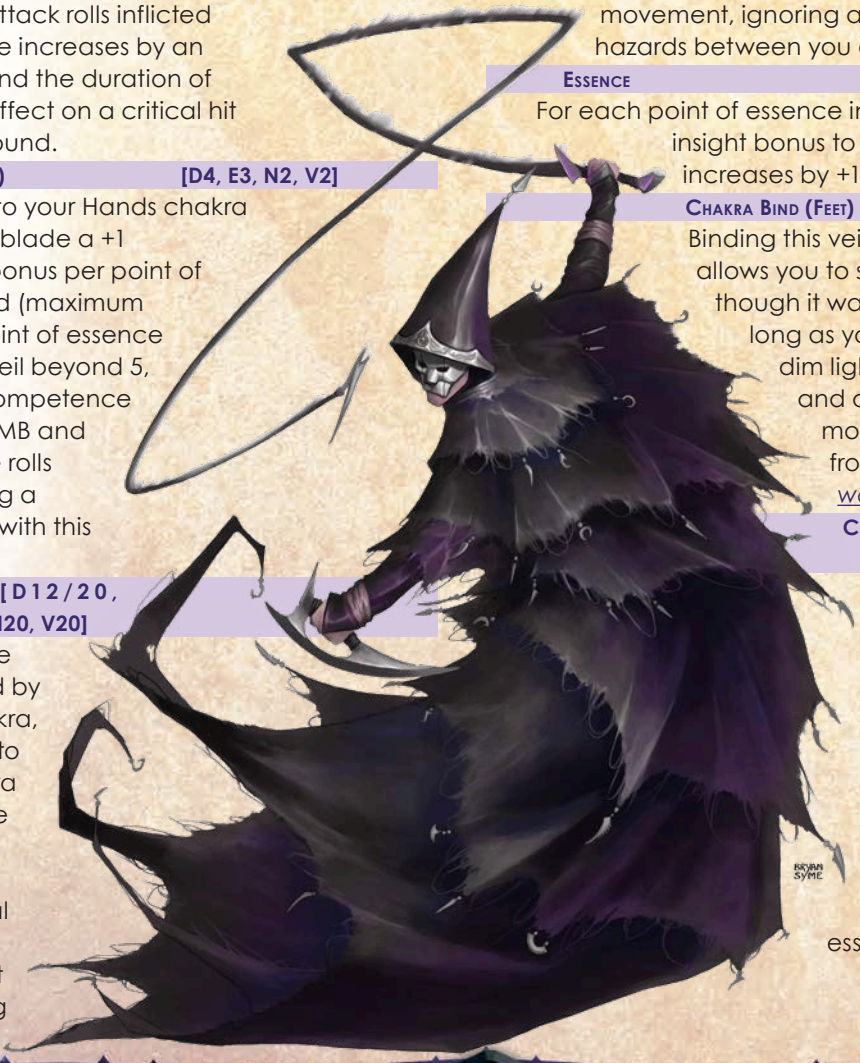
For each point of essence invested in this veil the insight bonus to Acrobatics checks increases by +1.

Chakra Bind (Feet) [E6, G5, V4]

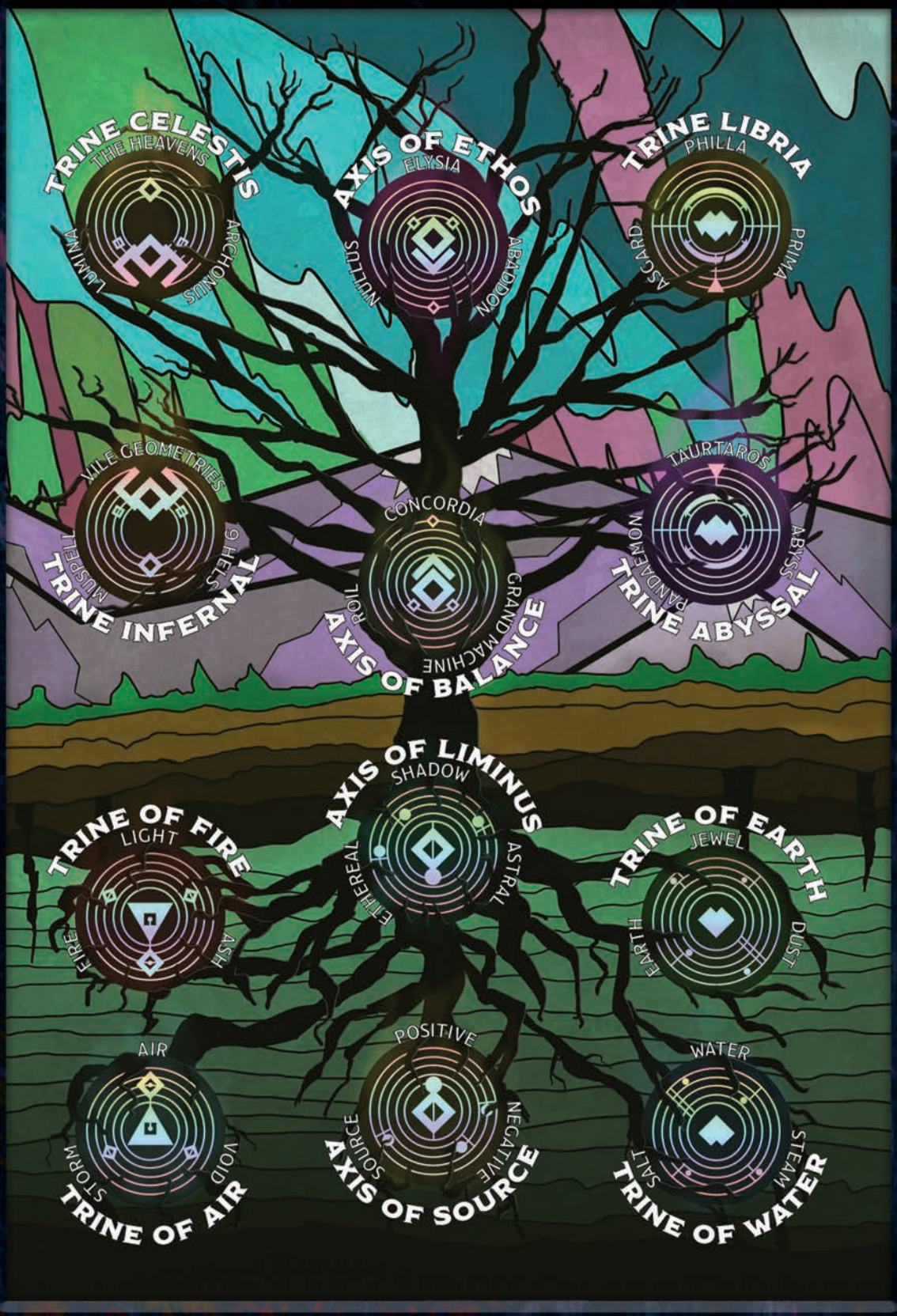
Binding this veil to your Feet chakra allows you to step on darkness as though it was firm ground. As long as you are in an area of dim light or darkness, you and any creature you are mounted on benefit from a constant *air walk* effect.

Chakra Bind (Belt) [D13, E18, V16]

In addition to the benefits granted by binding this veil to your Feet chakra, binding it to your Belt chakra increases your base movement speed by an additional 20 feet, plus an additional 10 feet per point of essence invested.



Planar Cosmology & the Multiverse



The City of 7 Seraph's place in the multiverse nearly guarantees a campaign full of adventures journeying the Planes of Existence to strange vistas and alien worlds. Still, this product was created with the idea that the GM of a campaign is probably already using an established cosmology and planar reality. However, it is possible that some groups only have this book and the *Pathfinder Roleplaying Game Core Rulebook*.

This section presents a basic planar cosmology to use for games that don't have one, but also serves to portray in-world planar theory for the sages of planar cartography and energetics theories who trained in Hyraeatan. Additionally, the section introduces a few other Prime Worlds that are of current interest to the City.

Planar Cosmology

The citizens of Hyraeatan are all taught a general understanding of the planes of existence as early as the children attending the Freeschools. The realities of the City's origins make it beneficial for each citizen to understand the potential hazards to the City from outside and the energies occasionally bled by the Radia into the City streets. Knowing what to take serious helps the Wardens maintain order and keep the Districts of the City safe.

Many scholars claim the Planes (even the plane of the Prime Worlds, or Prime Material Plane) are infinite. This concept muddies the methods of representation each society aware of the Planes develops. When dealing with the nature of the infinite it could be said that every plane is in reality layered over one another, all being infinite an expanding in all directions at nearly the same rates.

It can also be said that the Planes vary as per the ways they relate to one another. This correlation is the method by which the arcanists and sages of Hyraeatan have organized their understanding of the Planes. The concept of power and source being tied to one and three respectively the planes have been organized into trinities of connection and separation.

These trinities are grouped by the core theme of their planar natures (generally the most pure concept or elemental resonance). Trinities that favor a singular expression are referred to as Trines and those favoring a balanced expression are called Axes. The concepts of the planar groupings beyond that are generally recognizable to those educated to the nature of the Planes, particularly the elemental Trines.

The Axes are a concept that many not native to Hyraeatan struggle to understand. The idea that somehow Elysia and Abaddon have more in common than Elysia and the Heavens is in fact intensely upsetting to many Prime World-born. Whether by bias of expectation or magical reality, mages of the City have illustrated these relations via the *trine shift* and *axial ladder* magics. Opponents of these spells as proofs call into the question the nature of the imprecision of the spells as to their relative ease of casting.

Planar Cosmologies: Vaguery and Flaws

The *City of 7 Seraphs* is written with the idea that it might fit into several existing Cosmologies as portrayed in various versions of the *Pathfinder RPG* and its ancestral system. However, the possibility exists that a GM or gaming group might find their way to this book without a defined or dominant planar cosmology in mind. This chapter presents the Planes as the natives of Hyraeatan understand them.

We invite GMs to challenge, belie, or alter the narrative presented herein as the needs of their games require. Future books that reference this product will generally speaking conform to the cosmology presented here so a GM is advised to be aware of it enough that should they intend to use them the alterations or deviations a GM chooses present a coherent whole.

However, Infinity is quite large and the variations of it should have no difficulty accounting for as many interpretations of it as we can deduce.

Terminology

Plane: Generally defined by an overarching Unity, a plane is distinct from its neighbors in Trine or Axes by its variance from that same Union. The Trine of Fire all bear the elemental dominance of Fire, but each vary in purity and energetic bias. The Outer Worlds' Trines and Axes are instead gradations of Ethos and Order. Each central Plane of Alignment forms a sort of focal point for its Trine or Axis. Other systems of coalescence occur but codifying them would likely comprise the work of generations and more books than most libraries can casually maintain. Planes generally have limited tangency with one another.

Layer: A Layer is generally a gradation with in a plane that is defined physically. Magically speaking the most obvious qualifying attribute is that it counts as its own mystic distinction and destination for a *plane shift* spell (and is generally the most specific target for it without specific permission to enter a Realm or demiplane) in contrast to its neighboring Layers. These vast expanses are thought by some to be collapsed Realms that were shaped by nascent Divinities that failed, died or merged into another entity. Others posit the gradation is a more subtle thing with a few key factors distinguishing it from other layers within the same plane.

Realm: A Realm is a segment of an adjacent planar matter to a specific Layer of a Plane. This adjacency

seems to vary in the presence of one or more Divinities that have taken an active role in defining its physicality. These Realms are much more difficult to enter unaided and most attempts to *plane shift* to them result in being transported to the Layer of its adjacency. Some special power components such as holy symbols or blessed planar keys allow trusted agents to enter and exit a Realm freely. Those that acquire such keys without the blessing of the overseeing power are often targeted by its agents for reclamation or worse. Realms are generally inaccessible via *plane shift* or similar magics with such attempts either bringing a traveler to a close-by Layer or failing utterly.

Sphere: A Sphere is a collection of Material space defining a shared supernature in the Prime Worlds. Usually this is representative of a group of Divinities or Eternals (sometimes both) that have an accord over that space. Often (but not always) such a distinction mirrors the physical space of a single star or starmass and its orbitals. Divine entities may restrict or alter the supernature of a plane to present the appearance and function of reality to those of variant cosmologies other than that presented here. Some spheres are bounded by physical barriers that present as crystal or glass.

Tangency: A point of contact between two Planes. Often accompanied by a manifest aperture like a portal, physical arch, or gate. This is not always the point, especially in the case of particularly large or subtle tangencies. Layers nearly always have tangencies to other nearby Layers in the same plane but conformation tends to vary from Plane to Plane.

Trine: The nature of the Planes as far as understood in Hyraeatan gravitates toward Trinity. Following this general rule, the natives of the City tend to group Planes into "Trines." Each Trine tends to have a "Pure" Plane and its relative "Connective" and "Dissolving" aspects. What each trinity means to its own inhabitants is often quite different from a Hyraeatan native but most dismiss these perspectives as tainted with energetic or ethical bias.

Vacuole & Vesicles: More common in the Inner Trines but not unheard of in the Outer, a Vacuole is a Void-space within the Layer of a Plane while a Vesicle is an extruded body of planar matter present in a foreign plane. A Vacuole may or may not demonstrate attributes of a different Layer or Plane entirely. If a Vacuole does not bear attributes belonging to another Realm, Layer, or Plane it is often present as a sort of an interior world sometimes being home to various creatures along its inner surface. Vacuoles and Vesicles are generally sought out as offering more moderate or altered variants of a single planar homogeny. Fire-dominant Vesicles can act as miniature suns or Air Vesicles that render solid masses of True Earth to become habitable. Targeting Vacuoles or Vesicles with *plane shift* and similar magics can be more difficult than targeting their Layer of occupation (they should be considered rare or unique planar components) due to their dual or non-Planar natures.

Demiplane: An emergent Realm, these planar tangencies are generally created artificially through the will of a being of sufficient power and skill. These planes are not yet solely under the province of a singular will beyond their relative anonymity and tend to display limits based on those relative to their creator. Prime World manufactured demiplanes tend to exhibit attributes similar to those of the Material Planes, while one created in the Trine Libria would likely display both mutability and celestially biased-ethoreaility.

Splinterplane: Most often a remnant Realm or untethered Demiplane, Splinterplanes (or simply Splinters) exhibit abnormal realities and often harbor phenomena vulnerable or dangerous to standard planar realities. Entities residing in such realms are often incomprehensible, hostile, or threaten life in other planes by their mere existence. Most Splinters exist in the shattered between-spaces of the multiverse collectively called the Void.

The Void: The spaces between Spheres and the Planes. Thought to be damage from the War of Creation, the Void represents dissolving or unresolved realities were no emergent will has attempted to assert itself. Without the divine influence the Void has no manifest Union and cannot present consistent reality. This expanse is ancient and nebulous, often inimical to unprotected life. Ships with magical augmentation can sail this space between worlds and stars but rarely present consistent accounts of their experiences.

The Tree of Forever

The Great Tree, the Green Forever or Yggdrasil. It has many names, but the Tree was at one point thought to be the metaphor for planar traverse, the path of energy from Source to the Beyond. It wasn't until later that Hyandil confirmed to her earliest apprentices that the Tree Itself was indeed an object. Speculation as to whether it was created by the expectation of the metaphor or a form of life that simply grew into the space between things has never led to definitive answers. It simply is.

Some scholars state its environs exhibit behaviors similar the nature of the Ethereal Plane. This seems plausible save its crossings in the Outer Worlds from direct sky to sky of the Trines with little regard to nature of either Correlation or Opposition. It simply goes where it seems it wants to grow. This behavior exhibits the cognitive thrust of the Astral Realm.

Its qualities suggest a sort of liminal state or even that it is a Transitive Plane itself. However the susceptibility of it to local realities of the Outer Worlds or Elemental Spheres it touches are evidence that this is a poor match as well. The dominate theory of most importance to Hyraeatan is of course that Yggdrasil has a relationship with the Lattice. The two do seem to exhibit many signs of linkage save the coming of the Aldran Apocalypse

which damaged the Lattice with little impact on the Tree. Perhaps as the source of reflection, as many assert is the case, it is inviolate regarding the fate of its Shadow.

General Laws of the Planes

Balance

The multiverse seems to crave Balance, or at the very least, be bound by it. The Elemental Planes come in opposed parings and with preferred allegiances. The Ethical Axis pits Good balanced against Evil, the Axis of Balance weighs Law against Chaos. Each ethical Trine bears an antithesis. All the motion of creation seems to reflect this concept. This law is especially held sacred in Hyraeatan where imbalance can have dire consequences for the City.

Witness

Very few places do not know Witness. Even the most pure planes of destructive flame and the endless death of the Negative Energy Plane have some sort of life (or unlife) that watches their progress through eternity. Some scholars insist that this is a requisite for reality and distinctly required for the Definition that matter and energy experience on their path to the Prime Worlds and beyond.

Inner Trines & Axes

The Inner Worlds are generative and radiant. They appear to represent the division of the infinite into the resolution of the Prime World. Generally they are the purest expressions of energy, matter and essence. These Planes are considered by those in the City to be the Origin of All. They tend to refrain from crediting the gods overmuch with Creation citing the relative mindless nature of the Inner Worlds. They consider the Shadow Plane the Dark Jewel in the crown of the Inner planar structure. A reflection of regret before the matter of the Prime World becomes hopelessly tangled with the spiritual energies of its inhabitants.

Outer Trines & Axes

If the Planes of the Inner Trines and Axes are the Origin of All, then some would say the Outer Trines & Axes are the Destination of All. While this is both reductive and simplifying, the fact that the Prime Worlds fuse liminal energy and consciousness to matter is undeniable. This "biased" flow then resolves in a finality that creates the aspected realms of the Outer Planes. Most residents of Hyraeatan are highly cautious when dealing with these Planes and Realms as that they are seen as hopelessly contaminated with intention and agendas.

Connective and Dissolving Aspects

It is illustrated in the Inner Worlds that the Prime Aspects of the Elements (Fire, Earth, Air and Water) exhibit both a Connective (Positive Influenced) and a Dissolving (Negative Influenced) secondary Aspect Realm. These three realms (True, Connective and Dissolving) are the basis of the Elemental Trines. Oddly, the same logic applies to Ethos and Balance in the Outer Worlds each Connective Aspect serving as the Dissolving Aspect of the other. Some go so far to try and envision a larger relationship between Trines (Infernal Mirroring Fire for instance) but these individuals encounter difficulty sustaining their theories in the greater model where the similarities end.

The Planes

Areas of Definition from Source collect or are gathered into what mystics and sages call a Plane. For lack of a better measure a true Plane is said to have achieved an infinite state—one where in the expansion of being exceeds the expansion of awareness. Or simpler it grows faster than it can be explored. A child in the Freeschools may posit that this seems silly, for what rate can exceed the expansion of Life? But then that child would have to understand the enormity of what is to grasp the consequence of even a single increment of radial growth.

Note: Each Plane or Trine has a descriptor for visiting characters of the aethernaut class.

The Elemental Trines

The Peoples of the Multiverse have argued that the Elemental Planes are not real. They state that in fact they are expression of Negative Energy acting on Positive source to render specific results. A place where fire happens most or earth crusts up fastest. It is unlikely that these people have seen the Maw of the Everburning Pyre or fell breathless in a cavern so large as to be mistaken for the night sky. The Elemental Planes are most certainly real. Most travelers to these realms are confused as that the places they visit are dots of impurities in nearly endless seas of uniform elemental energy and matter.

The Trine of Fire (Fire)

The Triad of Fire is generally found to be inhospitable to all but the most elementally pure of primal beings. Efreeti, dragons, and fire giants have been known to wander its ever-burning contours. The legendary City of Brass joins other kingdoms that stand as small points of safety from the dangers of the True Flame. Whether that safety extends to the motives of its inhabitants is another matter.

True Flame

The source of fire itself, many confuse it with its origins in the Axis of Source. Nearly as many attribute its nature solely to the Positive Plane. Nearly all extraplanar visitors who visit this plane visit the City of Brass, home of the Embershod Princes of the Court of Flame. Each cycle of rule a grand High Prince is risen among them seconded by his chief rival to serve as Vizier. The clashes of these egos have fueled the epics of worlds as far away as the Frosted Caps of Inglia in Phyllia.

Plane of Ash

Swirls of lightless choking ash and softly glowing ember, the Ashen Realm is considered the Negative marked (Dissolving) analog of True Flame. The presence of twisted genies bent on murder, corruption and darker vices seems to confirm this. Their great Cities war with one another, each trying to rival not one another but the efreeti's City of Brass. Inroads from Abaddon, and the Hells have been made to corrupt this plane of singular power due to its somewhat tainted nature. With fiendish support, the day may come when one of these City-States of Ash rises to dominate the others and set their sights on another Great City beyond the Plane's choking skies.

The Endless Light

The Plane of Radiance, Ayra or simply the Endless Light is often confused with the Positive Energy Plane to the novice planeswalker. Its ambiance is blinding to the vast majority of creatures that find it and most creatures need special protections survive unhindered. The plane is one of those that holds relatively little matter. Diminished areas of "weaker" light are often flooded with rainbows of prismatic energy and some speculate connection with the common spells like *prismatic sphere* or *color spray,* and those locations.

The Trine of Air (Air)

Mistaken are the travelers that assume the Trine of Air is naught but empty space. Even Void has its share of objects hurtling from their point of entry. From floating islands to the cloud castles of giants, one can find a place to stand if they have the skill and determination.

True Air

Often affiliated with boundless imagination and wonder, the horizonless sky of Air is a thing of joy to many a first visitor. They clearly are unaware of those who have starved to death falling through its majesty. Cloud giant keeps and djinni cities are welcome reprieves and necessary navigation aides to find one's way in the Endless Winds. Experienced navigators have been known to take a skyship from such places, skirt the Shoals of Dream and descend into the Sea of Shadows.

The Vacuous Realm

When the Winds of Air falter and cease, one has reached the edge of Void. The thinning of breath and coldness of the air are often the only warning for a flying vessel or creature before plummeting into the airless hell of the void. While directionless and shapeless, the average of time and distortion mean one of two things in the Place that Is Not, death from collision with some other (probably larger) object or a plunge into the boundaries of the Negative Energy Plane (likely long after breath and sanity have fled).

Plane of Storm

The Connective Aspect of Air is anything but Harmonious. Thought to be a volatility caused by the

The Vacuole Mines & Vesicle Moons

The actual number of mines within the Plane of Earth are likely without number but three in particular of great importance to the City of Seven Seraphs. These sites were sundered with powerful elemental energies to free moon-sized masses that hover in permanent tangency to the City, while leaving Vacuoles behind in the True Earth. Portals linking each still exist between "Moon" and Vacuole and each are still thought of as a single mine. Collectively called the Vesicles Moons and Vesicle Mines they are individually: the Quarry, the Mintmake and the Annex of Avarice.

- **The Quarry** is a vast granite deposit where over have of the "truestone" of Hyraeatan was dug from. This material has value as that under the Radia's light it is predisposed to maintain its own reality as opposed to the whims of Shadow's reflective nature.
- **The Mintmake** is the source of the common metals of the city including the Iron District's namesake deposits of iron. Originally fused to the City by Aphora the Pyre, the Vesicle's presence was believed to be a deterrent to the fey kinfolk of Hyandil.
- The **Annex of Avarice** is thought to be the capital of a Shaitan empire. Centuries of earth magic brought irregular and unlikely juxtapositions of metals and stones to shape the massive metropolis. Though abandoned, the presence of its earth magic in tangency to City is believed to have much to do with the oread births so common in the Irons District.

"Do the rocks of our moons cry for the Earth they left behind? Or do they fly free, envied by the stone that remains?"

—Ursihiria, Descendants of Dream

relative disparity of mass and energy of the connective space, the force of air seems to make up for this lack in savagery. Arcs of Lightning span lengths longer than most Prime World sky lines and the wind carries shrapnel with force sufficient to flay ancient wyrm.

The Trine of Earth (Earth)

It is common to dismiss the Dense Deeps as resolute and impenetrable, an inexplorable mass of stone. While this is true of countless tracks of solid stone, buried within its depths are countless vacuole worlds and geode towns that rival the Spheres of the Prime Worlds.

True Earth

Many struggle with the concept of Earth as an energetic plane. The Thunderchildren will demonstrate the potential of a boulder to fall and crush those below it or the seething batholith of pressure contained by the weight and magnitudes of stone simply being. Potential energy and strength are the hallmarks of this Layer and its genies exemplar both.

Plane of Gem

The formation of greater structures and crystalline forms is indicative of this planes Positive influences and its proximity toward the Defining motion of the Prime Worlds. Gems of sufficient size are easy to use as foci to enter in the Sparkling Forever. The creatures of these Layers are frequently found poised with the patience one might expect of stone. Studying the first glimmers of life matched to physicality they often experience powerful psionic or psychic epiphanies. While affiliated with True Earth some say that the strange creatures called xiomorn hail from this Plane.

Plane of Dust

A perpetual midnight dark desert, the Plane of Dust is the Dissolving Aspect of Earth. Its interjectory promontories collapse slowly and are called the Everending Stones. These darkened, crumbling

mountains of irregular stone are often home to homes of dark djinn and assassin spirits. Rumors persists of exiled air elementals who where banished to this dread desolations and now live in the command of the Sons of Thunder who call them the Hunting Winds.

The Trine of Water (Water)

The Blue Beyond is often thought of as the most simplistic of the Elemental Realms. While in some ways this may be true, that simplicity is said to cause the medium of water to have unique properties, its place in the nature of creation making it hold the power of fluidity itself. This may be somewhat romantic a notion but magical researchers have verified on more than one occasion that certain magics, particularly the discipline of Chronotheurgy has an easier time functioning in the Shoreless Sea. This may explain the mysterious artifacts sometimes encountered sinking within its Trine.

True Water

The Depthless Deep, the purity of Water is strangely among the most violated of the Elemental planes. But despite these countless denizens infiltrating its depths travelers have claimed to journeyed for weeks on end and still never seen another living thing in the trackless surges. Strange currents seem to sweep the sunless sea often speeding the way of travelers wise to their ways. As many travelers say that the careless are spilled by these currents from the plane to drown in the depths of Ooze or cast into Storm.

Plane of Ice

The Endless Ice is known to many to be a sort of planar boneyard. From lost galleons to strange clockworks, wreckage seems to freeze into layers of similarity in the layers of Ice. Strange gaps in these formations have often become the heart of wreckage-towns and salvage-cities deep within the Frozen Hearts. Among these the Steamwalker-allied Cracklecog and the Mausoleum Pit of Ynxilli are both significant destinations to Wardens and others traveling the Lattice.

Realms of Water

Cracklecog

This strange conglomeration of wreckage was made from the hulking remnant of a great submersible which had become home to a plane-lost group of adventurers. In time the vehichle, originally modified to melt and propel itself for use in rescue operations, grew through additions and other attached vehicles into a type of mobile salvage station. Now powered by microvesicles from the Trine of Fire and the Plane of Storms, the settlement's become a leading starting point for many forays into the Dissolving Aspect.

The Mausoleum Pit of Ynxilli

Many citizens of Hyraeatan think Duxandus quite clever. The Icetomb was an ingenious solution for a city that needed stable land to build more than to bury the dead. A massive excavation of ice cut tombs, the Masoleum Pit is not just where Duxandus discovered the frozen necromancies to preserve the dead, but also, if rumor is to be believed where he learned necromancy in the first place. As a Dissolving Aspect of Ice, the plane is precariously tangent to the Negative Energy Plane. This fact was not lost on the cabal of necromancers that trained at the Pit. A single shard of Ice said to touch the Door to Death draws a dark stream of power to a single needle-like point. Rumor states that a single prick of the ice will change the living to the living dead and that it was here that Duxandus shed his mortality to join the Circle of Six forever.

Plane of Mist

Often difficult to distinguish from the calmer portions of the Plane of Storm, the Plane of Mist is mostly thick, sightless fogs. The composition, color, and other qualities of vapors seem to vary greatly. Sylph separatists fleeing their ancestral Djinn masters sought out the Mist to found Vaporhome. An enormous earth vesicle that was carved, mined and worked for generations, this floating fastness is now a center of artificery and magical fabrication.

The Axis of Source

The Axis of Positive and Negative Energy planes is generally a theoretical discussion with them and their hypothetical plane of balance being very difficult to visit and survive. Most information the scholars of the City have attained for the Negative Plane came from undead explorers from the Parities, the Bookbinders and Icegrave for the most part. The other Parities tend to keep the costly fruits of such explorations to themselves.

Positive Energy Plane (Positive)

The flood of infinite light that is the heart of life itself, some scholars say that the Positive plane is simply an ocean of nascent souls in various states of formation. Others say that the energy of life is more complex citing native creatures and resolved realms of proto-matter. The House of Heights refers to the origins of souls as the proof of sovereign self and the fallacy of the Vengeant Gods the call Divinities.

Negative Energy Plane (Negative)

The devouring hunger of the Negative Energy plane has long frustrated scholars and mystics. Its energies seem antithetical to Life yet follow similar patterns of organization, allowing for negative images of spirit to be shaped in the hollow of the dead or by the lingering psychic imprint. Some attribute this to merely being the intake of the energetic pull, a calling of Life to return. Others point to the ease with which it binds to material objects and strengthens them as counter to this theory.

The Source (All)

Another controversial concept, even the scholars of Hyraeatan do not agree on the nature of Source. Some see this plane as a simple reactive boundary between the Positive and Negative Energy Planes, a sort of liminal zone where newer demiplanes of pure essence resolve and then dislodge when they reach some critical state. Pro-Source theorists claim that even the Elemental Planes

were (or are) part of this plane. Extremists maintain that the Positive and Negative Energy Planes themselves are emanated by the Source itself being resolved and split from some other state. The mystery is made less clear in that traveling to Source is said to require movement "against the flow of magic" requiring special preparations that often diminish the chances of return.

Axis of Liminus

The Axis Liminus is the collective term for the Transitive Planes. Each plane seems to mirror the Prime Worlds with slight variations of energetic themes. All of these planes seem evident in Prime World magics of travel and summoning. Energies passing into the Prime Worlds tend to flow through the tides and currents of the Ethereal Plane, where energy leaving the Prime Worlds tend to traverse the Shining Void of the Astral. The Shadow then is shaped by the reversive elements of these passages.

The Ethereal Plane (Ether)

Flows in the Ethereal tend to follow the path of Definition from the primal Trines and Axis of Source to the resolved state of the Prime Worlds. While tangent to multiple planes of existence, the Ethereal is primarily known for its elemental tangency, its demiplanar Vesicles, and its bordering of the Prime Material Plane.

The Astral Plane (Astral)

The Shining Void is also called the Plane of the Mind. Thought to be the energetic space within the cognitive process of Prime World (and other) beings is made manifest. Its silvery shimmers may well be the connecting lines of minds to bodies throughout all of manifest physical thinking creatures. The plane is mostly empty save for swirling walls of color reflecting the perceptions of the multiverse's consciousness, the congealed masses of failed divinities, and the matter forcible shunted into the thought-scape by mentalists in the Physical Realm. Species of psionic raiders are said to make easy prey of travelers who do not take adequate precautions.

The Shadow Plane (Shadow)

Shadow is perhaps the most misunderstood of all planes, or at least the citizens of the City of 7 Seraphs would have the multiverse believe. Its complexity is the silhouette of all things and arguably itself is as difficult to understand as the whole of reality all by itself. Focusing on the simple truth that all things cast themselves to one level or another in Shadow. The Lattice, oft thought to be the Shadow of Yggdrasil, is then the path to everywhere but yet solely exists in the Shadow Plane. Each coil terminating where a world was, is or perhaps one day will be. (For more on the Lattice see Chapter 1 and the Worlds of the Lattice section of this Chapter.)

That said there are vast infinities of the Shadow that do not know the Lattice and many places where the negative aspect of Source boils beneath the shifting gloom like cysts and tumors riddling a body that never quite dies. Other courts of kytons, allips, and shadow fey fill these bleak expanses.

Outstar

Before they discovered the City of 7 Seraphs, the Eternal Dawning had already become familiar with the Lattice and the flexibility it offered when crusading on behalf of their fallen homeworld. While many sought worlds like Aldra as new homes from which to seek a cure for the magical plague that befell their own origin, others took a pragmatic approach and built an outpost along the edges of one of the greatest of the portal plazas the dawning had secured.

This settlement, called Outstar by the Dawning, was designed by the Daestari in partnership with Xo psions to shape a pale luminescence in the Endless Gloom. Meditation chapels filled with gifted mentalists drive back the dark and allow for the training of new trinity knights and angels in the tradition of the crusaders. While many of the Eternal Dawning leadership prefer this outpost to the Tower of Jewel in Hyraeatan, few can deny the growing cases of children born with touch of the Shadow and many baring traits similar to the Fade of the Old City. Pressure to commit to Hyraeatan or find a new homeworld has begun to mount and the Jeweled Lords are finding accord more difficult than ever.

Outer Trines & Axes

The Post-Prime Worlds are inextricably linked to the spiritual biases of the people who live there. Sages speculate that this is due to the effect of the Prime Worlds as a filter on the energies and matter flowing from the Inner Worlds through their spectrum of experience and further defined as it resolves in the Outer Worlds. Thus the affairs of men are ever the affairs of the

Outer Worlds. Similarly, the formation of vengeant Divinities requires constant attention and meddling with the Prime Worlds to maintain.

Trine Celestis [Good, Law]

When the people of the Prime Worlds think of the Good Place where souls of the worthy and dutiful are bound upon death, it is likely they think of the Trine Celestis. There are many reasons for this. The messengers of Celestis are bound by many Laws within the multiverse. Such Laws lend them a consistency many other creatures and places of the Outer Worlds do not have. The angelic figure while not exclusive to the Heavens has become the hallmark of Celestis and people trust and accept these creatures as agents of Order.

The Heavens

The Seven Realms of the Heavens have earned no small enmity from the City. Crusaders have shown up on more than one occasion seeking to punish Hyraeatan for its "hubris" in emulating the angels of the Seven Mounts. The assumption that Shadow is an Evil and not a Balance has lead to endless acts of bias and intolerance by the Citizens of the Seven Rewards. Failed early attempts to secure places with the Heavens by the House of Heights has led many to believe there is ill intent between the Eternals and the Divinities there. Most Eternals explain that this is a simple misunderstanding that will be resolved in the fullness.

Heaven of the Singular, Luneria

Said to the be the Heaven of those who did good despite Duty, Luneria is said to be a Layer of pale spheres given over to the souls of those who took upon them the Lonely Good. Each of these spheres is said to hold a perfected palace of specific, sculpted beauty tailored to the soul who earned their place. Each orb is said to be kept as a seed, to hold in keeping should creation need a new order not of the one before. Below rolls the surface of the Astral

Plane, looking to those in the Orbs of Luneria like a vast ocean of silver.

Heaven of the Swift, Mercuria

The Rivers of Mercuria are said to carry the "Lifeblood of Good Itself." A more scholarly view would be that a particular form of Astral-congealing results is rivers of near gravity defying liquid of silver hue said to grant the Layer its name. Many mistakenly assume there is but a single winding river when they first arrive but those spending any time along the shore or on the Golden Barges of the Worthy quickly learn this to be false. These rivers swiftly carry the just and true fallen of the Prime Worlds to countless Realms of Divinities sworn to valor. At some points these Rivers are said to connect to those in other Planes, drifting between the Twins of Lumina, the Fields of Elysia, and finally rushing free in the Trine Libria and its Planes.

Heaven of the Beloved, Venuria

This Heaven is for those who put Love before all things living by vows of the heart, the rings of binding or promises of intent. The Layer is rolling and expansive predominantly characterized by gardens and topiaries that intersect as much or as little as the vows of intention allow. While gardens and mazes are common there are also regions of the plane said to be wide pavilions, grand buffets, or enormous corridors of shared passage.

Heaven of the Harmonious Joy, Solaria

Rings of living light dance across the skies of the Solaria. Each is said to be a chorus of souls locked in song, debate, or lively storytelling. These souls are like-minds allowed at least to see each other from disparate times, worlds, and Layers. These perfect balances take their theses from life and refine them into divine truths, celestial hymns, and languages of liquid light and miracle.

Heaven of the Just Warrior, Martia

Those who died in war consecrated by the Heavens may enjoy their storied Reward here. The Palaces of Blessed Excess are said to bear fruit so scandalous that demons would pale at the satiety of wanton pleasure and appetite. These warriors take reprieve as only those who have lived in denial can, and if this time does not cool their souls hunger there is said to be a canyon beyond the Palaces that will lead them Below to Nullus and Concordia where they may pursue Reward forever should that be their need.

Heaven of the Crowned Servant, Soveria

The Gilded Heaven is said to hold the souls of those who took office or served justice in the worlds before. These souls walk bejeweled streets of platinum, silver and gold. Each community there structured around grand towers where the souls of the dutiful can be refined, impurities burned away and then embellished to join the ranks above as Archons, Angels and Deva.

Heaven of the Prudent, Tempria

Few who have entered Tempria have ever left its height but those who have describe a curious place. A township or village of smaller size yet no definite bounds where the agents of a great force of good plan their actions. They claim the residents who are empowered there, those who can see truth understand that this simple place is but a thin veil to the eyes of those humble souls who deserve the Reward but are not yet sufficient to its spiritual glory.

Heaven of the Angels, Throne

Here sit the High Archons watching over Heaven's endless bounty. A Realm of impossible peaks and floating cloud-borne palaces of light and gold drifting through a sky of perfect blue. The moment one forces the Archons to act is said to sound like thunder a thousand times over and the motions of the Glorious are as to suns aflame.

Lumina

The Realm Radiant is divided between the Shining Sister and Brilliant Brother. These two god-lands rotate in perfect orbit with one another. Casting light the other reflects or perhaps sharing only what they were given in the creation of the Dawn Serpents. Some think they are the seed of a new creation, sleeping until the day they are required to begin anew. A great river floats, ribbon-like in the space between them, brushing each in turn, some say

it flows from Heaven, others the Roil, whatever the Truth it both divides and joins the two lands.

Secanna the Shining Sister

Each of the Sleeping Twins radiate the power of Life Itself, giving rise to majestic forests that covered the start beauty of their sleeping forms. Scholars claim that each has its own life and they say, those who keep such opinions that is, that Secanna's flora and fauna are more exotic. They possess complex adaptations that while seeming to bare nothing but function at their heart favor striking and dramatic morphologies. On her form males are born slightly more often than females.

Bythos the Brilliant Brother

While Bythos shines brightly in the sky of Secanna, there are those that claim its stark beauty and savage creatures are the fairer twin. The creatures favor function over grace and even the most frivolous seeming anatomies are deadly weapons or cunning defenses. It is rumored that on Bythos' shoulder one can find the seedlings of Yggdrasil, a forest of new World Trees waiting to stretch beyond into the skies of a new creation.

Trine Infernal [Evil. Law]

The Planes of the Infernal Trine principally rely on the imposition of will on another earning this second name of the Trine of Tyranny. The planar homes of the kytons, the devils, and the asura are found in these hard realms.

The Vile Geometries

Ancestral home to the kytons, the Geometries are thought to be the spiritual realm of those who interpret the Edicts of Order to their own benefit. This might be best typified kytons obsession with natural law and their endless attempts to exploit their own potential evolutions.

Globus

This endless void of darkened moons, the skies of the Layer are so choked by razors of black metal and ice as to render those that travel them into naught but shredded meat and frozen remains. The moons themselves seem to orbit one another in time to eerie choral emanations that are thought to be the cries of the Kyton Archesty thrashing in their tortured cages at the hearts of their lunar prisons. Of all the Geometries, only Globus seems to relate to other Outer Worlds beyond simple adjacencies, its moons seeming to share some timing with those above Nyctus.

Quantus

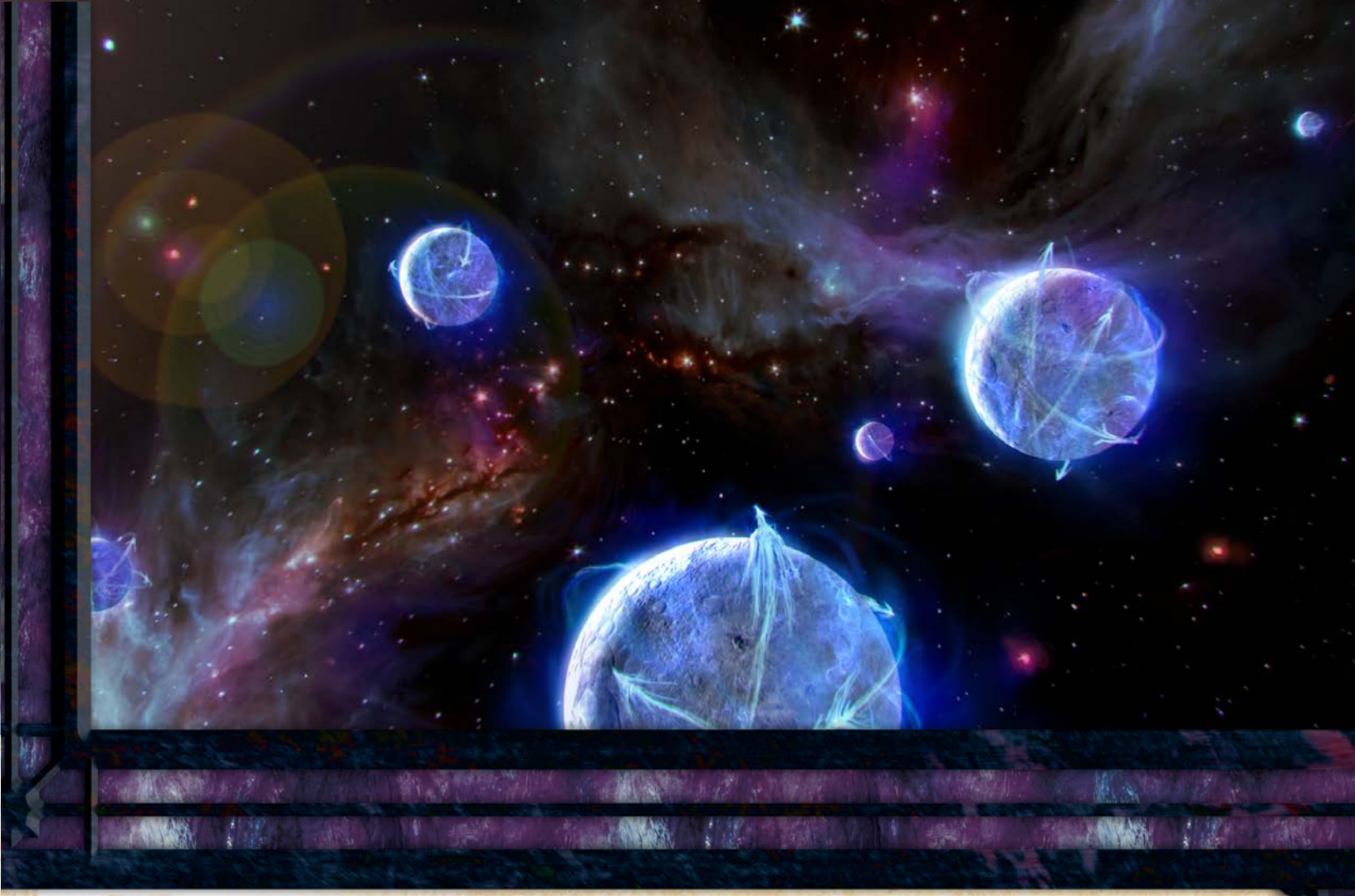
An inevitable experiment or kyton trap, Quantus arose from the Tangency of the Trine Infernal and the Grand Machine. The cubic landscape is constant flux between conflicting organizational structures that cause them to reorganize at different intervals, bringing disparate planar civilizations into contact and escalating hostilities. The only aspect of Quantus that seems resolutely locked are the confines around the kyton Realm of the Black Pits, home to the Apaths and their nihilistic designs. Sages have posited that this is either a prison or a defense but none are certain save perhaps the Apaths themselves.

Trinus

The prevalence of triangular geometry in this plane is seemingly symptomatic of the Geometries ties to the Grand Machine and the power of Law itself. The energetic discharges in the plane resemble lightning but seem to be predominantly psychic energy. The Kyton courts of Trinus tend to be particularly interested in psychic phenomena related to pain and have been known to interface captives with the energetic emissions.

Isonus

The harsh geometrical aspects of the other Layers are completely in evidence in Isonus, but as border, wall, and barrier. Isonus itself has been described by visitors as a massive metallic labyrinth in varying states of corrosion and disrepair with occasional spaces as fresh as new blooded surgical steel. Murmurs, whispers, and hissing choirs seem to echo this ancestral domain of the Kyton. Rumors persist that some of the most powerful artifacts in the Planes can be found within Isonus often at the heart of diabolical puzzles and traps



The 9 Pits of Hell

Given the devil's efforts to recruit and exploit the mortals of the Prime Worlds, the Prime Worlds often find among Hell the most popular or well-known of the spiritual realms. Differentiated as those who command Order for their own benefit and change the shape of it to suit their needs, the rigid hierarchy of the Pits appeals to the organized mind and are often romanticized by the foolish. The truth, as such it may be called, is that the devils of Hell are lies made flesh, the false intent of true words, and the edge of Law without the hand of mercy. While these Layers are presented in "order" not even a freeschool child in Hyraeatan would count their order for meaning or rank among evils so absolute.

Asphodel, the Bloodbloom Fields

Also called the Honest Hell, Asphodel is the marshaling field of the devils. As like to be a lethal training exercise, the remains of incursions from other Trines can be found littering the grounds so thick as to stain the earth of the Layer a blood red. In the still moments on stretches of ground too far away from a current conflict fields of blossoms rise strong from the blood of the fallen, stark bone white with marks of crimson. Maidens under the watch of a pale goddess are dispatched to find these flowers at full bloom before battle tramples them to oblivion.

Dis, the Iron City

Oddly, the City of this Infernal Layer seems to far and away outpace its brothers when it comes to popularity and interplanar commerce. The smoldering roadways and fastnesses have a cruel order that inspires many minds keen on Law. Visitors from Hyraeatan have occasionally remarked on the haunting familiarity with some key structures and waypoints through the Duke's Dominion and more than one sage has speculated that the Circle of Six or an early group of Wardens may have placed Anchors in the Iron City. Whispers place this domain once in the grasp of the Vile Geometries and its denizens but control has clearly left their hands were this ever truth.

Plutus, the Golden Hell

The gilded streets of Plutus seem to overrun with opportunities to profit, sudden windfalls, and barely legal schemes to reap absurd amounts of money (often from

the suffering of another). So happy are the inhabitants at these gains and "blessings" they usually fail to note that each fat golden coin seems a little heavier than the last. Soon their new found fortunes settle like weighted collars around their progressively sluggish movements, pockets sagging to the point of tearing. Most petitioners soon find lodges to protect their gains.

The Stygian Marsh

Sinking structures choked with slime provide what small reprieve this Hell grants from muck and rot. These vanishing remnants are the sites of violent turf wars and escalating raids to claim what little safety and relief there is. Stories have it that when a decisive victory seals possession of one of the sinking ruins that another grander City-husk appears, sometimes violently rupturing the surface of the bog, or more dramatically crashing from far above to crack and snap before slipping beneath the slime to join the older remains. The black waters of the bog are said to be the headwaters of the Styx and draw away the memory of failing to encourage the battles to renew each day.

Malbolge

The Giants of Malbolge brace its namesake between their mighty hands elevating its masses above the Stygian Marsh. Chains strain to support the craggy city's mountains and link the isles one to the next, many vanishing upward to anchors unseen. Few can say whether or not the ancient bedrock is being thrust upward from the depths to be spared some further damnation or if in fact the titans struggle to bring it down among them to destroy the damned souls seething its walls. Perhaps factions among them do each. Scheming archdukes have thought to reflect the titans into the City, but thus far only the great shadows of the creatures have been seen flailing before the forces of the Occlusion rent them asunder.

Phlegethon

The River of Blood that gives this hell its name is so hot with the evil of sin that it burns. Many mistake it for magma and some say it can melt stone. The channels of molten blood have cut deep canyons and canals through the basalt of the plane and provide the light the fiends illuminate their tortures from those unfortunates in their care. Legend holds that the Blood of Phlegethon can elevate a fiend to a higher ranking morphology should its acts of evil render it sufficient to be smelted into a greater form. The Chrysalis Covenant has sponsored more than one expedition to collect samples of the blood to investigate its transformative powers.

Anviolus

In this terrible damnation, the chained ranks of fallen souls await the opening of a large stone door said to lead into tomorrow. When the door opens, the damned can witness what comes after them in the Material Worlds. Beyond the moment when Tomorrow's Door is open, the denizens are blind, eyes blackened and shriveling to naught from so desperate being opened to see a glimpse of what is to come. While the door is closed, the blind souls make for easy torture and sustenance for wandering devils as the clamor to see the next view of the future they left behind.

Malashiem

Here lies Malashiem, a Hell of broken ruins and burning lakes, steaming mountains shattered in the punishment of the Wicked. For each great act of Evil, a monument of Sin is cast down to this place, shattered and wracked. And the damned here fight violently to reclaim the glory of these cast down kingdoms. Among them the lost wonders of a thousand twilight empires are there for the taking assuming one can survive the natives long enough to make a proper search of things. Warden teams are occasionally dispatched here to search for signs of ancient artifacts of interest to the Parity Council.

Cocytus, the Four Treacheries

Said to be among the deepest of Hells, the frozen block of Cocytus is reserved for those that break the most solemn of oaths. The Traitor's Hell is believed to be as dark as it is unfaithful. Somewhere in the black below all sheets of ice and endless cold, four citadels mark the resting place of the souls of those worst of traitors.

The Mounts of Muspell

Thought to be the broken body of a giant so great not even the titans knew the whole of it, the Layers of Muspell represent the evils that must be contained for Order to prosper, and to serve as a "built-in" end should Order fail itself. Surtur and his burning children are thought to reside in the deepest shadowed mount of Muspell's broken peaks.

Helheim

The first of the Three Great Underworlds, the Mount of Helheim is where Hela's Realm and many of the other gods of the Sovereign dead reside. The Cold Crowned dispassionately rule over what must be and keep their vigil over mounds frozen and black. Many believe that

Duxandus keeps open communication with this kingdom but if so it is a secret the Icegrave Enclave alone possess.

Nifhlheim

Here stride the giants of Frost and Fel. The old children of Thrmm and the lost sons of Jotunheim. The Citadels of Ice and Steel watch remorselessly for the moment when the cause of Order has failed to become one of the Twin Dooms. The ice giants are often accused to trying to hasten this end and are frequently censured by the lords of Asgard.

The Throne of Surtur (Fire)

Also known as Deep Muspell or Muspelheim, the Throne of Surtur is where the Fire Giant god-king waits with his burning blade to stride to the Liminus and cleave the Lattice from Yggdrasil and shatter all of creation. Surtur's Realm is only one of numerous Divinities of apocalypse, foretold doom, and earned destruction. These entities are known to be restless in their charges and many can be bartered with for even casual diversions.

The Hollow Homes

The Realms of Dead Gods host another threat to creation—the asuras. These broken aspects of failed creation still retain much of their near perfection and are driven toward dark deeds in the shadows of their fallen dominions. Strong tangencies between these cavern realms to Hell lead many to think of them as part of that Plane rather than Muspell.

Trine Libria [Chaos, Good]

The Trine Libria is the resolution of energies that place the individual over the whole and freedom over Order. These Layers include the homes of the azata and elven hierarchies and many divine families that hold their thoughts close and wear their emotion on their sleeves. A strange aspect of this Trine is that unlike its Abyssal counterpart, the "heart" of the Trine seems to shift between its three Planes, each shifting slowly through extremes of Chaos and Good.

Asgard

Scholars argue if Asgard is an orbit of floating islands shaped chaotic matter manifest around the divine Realm of Valhalla or if Asgard simply calls to the bloodied battlefields of the other Realms. However the actual truth may lie, the two kingdoms seem to functionally be the same with the Valkyr riding or flying the breadth of a Plane so large no Eternal or Divinity could master its entirety. The Gods of War from many Pantheons and Realms are all in evidence but some find more comfortable homes in places like Muspell or Lumina.

Valhalla

The Endless Fields of Valhalla are the shining reward of the Eihnar—the glorious dead who fought for passion and freedom, falling as they defended their homes and loved ones on their own terms. An idyllic mountain paradise, the valleys of the Realm are full of hot springs, cool mist, and abundant food. This place is also the home of the Valkyr. These creatures are among the primary counters in the ancient tome *Enseraphio*, contending the authority of Celestis and the ownership of the Seraphic Form. They have come to the defense of the City on more than one occasion when the Crusades of the Just have strove to attack Hyraeatan. This tension increased among Libria and Celestis is but one more reason for Heaven and her allies to despise the City of the Lattice.

Prima

Prima is both the name of the Plane and its first layer. The primal Layer is where most of those who find the plane end up

The ideal heart of purest nature and the Definition of Life in its various forms, Prima is the land of the Wild Hunt and Gods of the Forest. People often mistake it for some of the Layers of Concordia or vice-versa forgetting that Prima is an ideal of the natural world rather than the balanced view. Prima's animals reach their potentials faster and find ways to defy natural limits and checks and balances. Some are sentient, can speak, and can work spells of magic.

Ansos

Rarely seen and less so visited, Ansos is a realm of twilight. Some merely assume it is a transition between the first Layer of Prima and its darker aspect Nyctus. Those who have traveled the Layer have discovered otherwise. Baying howls in the dusky light signal the beginnings of a hundred hunts. Souls who have not

reached their potential may find themselves lost and stumbling in the gloom. The Hunt seems to hone in on these individuals, forcing them to find new capacities or face the maws of whatever beasts have taken to their scents. Survivors of the plane split evenly between those who found new strengths or skills, and those who stopped to help another escape.

Nyctus

A night teaming with endless hunts and whispered secrets, Nyctus is most often seen as a Layer of cautious revelation and sly stalkers. Sometimes the moons of the Layer come into alignment and the passions of the Layer's inhabitants are driven to a wild blood-frenzy. This convergence is seen as the apex of lycanthropic energies of the Outer Worlds and is claimed by various gods of change as their own sacred event. Most scholars agree that the phenomenon is more likely to have predated all but the most ancient of Divinities. The moons' wild orbits still do seem to share timed convergence with the pattern of those found in Globus on the Vile Geometries.

Phyllia

Each of the Layers of Phyllia is said at their heart to revolve around Passion, Love or another Great Emotion. Many pantheons find themselves having a presence in the hills and woodlands of this celestial paradise as that the love felt by the divine is more than sufficient to shape the plane to the needs of those passionate souls. To further confuse the mortals of the Prime Worlds, some pantheons have called Phyllia by the name Elysium, much to the consternation of the residents of the Axis of Ethos' benign Plane and the anger of the Azata who find it offensive to be compared to those who champion mercy before action.

Inglia

The Snowy Slopes of Inglia are rife with pleasant opposition. Warm sun seeps bone deep above glimmering fresh-fallen snow. White clouds drift, emptied of burdens that must surely have fallen before a travelers arrival while stark skies of blue sparkle between promises of a new day. Below flooding valleys find impromptu rivers moving over firm terrain free of choking mud or silt. Each incongruence of the moment finds unlikely pairings and attracted oppositions exemplared in the world around them. Circles of Norns find their way here at sunset or sunrise and read the fates of men under stars and sun alike.

Aglia

The Golden Ocean is one for those who live by the dictates of their hearts. Oft contrasted to the Heaven of Venuria one might argue endlessly which bore a more true nature of love. The Isles of Aglia are thought to be formed from a unique expression of a manifestation of a divine bond of mutual love. They are rich rainforest paradises with strange blooms and new creatures to behold from each one to the next. Some believe some Mother gods travel these Isles experimenting with new forms of creation. Alchemists and healers from the Chrysalis Covenant have been known to search the lush islands for new cures and discoveries as well.

Olympia (Rhi-Azana)

The home of many deific pantheons this Layer is a collection of primordial forests and majestic mountains. It is said that one must trust to their hearts to navigate the deep woods of the Layer and that trackers attempting to ply the lore of the Prime Worlds or to seek after trails find themselves hopelessly lost. The impossibly tall mountains can be navigated better by those brave of heart over those strong of arm. Those of evil hearts often find themselves in far greater danger than being lost as that natives of the Plane seem to be able to scent sin as though it was an odor. The Realms of the Olympian Eternals and their splintered Divinities can both be found here, as can many Azata Rulers.

Trine Abyssal [Chaos, Evil]

Some speculate that in the earliest days the Trine Abyssal was simply one giant homogeneous mass. A cluster of worlds bound by madness, passion and evil. This may even still be somewhat true in that natural portals and tangencies have a higher rate of occurrence in this Trine than anywhere else in Creation. It might also be argued that these Layers are defined by their breaking of rules, laws, and traditions and the numerological skew could simply be an expression of these axioms. Whatever the reason it is quite easy to move through them and into the next (except the Layer of Incarsis in Tartarus.) The nature has caused people to wonder if the Trine is actually a remnant of an earlier version of the Void or the beginning of a new massive wound in Reality.

The Pandemonia

Pandemonia is defined by many things. Some would say motion is first among them, others impermanence. The "place of demons" is known for its difficulty in settling and requiring even powerful demons to relocate. Collapsing tunnels, maddening storms and ooze filled chasms seem to constantly mire the workings of those who seek to achieve anything lasting in this dark place of suffering. Most enduring settlements are sank deep into the stone below its surface.

The Abyss

Once thought to number 666 layers, the true depths of the Abyss are thought to be without limit. It is comprised of Layers and an intensive shifting array of Realms. Scholars speculate that creatures of the Roil drawn too strongly to the lure of destruction could not help but begin to slide from simple Chaos and into something more resolute and terrible. These creatures are likely forgotten but in time were replaced by qlippoth and then later the demons of the recent millennia. The Abyss seems to grant Realm-sovereignty to the creature currently perceived to hold the most power which can cause rapid successive transferences.

Ssybellis

This Realm is the home of the serpentfolk God Yssirys. A foul and corruptive creature, many are confused by the near paradisaical nature of the Realm. Soft golden light seems to pour from an unseen sun and a vibrant rain-forest is nearly choked with beautiful flowering vines and creepers. The nature of Ssybellis becomes clearer should a creature wish to leave without the permission of Yssirys. The creepers hold fast with an entangling grip that exudes a *dimensional anchor* effect and prevents many if not all visitors from ever leaving the Scaled God's courts. Some people assert that Yssirys is related to or an incarnation of the Elder God Yig, but no conclusive proof has ever been offered.

Axu-Refli

This abyssal Realm worships an Eternal named Refli. It is said that she was so cruel and evil as to flood her world with magic to serve her will, regardless of the cost to her subjects. The Sphere became so saturated with her dark power that the Material World could no longer bear the weight of the spiritual investiture and the world slid wholecloth through the Planes to settle in the Abyss. The citizens of the nations have long since begun to transform into demons, but any who present themselves unveiled to the Eternal Queen face a swift destruction and so the kingdom goes on much as it did before—the power drunk Eternal playing the part of a Prime World queen and glutting her priests and sycophants with the dark power of the plane.

Belsaggul

The Realm of Belsaggul belongs to the Slug Queen. On the dark Abyssal plains, every step in the open air is a threat. Those who crawl across the thirsting dusts invite attack from the air and across the land. The safest way to travel, then, is beneath the earth. But in the Abyss, no place is truly safe. The best one can do is try to even the odds. And that's where the Slug Queen comes in. She holds court in a dank and festering cavern, attended by vicious sycophants eager to curry her favor. Every gesture of her vestigial arms prompts a rush of activity, every word treated as a blessing from on high. She is a corpulent worm who demands tribute from all who seek shelter or guidance—coin, souls, fleshy pleasures—she will show travelers passages that will lessen the danger. Those who barter with her only know if their tribute was sufficient if they reach their destination alive.

Ishalgol

This Realm is more of a functional fissure in the boundaries of other layers where an abscess of qlippoth remnants festers. It is one of the few Outer Trine locations to bear Void-Fissures. Some speculate this fact has relation to the linkage of the Abyss to many Splinter Realms in the Deep Void. Others state is a simple manifestation of a malignant will and unbridled chaos.

Tartarus (Taurtarous)

Said to be the Prison of the Gods, the Layers of Tartarus or Taurtarous (a disputed title) seem to feed deeply on jealousy. So hungry for that which belongs to others, the plane itself seems to conspire to keep visitors within its confines against their efforts and desires. Others claim its jealousy is so infectious that those it contains simply rationalize their "imprisonments" as opportunities to gain ownership of the things they come to covet.

Baelsion

Some speculate that Tartarus is a Chaotic analogue to the Vile Geometries, a collection of cast-off forms cast out of the Roil for being too evil to remain in the Collapsing Emergence. If this was so than Baelsion is perhaps the greatest proof. A yawning absence of darkness and chill only the Void itself surpasses in abandonment. Those who find imprisonment here most often become insensate or freeze from long periods of frigid isolation.

The Triad Flows

These Layers exist in a twisted spiral of rivers, oceans and swamps where no reprieve can be found. The view from any one inspires only envy and desire for the next. Those who struggle against the mires and vines of the Tangle Jungle romance the open seas of the skyward Layer above while the sailors of Salted Seas crave the shores of the Twisted Rivers who never quite reach their destinations or can be tracked to their sources.

Erakin the Relentless

Beyond being another prison of the Tartaran Depths, the savage lands of Erakin are ceaseless and abrupt transitions. Dangers each shear the tatters of the next with broken jagged cliffs clashing into tumultuous acid oceans. One of the most dangerous places to live and yet, some say the fallen find their way back reincarnated without memory or skill to face their terrors anew. A drama of ill-fated survival that is cast without end.

Axis of Ethos [Neutrality]

The Axis of Ethos is potentially the most divisive concept embraced by the academia of Hyraeatan at large. The philosophy holds that it is not that the Planes hold the purest essence of Good and Evil. No scholar from the City will argue against that, but rather that they and the realm called Nullus are devoid of significant bias from Law and Chaos. This allows them to reflect the ethical spectra of the worlds in a pure representative state.

Elysia (Good)

Called the High Home of Mercy, the Layers called Elysia represent Good at balance with itself. The Realms of Elysia tend to be subtle in

presentation. Golden fields or white sand covered miles of tranquil landscape. The storms of the lands seem to be entirely absent save should an impure heart set foot in the Plane. This awakens the fury of the world, unleashing surprisingly selective natural catastrophes. Witnesses have confirmed that only a short distance from these raging storms of a vengeant fury, one will find the lands tranquil peace is undisturbed.

Abaddon (Evil)

The Kingdom of Daemons is avoided by most wise people of Hyraeatan. Thought by the common planar adventurer to be lesser next to the corruptive whispers of devils and the mad passions of demonkind, daemons are seen for what they are in Hyraeatan: Evil for its own sake and the darkest threat the Outer Worlds have to offer. Abaddon exists simply as a name in the Freeschools and its actual nature is generally avoided before a second year in Academy. The Eternal Dawning blames Nexalla's final fall on this dark place and hold it in the deepest of enmity.

Nullus

The Six Layers of Nullus are said to orbit the Great Tree itself. Each of these kingdoms hold first Balance before all things. For the most part they are realms of contemplation. Some of them take active roles in balancing the Prime Worlds to achieve a consistent flow of defined energy that harmonizes with the various worlds. The Gallowspines in particular have identified the City of Hyraeatan as relevant in its efforts and has begun to take efforts toward controlling its influence on the Planes at large. It is likely that Nexalla's attentions and the damage she did to Nullus by creating Akaton caused these changes.

The Gallowspines

One of the Great Underworlds, the Gallowspines are endless Realms of ossuary architecture correlated to the unclaimed souls of the dead. Mostly belonging to the Prime Worlds' divinities, a smaller number of these realms are devoted to the courts of Eternals. The House of Heights frowns on this trend claiming it weakens the stance of the ascendant immortal by appropriating a behavior of the divinities.

Akaton

The Union of the Dark, Akaton is the Realm of the Eternal Nexalla. Originally founded as a research facility to study evil outsiders, the ward of the Daestari came to the conclusion that evil could only be defeated through spiritual energy of Union. This in turn led to the creation of the xodai and their subsequent rebellion. The betrayal of Nexalla by her first children caused her to take more drastic measures fusing fiends to one another and eventually to herself. One of the first evil Eternals to follow the Path of Union, she has crafted Akaton to be her new home from whence she plans vengeance. Her ire is focused on the Eternal Dawning and she plans to take over their adopted home, claiming the Loci of Eternity as her own. Akaton now hovers between Nullus and Abaddon and can be seen from each like a distant crimson moon.

The Axis of Balance [Neutrality]

As debated as the Axis of Ethos or the Plane of Source itself the Axis of Balance seems at least to bare a more relatable nature to the inhabitants of the City of 7 Seraphs. The notion that the designed clarity of the Grand Machine and churning mass of the Roil are balanced by a third Layer resonates with those that see the Astral and Ethereal planes as balanced by Shadow. Given the day-to-day infusion of the Law of Parity and the value of Balance most don't struggle as long with understanding this theoretical Axis.

The Grand Machine (Law)

The great court of the Inevitables presides in this perfected clockwork world. Thought to be a combination of celestial calendar and underpinning architecture it is hard to say when the Machine is the cause or the observer of phenomena in reality. The ancient mass abduction of the judows ancestral stock still sent shockwaves through the populace as that to many of the rules of the Grand Machine, the two species are indistinguishable. Some fear that judow may be able to enter the grand cosmic machines and alter the shape of creation.

The Roil (Chaos)

Also called the Collapsing Emergence, a mad sphere of forming and collapsing reality many who encounter

the Roil and its native creatures (currently proteans are dominant) seem to attribute it a disproportionate power in the universe. Creatures assign the chaotic swells and divides a significance as the heart of Creation and the ultimate keeper of the death of All. While this notion is understandable it is far from likely given the shifting balances of power and matter there. Some mischievous or bored natives have convinced some Prime Worlds that this entire plane is blue and citing it as such will earn a traveler know shortage of mockery, torments, and other forms of strange attentions.

Concordia

Concordia is much like Nullus in that its Layers seem to orbit the Great Tree itself. Many of these Realm-worlds present possible extremes of Balance that often times after too far extrapolated for a denizen of the Prime Worlds to relate to at all. Others seem to be nearly inert in their stillness. In these Realms neither Law or Chaos allowed dominance for long but either are justifiable in the control of Ethos' extremes. Any polar alignment is viewed as stagnation or imbalance and those who cannot tolerate an inclusive reality are seen as enemies.

Kingdom of the Five Emperors

This layer of Concordia is home to many of the divinities collectively addressed as the Celestial Bureaucracy. Often perceived by those visiting it as an exaggerated version of the Prime Worlds—its mountains more majestic, and colors nearly too vibrant. The divine creatures of its Realms serve in the Five Great Courts: Pearl, Gold, Crimson, Jade, and Violet. Each of these realms is said to hold a sacred city from whence it is ruled. Maintaining the Balance of all things is the paramount edict of the Kingdoms though each pursues this mission in their own way. If Wardens ever managed to secret Anchors in these divine kingdoms is not clear, many records of the Bureaucracy being purged by the Xenthis faction of the Bookbinders during their ascension.

Quasiplanes, Demiplanes, & Splinterplanes

Regardless of Source's true nature it does seem to have been the origin of many demiplanes of pure concept. Many scholars of the City tend to dislike the term "demiplane" to the preferred "protoplane" or skew such terms all together using more directly descriptive terms like "Plane of Dreams." These planes are generally thought to be younger than the rest of the Inner Worlds. They seem to be a consequence of the resolution of the Outer Worlds though the exact correlation is not clear. Some researchers claim that these are the analog of the Realms of the Outer Worlds and name the morphic control afforded small demiplane's creators as evidence of the parallel.

The Splinter & Void Realms

These worlds are considered by many to be the templates of creation. The Divinities' testing grounds and proofs of concept to their peers. Others nervously whisper that no one still awake remembers who made these places of for what purposes they exist. A few of the creatures populating these realms might remember their origins but if so few seem to be interested in explaining them.

The Broken Realms

What the Broken Realms are is something of a point of contention. Most believe that they are the remnants of a prior state of creation. Some contend that the Prime Worlds may actually be the only remnant of that configuration. All of these realms are treated as Void-Sealed (see below).

All parties can agree however that the Broken Realms are outside the Lattice and the Tree Forever, beyond what is casually traversable. These collected Kingdoms of Formless bear a series of distinctions more than a true resolution of place. Plane shifting magic fails not only to reach a location with any accuracy, but also fails to leave it. This is hardly the only failing law in the Broken Realms. Rather, the singular commonality between these forgotten realms is the consistent and flagrantly differing governance of their realities from the Cosmology of the Greater Multiverse.

Here sit the Undreamt, faceless lords outside of Creation, plotting the doom of All.

The Heart of It All

Legends tell of a bubble at the exact confluence of all the Elemental Planes. It shimmers and crackles with the restrained and potential force of creation, throwing energy through the planes and drawing it back. This is a nexus, the heart of matter itself. Some speculate that it is the first and possibly only layer of Source.

A plant that writhes around itself, flowering and rotting, evolving and unpredictable with disaster, spits a cluster of seeds the size of a fist once every millennium. Powerful beings come from around the planes to gain a chance at these seeds, traveling across the elemental planes in search for this bubble—for it is said that holding such a seed imparts the essence of the creature throughout the Material Plane.

A wave of elementals is born in the wake of the explosion. Few seem to mind that they are destroyed in the process—for they will be immortalized in the very threads of reality.

Plane of Dream

Said to be woven from the dreams of all sleeping creatures, the nature of the Plane of Dream and its Origin are the topics of heated debate. It is said to be the breaking point between the magical tradition that gave rise to the Bookbinders and the Descendants of Dream. Sometimes called the Dreamlands, it is sometimes confused for lesser realms dancing around the Leng Plateau or other Splinters. The Demiplanar nature of Dream makes one consider that while proximal to Source it seems it would be a phenomena more akin to Astral constructions or divine Realms. This decidedly is not the case, rather the Plane behaves much like an origin for dreams. Pair this with an inverse current and its nature becomes more peculiar than ever. Some psions claim that it is the mind's link to Source and the Positive Energy Plane that causes the unconscious to bend against the tide of Source and shape this great realm.

The Demiplane of Dreams is a hotly debated proto-reality. Seeming to share qualities of both Ethereal and Astral Realms but it is in fact neither. The plane of Dreams seems to be a loosely affiliated strand of psionic and psychic manifestations passed from the unconscious of one group of dreamer to another. Sites and locales stabilize rarely and generally only in response to the presence of a traveler who remains. Such creatures include fey from the Bright Lands, outsiders who hunt sleeping souls such as hags, and unique dream-feeding entities.

Allialla

Allialla, the City at the End of Dream is said to be among the most beautiful things in creation. The poets of Lumina and Phyllia strive to remember its shimmering towers and eternal sunsets to the point of Falling in frustration. Each night its unseen ruler calls a lover to reign by his side. This Queen is crowned in a ceremony of surpassing glory and splendor. Visitors in Allialla may find that they are swept up in the preparations for this celebration. Or perhaps they will sit, fresh-crowned beside the Empty Throne of the King of Dreams and rule beside him, forever and a night.

Leng

Leng has haunted the edges of waking and nightmare from before the days of the first humans and when elves knew only but starlight. The horrors of that stretching land are a cold, desert touching the edges of many lost Materialities and Splinter Planes. The Web of Runes, home to the aranea who struck at early Hyraeatan, is said to be lost somewhere in this terrible domain.

Demiplane of Nightmare

It is arguable that the so-called Plane of Nightmare is just shoals of Dream touching the darker psyches of the multiverse. Due to that or the proximity of many Splinter Realms or Elder Realms, the nature of the Demiplane of Nightmare seems distinct enough to call its own. Sages of the Bookbinders claim that there is in fact a Trine of Dream including the Demiplane of Dreams, Nightmare, and warped shifting place often called the Dreamlands or

"There are those who will say to you the Void is not a place. But, I tell you they have not traveled the Place Between Places. All those forgotten by reality still remember and watch us."

—Portalna, Coinclock Aethernaut

Waking Dream which encapsulates the aspects of entities in contact with Dream while still aware of the experience.

Plane of Fear

More likely than not a collection of associated Splinters that feeds off of the negative aspects of sentient psyches. Locales such as Xibalba, the Dread Dominion, and the Wandering Ships of the Moon Dark Sea congeal in a hazy ring around the edges of Nightmare, the Dreamlands, and the Demiplane of Dream proper. Planar cartographers site its separation as a magical target that despite its proximity to Dream and Nightmare, the Plane of Fear appears to be its own distinction.

The River of Days

The River of Days is one of many metaphors for the Plane or Demiplane of Time. Often argued to be another axial representation of the Void, the River seems to be a far more benign representation of traversing temporal aspects in a manner dangerous to linear existence. Many Eternals claim that the River is only accessible to those who serve Time as its protectors and that those who wish to exploit temporal magic instead walk a terrible path called the Shattered Road. Some of those same Eternals explain that the Crowns District has been "ravaged by the River" in a way that suggests that it may be key to restoring the District to its original timeline.

Sarros

Often mislabeled the Demiplane of Mirrors, Sarros' origins are believed to be even stranger. Sarros is thought to be the name of a legendary planar cartographer who attempted to make the most powerful magical map ever enchanted. The research went astray and the result was a wildly erratic silver storm of reflective and replicative magic that copies reality in an expanding jigsaw tapestry. Sometimes replacing and abducting originals, other times echoing the creatures as well as the landscape.

The Splinter has come to be controlled by the Eyes, five aberrant creatures who embody similar magic. The plane even has a silvery storm that some claim is a reflection of the Radia. Others claim it is the heart of the magic of the Broken Map. The Eyes created the creatures that would come to be known as the mirrorkin in an effort to master the powers of the "Map of Mirrors" but like the plane's creator failed in their intent. Sarros is believed to be dead now, but some speculate that the Eyes keep copies of the mapmaker for themselves to aid their strange experiments.

The Void

As close to a non-Plane as there is, the Void is a rupture or vacuum swimming between the Inner Trines and Axes, and the Material Worlds. Some say that it is the remnant damage from a great war in the earliest of Creations days. Others say it is a natural expression of the difference between various cosmologies and the need to insulate and isolate otherwise incompatible reality. Those that travel the void often speak of shattered Materialities where the rules of the Prime World's aren't quite fully manifest or enforced. Many of these void worlds assume and operate with the understanding that they are the "true" Prime Material, and that other incongruous realities cannot be more or differently correct than their own.

Essarria

This tight knit group of worlds was strung together by an Eternal and her children in the wake of a massive pan-systemic war in the Prime Worlds. While it is unclear as to whether the worlds were shattered at the Sphere's Age of Creation is clear that it has since gathered at least one world from beyond the Sphere inside the Void. The world, called Telmoru is said to be strangely layered in a manner similar to that of the Planes themselves and has doubled the populace of the already crowded Sphere.

Worlds of the Lattice

Along the lengths of the Lattice, numerous portal plazas link not just the Outer Worlds of the Beyond but countless Prime Worlds of the Material Plane. Many of these worlds are Void-touched or Void-scarred and have lost their original planar cosmological connections. This can make the Lattice the sole point of contact between them and the rest of the multiverse or at least the safest.

This section offers the barest glimpse of the multitudinous Worlds of the Lattice. Each entry offers a summary of the world, adventuring hooks, and entries of key locations in a gazetteer.

The Prime Worlds & Material Planes

Called the Prime Worlds by the natives of Hyraeatan, the Prime Material Plane is also called the Great Tangency or the First Nexus. The Prime Worlds stand at the balance point of the multiverse from an energetic standpoint. They are equally primal and ethical, balanced between extremes and elements. This state makes the Prime Worlds the battleground for many planar entities and forces. It is the first place to experience shifts in its nature (though rarely for long) and is as close to an achievable theatre for dominance as most viewpoints can have.

Primal reality suffered a period of divine warfare after the emergency of Divinities when they struck back at their Eternal progenitors. This period of war damaged the Prime Material plane and divided it with the Void. An aplanar space of non-Euclidean law, incongruent Splinter Planes, and breaches into other multiverses, the Void is in some ways the defining aspect of the Prime Material. Its presence and relative distance from a Sphere impacts the metaphysical reality of the Prime Worlds within. Common types of Void interaction are:

- **Void-Scarred**: This type of Sphere is only mildly subject to fractures from the War of Creation. These fissures provide small quirk to local supernature but generally are harmless without the intervention of an internal agent. Many Void-entities are outside the authority of the Prime Material and have limited options to interact with the Prime Worlds. Voidships are generally reliable for transport.
- **Void-Engulfed**: This type of Sphere is deeply swallowed into the Void. It is often only sustained by the fragile cosmic laws that balanced it or the presence of Eternals inside the Sphere. Without natural supernature and spiritual connection the world provides little energy to Divinities. Some vestigial beings are powerful enough to maintain these broken Spheres. In time some are engulfed by Splinter Planes or slide into other Elder Realms. Voidships are among the only reliable ways to reach these locations. Spells like *plane shift* and similar magic often fail.
- **Sealed**: This type of Sphere is surrounded by a complete or near-complete pocket of the Void which seals its supernature away from the standard cosmologies. Depending on the length of separation, these worlds can develop their own cosmological realities or suffer from spiritually stunted existences. Voidships often require special pathways between these realms.
- **Standard (Divinity-Dominant)**: These worlds will have consistent cosmology but favor the Divinities influence. Such Spheres bear great Outer Planar influence and bear religions structured to create reliance on and sustaining belief for the pantheon of gods structuring them. These worlds often bear the intrigues and schemes of their divine masters.
- **Standard (Eternal-Dominant)**: This world will display a standard cosmology but favor Eternal influence. Generally this means that Inner Planar influence is greater and religions tend to be social constructs of individuals empowered by an Eternal often times without any oversight by them. These worlds tend to interest outsiders wishing to pursue their own causes and agendas.

The Prime Material's unique situation makes it an ideal source for Anchor stabilization and the vast majority of the Seraph statuettes the City has created are secreted in the relative balance of the Prime. This in turn makes the Parities as invested in the fate of those worlds as any other extraplanar force and often causes patrols of Wardens to spend much of their terms of service in relatively obscure lands.

Connectivity Types

Each world in this section will identify the world in relation to exhibited Planar Traits, Lattice portals, and its relationship to the Void. Planar traits can be referenced in the *Pathfinder Roleplaying Game*: *GameMastery Guide*. Lattice connectivity will denote who if anyone claims ownership of the planar access point. Void attributes also include what (if any) access voidships have to the world and its Sphere.

Aldra: The Dancing World

The Dancing World was not always so, once a simple and vibrant world residing in a Void-scarred sphere. Voidship using cultures and creatures such as outer dragons came to recognize the world as being heavily influenced by the Positive Energy plane. Arguments about potential indigenous populations place the world as belonging to alternatively elves or dragons in its formative years but no clear answer exists as that records place both species on the world as its recorded history begins. Legend holds that the dragons drove the elves from the world in an epic war. When the elves left the world it is said they cursed it with a form of magical overabundance. This in turn made the travelers who visited it come to desire a lasting presence there.

Aldra holds a position of historical tragedy and menace to the people of Hyraeatan. An example of convergent development, the world of Aldra came to rely on the Lattice and its portals heavily building gates at dozens of plazas. Each visiting culture created or copied the portals and gates that linked it over and over to the Shadow Plane and other Transitive forces. These interlocked portals began to strain the fabric of magic around the world and those places it touched. This pressure was only heightened as a branch of the Eternal Dawning came to clash with the Dark Alliance of Xegga over the resource-laden world.

It is assumed that this war was what triggered what is now known as the Aldran Apocalypse. Few can say what the cause was for certain. What is known is that at a catastrophic point in the worlds history, it tore free from space and time causing untold damage to hundreds of Lattice portal plazas, interplanar byways, and other Transitive planar mediums.

Aldra is now surrounded by a shimmering glow visible even in the daylight, called the Riftwall. Most scholars on and off the world suspect the Riftwall is the result of damage from the world's displacement. A curious side effect of the phenomena causes the world to flicker and shift through time and space manifesting seemingly at random throughout the multiverse. The Riftwall also appears to protect Aldra from environmental instabilities that should result from its shifting state. Visible to outsiders as a opalescent planet with wildly pulsing borealic auras, the world rarely remains in any one place for long. Voidships have crashed into the world on occasion only to find that they could not leave it.

Efforts to study the Riftwall magically often end up with negative effects on the viewer or the minds of those

trying to interact in other ways. Even more dangerous is the magic of teleportation. Due to the world's constantly shifting nature, the effort of teleportation is incredibly difficult to execute successfully. Casters and psychics often find themselves torn at by the energies of the Riftwall and emerge wounded physically or mentally. Specialists spend lifetimes mastering even small distance jumps like *dimension door* and similar magics. Most people regardless of supernature rely on walking, vehicles, or magical mounts.

Another fact of importance to the people of Hyraeatan is that the Eternal Dawning's leaders, the Jeweled Lords, were said to be in part present on Aldra when the Dancing World tore free from the Lattice. If true, this would mean that the current rulers of the Daestari in Hyraeatan are in fact only placeholders for those trapped on the time-lost world. Whatever the truth, should the existence and return of these lost Eternals ever come to pass, the Eternal Dawning and all of Hyraeatan would no doubt come into a new age of conflict.

Only a handful of individuals keep the secret of how to force the shining portals that once led to the world to function normally but most efforts result in distortions of mind and body as severe as those of the Occlusion. These individuals seem to vanish as often as they surface and many fear that some force wants the world to remain hidden.

Planar Traits: Aldra has the following traits (defined as above or in the Planar Adventures chapter of *Pathfinder Roleplaying Game*: *GameMastery Guide*).

- **Normal Gravity**
- **Erratic Time** Time flows inconsistently on Aldra, sometimes even shifting the world far forward or backward in time. In addition to checking for erratic time the GM should determine if the world has shifted drastically in time when adventurers leave it. Often leaving by the same portal one uses to enter the world is a way to emerge at a temporally consistent point in the flow of time elsewhere.
- **Enhanced Magic** Spells, veils, and powers that restore hit points restore 1 point more per die than normal. Creatures receive a +1 circumstance bonus to all saving throws versus diseases, negative-energy, or death effects. Aethernauts can count Aldra as a Positive Plane instead of a Material Plane if they choose.
- **Impeded Magic** Spells of the (teleportation) subschool and psychoportation psionics are impeded. Casters moving through space supernaturally must make a Will save (DC equal to a spell of that level for the user) or take 1d6 damage per spell level and be forced to make a Fortitude save. If they also fail the Fortitude save, the GM is encouraged to inflict random effects similar to a *bestow curse* or the Occlusion dissolution tables in Chapter 1.
- **Lattice Portals**: Locked. The world has various portals along the Lattice at multiple portal plazas. These are almost all flooded with the strange borealic lights of the Riftwall and those who draw close enough can hear soft choral notes and swells as if songs clash beyond the light. Rare individuals are said to know the secrets to bypassing them.
- **Planar Connectivity**: Impeded. Standard magical means fail to reach Aldra. The Shadow, Astral, and Ethereal Planes have internal analogs within the Riftwall but none of them function as standard in linking the world to others.
- **Void Traits**: Erratic. It is possible to reach Aldra via voidship but its erratic spatial location makes this nearly impossible to do on purpose. Despite the visible aura of the Riftwall, it does allow ships to descend through it. Leaving on the other hand is impossible in this manner.

Adventuring

Getting to Aldra can be an adventure in and of itself. The Dancer's standard portals have all become flooded with the prismatic light of the Riftwall. These portals exhibit a magnified version of the teleportation magic distorting effects sometimes placing individuals in random time periods, civilizations believed to be dead, or even the unknowable reaches of the future. Some travelers find themselves spread through reality or mentally shattered.

As much as the magical resources, ancient dragons, and mysteries of the Eternal Dawning draw people from the City to seek Aldra, so too does the promise of a way to travel the River of Time itself. Mysterious figures throughout the history of the City of 7 Seraphs have been attached to the Dancing World. Whispers that the Daughter of Ash traveled to settle the City from some distant time pass ears from the Walls to the shadow of the Grand Orrery. And New Reign strategists have gathered intelligence to lead them to consider access to Aldra to be vital in cementing their temporal anomaly as the dominant timeline. Rumors persist that one of the original anchor sets of the City may be secreted in the ruins of Mennathus or the war-torn City of Omran.

Beyond the temporal mutability of the world is the Druidic power of its primal essence. Many of the House of Heights among their Eternals of Incarnation claim to have gained their first awakening to immortal energy in the depths of the caverns of Aldra, and others among their number seek the mythic energies of the site to invigorate their burgeoning powers as infinite beings. The sums of gold offered as retainers for those willing to commit to securing access to locations like the Worldblood Cavern (see below) have made Wardens, Ashborn, and other armed forces desert their posts for a chance at them.

Gazetteer

Below are a few important locations on the world of Aldra.

The Great Vale a massive valley in the northern hemisphere of the World, the Great Vale of Imnur is one of the largest spawning grounds of true dragons in the multiverse. Speculation that the dragons of Aldra may have gone on to populate other worlds such as Issovohl and Lottaia seem likely with many worlds still referencing the Great Vale. Dragons have willingly stranded themselves on the Dancing World to find this ancestral homeland and sages would pay princely fortunes for verified samples and information about its current state. Myth holds that magic bindings prevent dragons from battling one another in the Vale's environs and many dragons of great power have settled the area with priceless hoards of treasure. More than one ill-fated expedition has been lost seeking the Scaled Cliffs of this sanctuary.

Mennathus is a vast-metropolis built on the shores of an even larger inland ocean. The City is believed to have been risen on the site of the Arrival, when the Daestari first found their way to the ancient plains of the world before it learned to Dance. The War of Arrival exacted a toll on the forces of the Eternal Dawning, the Dark Alliance, and the world's ancient dragons. But the greatest toll of all it took was on the Dawning's massive capital city. The city and surrounding lands were cursed with a rotting miasma that weakens magic and renders life barren and sickly. The Daestari of the Arrival fear they brought the ancient plague of their lost homeworld with them. The dragonkin of the world have instead tried to combat the phenomena with primal magic causing the surrounding area to violently erupt with fey-touched plant life and to spawn mega-fauna that are bent to efforts to reclaim the ruins of the great city.

Omran is one of the few sites where the Division of Accord was not accepted. Due to supernatural resources tied to the city's ley lines the Xeggan Alliance and Daestari ruling the nearby territory of Pronithus have never ceased battling over the location for more than a year or two. The Opal Lady, a Daestari Lord, refuses to let her vengeance go unfulfilled. Her passion for war may soon break the peace of the Division if left unchecked. Mercenaries are recruited by both sides and the western lands of the Lord Diamond regularly send reinforcements that are as much diplomats as warriors trying to diffuse the situation before the world again plunges into mass-scale war.

The Vast Collapse is a nation-sized valley rift where it is said a single land of mystics resisted the call of the Dance that claimed Aldra. What became of the civilization and the truth of its survival of the Riftwall's violent manifestation is unknown. Rumors of strange artifacts and magical treasures defying reason can be found along the periphery of the borders that remain of the broken region. Those rumors prove hard to verify due to the presence of twisted creatures of warping form and silver-fleshed humanoids said to haunt the ruins that dot the massive canyon-crater's cliffside edges.

The Worldblood Cavern is the site of a massive confluence of the Positive Planar energies that infuse the world of Aldra. Legend holds that the elves imbued the earth magic of their people into the hotsprings and magma vents of the volcanic cavern. To the modern day it resonates with some of the most powerful primal magic in the worlds of the Material Plane. Dragonkin druids used the site to cast the ritual that called to the Daestari to aid them in their war of independence from their dragon masters. Some speculate that these powers have only intensified since the manifestation of the Riftwall. Sages state that the barrier may trap energies in a similar manner as it does creatures and some speculate at the implications of such entrapment on the spiritual planes.

"The words to the Riftwall's Song are Names. If you know enough of them, you can gain and grant Freedom. If you know too many, you will find only Death."

—Words Etched on the Portals of Menathus

"I left Aldra before I was born, and I will not return until after I am dead. Do not seek the Dancing World lightly, lest you become lost before your own Memory."

—Gurs, Foreseen Aegis

The Bright Lands, Home of the Fey

The Bright Lands is a vast and beautiful island in a shining sea. The realm is something of a crossroads, with flying fairy ships across the sky sailing over the surrounding seas to trade and magical portals in the highlands at its center leading to mountains and plains in several fey realms.

Five major fey courts vie for control of the Bright Lands: the Lightbringers (led by Hyandil), the Court of Dancing Flames (led by Lord Xiaoran), the Hourstitchers' Guild (led by the unusually mercenary and disillusioned vtakonivik Irafala), the Amethystine Court (led by the Shattered King), and the Green Moon Alliance (led by a council of centaurs, giant lycanthropes, and the glaistig High Queen Keruni).

One of the colorful and unpredictable fey realms, the Bright Lands was one of Hyraeatan's first and most idyllic of trade partners by way of the natural rifts connecting the two. Although the fey were capricious and fractious allies, one faction or another was always willing to trade in commodities the city found useful. This changed when the half-fey Hyandil the Flowered Queen fled to her fey family with her Lightbringers. She used every bit of influence she had, turning her allies away from the City and intimidating her enemies into steering clear of the City of 7 Seraphs.

When isolating the City from fey trade and withdrawing her Lightbringer followers from serving the City proved insufficient to bring Hyraeatan low, Hyandil took more drastic steps. She expended every resource and connection she had to coax over a dozen powers of the Bright Lands and other fey realms to enter the Orchard District and besiege the city. While her alliance was not sturdy, she was able to convince the fey, linnorms, and other creatures that this city was a prize such that it was worth their while to ignore each other for a time.

When the Flowered Queen's alliance cracked with the defection of her lieutenant Maelwyn, she was forced to retreat. Although she remains a vigilant enemy of the City, the Bright Lands is too interesting to other fey factions for her to maintain total control of the area. Her fellow elder fey agreed to banish Maelwyn for his betrayal, but they refused to bar the way between worlds and many have resumed active trade with the City of 7 Seraphs.

Settlements are primarily inhabited by light elves (cousins of Hyraeatan's shadow fey), gnomes, gathlains, naiads, and skinwalkers. Fetchlings and a few other immigrants from the nearby Shadow Plane can also be found here.

The Bright Lands has the following traits (defined as above or in the Planar Adventures chapter of *Pathfinder Roleplaying Game*: *GameMastery Guide*). The Bright Lands is one of countless fey realms, but its traits apply to many nearby fey worlds as well.

- **Light Gravity**
- **Normal Time**: While the Bright Lands always sees time pass at the same rate as in Hyraeatan, nearby fey realms often do not.
- **Highly Morphic**: spells and abilities that alter the terrain or weather of the Bright Lands affect an area of twice the usual dimension (so a 5-mile radius would become a 10-mile radius); efforts to move earth or build here take one-quarter the usual time.
- **Minor Positive-Dominant Trait** Additionally, aethernauts can count the Bright Lands as a Positive Plane instead of a Material Plane if they choose.
- **Enhanced Magic**: Spells and abilities with the light descriptor, as well as those that use or make light, are enhanced. The radius of illumination created by all light sources are doubled (or tripled if they benefit from the Widen Spell feat).
- **Impeded Magic**: Spells with the darkness descriptor are impeded.
- **Lattice Portals**: Many. It is likely that each Court of the Bright Lands has at least one portal to the Lattice. Many of these however are unnecessary due to the naturally occurring planar relationships between the world and the City of 7 Seraphs which causes multiple Tangencies in the Orchard District.
- **Planar Connectivity**: Enhanced. Naturally occurring rifts and tangencies form and collapse between the Bright Lands and other locations in the multiverse, especially the Shadow Plane.
- **Void Traits**: Standard. The Bright Lands exhibit controlled links to the Void and have their own defined spaces in relationship to it. Properly equipped voidships can navigate between the two.

Adventuring

The terrain and weather of the Bright Lands is dramatic and colorful. Soaring cliffs and salt marshes flank fjords on its coasts surrounding rolling inland hills rising into lush alpine forests. Storm clouds are never thick and always flash with blinding displays of lightning. The moon here never changes, and night comes with dim illumination due to its bright fullness. Thin clouds in the day shimmer with rainbows. The climate is generally crisp and clear, like spring or summer in a temperate or sub-arctic climate. Occasional squalls of sudden and beautiful autumnal and wintry storms skirt the edges of the region every few years, but never last more than a few days.

The food of the Bright Lands is exquisite, so much so that the first time a creature eats of it they risk becoming trapped by the beauty of the land. This is similar to exposure to a feastlayer's disease ability(see page 584).

Further consumption thereafter doesn't require further saving throws unless the character finds a particularly intense flavor.

Some regions of the Bright Lands feature pockets of slow or fast time, where time might pass dozens of times as quickly or dozens of times slower. These pockets are famously common in the Pit of Five Suns, but they can form in other areas, generally near the lair of one or more fey with a very different perspective of time.

Hazards of the Bright Lands include many magical phenomena and fey creatures. Inhabitants include many of the same creatures as the Orchard District's Glarewood, as well as unicorns, nymphs, dryads, hamadryads, lurkers in light, twigjacks, erlkings, fauns, satyrs, atomies, huldras, sprites, korreds, leprechauns, swan maidens, nixies, grigs, muses, oceanids, fossegrim, zomok, lycanthropes, nereids, pixie, leanan sidhe, brownie, linnorms, imperial dragons, grodairs, faerie dragons, norns, glaistigs, irminsul, firbolg, and ichthyocentaurs.

Gazetteer

Below are a few important locations in the Bright Lands.

Caer Aillen: Also called the Dancing Castle for the strange silhouette it casts over Eventide Mire, Caer Aillen is home to the elegant Court of Dancing Flames. Its current Lord Xiaoran (CN sovereign dragon) stole it from Hyandil's ally Aillen, Prince of Sleeping Flames, when her alliance collapsed. Xiaoran prefers to hold court in the form of an alluring man in fine silks. His doting courtiers, many who abandoned Aillen for supporting Hyandil for so long, include kitsune and huldra bards whose songs blend illusion and flame. He came from another realm far to the west, parallel to a mortal nation ruled by a pantheon called the Celestial Bureaucracy, where he fled the court of Queen Xi Wangmu for a reason he refuses to share. Deep within is an imprisoned vtakonivik who knows a secret Lord Xiaoran cannot allow to escape.

Eremerith Lodge: A summer home for light elf royalty of Line Gembrow and their house spirit and vtakonivik allies, Eremerith Lodge stands on a mountain pass above Geodium. It guards the gate to a winding shadow road at the opposite end of the Bright Lands from Eventide Mire. This road leads to a distant Elfhame, home to many elven noble houses native who left the parallel mortal world called Midgard ahead of a foreseen calamity their seers call Ragnarok. The lodge refuses entry to anyone from the City of 7 Seraphs who cannot convince the speaker that they are not affiliated with the main body of shadow fey of Hyraeatan, who were long ago denounced by the Gembrow for undermining the dignity of their station by consorting too closely with mortals.

Eventide Mire: A dark corner in a sunny landscape, Eventide Mire is a tangle of dark plants that seem to absorb light. The level of illumination is never above normal light here, and at night it is always dark. The cause is also one of the reasons the Bright Lands is hotly contested—it is a rare stable portal to a good trade partner: Hyraeatan. There are many paths through the Eventide Mire, but none are reliable. Traders and trailblazers from Hyraeatan know to bring wagons that can double as boats so that they can cut a straight path over deep swamp as well as rolling hills rather than get lost in the roads between that change even as they are trod. Travelers must beware the cause of all this twisting: fey lords and ladies who wish to trap interesting wayfarers as prizes to lord over their peers or to sell at a premium to the Flowered Queen. Only the swan maidens are not dangerous to meet, and they only help those they deem worthy.

Geodium: Once the great hall of the Amethystine Court, the elaborate dungeon-palace of Geodium is now overrun by jealous and squabbling linnorms. These linnorms are survivors of a clutch of linnorms who attacked Hyraeatan during the Lightbringer Incursion; they decided that betraying Hyandil's allies was easier than conquering the surprisingly resilient City of 7 Seraphs. Thus did Lord Amethyst (not to be confused with the Amethyst Lord of the Eternal Dawning) become the Shattered King.

The Library of Trees: This vast forest is made up of endless varieties of trees. Every tree whispers secrets when the wind blows, but wind is strictly prohibited except at the invitation of the forest's guardians, storm giant wererocs that hunt down storm hags, zephyrs, and other wind fey who dare trespass.

The Pit of Five Suns: Five elder vtakoniviks, sun-birds, died in the Pit of Nine Suns after the Hildolei of the Descendants of Dream unleashed a time-ripping weapon against them and Hyandil. The dragon Lord Xiaoran slew them to prevent the Bright Lands from burning in their temporally-compressed heat. The impact of their fall created a deep furrow in the Bright Lands, a blackened ravine where time does not pass as it should. The Hourstitchers' Guild organizes quicklings to send messages into the recent past at exorbitant fees on account of the extraordinary danger. The curling ravine is plagued by many magical dangers and areas of wild magic (*Pathfinder Roleplaying Game*: *GameMastery Guide*).

Ysbarialle Spire: The tallest point in the Bright Lands is a crystalline tower thousands of feet tall built by the giant engineer Ysbarialle. She is a much sought-after keeper of arcane and alchemical secrets. She sold siege weapons to Hyandil's Lightbringers but now favors the Hourstitchers' Guild.

Cricozarn: World of Ash and Darkness

Active volcanoes spewing constant ash and heavy winds keeping the dust from settling combine to blanket this planet in a thick layer of particulates. Combined with a dying distant star that barely emits light, it's not easy to see on the planet of Cricozarn. Empowered by the constant darkness, a vampiric race rose to power, with two equally ruthless factions vying for control over the planet: the Marabets, led by Risobeth, who believe they can gain power through trade, and the Anlaces, who select a new leader once a year, and who see all others as enemies or food.

The split between the Anlaces and the Marabets occurred several centuries ago, when visitors first arrived via planar magic. Before that time, several dozen family-based factions, all fighting for domination of the planet's resources, made up Cricozarnian society. Those who saw the potential in trading with the newly discovered outsiders promptly formed a loose alliance, gradually evolving into the strict hierarchy that now form a powerful player in Planar politics. Risobeth has held the position of leader for the last hundred years, since assassinating the previous leader. Several attempted coups have sought to deprive Risobeth of her position, but she is both cunning and ruthless, and those who have risen against her were promptly executed. The remaining families stayed independent for a long time, but after decades of ineffectual attacks against the united Marabets, the rest of the vampires realized the necessity of an alliance. Still uneasy with each other and with no one family willing to completely cede power to any other, the original treatise allowed for each family to select a leader of the coalition for one year, rotating power between all the families. While the Anlaces no longer recognize the independent families that formed the original alliance, they still select a new leader each year, fearing that too much power in the hands of one person leads to corruption, as they see in the Marabets.

When members of the Sanguine Sovereignty first discovered the world of Cricozarn, the reaction was just as divided as among the native vampires of the ashen planet. Some members felt that the rival vampires should be eradicated before they could challenge the Sovereignty. However, others realized the potential of an alliance with the Marabets. While the Sovereignty has agreed not to feed within the City, there are no such restrictions on a vampire-controlled planet. The uneasy truce allows members of the Sovereignty to indulge their hunger on Cricozarn, though few will acknowledge what they trade in return. While Marabets do trade for jewels, metals, and trade goods, they value most of all novel prey: creatures they can

release and hunt down for sport, with the highest price paid for sentience.

The Anlaces make no such deals with anyone, and members of the Sovereignty who hunt on the open plains do so at their own risk. Some Anlaces in fact deliberately target outsiders preying on the creatures of the Cricozarn plains. The Marabets make some attempt to keep spaces safe for their trade partners, but can't entirely stop the wily Anlaces.

Cricozarn has the following traits (defined as above or in the Planar Adventures chapter of *Pathfinder Roleplaying Game*: *GameMastery Guide*).

- **Mildly Evil-Aligned** Creatures who have a good alignment take a –2 circumstance penalty on all Charisma-based checks.
- **Enhanced Magic** Spells and abilities with the darkness descriptor, as well as those that use or make darkness, are enhanced. The radius of darkness effects created by all sources are doubled (or tripled if they benefit from the Widen Spell feat).
- **Impeded Magic** Spells with the light descriptor are impeded. The radius of light created by all light sources are halved.
- **Lattice Portals**: Few. Marabet controlled territories possess a number of stable portals to the Lattice, while at least one portal on the plains is also known. Use of this uncontrolled portal is frowned on both Sovereignty and Marabet alike. The Analaces often ambush creatures traveling through it.
- **Planar Connectivity**: Standard. Transitive Planes and magic connect the world normally.
- **Void Traits**: Void-Scarred. The exact damage the Sphere of Cricozarn is unknown, but its dying star seems to invite fractures from the Void. Most magically motive ships can navigate between them.

Adventuring

Visibility is a problem for any creatures while traveling on Cricozarn. Normal vision and low-light vision are useless under standard conditions, and the ash and smoke in the atmosphere create concealment as per the spell *fog cloud*. However, areas cleared out by winds or other means refill with particulates within 2 rounds. Both magical and mundane light sources reduce the radius of light by half due to the heavy ash.

Even with a light source, the native life and landscapes on Cricozarn are gray and drab. Slime molds and fungal growths are common, and small and large herbivores consume these. Vicious scavengers and flying predators roam the ash-covered planet, hunting native life and unaware visitor alike. The vampires live primarily in a few large cities, though an isolated few live in the wilderness of the planet. Environmental hazards include active volcanoes and heavy windstorms. While cities and sites near volcanoes are warm enough for most creatures from Hyraeatan, the plains are much colder and require some preparation.

All native creatures to Cricozarn have darkvision, blindsense, or blindsight due to the lack of natural visible light, and they are generally immune to the cold. A small number of dark-loving creatures have moved here and can be found in small settlements on the plains, but they face frequent attacks from the Anlaces. Port Cricozarn is the only place on Cricozarn accustomed to visitors, and is still quite dangerous. The other cities are extremely hostile to visitors, particularly the City of Crossed Blades.

Gazetteer

Below are a few important locations on the world of Cricozarn.

The Ash Plains: Vast plains cover most of the surface of the planet. There are occasional vampires who choose to live apart from either clan, as well as hunting parties in search of prey. Outsider vampires looking for the opportunity to indulge their hunger come here. The plains are dangerous, and beasts roam the wilds. The Anlaces patrol much of the plains, protecting their space from intruders. Occasional dark-loving transplants from other planes have settled here, presenting additional dangers for those who travel ash-choked expanses.

Brightage Ruins: Another race predated the vampires on Cricozarn, and remnants of their civilization remain, typically at scattered sites throughout the plains. The vampires have little interest in archaeology, and visitors sometimes come to learn about the earlier race, or search for ancient artifacts. The Anlaces consider it a particular affront for outsiders to dig up these ruins, and they set up guard rotations by several of the largest sites. When artifacts are brought back to Hyraeatan and examined, they seem to predate both the darkness and the cloud of ash that now characterize Cricozarn.

The Caldera: The oldest known vampire on Cricozarn, Shorimih, lives in the caldera of a defunct volcano. From the time before the split into the Marabets and the Anlaces, she considers herself part of neither group. She never travels to the cities, but very occasionally sends an assistant to the Port for a magical reagent of some kind. Vampires sometimes travel to the caldera seeking wisdom, but have never returned afterward. It is typically unclear whether they were killed or joined her as assistants. It is clear from occasional bursts of light and sound that Shorimih performs magical experiments, and her home and laboratory are rumored to be heavily fortified with traps and other dangers.

City of Crossed Blades: Where Maravedi is luxurious, the City of Crossed Blades, home of the Anlaces, is utilitarian. The buildings are largely devoid of ornamentation and the leader of the Anlaces remains in a normal house for the duration of their time as the

leader. The Anlaces are extremely insular, and are quick to attack any outsiders, including Marabets. They are extremely protective of their own, and if any Anlaces do not return from the plains or other dangerous missions, more Anlaces search for the missing members tirelessly until they are found.

Emhadievi: North of the Marabet capital, the Ruins of Emhadievi are patrolled vigorously by those under the will of the vampires' leader. Risobeth claims it is a punishment but those who she compels to watch over the strange crater in the center of the fallen city suspect she fears something in the caverns below. Rumors that she asked Sovereignty allies to investigate the possibility of magic to bury the entire area have made enemies in the Analaces willing to do nearly anything (including hiring outsiders) to discover the ruin's secrets. A psychic from the Foreseen viewing the site via clairvoyance couldn't help but comment on the impact site bearing a circumference equal to that of an Undreamt shiftship.

Harrowhome: Far across the plains from the capitals of the warring vampire clans the fortress of Harrowhome presides over a kingdom long lost to nightbeasts and ashen skies. The massive fortress was built to house many in the defense of the land, and while technically part of the Analaces' territory has been ceded to one Ikahni Dal Ikahni expressed a fervent hatred of a mutual enemy. Unbeknownst to her tense and barely tolerant allies, Dal is actually a commander in the Zeian Empire and means to establish a beachhead on Cricozarn for potential decisive action against Hyraeatan should the need to eliminate the Empire's rival ever fully crystallize.

Lesprinda: Another ruined city predating the Age of Ash, the once beauteous Lesprinda's pale stone cathedrals are now crusted by blotchy layers of mineral ash and worn by sulfurous rains. Evidence exists that a small pantheon of Divinities may have been worshiped in the area but most historical records from within the city are virtually non-existent. Outside accounts strangely hold the populace in no small contempt for the practices and seem to indicate a wide-spread disregard for the Lesprindan priesthoods. A Bookbinder named Alcarni has begun researching the possibility of the pantheon being targeted by godhunters from Meddikar and the possibility that the death of these powers led to the ascendancy of the vampiric classes.

Maravedi: While not colorful, this city is still decadent, full of ornamentation and texture. The Marabets revel in their hard-earned riches, and intricate geometric patterns adorn the exteriors of buildings, while richly textured fabrics decorate the interiors. Strange and strong-smelling foods are hocked on the street corners, and the leader, Risobeth, lives in the most extravagant building of all. Outsiders sometimes visit the city, usually at the bequest of Risobeth, but don't stay here for long. Unaccompanied outsiders draw a lot of suspicion.

Port Cricozarn: The trade city is almost as large as Maravedi or the City of Crossed Blades, but is far more diverse. Many non-vampires have established businesses here, and this is where outsiders come to trade. Without any real governance of the city, it can be quite dangerous, though no one travels to Cricozarn unprepared for danger. Some buildings have magical or mundane lighting, and most have filtration systems, to keep out the ash and soot that blankets the planet. Most visitors only see Port Cricozarn. The planet does not have a currency system and most trade is by barter, though some outsiders trade with each other for coin. In addition to arrangements between the Sanguine Sovereignty and the Marabets, many others come to Cricozarn to make illicit or unpalatable deals with each other, away from Hyraeatan. If Marabets and Anlaces need to deal with each other, they generally do so here, as it is considered neutral territory.

The Shardreach: Cyclic volcanic actions resulted in the burial, petrification, and eventual weathering that exposed this massive forest of stone cast "trees." Imbued by the negative power of the worlds alignment, the dead forest of Shardreach has become a nest of the tortured spirits of the druidic orders who tried to preserve the natural order of Cricozarn during the Age of Ash. These beings have become various aspects of undead now and are sometimes gathered by Analaces with powerful enough wills to command them to servitude in raids against the Marabets.

GLOVES OF THE MISTMOVER **5,600 GP**

Aura moderate transmutation **CL** 9th

Slot hands **Weight** 1 lb.

Description

These thin white cotton gloves are embedded with dozens of tiny minuscule pieces of metal that glitter in direct light. They give off a faint smoky odor. These gloves are popular for visitors to Cricozarn who plan to hunt on the ash-covered plains and want to create a clear line of sight.

As a standard action, the wearer can clear magical or mundane fog, smoke, or other vapors out of four squares. These four squares must be contiguous, but the wearer may choose their arrangement otherwise. As a move action, the wearer can continue to hold the same four squares clear of smoke or shift to new squares. When the wearer stops keeping a particular square clear, it refills by the start of the wearer's next turn.

The wearer of these gloves also gains a +2 morale bonus on saving throws against spells or effects with the air descriptor.

Construction Requirements **2,800 GP**

Craft Wondrous Item, *control winds*

Hanar, World of the Captive Moon

Hanar is a cosmopolitan world besieged by the mi-go priesthood of the Splinter Plane of Ab-Noh. Some speculate that the plane of Ab-Noh is really just another manifestation of Nyarlathotep, the God of a Thousand Forms. The fungal creatures invaded the moon long ago and infested it utterly. But they didn't come alone.

Unlike many Void-scarred worlds, Hanar's planar damage from the so-called "War of Creation" augmented it far more than hindered it. The ancient event served to grant it access to multiple systems of magic possibly once part of worlds lost to the Void entirely. These overlapping magical realities synergized in ways that allowed many mortal casters to exceed their limits by harmonizing multiple sources of power to ascend to the heights reserved for overmages and archmagi.

These mortal vessels of magic lured powerful outsiders, Void-spirits, and other hungry entities to young Hanar. Offered ever escalating mystical gifts the power-drunk mages of the world became mired in the agendas of the out-world presences and soon began to war with one another. Demons, devils, and worse gained influence over the empowered spellcasters becoming the terrors there world labeled "Dark Mages" or "Black Mages." This period of time became known as the Mage Wars and the world suffered greatly under these reckless magic-users.

A small group of wizards and sorcerers gathered to form a group with the express purpose of ending the Wars. This group would eventually found the world-wide governing body of the Ministry of Magical Tradition and the Orders. Conducting their earliest meetings in secret they developed a ritual to seal away the influence of outsiders. Their Rite of Sealing occurred at the peak of Mt. Wittengard. While the details of the magic are not common knowledge, it was clear that the extreme ethical natures of mortal individuals were suppressed. This energetic balancing was said to be unbearable by possessing forces and wracked agents of evil with troubling ethical viewpoints and psychic pain.

Lesser spoken of is the impact the Rite had on celestial beings. Many of such creatures were forced to abandon Hanar or be inundated with corruptive spiritual forces. Most chose to flee. By the time mages researched ways to overcome the seals unexpected consequence nearly all outsiders had withdrawn from the World. They now reserve this lore for those beings they trust or summon in times of need.

The sealing spell did not reached so far as Hanar's moon however. By this point the fungi of the Void, had already settled the lunar body and began to fortify it in the hopes of an eventual invasion of Hanar itself. The mi-go invaders are currently locked in a magical cold war as they attempt to unravel the Rite of Sealing.

Having long mastered the art of stellar travel with magical ships, the Ministry at first simply tried to account for the orbital path of the moon and advise ships on best routes to avoid the interlopers. This ended when the mi-go imported and magebred oma to serve as an answer to Hanar's stellar fleets. These behemoths were enslaved and enhanced with magics, growing even larger than the colossal species is generally capable of. Mi-go surgeons installed corridors, weapons, and other artifice to convert the creatures into living voidships. Whenever an oma succumbed to the strain of the procedure or damage from fighting Hanar's own vessels, the mi-gos simply applied necromancy and eldritch sciences to reanimate the corpse into an undead dreadnought.

Fearing the eventual rise of the followers of Nyarlathotep or the possibility of mages subverting the Rite of Sealing, the Ministry instituted a system of magical guilds. These guilds superficially compensated for the loss of the world's hybrid magicians by assigning jobs to specialist mages across world. Each of these mages is regularly evaluated for potential and relative rank to one another. This supports the secret goal of the Ministry—locating the most powerful mages of the world who will become the planet's best hope against the horrors plaguing its moon. It also allows them to screen for mages corrupted by the mi-go or other alien or evil influences.

Ranked mages are pushed into ever greater missions of complexity, difficulty, and reward. These ranked mages have become celebrities and many of them risk being derailed by their own success and popularity. This has also impacted the guilds of the world somewhat as each attempt to recruit the most powerful and prestigious membership. Similar guilds were instituted for spies, warriors, and other professions though none seem to have reached the popularity of the original magical guilds.

Hanar's Traits include:

- **Impeded Essence**: Alignments move toward True Neutral in Hanar's Sphere. Sages have posited that this is a lingering effect of the Mage Wars or perhaps an early attempt to ward the world from the Mi-Go. Any character possessing an alignment other than True Neutral finds themselves subtly infused with spiritual energy of another alignment. This in turn "balances them" to a spiritual null point. Dedicated students of the guilds have found ways to fight this strange influence but the majority of the populace just seems to accept it.
- **Lattice Portals**: Many. The Empire of Sorkamria and the Magi Council have several dedicated portals to the Lattice and many to Hyraeatan. Many of the World's more successful magic guilds, such as the Great Spiral Guild, have chapters in the Halls neighborhood of the Colleges district.
- **Planar Connectivity**: Augmented Standard. During the Mage Wars, multitudinous portals

were constructed to connect the world to dozens of magical and planar power centers throughout the multiverse. The Rite of Sealing does not impede travel via these gates and they are used more than Voidships and stellar travel due to the hostile forces surrounding the world.

- **Void Traits**: Void-Scarred. Hanar's sphere is considered fractured and its normal cosmological connections are considered slightly damaged. This has allowed a lot of entities from the Splinter Planes and the Void itself to access the Sphere, most notably the mi-go and ai-go of the moon. Voidships are able to reach the world but likely to be assaulted by mi-go and their undead oma colossi ships.

Adventuring

Adventurers journeying to Hanar are going to find themselves in good company. Mercenary adventuring is one of the most popular and romanticized professions since the Mage Wars. Dozens of mage guilds vie for the approval of the Magi Council and similar organizations have developed for almost every stripe of sell-sword, specialist, or mystic. The Descendants of Dream and other Parities have taken more than a casual interest in the memberships of the guilds and many have active recruitment teams soliciting the guilds of Primrose, Mjissionberg, and all the City-States of Sorkamria.

The House of Heights is very interested in the life protecting magic of Archenstone but recent efforts to research the phenomena have made the Blackblades aware of the City's magic. Agents of both Parities now attempt to infiltrate the guilds and city proper while out maneuvering one another in its streets and back-alleys.

The Bookbinders and Steamwalkers have taken to searching the world for evidence of the pre-Sealing era's magic synergies and are curious if the original conformation of magics of the world could be shadowcast into Hyraeatan uninhibited. The Ashborn fear this may lead to a new Wonder War and have their own agents scouring the world along with some Blackblades trying to destroy problematic lore before it can be returned to the City of 7 Seraphs. Bookbinders on the other hand have begun sequestering the lore they find to the same end.

Gazetteer

Amjah-Val: Imperial Capital of the United City-States of Sorkamria, this great City is a known Anchor point of Hyraeatan. Both the Emperor of Sorkamria and the Wardens take active efforts to protect the locations of the Seraph statuettes. Some say the arrangement provides the Emperor a copy of his own palace in the Crown's District but others whisper that he is secretly a member of the House of Heights. This group maintains that one of the Loci, perhaps the arcane Locus of Pyres is rooted in Hanar's strange magical energies. Considered by many the greatest City in Etholia.

"Some worlds lost magic in the face of calamity. Hanar found it."

—Abria, White Demon Mage, S-Class

Archenstone is headquarters to the Golden Unicorn guild and considered to be the heart of civilized society in Anadar. Much of its success as a tourist destination, nightlife hub, and training center lies in the history of the Mage Wars when a tyrannical mage crafted an artifact that prevented him and his forces from dying. The magic turned out to not be selective in targeting however and when sheer numbers won over the City it became "the Safest Place in Hanar." Magical enhancement, abjurations, and transmutative effects prevent nearly any force outside of old age from killing anyone.

Kheda-Val: The Tyrant's Gate is said to have doomed Kheda-Val from its first activation though centuries of corruption took their toll before the City-State's attempt to yoke it's brethren drove Sorkamria to war. The portals of the Dead and "They Below" are thought to be maintained by renegades and fools seduced by the lost glory of the Conqueror's Throne. The fallen city-state was the torch that fueled Sorkamria's unification under the Emperor.

Mjissionberg holds the to the Ministry and the Orders Magical. Beyond being the host to what serves as a world-wide peacekeeping body, the City also holds the Lion's Pride Library. This trove of magical lore has been the site of no less than three raids by the Bookbinders to sequester knowledge of the World thought too dangerous to leave uncontrolled. The complications arising from these repeated attacks eventually caused the Ministry to secure privileges for its guilds to have structures in the Halls neighborhood of Hyraeatan's Colleges District.

Primrose is home of the Prismatic Guard, this City's beautiful vistas almost distract from its strategic importance. A confluence of life and druidic magics flows to the ley lines of the City and Primrose has understandings of plant-magics that the Chrysalis Covenant and Ashborn have expressed more than a little interest in. The vaults of the Society for the Pursuit of Ethical and Responsible Magery are centered at the heart of the City, protected by sectional mazes of enchanted hedges and animate topiaries.

Issovhol: Dragon Ruled. Chaos Plagued

Issovhol is a mega-metropolis dominating its world's largest continent. Due to this overbearing presence both the continent and world became known by the name as well. A point of early contact by the Steamwalkers and House of Heights, this world's inhabitants have long benefited from the mentorship of the City. During the Age of Wonder, the world even managed to develop its own Orbs of Wonder. Some historians postulate that Hyraeatan may have even come to consider the world a threat.

Shortly after the Wonder War engulfed the City, Issovhol appeared to suffer a magical catastrophe of its own. Whether plagued by the same damages the Lattice suffered during the Aldran Apocalypse or some other phenomena, Issovhol found that the majority of its planar connections became dangerously unstable. Rushing to prevent irreparable damage to the world the arcane scientists sealed away the majority of all planar access points.

Regrettably they were not fast enough to bar access from the creatures of the Roil. These chaotic entities flooded into the massive city structures and laid waste to much of its ancient architecture. Overwhelmed and in dire need of assistance, the races of Issovhol turned to their world's greatest creatures, the dragons. Each Dragon was awarded a dominion in the city in exchange for its defense. With the dragon's assistance the creatures of chaos were driven to the eastern edge of the continent.

For a time Issovhol prospered under draconic rule. This society rebuilt led by a Senate of Whispers, each a vocate of the dragons that ruled them. Every dominion developed and entrenched nobility based on the meritocracy each Dragon chose to institute. The dominions of evil dragons treated those within them little better than slaves but the threat of the chaos creatures quelled most thoughts of rebellion.

While generally thought of as a magical utopia, the one societal taboo that seems to undercut the progress of the society is that of chaos magic. Sorcerers born with protean lineages, wilders with barely contained psionic gifts, and others displaying powers affiliated with chaos are treated as dangers in the majority of Issovhol's dominions. The use of channeling cuffs to re-purpose these

energies in the creation of magical artifice has become popularized. To minimize the negative image of the cuffs, all citizens of the Dominions are given a similar bracer to wear called a "Gift" which marks affiliations with the Dominion of the residence as well as authorized licenses and rights granted by their dragons.

A House of Heights Eternal incarnate called "the Liberator" seems to have taken exception to the status quo of this world and has begun instigating a rebellion among those born with chaos magic. From disadvantaged youth known as Jests, the Eternal is forging an army of Chaos. Human advocates that wish to see an end to draconic rule have also begun a separatist movement.

The human separatist force has successfully cordoned off the Southeastern segment of the mega-city with the aid of power ancient magic meant to control dragons of evil. They have collapsed a large segment of the defensive menhirs allowing a channel of neighborhoods in the massive metropolis to become an infested protean war zone once more.

Issovhol has the following traits (defined as above or in the Planar Adventures chapter of *Pathfinder Roleplaying Game*: *GameMastery Guide*):

- **Empowered Magic** Issovhol displays a violently powerful tendency toward enhancing chaotic magic and supernatural abilities. Each time a character uses a spell or power with the [chaos] descriptor role in a 1d6-2. The resulting number is added to the caster level of any chaotic effect. On a roll of a 6 on that die, any other random effects of the chaos magic should be rolled twice and all effects occur simultaneously.
- **Lattice Portals**: Few. Most of these portals have been sealed by the magical guardians and dragons of the world. The Liberator has opened a small number of these portals for its use and they are likely watched over by its chaotic allies.
- **Planar Connectivity**: Impeded. Transitive Planes and magic are sealed by magic wards and guardian menhirs, these works of artifice can be disabled temporarily or destroyed to restore access to parts of the world.
- **Void Traits**: Void-Scarred. Damage from a planar catastrophe weakened the membranes of Issovhol's Sphere. It has active void exposure and shadowships and voidships can make use of the weak points to travel to and from the world. Unexpected travelers will likely face agents of the dragons that rule the world.

Adventuring

Natives of Issovhol have only recently begun to explore the Worlds of the Lattice due to the Liberator's restoration of their Lattice gateways. Many such adventures would be very interested in exploring Hyraeatan due to its ancient affiliations with their world. Most would be eager to find magics to either support the rule of benevolent dragons or oppose corrupt wyrms that rule over them. The Liberator frowns on his allies leaving the world.

Wardens sent to investigate the reestablished portals from the Lattice to Issovhol are likely to run afoul of local forces one way or another. Even good-aligned dragons are likely to detain any planar visitors to their dominions. Some of those dragons will likely recall Hyraeatan's previous interference with the world and may hold representatives of the city responsible for ancient transgressions or reparations for wrongs long ago.

Temple of Coin Parity members will likely find allies among the Crowned Dragons if they can maintain discretion as to their natures. Particularly greedy dragons might be drawn to the idea of extraplanar markets to sell their chaos-powered magic craft made by cuffed slaves in excess of the needs of the own Dominions.

The Hands of Onus have begun a careful exploration into the possible damages caused during the Wonder War and assessing potential reparations for the Parity Council to consider. To that end the Parity is sponsoring covert operations investigating Issovhol and its history to find signs that the City may have a debt to the people of the world. Factions among the Steamwalkers and House of Heights oppose such retroactive restitutions and are not above sending their own agents to prevent discovering of possible culpability or to prove beyond doubt a lack of guilt.

Gazetteer

Below are a few important locations on the world of Issovhol.

Agzissus, Eye of Wonder: This ancient research Center was inspired by the Steamwalker designs of the founding Circle of Six member, Aphora. With key members of the Parity slain in her failed ascension, it is not clear if the mages of Issovhol were made aware of the dangers inherent in the creation and use of the Orbs of Wonder. No strict account exists but it is thought that no less than six orbs were completed with at least three later being destroyed. Agzissus is now the center of the protean incursion and probable source of the worlds destabilized chaos magic. Some factions insist that Issovhol never succeeded in creating its own Orbs and is in fact a dumping ground for those confiscated at the close of Wonder War.

Dominion of Nauneret: This dominion was targeted by human separatists while its cloud dragon monarch slept during an age molt. Poisons derived from one of the Orbs of Wonder were used to prolong her sleep and metamorphosis. Meant to be a northern hub of human rebellion, the loyalists of Starfall tower rallied to save Nauneret and reinstall her to power. Since then the

Dominion has become a driving force in the new Senate and War of Reclamation efforts to drive back the protean incursion beyond the eastern menhirs.

Dominion of Obynta: This dominion named after its dragon, Obynta, has become the focal point of the human separatist movement. The Dragon has been transformed into an undead ravener state, which has allowed the use of ancient divine magic to control it and seize governance of the human populace. The Dominion also holds a large population of mind-cuffed chaos mages from all over the continent enslaved in the creation of artifice to serve the new human leadership.

Fivewyrm Temple: This massive structure was constructed by ancient human settlers of the world. Its frescoes and pictograms show a series of portents and prophecies proclaiming the coming doom and enslavement of man by dragons. It has become a clarion call of "old humanity" and proof to a segment of the populace that life was better before dragon-rule. The separatist movement may have got their Dragon controlling magic from these ruins but it is unclear as to whether or not any more such magic may be left behind.

The Greenway and **Skydome** were originally created to serve as the meeting place of the dragons or their representatives in the Senate of Whispers. After the recent Civil War, the Skydome has become a new tactical center in the efforts to mount a reclamation from Dominions lost to the protean incursion. A new Senate formed from loyalist whispers and dragons that have now chosen to be more directly involved in the rules of their dominions has formed but meets infrequently due to the Skydome's proximity to the protean front-line.

The Menhir Lines stand along the eastern border of Issovhol's dragon-ruled dominions. Radiating chaos warding magic one to another these menhir stretch for miles in jagged angular formations. Some of the dominions have fielded armies trying to fight back protean hordes long enough to construct, repair, or raise menhirs to reclaim portions of the wastelands of the East.

"Raxsynsis is the last place the Circle of Six felt True Union, and also where it was lost."

—Gaerae, Bookbinder

Raxsynsis, Anchor of the Eternal

The world of Raxsynsis was lost to Hyraeatan for several centuries after the Aldran Apocalypse. Recent repairs to the Lattice have reconnected this strange world to the rest of the multiverse. Despite the re-connection of the Lattice, the Void-Locked world suffers from a certain kind of energetic isolation. This phenomenon renders it inaccessible to the spiritual energies of the Divinities and Eternal's can only radiate to followers if they are on the world itself. This creates a relative shortage of divine sourced magic. Akashic magic is also relatively unheard of.

The energetic isolation made the world an ideal laboratory for studying divine energy patterns and particularly experimenting with the Eternal Path of Union. During the pre-Resolution era the House of Heights experimented on the world with the spiritual binding force in two massive city-constructs—the City of Heaven and Ianran, the City of Rings—which each worked to instill various attributes and abilities to ascendant Eternals.

The City of Heaven was built by the Eternals participating in the energetic research who installed themselves as a pantheon of generally altruistic deities to the otherwise spiritually isolated local populace. Centered on the connecting portal to the Lattice, the City allowed Eternals relative ease coming and going and concealing their once-mortal natures from the populace of Raxsynsis. Records indicated that Ceradon favored the experiments so greatly he considered abandoning the young settlement of Hyraeatan for a time and introduced Aphos to the world in an attempt to free them both from the Law of Parity.

Casting Aphos and his vampires as the agents of evil in their new cosmology, the vampiric clergy was given free reign over the night for those that did not find themselves beholden to Ceradon and the young Eternals of the House. The world became a popular feeding ground for Aphos and his childer. Further energetic research into the power of Union allowed the Parity to create the first Loci in the City of Ianran. Unlike those Loci that would later appear in Hyraeatan, this prototypical focal point warped the ley magic of Raxsynsis to empower Eternals in groups of six. Each group mirrored the Houses' established Paths of Ascension. The Union driven process required this particular numerological constant and impatient would-be ascendants prevailed upon the Ceradon and his peers to elevate candidates from the local populace to fill out incomplete groups.

Perhaps it was this decision that undid the efforts of the House and Sanguine Sovereignty in the world. New-risen Eternals born of the world soon saw the vampires of Aphos' blood as a plague brought to their world by

Ceradon himself. Slowly raising ever increasing numbers of empowered natives, the City of Heaven was rocked by a magical civil war unlike Raxsynsis have ever seen. Still early in their own relative apotheoses the Circle of Six and their followers soon proved to be overwhelmed. The war was costly as most of the newborn Eternals were destroyed on both sides. The City of Heaven collapsed down the mountainside where it once had stood, Ianran lost the overseers who could drive its powers to their fullness, and the Eternals of Hyraeatan sealed the Lattice portal on their rebellious progeny.

Shortly after the House's falling back, the Aldran Apocalypse would ensure the portal would remain lost behind shattered lengths of the Lattice for centuries. The scarcity of new divine powers, the fall of the City of Heaven, and the silence of Ianran convinced the surviving populace of Raxsynsis that they had been judged unworthy and sent their culture into a strange spiral of decay. Only the rise of alternative magics such as primal source wielding druids and binders of shattered Eternals kept the society from the Age of Heaven intact. In time the continent of the fallen would divide into three societies: the Hima, the Kalbra, and the Dolni.

The Kalbra based their society on binding the vestigial spirits of Eternals that did not succeed at ascension or still partially lingered after their destruction in the "War of Heaven." The Hima practiced natural magics and shapeshifting powers. And the Dolni attempted to piece together the arcane sciences left behind from the shattered remains of the Eternals' City creating a new derivative in the process.

The world seemed to rid itself of Vampires during the period now referred to as the Isolation. And in time the blood-sucking creatures were rolled into the myths of their unworthiness of the City of Heaven. When the Wardens restored access to this lost world with the Annexi, scouting parties who visited the world report that the natives assumed they were agents of the lost Eternals sent to test their worthiness.

Raxsynsis has the following traits (defined as above or in the Planar Adventures chapter of *Pathfinder Roleplaying Game*: *GameMastery Guide*):

- **Impeded Magic** Divine prepared casters are subject to a cumulative -1 caster level each day they remain on Raxsynsis. If their caster level drops below the class level needed to cast a specific spell level, they lose access to that level of spells until they return to the Lattice or otherwise leave a Void-Sealed region of the multiverse. This penalty does not apply to casters who worship or are empowered by an Eternal that is present on Raxsynsis.
- **Lattice Portals**: One. The Lattice portal that the City of Heaven was constructed around is the only known planar connection to the world. Recently reconnected to the world other magics reliant on it may become accessible.
- **Planar Connectivity**: Sealed. Raxsynsis and its Sphere are outside the Prime Cosmology. Small amounts of elemental and primal energy have sustained the world but its magical isolation has taken a toll on its spiritual realms and Transitive Planes.

- **Void Traits**: Void-Sealed. Raxsynsis is isolated deep within the folds of the Void. Most ships would run out of food and air before the shattered exterior of the Sphere could be located. Undead with a good ship and strong wills might make the journey. Most other voidships are accidental arrivals.

Adventuring

Adventurers visiting Raxsynsis are likely to become involved in a risky gambit, running into the assumption that they are representatives of the ancient Eternals. Accepting this false assumption (unless they are in fact agents of the House of Heights) might put them at odds with the native druidic and spiritbinding leadership of the Hima and Kalbra. Denying their assumed divine status could instead place them at risk of being seen as living heresy or worse.

The House and other Parities would no doubt be interested in gathering ancient artifacts of their founding members Ascension-era development and possibly reclaiming Ianran for the use of the House in experiments involving the spiritual energies of Union. No doubt untold riches still litter the remains of the City of Heaven and could be reclaimed by the resourceful adventurers assuming the magics of fallen Eternals and creatures that have gorged themselves on divine flesh don't make short work of them.

Rumors persist that the entire Circle of Six visited Raxsynsis during the pre-Resolution era and that the world is likely a Prime Anchor site in addition to being linked to the divine energies of all of the original Eternals of the City. Those wishing to learn more of the Daughter of Ash or Hyandil may wish to seek for clues among the City of Rings' concentric walled labyrinths and spectral guardians. Though given the nature of Ianran's power, such brave souls should be advised that their fates may become entangled forever.

Gazetteer

The City of Heaven: The ruined home of the Eternal pantheon, Ceradon was said never to recover from its destruction. Between the fall of the City, and Hyandil's later abandonment, the Eternal's withdrawal from the public eye isn't as mysterious as it might at first seem. With the return of the world to the Lattice it may only be a matter of time before Ceradon is drawn to the site of his failings, or perhaps some means to draw his interest remains scattered in the ruins below the Lattice's newly reconnected portal. Regardless of the Eternal's attention much of his pre-Resolution efforts bore fruit in the research centers of the City and might still be found within its remains.

Genris the capital of the Nation of Kalbra is in some ways still ruled by the legacy of Hyraeatan. The Ennobled Vessels, a triad of three spirit binders who host vestigial powers from the failed ascendants of the City of Heaven are aware of the true nature of the Eternals, their vampiric allies, and the shattered nature of their own world. However, the situation as it stands allows their hosts to be among the greatest powers of the world and in turn keeps them enshrined in living flesh. The Vessels would respond poorly to anyone challenging their current reign over the Kalbra nation and will likely make enemies of any trying to reestablish open connections to Hyraeatan.

Ianran, the City of Rings stands empty in near immaculate preservation as it stood at the end of the War of Heaven. The ritual ring labyrinths of its outer circumference still teem with challenges, occult empowerment chambers, and other mysteries lost to generations of would-be-ascendants. As it stands, the House of Heights and Sanguine Sovereignty are no doubt mobilizing to reclaim this magical resource. Unguarded, it presents perhaps the best avenue for those would-be Eternals that wish to be free of the House. Parities like the Steamwalkers and Descendants of Dream would likely pay expeditions handsome fortunes to secure the City for their own explorations into the Eternal force of Union.

Steps of Vioddae, the Dolni did not accept as others that they were unworthy of the Eternals of the City of Heaven. Rather they saw the fall of the "Gods" as a challenge to rise as new mystical masters of Raxsynsis. Studying arcane lore and entropic traditions, the warlocks of the Dolni have neared their own Eternal understanding though some say their methods are monstrous. Their society is built on a brutal and complex caste system of mystical indenturement and supernatural appropriation. The Steps of Vioddae are a physical manifestation that bind the Risen to the wills of their subordinates. With a ruling class build on the wills and souls of their own citizens, the Dolni present another group likely to resist the power of Hyraeatan, the House of Heights, and any who aid them in reclaiming the world.

Valbarise is the forest-city capital of the Hima. A powerful tradition of Primal Source magic users and shapeshifting creatures, the Hima are closely aligned with the Eternal power of Incarnation. Arhendue, a minor goddess worshipped by the Hima seems to be a survivor of the War of Heaven though her faithful seem to be severely limited in their spellcasting potential (no spells above 3rd level are available to them). The goddess is said to rule over Valbarise and to speak of a day when the Eternals of the Age of Heaven will return—restoring the ascension of Ianran and the power of the divine to the world. She and her followers patrol the jungles around Ianran and drive off the Dolni and Kalbra that come to the City, always hoping to find evidence of the Age of Return—a prophesied restoration spoke of by Arhendue.

Thaon: Weapons of the Elders

Thaon is a world replete with cultivated arcane bloodlines predominantly in its human races. It is believed that an ancient species known to the world only as the Elders altered the peoples of this world to make them into living arcane weapons. In time the sorcerers of Thaon rebelled and overthrew their masters driving them from the world. Despite a hard-won freedom the sorcerer clans of the world have retained a surprising amount of lore regarding the lineages and heritages that their would-be slavers cultivated within them. Some endeavor to preserve them.

The world seems to have been chosen by the Elders in particular because of a cyclic magical empowerment. These surges in Thaon's energy, called Worldfire by the native creatures of Thaon, helped catalyze generations of sorcerers. The bloodclans have begun to realize that this energy seems to be waning. Desperate to maintain their power they have begun cultivating relationships beyond their world utilizing the power of their existing arcane mages. The Parities of Hyraeatan responded to initial overtures of diplomacy due to the proof that the Elders are in league with the Undreamt, an ancient evil civilization that has long set its eyes on claiming the magic of the Radia.

The world itself is divided into three major continental land masses with most of its populace being on the equatorial continent of Vanador with smaller populaces on Oxiar and Xun. Vanador contains the largest human populace predominantly divided between the Delso and Sikar. The Delso while supporting a nominal monarchy are in effect ruled entirely by their bloodclans. Major cities have councils that operate as magical oligarchies over city states while paying tribute to a king in distant High Rohvan. The Delso are locked in a cold war with the Sikar over their loyalty to the Elders during the long period of human enslavement. The Sikar have maintained defenses and control of their settlements through advanced arcane theory and the practice of elder-craft which allows them to train less magically talented members of their societies to manipulate ambient magical energy.

The bloodclans continued diplomatic overtures have drawn the attentions of the Parities of Hyraeatan, particularly the Chrysalis Covenant and the Sanguine Sovereignty. The heritable power of the sorcerers of this world and the success of the Elders in cultivating change in humanity both merit study in the Covenant's quest to understand change and evolution. The Sovereignty on the other hand prefers to study the powers of the blood of these lineages and how they can be transferred or cultivated in vampires who engage in Consumption with these humans. It is far from uncommon to see a sorcerer of the world attending a Sovereignty drinker. This interest has led to no small number of Thaonese children being patroned at Lineage Academy in the Colleges District.

The Delso and Sikar branches of humanity are not the only evidence of the Elders' alterations. Other species such as the Syndari elves have been altered so as to be nearly unrecognizable from their assumed as being elven at all, often being confused for sylphs and other plane-touched.

Thaon has the following traits (defined as above or in the Planar Adventures chapter of *Pathfinder Roleplaying Game*: *GameMastery Guide*).

- **Cyclic Magical Enhancement** Spells and abilities cast by sorcerers, as well as those of bards and other spontaneous arcane casters are enhanced. The caster levels of such characters are increased by +1 while on the world. Other magical traditions using an Elemental Plane Source Origin (See *Book of Beyond* from Lost Spheres Publishing) also gain this benefit. During millennial shifts in the tides of magic, this bonus instead shifts to prepared arcane casters.
- **Lattice Portals**: Many. While by no means the creators of the Lattice, the sorcerers of Thaon have long possessed the knowledge and power to create portals that connect to it. Parts of the world vast oceans apart often see more daily commerce via these gates than with neighboring territories. The bloodclans do watch over these portals for signs of the Elder's return. The Lattice-side portals are often staffed by Sovereignty guards or Warden patrols.
- **Planar Connectivity**: Standard. Transitive Planes and magic connect the world normally.
- **Void Traits**: Standard. Thaon experiences regular voidship and shadowship traffic and has dedicated ports for stellar trade. Properly equipped ships can navigate between Hyraeatan and the world.

Adventuring

Wardens often find themselves on escort duty to this world, assigned to the children that travel to or from Hyraeatan to attend Lineage Academy or enter the employ of the Sanguine Sovereignty. Likewise Thaonic sorcerers often times seek their own way on the Lattice and in Hyraeatan taking up lives of planar adventure or joining one of the Parities. A large number of such individuals have become affiliated with the Chrysalis Covenant.

Adventurers traveling on Thaon should be aware that many of the bloodclans are seeking to expand their bloodlines stabilities and sources of power. Particularly desperate families may not be above abducting and coercing visitors to their world to stay in the hopes of enriching their lineages. Similarly, some bold souls attempting to catalyze their own arcane powers visit the

world hoping to ignite internal sorceries in the energies of its arcane surges.

Beyond these more obvious endeavors the Temple of Coin have interests in mediating peace between the Sikar and the Delso. They see that such a peace will lead to expanded commerce and greater profit potential for the Temple in future interactions with Thaon.

The legacy of altered species does not stop with humans or elves, a large number of other humanoid races and monstrous creatures appear to have been tampered with by the Elders and their Undreamt allies. Particularly a strain of predatory hunting cats known as stalkers to Thaon natives possess coats of wild color and supernatural abilities often tied to elemental energy. The cats are hunted for these qualities and artificers among the Steamwalkers will reward handsomely for any specimen though living specimens for breeding purposes are sought above all else.

Gazetteer

The Grand Wood of Olahi: Home to the blue-hued Syndari elf tribes recent discoveries have made the location of particular interest to Hyraeatan. Artifacts among the Elvin ruins indicate a former relationship between the Elders and the Undreamt. Among these relics even partially intact docking plates for Undreamt shift-cities have been seen, foundations for the alien horrors to have a physical presence in the Prime Worlds. Whether the Elders simply prepared the foundation or the Undreamt actually walked Thaon is not clear.

Monalus a Delso port city formerly struggling under the growing weight of its populace, the city has greatly benefited from accepting advanced engineering principles from Sikar emigrants. They have even begun to accept their former enemies onto their guild councils and into their community leadership. The city has begun soliciting the Throne to relax border strictures and trade-bans with their southern neighbors in the Sikar country of Maud.

The Throne of High Rohvan: While the capital of the Delso nation of Vanador is generally thought of as a figurehead, the bloodclans tributes over the years since their freedom have accumulated quite a wealth in the capital. The city is high in a range of hills overlooking the central plains of the country. Natural springs provide running water and support sanitation. The general feeling of the capital is lighthearted and free. Recent efforts by the Viatus Bloodclan have begun a courtship between the king and the matron of that sorcerer clan. Some say the would-be queen is the clan's First Daughter-a title reserved for the most powerful sorceress of a lineage.

Whitesteading: Seat of the Thach of Endar, this frontier settlement is barely considered under the authority of the Delso throne. Like its eastern neighbor Monalus, it too has benefited from Sikar council. In particular the high Lord Diviran is from a bloodline of diminishing power. When rival bloodclans began to covet his rulership he turned to a Sikar wizard named Amathus to strengthen his city and territory. Utilizing his family artifacts and his wizardly ally, Diviran has maintained control of this free thinking and prosperous Tharch.

The Zeain Empire. Echoes of Perfection

Located in a part of the Lattice that was devastated and separated from the whole as a result of the Aldran Apocalypse, is the world of Zeia. A new entrant to planar exploration and commerce in comparison to Hyraeatan, Zeia is still a bustling hub of the Lattice in its own right. With its economy structured to support exploration and a culture-wide penchant for discovery, they were finding new worlds connected to their branch long before one unfortunate scout became a whisper on the Wardens' lips. From the highly esteemed mages and scholars responsible for finding new worlds and researching deserted ones, to the alchemists and smiths who handle and shape the materials that go into every ritual and the miners that gather the ore with specially enchanted pickaxes, every citizen of Zeia strives towards one goal—Finding new things. Or better yet, lost ones.

When the Zeia first were contacted by the Wardens after the spectacular disaster that resulted from their old way of traveling the Lattice, they were overjoyed. They had assumed that their heroes would be of a culture that shared their zeal for discovery—a new friend to unravel the mysteries of the Lattice with. They worked eagerly to combine their knowledge and to make their devastated portal work again. However, when faced with the reality of the Parities and the way their intrigues hindered the City from acting quickly on, well, *anything*, their hopeful friend wilted into a disappointing rival. Despite this (and many other differences), the two have developed a working relationship out of necessity as The Zeia—armed with a newly modified way to travel—enthusiastically added to the effort of connecting new worlds and cultures to the Lattice. And if nothing else they wholeheartedly support (and hope to assist) the Wardens efforts to rebuild its roads.

Zeians are a curious people—quite literally. With a culture firmly rooted in seemingly endless exploration, it's hard not to be. Whether it's interacting with new cultures on recently found worlds or researching to find out about the people who used to thrive (if ever) on Dead ones, Zeians live to seek knowledge. Though it is specifically knowledge that has been lost, forgotten, or hidden that truly lights a spark in their eyes.

The only true link between the Zeians of today and their ancestors (The t'Ac Zeia) is the complete willingness to adapt their culture at the drop of a hat. If they encounter a better way to do something, there is very little that can stop them from changing to it. Their pride in their culture comes from the very fact that it is fluid.

As a result, Zeians are extremely adaptable and have a strong distaste for the 'inefficient', dropping people or abandoning plans deemed to be useless with an eerie ease, though what counts as inefficient varies between people.

They have a bit of a mixed reputation. To some, they are seen as a helping hands dedicated to bringing new worlds into the Lattice and helping all—no doubt a slightly skewed opinion influenced by the fact that the Zeia respond to calls for assistance much faster than Hyraeatan as they are not hindered by needing to make sure all their actions are balanced. Still, there are others who are wary or outright distrustful of the Zeia, seeing their willingness to adapt as parasitic and their exploration as predatory. Indeed, some believe that the Zeia have never *actually* found a Dead World—they make them.

Due to their nature it is not uncommon to spot them in other worlds and locations connected to the Lattice—especially Hyraeatan. Diplomats double as researchers of the cultures and civilizations that they visit, and the ones who visit Hyraeatan are always curious about the Radia. Recruiters can be found in the College district scouting for potential talent to come to The Great Universities of Sjen and become Zeian explorers. And one can often spot a Zeian poking around the Archives District—the temptation of Hidden knowledge too strong to resist.

Every part of Zeia is geared towards discovery—even its criminal underbelly. From hawking newly found foreign drugs to poaching and smuggling items that are banned in some worlds but not others, The Zeian Underground—often referred to as the Shadow Market—is just as invested in Zeian exploration as the rest of their world. It is very easy to find work of varying levels legality here and while the work can come with great risk, the pay is always worth it.

Adventuring

Every bit of the world of Zeia has been fashioned to serve one purpose or another. There are no great expanses of nature here—though there a quite a few parks and other bits that have been preserved for aesthetic or arcane purposes. Most of the beauty of Zeia comes from the beautifully crafted architecture—spires built into mountains and cliffsides, museums dedicated to the lost civilizations of Dead Worlds.

While the Zeia take pride in and quickly snap up most graduates of The Universities, by no means do they turn non-Zeian explorers away. It is no easy feat to search worlds—Live or Dead—and more manpower is always welcomed. Besides, Zeians are always interested to find out how other cultures deal with things. They might even learn something new.

While the Zeia vastly prefer finding lost knowledge, they do not turn their back on innovation and as such there are parts of the World of Zeia that are best avoided if one does not have special license to be there. Magical and mechanical Experimentation not only can take years but the effects of accidents can span miles. The researchers here accept that risk and toil away with vigor.

However, so much time locked away results in some of them losing touch with reality. Some say those researchers are the true danger of poking around where one shouldn't as they have no qualms with turning trespassers into test subjects. It is little surprise that the Steamwalkers are at the forefront of most diplomatic efforts to Zeia from Hyraeatan.

Gazetteer

Blight Bay: A still unexplored portion of a more recently found 'Dead World', Blight Bay was named after the lavender miasma that would poison anyone who inhaled it. With time, experimentation and a few lost souls, a way to survive in the miasma was finally created only for life to be found within. Still unsure of the nature of the beings that live there (other than them being *fast* and *strong*), more research and exploration is being done. Some people have begun to wonder if the Bay is a foothold into the lost homeworld of the Daestari.

Blossom: Considered Zeia's sister world. The first 'Live' world that the Zeia found after they started exploring the Lattice, Blossom is a mostly bleak and desolate world on its surface. Nested in a valley of a mountain range is its namesake. Stretching from the opening of a cave like fingers into a glove, are five jagged pillars of multicolored crystals. Inside the cave, lies the city-state of Blossom, a thriving Zeian civilization built into and out of the stone that provides the Zeia with most of the metals and ore it needs. Indeed, the ore from here seems to take to enchanting with ease and is highly valued for that purpose.

The Grand Chapel of Now: A megaflora tree that has long since been hollowed out and carved into a living gallery of Divinities and Eternals, the tree hosts a shrine to the current appropriated deities of the Empire. When a more powerful and advantageous entity is encountered the priesthood excises the icons of the outmoded deity and takes them to the storage vaults in the lowest reaches of the root structure, the new deity being installed in its place and the systematic process of dogmatic redaction and replacement begins as the new god supplants the old entirely.

The Great Universities of Sjen: There is a lot of work that goes into how the Zeia travel the Lattice and there is a special block of buildings where aspiring explorers come to learn the skills that make them possible. From every step involved in crafting the machines and performing the ritual necessary to travel, to teaching surveyors how to explore new land and diplomats how to make first contact, The Universities cover it all based on curricula the Zeains have collected throughout the multiverse. It is not strange for The Universities to have its own sets of jobs and missions to be performed but more often than one might expect, these missions come with eager requests from students who wish to shadow the adventurers who are willing to accept them.

Honors Watch: Before The Long War with The Zeia, M'rin was not a unified world but instead a series of clan states who shared only a strong distaste for outsiders. Indeed, it was the perceived threat of outsiders from another world that brought them together and Honor's Watch was where the first joint war council was held. Since then, Honor's Watch has become the capital of M'rin, where all the best warriors come to prove their worth in the annual tournament. It is believed that the choice of this location for their capital was chosen as a reminder to the unified strength they forged to fight The Long War—and a reminder to their oldest ally and all others that should they seek war, this time M'rin will be prepared.

Oscillion: Another "found" treasure, the fortress of Oscillion supposedly was not occupied when the Zeain's discovered it. The newness of its construction and the strength of its fortifications seem to make this assertion confusing. A massive citadel built to enclose the entirety of a Lattice portal plaza, the structure is the closest Zeian outpost to Hyraeatan. Due to the proximity the Empire tries to staff it aggressively even for its sizable nature. Zeia's synergistic approach to the supernatural makes their understanding of this strangely primal structure slow coming. It is unlikely that the Zeians could have taken the structure without massive losses were it fully staffed but their a no records of such a costly engagement.

Sorojin: While the world Sorojin was discovered on was relatively mundane, the demiplanar array was not. A complex matrix extra-dimensional labs, energy sources, and fabrication facilities left practically untouched. They of course integrated them immediately and set to work learning their lore and operations. Zeia researchers believe that whatever civilization originally built the hyper-dimensional labyrinth of pocket worlds must have destroyed or abandoned the world itself so long ago that nature has reclaimed it. Small outposts have been set in place to secure access to the Sorojin array on the pastoral world but the Empire believes the array's best defense is its mundanity. Exploratory forces and mercenaries are regularly sent into demiplanes to explore new arms of what seems to be a nearly endless structure.

Twilight Bridge: The World of Zeia's central hub. In the very middle of Zeia's capital is a plaza surrounded by five portals. Four of them are curious metal machines covered in runes and powered by magic, products of Zeian invention to travel their shattered part of The Lattice. They lead to the four Live Worlds the Zeians found before meeting the Wardens. The fifth, a curious mix of Lattice and metal, leads to the "Lattice Proper"—as people from the Empire side tend to call it. The portals found here are currently the only way to reach the other worlds connected to the "Zeian Branch"—as well as the only way for them to connect to the rest of the Lattice.

Bestiary & NPC Gallery

From the Radia dappled gardens of the Academies to the warping lanes of the Lattice, the breadth of Infinity is a matter of daily life for citizens in the City of Seven Seraphs.

Given the size of Hyraeatan and the vast array of diversity presented by the planes, a comprehensive section of monsters and NPCs would fill dozens of books. This section is to serve then as a modest starting point to the types of characters one might encounter within the City of Seven Seraphs. It is meant largely to inspire GMs to create their own characters while easing the burden of preparation to a degree.

The mechanics here reference a broad array of rules content. If you don't have access to the resources a vast majority of anything presented in the section are available at websites like www.d20pfsrd.com or spheresofpower.wikidot.com. We do encourage you to support other third party publishers and explore the content they have to offer.

Some NPCs and creatures are presented with default allocations of resources like essence from the veilweaving abilities or certain powers in action as outline in their tactics entries. GMs who are more comfortable with broad array of rules content presented in this book are encouraged play these mechanics to the full-measure of their ability. Some GMs will simply not have the time to consider all the possible ranges of rules interaction and so creatures are presented as "ready" for use as they can be with summaries of their most commonly used options.

Academy Students

Taking the field of battle like she owns it, the young woman before you sizes you up and smiles as her eyes crackle with sparks.

ACADEMY STUDENT GRADUATE CR 8

XP 4,800

PonPon Academie

Female human henshin[G2] hero 8

CG Medium humanoid (human)

Init +2; **Senses** Perception +3

Defenses

AC 17, touch 11, flat-footed 16 (+1 *amulet of natural armor*, +5 armor, +1 Dex)

hp 69 (8d10+20)

Fort +8, **Ref** +3, **Will** +5

Defensive Abilities resilient tension, transformation, vitality surge; **Resistances** electricity 10

Offense

Speed 30 ft.

Melee +13 (+16 first round of transformation or marked target) conjured +2 *shocking scythe* (2d4+6[9 marked target]+1d6 electricity)

Space 5 ft., **Reach** 5 ft.

Special Attacks finishing move (+4d6), marked target, strong start

Tactics

During Combat This student tries to close ranks as fast as possible and utilize her swift transformation ability to inflict 8d8 damage on as many foes as possible. She then marks a foe and builds tension to deliver as many finishing moves as she needs to take enemies down one by one.

Morale Top of her class, this student is rarely defeated. She won't think to flee or surrender unless it is obvious she will lose instead using vitality surge to heal herself as needed and begin combat anew.

Statistics

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +8/+3; **CMB** +11; **CMD** 22

Feats Extra Hero Power (Marked Target, Resilient

Tension, Slashing Finisher, Stalwart Tension, Vitality Surge)

Skills Acrobatics +12, Climb +14, Intimidate +10, Knowledge (arcana) +8, Perception +3, Sense Motive +10; **Racial Modifiers** +2 None

Languages Common, Fade

SQ transformation

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *amulet of natural armor,* school uniform

Special Abilities

Finishing Blow (Su): As a swift action this academy student is able to add +4d6 bonus damage to an attack. This renders her scythe damage that is half electrical and half slashing, or all slashing with the added effect of inflicting 16 bleed on the creature. If she spends a point of tension she may add +1d6 of damage to this. She may instead spend 2 points to increase this damage to +2d6 a total of +6d6. All bonus damage dealt by finishing blow ignores damage reduction.

Marked Target (Ex): The student may, as a free action, declare one creature she can see as her target. The bonus from strong start is restored to its full value, but only applies against this target and is not reduced at the end of each round. Additionally, the strong start bonus now applies on damage rolls as well as attack rolls. This ability lasts until the target dies, has been damaged by her finishing move, she spends a free action to switch targets, or until she dismisses her transformation.

Spellshatter Tension (Sp): The student may spend a point of tension when making a finishing move to attempt to dispel a spell effect or a spell effect on a creature that she strikes. This ability functions as a targeted *greater dispel magic* attempt using her henshin hero level as her caster level and is resolved before her attack roll is made. If she dispels an active spell effect on a creature, she gains an amount of tension equal to 1/2 the spell's level.

Strong Start (Ex): Upon transforming this student gains a +3 competence bonus to her attack rolls for 1 round. This bonus reduces by one point a round thereafter.

Tension (Ex): This academy student accumulates tension points at the beginning of each round she is transformed. She may use tension for a variety of abilities. She may never have more than six points of tension built up at any one time. She gains a point of tension for each 8 points of hit point damage she takes. She also gains 2 points of tension if she is missed in combat, or she successfully makes a saving throw.

Transformation (Su): As a swift action this academy student may initiate a storm motif transformation. The stats above reflect this transformation, on rounds she is not transformed her AC is 12 and she loses her electricity resistance. When she transforms she may inflict her choice of 8d8 slashing or 8d6 that is half slashing and half electrical damage to all creatures within her choice of 10 ft. or 15 ft. A Reflex save against a DC of 17 halves this damage.

Vitality Surge (Su): When ending her transformation, the academy student may expend any remaining tension to regain 4 hit points per point of tension remaining.

This academy student is the top of her class. Awarded the PonPon coin and trained as "Daughter of Thunder" she is a living lightning bolt of fury. She has the prospects to be the greatest student of her generation if she can only finish her final year of study without blemish or failure.

Gathering her strength into a fierce warcry, the young would-be hero calls upon her draconic might to fight!

ACADEMY STUDENT, THIRD YEAR — CR 2

XP 4,800

PonPon Academie

Female dragonkin[ARC] prodigy[CoS] 3

CG Medium humanoid (reptilian)

Init -1; **Senses** darkvision 60'; Perception -1

Defenses

AC 13, touch 9, flat-footed 13 (-1 Dex, +1 natural armor, +3 unarmored training)

hp 23 (3d8+6)

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

Defensive Abilities spherecasting; **Resistances** acid 5

Offense

Speed 20 ft. (40 ft. if shapeshifted)

Melee +6* masterwork greatsword 2d6+4* or +5* bite 1d6+4*

Space 5 ft., **Reach** 5 ft.

Special Attacks breath weapon (2d8 [variable], Reflex 14 for half), inspired sequence*

Prodigy **Spheres Known** (CL 2, 6 spell points; concentration +5)

Alteration[SoP]—*draconic form*

Warleader[SoM]—*breath support, verbal commands, frightening roar*

Tactics

During Combat This student focuses on greatsword attacks unless she feels severely outmatched. When feeling challenged she will spend a spell point to assume a more draconic form and add breath weapon attacks of the best energy she can think of to use. She uses shouts and tactics to

direct other classmates and coordinate attacks.

Morale This student is the newly elected leader of her squad, still relatively green she has begun to master the basics of organized teamwork and battlefield control. She tries to make the best decisions for the whole and won't sacrifice another team member unless it means victory.

Statistics

Str 16, **Dex** 8, **Con** 14, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +2; **CMB** +5 (+7 to trip); **CMD** 14 (16 vs. trip, 20 vs. trip is shapeshifted)

Feats Extra Talent (Frightening Roar), Improved Trip

Skills Acrobatics +5, Diplomacy +11, Intimidate +5, Knowledge (arcana) +7, Knowledge (planes) +7, Knowledge (religion) +7, Spellcraft +7; **Racial Modifiers** +2 Diplomacy and Intimidate

Languages Common, Draconic, Fade

SQ spherecasting

Combat Gear *potion of cure light wounds*; **Other Gear** school uniform

Special Abilities

Adaptation (Ex): As a standard action, this student may gain access to one sphere or talent for 1 minute. She generally uses this ability to gain new shapeshifting powers or new Warleader talents. She may use this ability 4 times a day.

Aggressive Flanking (Ex): As a move action this student and allied creatures within 25 ft. are considered to be flanking as long as they both threaten the same creature, regardless of their comparative positioning. This ability can be maintained with a move or swift action. Allies hear her to take advantage of this ability.

Alteration Sphere (Su): This student is capable of magical alterations to herself and others. Draconic transmutations lasting 3 minutes by expending a spell point while touching herself or another creature. The target gains a bite attack (1d6 medium, 1d4 small), +2 natural armor, 40 ft. land speed, and a breath weapon as described below.

Breath Weapon (Su): In dragon form, this student or an ally gains a breath weapon that is either a 60 ft. line or a 30 ft. cone, and deals either fire, electricity, acid, or cold damage as chosen at the time it is gained. Regardless of energy and shape, the breath weapon deals 2d8 with a Reflex save of 14 for half damage. This save is Charisma-based.

Fierce Shout (Ex): As a standard action this student may shout to give herself and allies within 30 ft. a +2 morale bonus on damage rolls on their first attack for the next round. This is a mind-affecting emotion effect.

Frightful Roar (Ex): As a standard action all hostile creatures within its radius must succeed on a Will saving throw DC 14 or be shaken. This is a mind-affecting fear effect.

Inspired Sequence (Ex): While the student has an active sequence, she gains an insight bonus on attack and damage rolls and caster level equal to half the length of her sequence (minimum 1).

Sequence (Ex): This student builds chains of momentum known as sequences. After landing an opening attack, using a shout or roar, or saving against a magical effect the student can then add links to the sequence to a maximum of 5 links. Links are generally added by landing attacks, maintaining aggressive flanking, or making a saving throw.

Tentacle Swarm (Su): As a standard action, this student may explode her flesh in tendrils outward that target one target per link in her sequence within 30 ft. with a trip attack. This ability expends links and ends her sequence.

Top of her third year class, this young dragonkin has blended her draconic heritage and presence with nascent shapechanging magic to unlock surprising potential as a tactical leader. She has begun to pull ahead in class rankings and is an early favorite for the Academy Games Year 3 division. She isn't above bestowing her draconic magic on less gifted team members to make sure that her side wins.

Angel, Void

This creature's angelic form appears to be wrought in starfields and ancient artifice, its shimmering wings promising an infinity of arcane secrets.

ANGEL, VOID CR 15

XP 51,200

N Medium outsider (Neutral)

Init +8; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +22

Defense

AC 36, touch 20, flat-footed 31 (+4 armor [*mage armor*], +5 deflection, +4 Dex, +1 dodge, +12 natural)

hp 268 (20d10+140);

Fort +19, **Ref** +11, **Will** +16; +4 vs. poison, +4 resistance vs. arcane magic

DR 10/evil and silver; **Immune** cold, electricity, petrification; Resist sonic 10; SR 31

Offense

Speed 30 ft., fly 100 ft. (perfect)

Melee +1 *dispelling* light mace +28/+23/+18/+13 (1d6+14 plus 1d6 electricity)

Space 5 ft.; **Reach** 5 ft.

Special Attacks memory of magic

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*detect good*, *detect magic*, *see invisibility*, *mage armor*

At will—*blur*, *crushing despair* (DC 18), *dispel magic*, *invisibility* (self only), *ray of exhaustion* (DC 17)

3/day—*mass inflict moderate wounds* (DC 20), *suffocation*APG (DC 19)

1/day—*implossion*(DC 24), *mage's disjunction* (DC 24)

Statistics

Str 29, **Dex** 19, **Con** 24, **Int** 20, **Wis** 18, **Cha** 17

Base Atk +20; **CMB** +29; **CMD** 43

Feats Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spell Penetration (3)

Skills Appraise +20,Diplomacy +20, Heal +20, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (nature) +21, Knowledge (planes) +25, Knowledge (religion) +21, Perception +28, Sense Motive +24, Spellcraft +25, Stealth +24; **Racial Modifiers** +4 Perception

Languages Celestial, Draconic, Infernal; speak with animals, truespeech

SQ no breath

Ecology

Environment vacuum, Splinter Planes, the Void

Organization solitary or flight (5, 6, or 7 void angels depending on their creator's nature)

Treasure standard

Special Abilities

Infinite Affinity (Su) A void angel is healed by both positive energy and negative energy.

Memory of Magic (Su) A void angel is steeped in the arcane lore of untold dead worlds, each day as a full-round action it can select a single school of magic and choose a spell of each level from 1st to 8th. Each selected spell may be cast as a spell-like ability once per day. Any unused daily uses are expended when this ability is used again.

Power of Memory (Su) A void angel uses its Intelligence modifier for calculating the DCs and other attributes of its spell-like abilities.

Starflight (Su) A void angel can survive in the Void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system or Sphere normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the void angel knows the way to its destination.

Warding Halo (Su) A void angel gains a deflection modifier equal to its Intelligence modifier.

Void angels are thought to be the servitors of Eternals that died in the War of Creation. These ageless beings formed lose associations to protect the forces and concepts that remained from their shattered worlds. Seeing themselves of guardians of lost magic and the rules of power that govern the multiverse they act with a great deal of autonomy and present themselves wherever they see fit to right the scales of magic.

Ballista Tree

This pale green conifer shifts on four trunk-like legs. Each one waves boughs heavy with spear-length pods. The rest of the plant bristles with needles and gleams with a sticky resin.

BALLISTA TREE **CR 12**

XP 19,200

Unaffiliated

N Gargantuan plant

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

Defenses

AC 26, touch 10, flat-footed 22 (+4 Dex, +16 natural, –4 size)

hp 189 (18d8+108)

Fort +17, **Ref** +12, **Will** +12

Defensive Abilities needles; **Immune** plant traits

Offense

Speed 30 ft.

Melee 3 slams +21 (2d6+12 plus entangled 1 round)

Ranged 2 seedpods +13 (2d8+12 plus seed swarm)

Space 20 ft.; **Reach** 20 ft.

Special Attacks seed swarm

Statistics

Str 35, **Dex** 19, **Con** 22, **Int** 5, **Wis** 18, **Cha** 13

Base Atk +13; **CMB** +29; **CMD** 43 (47 vs. trip)

Feats Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Point-Blank Shot, Precise Shot, Shot on the Run, Skill Focus (Stealth), Vital Strike

Skills Perception +15, Stealth +11 (+19 in forests); **Racial Modifiers** +8 Stealth in forests

Languages Sylvan

Ecology

Environment forest (Orchard District and the Bright Lands)

Organization solitary, pair, or grove (2–6 plus hamadryad[B4])

Treasure standard

Special Abilities

Needles (Ex) Any creature that attacks a ballista tree with a melee weapon or that starts its turn touching the ballista tree is exposed to its needles. The needles deal 3d6 points of piercing damage and entangle the attacker with sticky resin for 1 round or until brushed away as a move action.

Seedpod A ballista tree's long, tapered seedpod has a range increment of 30 feet.

Seed Swarm (Ex) Each of the ballista tree's boulder-sized seedpods contains a swarm of army ants. When the seedpod breaks, it releases the swarm, which attacks non-plant creatures in its area. The swarm doesn't move from that spot until it disperses 10 minutes later.

Smaller relatives of the tarantula tree[B6] first brought to Hyraeatan as living artillery, ballista trees now roam the Orchard District's Verge and Glarewood. They search for large masses of rotting flesh and metal in which to plant their seeds. If they cannot find suitable patches, they create their own by ambushing Ashborn, Blackblade, or Warden patrols. Lone hunters are too slim of meals to draw their interest most of the time. A ballista tree stands 40 feet high, with four trunks 3 feet in diameter, and weighs just over 10,000 pounds.

Captain of the Coinspinner: Anthariel

> "When faced with the mysteries of the Elder Age one must choose: succumb or become."
>
> —Captain Anthariel

A grim smile twists the face of this space pirate as tattoos of psionic power configure themselves toward some new purpose on her bared flesh.

ANTHIRIEL **CR 14**

XP 38,400

Unaffiliated

Female elf cryptic 5 [UP]/rogue (pirate) [UC] 10

N humanoid (elf)

Init +4; **Senses** low-light vision; Perception +23

Defenses

AC 24, touch 15, flat-footed 20 (+4 Dex, +7 armor, +1 deflection, +2 shield)

hp 111 (15d8+40)

Fort +5, **Ref** +15, **Will** +6; +3 vs fear and mind-affecting, +2 vs enchantment

Defensive Abilities altered defense 2 (8 rounds/day) [UP], evasion, improved uncanny dodge, rapid defense [UP], unflinching [UC]; **Immune** sleep

Offense

Speed 30 ft. (30 ft. without armor)

Melee *+1 agile sneaky* [ACG] *cold iron rapier* +16/+11 (1d6+5, 18-20/x2)

Space

Special Attacks disrupt pattern +10 (1d6+8 plus 2d6), sneak attack +5d6, swinging reposition

Captain of the Coinspinner Spell-Like Abilities (CL #; concentration +#)

At will—*akashic communion*

1/day—*black spot* on anyone aboard the ship (DC 20), *guards and wards* on the entire ship (DC 20), *overwhelming presence* [UM] (DC 23)

Cryptic [UP] **Powers Known** (ML 5th, concentration +9); 20 pp

2nd—*body adjustment, distracting strike*

1st—*kinetic legerdemain, offensive prescience, roshan's inevitable strike*

0—*conceal thoughts, distract*

Tactics

During Combat When Anthiriel goes into combat, it is never without her crew. She will use disrupt pattern in conjunction with sneak attack on foes that haven't acted yet, use swinging reposition to charge into flank, and in the odd case that she can't flank a particularly tough opponent, she uses her rapier's *sneaky* special ability on them.

Morale In the rare circumstance that Anthiriel is losing a battle, she will not hesitate to order her crew to grab their fallen comrades and fall back to the Coinspinner to flee. She has seen enough battle to know to pick her fights.

Statistics

Str 12, **Dex** 18, **Con** 12, **Int** 20, **Wis** 8, **Cha** 11

Base Atk +10; **CMB** +11; **CMD** 25

Feats Alertness, Improved Disruption[UP], Leadership, Outflank[APG], Precise Strike[APG], Sea Legs[UC], Scribe Tattoo[UP], Skill Focus (Knowledge [the Planes]), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +24, Bluff +12, Climb +21, Craft (trapmaking) +14, Diplomacy +18, Disable Device +22, Knowledge (arcana) +23, Knowledge (local) +18, Knowledge (the planes) +29, Knowledge (psionics) +18, Perception +23, Spellcraft +13 (+15 to identify magic items), Sense Motive +11, Stealth +23, Swim +16, Use Magic Device +18; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic items

Languages Common, Elven, Gnome, Ignan, Orc, Sylvan, Terran

SQ advanced rogue talent (entanglement of blades [APG]), hidden pattern +4 [UP], insights (branding pattern [UP], disrupted healing [UP]), pattern designs [UP], rogue talents (esoteric scholar [UC], rope master [UC], weapon training), trapfinding +2, trapmaker +5 [UP],

Combat Gear *potion of haste* (2), *potion of fly* (2); **Other Gear** *+1 agile sneaky* [ACG] *cold iron rapier, +3 mithral chain shirt, +1 buckler, ring of protection +1*, 95 gp (protection), *belt of incredible dexterity +2, daredevil boots* [UE], *headband of vast intelligence +2 (Knowledge [Arcana]), robe of needles* [UE], 1,385 gp

Raiders of the Sea of Shadow

The Coinspinner and her crew aren't alone in serveing the City, other privateer crews include:

The Blotters: Lenia the Inkstained maintains a cadre of debtors who owe everything to the Temple of Coin and who will accept missions to steal, kill, or otherwise take care of things important enough for Rysia's second-in-command to target. Often times talented adventurers and mercenaries will find contract clauses have assigned them to the *Blood Quill*, Lenia's personal voidship as part of the Blotters.

Ghouls of the Green Grove: This rare Descendants of Dream privateer ship has had some difficulty maintaining its license due to "failure to contribute" to the Temples Licensure Agency. The pirates of the *Green Grove* pretend to be undead monsters and target corrupt Prime Material regimes. Often the Ghouls give the plunder to needy peoples they encounter.

The Sleepers Slaves: A strange curse on the psion Eriegas causes him to sleep eternally. His telepathic talents allowed him to vicariously experience and sometimes control those he was brought near. Eriegas' commission as a privateer was still valid and so he used his voidship to offer lives of excitement to Prime Material born creatures in exchange for a willingness to host his consciousness from time to time. The crew of these sometimes-hosts adopted the moniker "The Sleepers Slaves" as a tongue-in-cheek description of their standing.

The Virtue's Vice: The Eternal Dawning's efforts to prove themselves to the other Parities and among their earliest efforts was the commission of the *Virtue's Vice*. This is most often crewed by servants of Ruby Lady who are the most morally "flexible" of the Dawning. Still, adherent to the Dawning's commission most often the crew of the Vice finds themselves acting as knifes for the Jeweled lords damaging corrupt targets.

An unexpected journey into the Roil led to the Coinspinner's being beset by proteans. During the ensuing clash, while the other crew was assaulted by the chaos magic of the creatures she rose from the din like a firebird. No one knew her but few questioned as she battled on their behalf. Seizing control of the ship after the death of its former captain, she shifted them free of the assault and back into the safety of the Shadow. The ship and the crew have pledged their loyalty to her from that day on never noticing that the ship's cabin boy went missing in the chaos of her first appearance.

Eternal Dawning: Jeweled Angels

The Jeweled Angels are not angels in the sense of divine servitors but functionally similar enough that many unfamiliar can't tell the difference—at least until they shed their armored forms. Their truth is one of the discipline and focus of humans dedicated to one of the Eight Daestari Virtues. Each individual's pursuit of their chosen virtue is unique. The trinity angels presented below are only a small sampling of the diverse powers arrayed in the Jeweled Legions.

Amethyst Angel

An angelic form cast in shimmering crystal of a purplish hue swims with spiritual energies nearly obfuscating the humanoid silhouette of a woman suspended within.

AMETHYST ANGEL **CR 6**

XP 2,400

Eternal Dawning

Human aegis† 2/nexus† 1/psion[UP] (kineticist) 2/trinity angel 2

LN Medium humanoid (human)

Init -1 **Senses** darkvision; Perception +0

Defenses

AC 19, touch 10, flat-footed 19 (+9 astral armor, +2 *buckler +1*, -1 Dex)

hp 56 (4d10 + 1d8 + 2d6 + 21)

Fort +9, **Ref** +0, **Will** +9

Defensive Abilities astral armor, stalwart; cold, electricity, and fire resistance 3

Offense

Speed 50 ft. fly (perfect)

Melee telekinetically wielded *+1 crystal bastard sword* +9 (1d10+4) or *hammer* +8 (4d8 force)

Ranged planar detonation +4 (1d6 piercing or 1d8 electrical), telekinetic hurl -1 (1d4)

Special Attacks planar detonation, psionics

Nexus Veils (VL 3; essence 6[7 with Trinity Focus])

2 essence –*circlet of flame, crusader's shield (bound hands) (30 ft. square), garden warden's gorget*

Psion Powers Known/Prepared (ML 3rd [4th with Overchannel], 22 power points; concentration +7)

2nd—*energy missile* (DC 17; fully augmented 4d6+10 [fire]), *psionic lock*

1st—*control object, crystal shard, energy ray* (fully augmented 4d6+10 [fire]), *force screen, hammer*

0 (at will)—*detect psionics, farhand*

Tactics

Before Combat If this amethyst angel is aware of danger it will manifest *force screen* (taking its AC to 23). Its active energy is currently fire which benefits from her *circlet of brass*.

During Combat This amethyst angel will manifest *energy missile* at groups of foes while flying out of reach if possible. If a foe proves resistant to fire, they will close and use a manifested augmented (with Akashic Augmentation) *hammer* power (4d8 force touch attack). It will save its *crusader's shield* immediate action block for a powerful attack impacting an ally.

Morale Amethyst is the Jewel of Discipline and as such the amethyst angels are last to break. This amethyst angel will fight until the objective is completed, or all other allies have fallen or retreated.

Statistics

Str 13, **Dex** 8, **Con** 16, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +5; **CMB** +8; **CMD** 17
Feats Akashic Augmentation, Exotic Weapon Proficiency (bastard sword), Extra Essence, Overchannel, Talented, Trinity Focus
Skills Autohypnosis +10, Diplomacy +10, Disable Device (with *control object)* +14, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (psionics) +13, Spellcraft +5;
Racial Modifiers None
Languages Common, Celestial, Daestari, Fade, Xo
Combat Gear *power stone of concealing amorpha*; **Other Gear** explorer's kit, *cloak of resistance +1*

Special Abilities

Astral Armor (Su): This trinity angel has manifested its angelic form astral armor. This grants it flight, stalwart and the following special customizations: darkvision, evasion, hardy, shape veil (lesser)
Circlet of Brass (Su): This amethyst trinity angel has a *circlet of brass* veil shaped and fully invested granting its fire-based psionic powers increased power and damage.
Crusader's Shield (Su): Once per day as an immediate action, this amethyst trinity angel may summon a 30 ft. protective vertical plane of akashic energy that stops attacks, movement, breath weapons, and any targeted spells or effects which would pass through. If it takes 6 hit points (after bypassing a hardness of 7) points the barrier collapses and cannot be summoned for 1d4 rounds.
Evasion (Ex): If this amethyst angel is in angelic form and subjected to an attack that normally allows a Reflex save for half damage, they take no damage if they make a successful saving throw.
Garden Warden's Gorget (Sp): Any arrow, bolt, thrown weapon, or other ranged ammunition or projectile that would successfully strike the amethyst angel arrow takes 3d6+6 fire damage. This damage is not halved against objects. Any weapon or projectile that is broken by this effect deals half damage, and destroyed weapons and projectiles deal no damage.
Integrated Formation (Su): Trinity angels merge veils and equipment seamlessly into their angelic forms. DCs to recognize veils raise by +10 against an angelic form trinity angel. It requires a DC 20 perception check to correctly identify gear wielded by an angelic form creature.
Stalwart **(Ex):** This trinity angel is able to resist effects with great willpower and fortitude. If it succeeds on a Fortitude or Will save against an effect with a partial effect on a successful save, it instead suffers no effects from the attack.

Emerald Empyrean

The crystalline form hovering above you softly pulses with a soft green light... with each coruscation along the jagged edges of its form you feel secrets inside you begging to be revealed.

EMERALD EMPYREAN CR 16

XP 76,800
Eternal Dawning
Human aegis† 2/vizier[AM] 3/psion[UP] (seer) 2/trinity angel* 10
LG Medium humanoid (human)
Init +2 **Senses** darkvision 60'; Perception +17

Defenses

AC 28, touch 15, flat-footed 27 (+9 astral armor, +4 *thurston's bladeward*, +1 Dex, +4 *defensive precognition*)
hp 162 (12d10 + 5d6 + 51+16 Essence of the Immortal + 6 Akashic Imbued Body)
Fort +15, **Ref** +6, **Will** +16
Defensive Abilities astral armor, auras (see below), stalwart; *spiked pauldrons*

Offense

Speed 50 ft. fly (perfect)
Melee telekinetically wielded *+1 crystal bastard sword* +20/+15/+10 (1d10+18)
Ranged 6 *riven darts* +16 ranged touch (6d4+12 force damage per *riven dart*, no more than 2 attacks per target)
Special Attacks psionics, trinity assault, veils
Psion[UP] Powers Known/Prepared (ML 10, 105 power points; concentration +15)
4th—*augured answer, fold space, remote viewing, trace teleport*
3rd—*body adjustment, body purification, escape detection, fate link,*
2nd—*clairvoyant sense, false future, object reading, recall agony* (DC 20 Will)
1st—*crystal shard, defensive precognition, energy ray, force screen, offensive prescience*
0 (at will)—*detect psionics, my light, psionic repair, sense poison*
Vizier Veils (VL 16; essence 14[15 with Trinity Focus])
5 essence–*riven darts (bound hands)*
3 essence–*gilded treads (bound feet)*
2 essence–*spiked pauldrons, stormcaller's band, thurston's bladewards (bound wrists)*
1 essence–Akashic Augmentation
0 essence–*halo of holy light*

Tactics

Before Combat If this emerald empyrean is aware of danger it will manifest *offensive prescience* (with Akashic Augmentation) and *defensive precognition* to gain a +12 to all damage rolls and

+4 to AC and saves before a conflict. Its active energy is currently sonic.

During Combat This emerald empyrean will concentrate fire of the most powerful foes with its *riven darts* targeting stronger targets with 2 missiles each while flying out of reach if possible. If fighting chaotic or evil creatures it uses its gilded treads to make as many hindering movement squares as possible.

Morale Emerald is the Jewel of Honor and emerald empyreans accept earnest surrender and will honor the wishes of a commander. This emerald empyrean will protect the weak and hold the line as needed to stand against evil. If they are in danger of losing an important conflict they will make use of *fold space* and *body adjustment* to recover and regroup.

Statistics

Str 8, **Dex** 15, **Con** 16, **Int** 23, **Wis** 10, **Cha** 12

Base Atk +14; **CMB** +22 (telekinetic combat); **CMD** 34 (telekinetic combat)

Feats Akashic Augmentation, Akashic Imbued Body, Enhanced Capacity *(riven darts)*, Essence of the Immortal, Exotic Weapon Proficiency (bastard sword), Extra Customization (x2), Extra Essence, Overchannel, Psionic Meditation, Talented

Skills Autohypnosis +19, Diplomacy +22, Knowledge (arcana) +23, Knowledge (planes) +22, Knowledge (psionics) +28, Knowledge (religion) +22, Perception +20, Sense Motive +14, Spellcraft +28, Use Magic Device +22;

Racial Modifiers none

Languages Common, Celestial, Ignan, Infernal, Daestari, Fade, Umbral, Xo

Combat Gear *power stone of greater concealing amorpha*; **Other Gear** *cloak of charisma +2, headband of vast intellect +4* (Use Magic Device and Knowledge [psionics]), *least akashic catalyst, vest of resistance +3*

Special Abilities

Astral Armor (Su): This trinity angel has manifested its angelic form astral armor. This grants it flight, stalwart and the following special customizations: darkvision, ectoplessence, evasion, hardy, improved ranged attack, psychic synergy (seer), psychic synergy (vizier), ranged attack, shape veil (lesser).

Aura of Subjugation (Su): At 5th level the ruler's control over his aura of subjugation improves and the penalty to Will saving throws increases to –2 and the penalty to Sense Motive checks increases to –4. At 9th level the ruler's aura increases to a 60 foot radius and any ally within its area of effect whom the ruler has chosen to exclude from its penalties instead gains a +2 bonus to their Will saving throws.

Gilded Treads (Su): For one round any square this emerald empyrean moves through cost 20 ft. of movement for a chaotic or evil character to move through. As a full-round action, this emerald empyrean can create a 20 ft. ward of protective energy that extends out from you in a 10 ft. radius sphere and lasts 1 turn. All allies within the area of this sphere gain spell resistance equal to 14 against any effect cast or manifested by a creature whose alignment includes a chaotic or evil component. Any creature with the chaotic or evil subtype attempting to enter this sphere must succeed at a Will saving throw or be unable to enter protected spaces for 1 round.

Evasion (Ex): If this amethyst angel is in angelic form and subjected to an attack that normally allows a Reflex save for half damage, they take no damage if they makes a successful saving throw.

Integrated Formation (Su): Trinity angels merge veils and equipment seamlessly into their angelic forms. DCs to recognize veils raise by +10 against an angelic form trinity angel. It requires a DC 20 perception check to correctly identify gear wielded by an angelic form creature.

Riven Darts (Sp): A single standard actions may fire all six *riven darts*.

Stalwart **(Ex):** This trinity angel is able to resist effects with great willpower of fortitude. If it succeeds on a Fortitude or Will save against an effect with a partial effect on a successful save, it instead suffers no effects from the attack.

Telekinetic Combat (Su): While in angelic form, the emerald empyrean can use its Intelligence modifier in place of its Strength in melee combat.

Trinity Assault (Su): Once per day the Emerald Empyrean can pay 11 power points and unleash a special burst of *riven darts* each dart inflicting 5d4 + 2d8 piercing force damage and forcing a Will save against *recall agony* on each target inflicting 10d6 damage, which is halved on a successful save.

Ruby Revelation

The wildly glowing crystal of this floating entity shimmers with a burning intensity, her words sound with gusts of corrosive intensity.

RUBY REVELATION **CR 17**

XP 102,400

Eternal Dawning

Human aegis† 2/incanter[SoP] 3/nexus† 3/trinity angel† 10

CG Medium humanoid (human)

Init +2 **Senses** darkvision 60'; Perception +17

Defenses

AC 25, touch 15, flat-footed 22 (+10 astral armor, +3 *protection aegis*, +2 Dex)

hp 142 (12d10 + 4d6 + 2d8 + 51+13 Essence of the Immortal + Akashic Imbued Body)

Fort +18, **Ref** +9, **Will** +18

Defensive Abilities astral armor, auras, evasion, stalwart; cold resistance 23, electricity, and fire resistance 8, SR 22

Offense

Speed 50 ft. fly (perfect), warp 55 ft.

Melee telekinetically wielded *gauntlets of the void* +24/+19/+14 (1d4+6+2d6 cold)

Ranged destruction *blast* or *planar detonation* +16 ranged touch (5d6 piercing, bludgeoning, or 5d8 electricity; 1 essence burn to increase to 9d6 or 9d8)

Special Attacks breath weapon (30'-line 15d6 acid, Reflex 25 for half), trinity assault, veils

Incanter Spheres Known (CL 12, 16 spell points; concentration +20)

Destruction

Life—*greater healing, mass healing, ranged healing, restore health, restore mind, restore senses, restore soul, resuscitate*

Mind—command, *courage, expanded charm, powerful charm*

Protection—*luck, spell ward*

Warp—*quick* teleport

Nexus Veils (VL 16; essence 13[14 with Trinity Focus])

7 essence—*gorget of the wyrm* (added with astral armor, +1 essence effect from *akashic catalyst*)

3 essence—*guilded treads, vambrances of holy scripture*

3 essence—*gauntlets of the void, stormcaller's band*

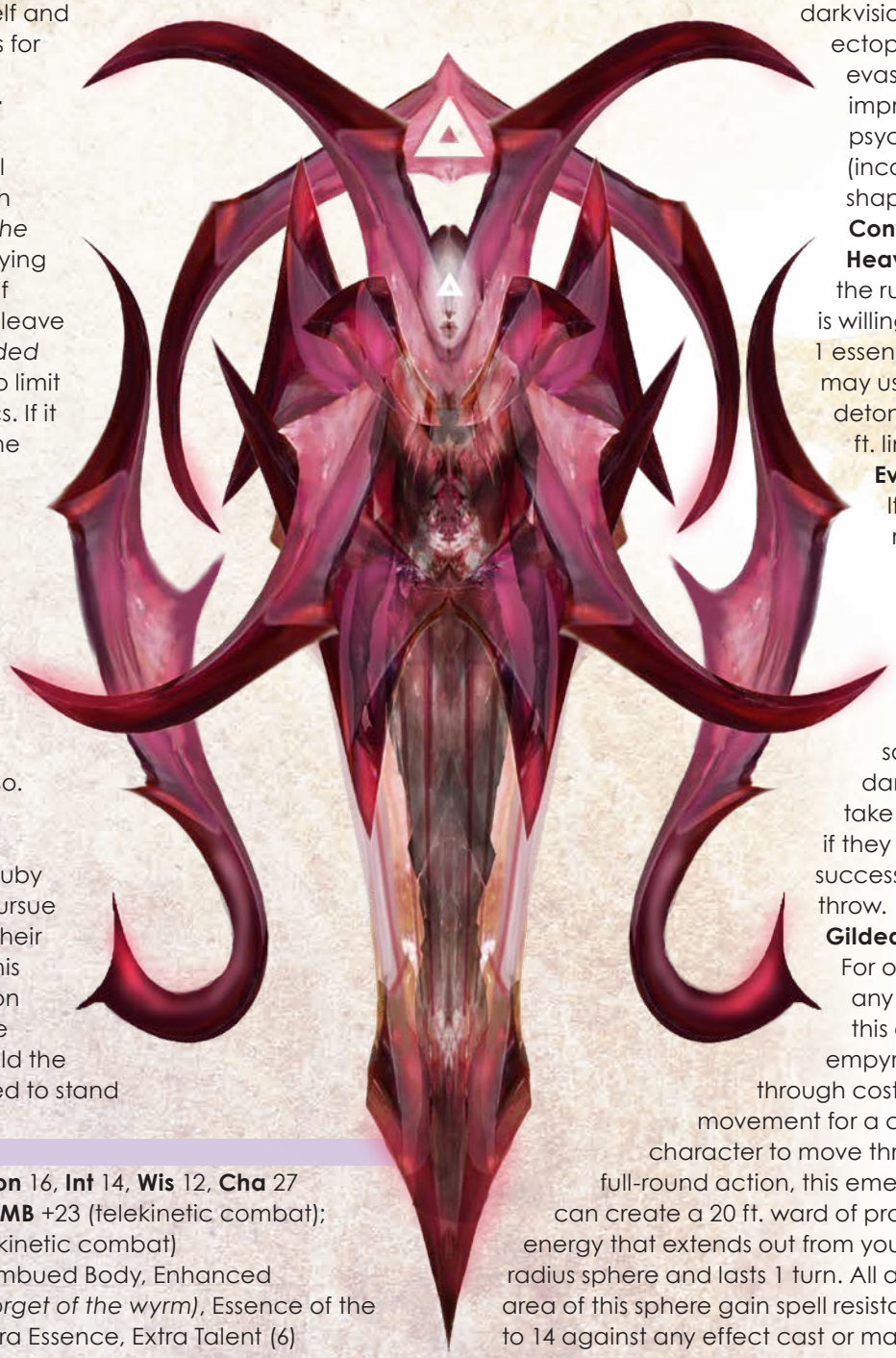
Tactics

Before Combat If this ruby revelation is aware of danger it will pay 2 spell points to use a group courage charm grant a +3 morale bonus to all attack rolls, saving throws, ability checks, and skill

checks to itself and up to six allies for 12 minutes.

During Combat This ruby revelation will thin ranks with its *gorget of the wyrm* while flying out of reach if possible and leave hindering *gilded treads* trails to limit enemy tactics. If it can determine which foes are weak willed, it will *command* them to remain still. It revives allies who fall when tactically sound to do so.

Morale Ruby is the Jewel of Passion and ruby revelations pursue the vision of their own good. This ruby revelation will inspire the weak and hold the line as needed to stand against evil.



Statistics

Str 8, **Dex** 15, **Con** 16, **Int** 14, **Wis** 12, **Cha** 27

Base Atk +15; **CMB** +23 (telekinetic combat); **CMD** 35 (telekinetic combat)

Feats Akashic Imbued Body, Enhanced Capacity (*gorget of the wyrm)*, Essence of the Immortal, Extra Essence, Extra Talent (6)

Skills Diplomacy+22, Knowledge (arcana) +12, Knowledge (planes) +12, Knowledge (psionics) +12, Perception +20, Sense Motive +13, Spellcraft +21, Use Magic Device +29; **Racial Modifiers** none

Languages Common, Daestari, Xo

Other Gear *cloak of charisma +4, headband of mental prowess +2 (Use Magic Device), least akashic catalyst, vest of resistance +3*

Special Abilities

Astral Armor (Su): This trinity angel has manifested its angelic form astral armor. This grants it flight x2, stalwart and the following special customizations: darkvision, ectoplessence, evasion, hardy, improved armor, psychic synergy (incanter) x 2, shape veil (lesser).

Convergence—Heavens 2 (Su): If the ruby revelation is willing to take 1 essence burn, it may use planar detonation as a 90 ft. line.

Evasion (Ex): If this ruby revelation is in angelic form and subjected to an attack that normally allows a Reflex save for half damage, they take no damage if they makes a successful saving throw.

Gilded Treads (Su): For one round any square this emerald empyrean moves through cost 20 ft. movement for a chaotic or evil character to move through. As a full-round action, this emerald empyrean can create a 20 ft. ward of protective energy that extends out from you in a 10 ft. radius sphere and lasts 1 turn. All allies within the area of this sphere gain spell resistance equal to 14 against any effect cast or manifested by a creature whose alignment includes a chaotic or evil component. Any creature with the chaotic or evil subtype attempting to enter this sphere must succeed at a Will saving throw or be unable to enter protected spaces for 1 round.

Integrated Formation (Su): Trinity angels merge veils and equipment seamlessly into their angelic forms. DCs to recognize veils raise by +10 against an angelic form trinity angel. It requires a DC 20 perception check to correctly identify gear wielded by an angelic form creature.

Life Spherecasting (Su): This trinity angel may heal

allies for 6d8+24 hit points at a range of 55 feet for 1 spell point. It may pay an addition spell point to extend this healing to up to seven creatures. Targets that have died in the past round can be returned to life by this healing. Alternatively it may pay 1 point to remove poison, blindness, confusion, ability drain, and negative levels.

Stalwart **(Ex):** This trinity angel is able to resist effects with great willpower of fortitude. If it succeeds on a Fortitude or Will save against an effect with a partial effect on a successful save, it instead suffers no effects from the attack.

Telekinetic Combat (Su): While in angelic form, the ruby revelation uses its Charisma modifier in place of its Strength modifier in melee combat and for combat maneuvers.

Trinity Assault (Su): Once per day the ruby revelation can pay 1 spell point, take 1 essence burn and infuse the breath weapon of the *gorget of the wyrm* as a trinity assault dealing 15d6 acid + 9d8 electrical damage and 10d6 bludgeoning damage along a 90 ft. line, a Reflex save of 26 halves all of these damages.

Vambrances of Holy Scripture (Sp): Creatures damaging the Ruby Revelaton must make a Will save of 21 or become dazzled for 4 rounds. Dazzled creatures are instead blinded.

Sapphire Savior

Deadly shards of crystal coalesce and collapse in symmetrical arrays around this blue gem encased entity.

SAPPHIRE SAVIOR **CR 10**

XP 9,600

Eternal Dawning

Human aegis* 2/radiant* 1/psion[UP] (shaper) 2/trinity angel 6

LG Medium humanoid (human)

Init +0; **Senses** darkvision; Perception +0

Defenses

AC 19, touch 10, flat-footed 19 (+9 astral armor)

hp 102 (8d10 + 3d6 + 44)

Fort +11, **Ref** +6, **Will** +13

Defensive Abilities astral armor, evasion, stalwart

Offense

Speed 50 ft. fly (perfect)

Melee telekinetically wielded *+1 crystal bastard sword* +13 (1d10+4)

Ranged *frigid ray* (4d6 cold damage, -10 to movement speeds)

Special Attacks psionics, veils

Radiant Veils & Vivification (VL 5th; essence 8[9 with Trinity Focus])

3 essence–*Duxandus' Icy Gaze*

0 essence—*unicorn's barding, unicorn's feathering (bound hands)*

See Akashic Bond/Vivification for remaining essence distribution.

Psion[UP] Powers Known/Prepared (ML 7th [8th with Overchannel], 34 power points; concentration +11)

3rd—*greater concealing amorpha, psionic blast*

2nd—*concealing amorpha, energy stun, minor metamorphosis, swarm of crystals* (15 ft. cone, 8d4 slashing)

1st—*astral construct, crystal shard, ectoplasmic creation, ectoplasmic sheen, force screen*

0 (at will)—*detect psionics, ectoplasmic trinket*

Tactics

Before Combat If this sapphire savior is aware of danger it will manifest *force screen* (taking its AC to 23). Its active energy is currently cold. It will invest 2 essence in three allies with akashic bond granting them vivification.

During Combat This sapphire savior will manifest *swarm of crystal* at groups of foes while flying out of reach if possible. If only a single foe presents itself it will use frigid rays to slow and damage them. Essence will be redistributed each round to support allies. If temporary hit points are expended they reallocate essence to grant fast healing with *unicorn feathering*.

Morale Sapphire is the jewel of Justice, and its angels are not sent into the field until it is time to punish the guilty. When damaged below 50% hit points it manifests *greater concealing amorpha*, heals allies, and continues its assault.

Statistics

Str 13, **Dex** 8, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +9; **CMB** +13 (telekinetic combat); **CMD** 22 (telekinetic combat)

Feats Akashic Augmentation, Exotic Weapon Proficiency (bastard sword), Extra Essence, Overchannel, Psionic Meditation, Talented, Trinity Focus

Skills Acrobatics +13, Autohypnosis +11, Diplomacy +10, Disable Device (with *control object)* +14, Knowledge (arcana) +12, Knowledge (psionics) +12, Perception +11, Sense Motive +11, Spellcraft +5

Languages Common, Celestial, Daestari, Fade, Xo

Combat Gear *power stone of concealing amorpha*; **Other Gear** explorer's kit, *cloak of resistance +1*

Special Abilities

Akashic Bond (Su): This trinity angel may invest essence in an ally within 60 ft. Each essence grants them 5 temporary hit points, a +1 insight bonus to saving throws, and vivification as below. They usually spread this essence between 3 targets. See the radiant class for more details.

Astral Armor (Su): This trinity angel has manifested

its angelic form astral armor. This grants it flight, stalwart and the following special customizations: darkvision, evasion, hardy, nimble, psychic synergy (psion)

Evasion (Ex): If this amethyst angel is in angelic form and subjected to an attack that normally allows a Reflex save for half damage, they take no damage if they make a successful saving throw.

Integrated Formation (Su): Trinity angels merge veils and equipment seamlessly into their angelic forms. DCs to recognize veils raise by +10 against an angelic form trinity angel. It requires a DC 20 perception check to correctly identify gear wielded by an angelic form creature.

Stalwart **(Ex):** This trinity angel is able to resist effects with great willpower and fortitude. If it succeeds on a Fortitude or Will save against an effect with a partial effect on a successful save, it instead suffers no effects from the attack.

Telekinetic Combat (Su): While in angelic form, the ruby revelation uses its Wisdom modifier in place of its Strength modifier in melee combat and for combat maneuvers.

Unicorn's Barding (Sp): Allies with 30 ft. gain a +2 sacred bonus to saving throws against fear or emotion effects. Essence can increase this to by +1 per essence to a maximum of 2 essence (+4 bonus).

Unicorn's Feathering (Sp): After an ally's temporary hit points have been depleted, the sapphire savior will shift essence as a swift action and then use a standard action to grant that target fast healing 11 for 3 rounds provided they are within touch range.

Vivification (Su): This sapphire savior has the Ferocity and Insight vivifications. For each point of essence invested in an ally they gain the savior's choice of +2 insight bonus to damage or a +1 enhancement bonus to Wisdom.

Reinforcing its allies while dispensing relentless justice is the method and focus of this sapphire savior. A disciple of the Virtue of Justice it avenges the wronged and protects the weak. It maximizes strategy sending lethal shards of razor into enemy ranks and slowing fleeing enemies with frigid rays. After softening enemies it moves to healing those allies that need support.

Eye Hunter

This writhing mass of tentacle eyestalk-maws barely seems to hesitate between issuing eldritch beams of power and snapping its flesh-rending jaws together.

TWELVE-HEADED ELDRITCH[AB] EYE KING[AB] HYDRA CR 16

XP 12,800

N Huge aberrant outsider

Init +5; Senses all-around vision, darkvision 60 ft., low-light vision, scent; Perception +17

Defense

AC 36, touch 17, flat-footed 31 (+4 deflection, +5 Dex, +19 natural, –2 size)

hp 126 (12d10+60); fast healing 12

Fort +12, **Ref** +15, **Will** +5

Offense

Speed 20 ft., fly 10 ft. (perfect), swim 20 ft.

Melee 12 bites +15 (1d8+4)

Space 15 ft.; Reach 10 ft.

Special Attacks eye rays +15 (DC 20), pounce

Special Qualities vulnerable to sunlight

Tactics

Before Combat if the eye hunter is aware of prey, it instinctively enhances it own power with both *eagle's splendor* and *true strike* trying to gain advantage immediately before a conflict. If it is aware of energy using threats it will also use its eyestalk to gain immunity to that energy.

During Combat If threatened physically, the eye hunter will use its *divine power* eyestalk on itself. Otherwise it will stay above foes and summon creatures to overwhelm them while inflicting poison and lightning damage on stronger foes.

Morale Unless driven below 12 hit points the eye hunter fights relentlessly.

Powerful Eye Ray[AB]

One of an eye king's eye rays is much more powerful than normal.

Prerequisites: Eye king template

Benefit: An eye king can select any spell up to the maximum level allowed for one of your eye rays in your other eye rays

Normal: An eye king can only select a spell of a specific level if it has already selected at least one spell of all previous spell levels.

Statistics

Str 19, **Dex** 20, **Con** 18, **Int** 2, **Wis** 9, **Cha** 19 (15 without *eagles splendor*)

Base Atk +12; **CMB** +18; **CMD** 33 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Lunge, Toughness, Weapon Focus (bite)

Skills Perception +17, Swim +12; Racial Modifiers +2 Perception

SQ hydra traits, regenerate head

Special Abilities

Fast Healing (Ex): An eye hunter's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the eye hunter's body.

Hyrdralike Traits (Ex): An eye hunter can be killed by severing all of its eyestalk-maws or slaying its body. Any attack that is not an attempt to sever an eyestalk-maw affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever an eyestalk-maw, an opponent must make a sunder attempt with a slashing weapon targeting it. An eyestalk-maw is considered a separate weapon with hardness 0 and hit points equal to the eye hunter's HD. To sever an eyestalk-maw, an opponent must inflict enough damage to reduce its hit points to 0 or less. Severing an eyestalk-maw deals damage to the eye hunter's body equal to the eye hunter's current HD. An eye hunter can't attack or generate that eye ray with a severed eyestalk-maw, but takes no other penalties.

Regenerate Eyestalk (Su): When an eye hunter's eyestalk-maw is destroyed, two more regrow in 1d4 rounds (Roll a random scroll from the *Pathfinder Roleplaying Game Core Rule Book* or *Ultimate Equipment* to determine a new eye rays effects re-rolling results above its spell limit, see below). It cannot have more than twice its original number of eyestalks at any one time. To prevent new ones from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. An eye hunter doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Central Eye Beam (Su): When an eye hunter's central eye is open, it constantly produces a magical emanation in a 100-foot cone like the spell *source severance* [PC:F&P]. The eye hunter can suppress one source of supernatural power. it may choose between arcane and divine. if you are using expanded source origin mechanics you can choose mental, primal, temporal, umbral or entropic.

Eyes or Eyestalks (Ex): An eye king has a roughly spherical body with a single central eye on the front of its body. It has a number of eyes or eyestalks equal to the base creature's racial hit dice (minimum 1, maximum 20) that protrude from the top of its head.

Eye Rays (Su): Each of the eye king's eye stalks produces a single spell-like effect as a ray at will once per round as a free action. Each ray has a range of 100 feet. The caster level for an eye king's eye rays is equal to its total racial Hit Dice. All save DCs are Charisma-based. An eye king's eye rays can be any spell that a sorcerer or cleric of a level equal to the eye king's total Hit Dice may cast. If the eye king has sorcerer or cleric class levels, those stack with its Hit Dice for purposes of which spells it can select. For a particular spell, an eye king must have spells of all lower levels (minimum 1st level) already selected unless it has the Powerful Eye Ray feat (see **sidebar**). Once a spell is chosen for a particular eye at the eye king's creation, it cannot be changed. For example, before an eye king can assign a 3rd-level spell to one of its eyes, it must already have assigned a 1st- and 2nd-level spell. No two of an eye king's eye rays can produce the same spell. All eye ray spells affect a single target, no matter what the original spell's target, area, or effect is.

- 1s—*true strike*
- 2nd—*eagle's splendor*, *mental barrier II*[OA]
- 3rd—*lightning bolt*
- 4th—*divine power*, *poison*
- 5th—*mind fog*, *mind thrust V*[OA]
- 6th—*energy immunity*[UM] (as per the word of power), *greater dispel magic*, *heal*, *summon monster VI (summons only 1 monster per use)*

Fate Eater

This creature coils about luminous skeins of ephemeral energy gnawing on them with vigor. Noting your interruption it seems quite perturbed.

PRIMORDIAL FATE EATER CR 11

XP 19,200
Unaffliated
Primordial Fate Eater
N Medium outsider (extraplanar, time)
Init +5; **Senses** lifesense 60'; Perception +20

Defenses

AC 27, touch 18, flat-footed 26 (+1 Dex, +5 deflection, +2 insight, +9 natural)
hp 105 (14d10+28)
Fort +8, **Ref** +5, **Will** +10 (+4 vs time related effects)
Defensive Abilities foresight, temporal resilience; **DR** 10/cold iron; **Immune** critical hits, flanking, mind-affecting effects, sleep, surprise

Offense

Speed 30 ft., Climb 40 ft.
Melee spectral bite +12 (4d8/19-20 + special)
Space 5 ft., **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (CL 12; concentration +16)
constant—*nondetection*, *true seeing*
at will—*quickened dimensional anchor*

Tactics

Before Combat Fate Eaters always start combat by *dimensionally anchoring* opponents so they may then feed upon the victim's destiny with their spectral bite.
During Combat Fate eaters will always attack theletos aeons first if any are present.
Morale Fate eaters will always flee if a norn is present, otherwise they will fight until there are now fates left to consume.

Statistics

Str 10, **Dex** 12, **Con** 14, **Int** 18, **Wis** 16, **Cha** 9
Base Atk +12; **CMB** +12; **CMD** 23
Feats Alertness, Combat Reflexes, Improved Critical (bite), Improved Initiative, Iron Will, Quicken Spell-Like Ability (*dimensional anchor*), Weapon Focus (bite)
Skills Bluff +18, Diplomacy +12, Knowledge (arcana) + 20, Knowledge (history) +30
Knowledge (planes) +30, Knowledge (religion) +20, Perception +20, Sense Motive +20, Stealth +18
Languages telepathy 100'
SQ sound mimicry (voices)
Other Gear organs

Ecology

Environment The Loom, near ethereal storms, great historic events
Organization solitary
Treasure organs

Special Abilities

Bound to the Loom (Su) Primordial fate weavers are unusually resistant to being summoned via magic. Attempts to do so have an 80% + 1% per hit dice of the fate eater chance of failing utterly (maximum 99% failure).
Foresight (Su) Creatures with the time subtype are able to see a few seconds into the future preventing them from being surprised, caught flat-footed, or flanked. It also grants the creature an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but can be restarted as a free action on the creature's next turn.
Primordial Spectral Bite (Su) When a primordial fate eater scores a critical hit against a target, it damages not only the creature but also the threads of its fate. Each successful critical changes the character's past or future (Will save DC 20). Roll 1d10 on the table below for each critical hit:

d10	Result
1	**Twinned Experience:** Gain a level in a new class or retrain 1d10 levels (GMs choice).
2	**Trauma Amputation:** Gain a +2 enhancement bonus to Will saves.
3	**Lost Potential**: Suffers 2 ability damage (random ability), a critical failure makes this drain.
4	**Took A Different Path**: Gains 2 negative levels and 2 ranks in a profession skill.
5	**Boots of Another:** Changes gender (20%), species (70%), or both (10%).
6	**Eyes of Another:** Switch to opposing alignment, Neutral changes to random alignment
7	**Blinded by Alternates**: Gains the confused condition for 1d6 rounds.
8	**Shifting Memories**: Loses 2 ranks from a single random skill, and gains 2 ranks in a random untrained skill.
9	**Untied from the Loom**: Character is affected by *time shudder* for 1d6 rounds.
10	**Not So Fast**: Unable to use one random feat or class ability for 1d4 rounds.

Another Will save may be made every 24 hours to dispel any effects without a stated duration. Each day the DC increases by 1 as the character becomes more entrenched in this new destiny.

GM Option: If the initial save is made by 5 or more, the target can attempt to direct the change: replacing age, race, alignment, skill ranks, or feats with other legal choices. For instance, some GMs might allow an avoided drained level to be replaced with a level in a completely different class. This is an option often

pursued by members of the Chrysalis Covenant.

Temporal Resilience (Ex): Creatures with this ability are resistant spells and effects that manipulate time. They gain a +4 bonus on saving throws against all time-related spells and effects (including revelations from the oracle time mystery, *time stop*, *temporal stasis*, and the like).

Rumored to have predated creation itself, the primordial fate eaters are the progenitors of the fate eaters of the Loom and all other known variants of the species. Possessed of cold, seemingly erratic intellect it is thought their consumption of the threads of destiny follows some bizarre and esoteric grand design.

The organs of a primordial fate eater are rumored to be far more potent when consumed than those of its lesser kin.

Feastlayer

A beautiful spread of delectable morsels and ripe to bursting fruit encircle this curious creature wrought in luminous vines.

FEASTLAYER **CR 5**

XP 1,600

Lightbringer

N Medium fey

Init +2; **Senses** darkvision 60 ft., low-light vision, greensight; Perception +13

Defenses

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 36 (8d6+8); fast healing 10

Fort +5, **Ref** +8, **Will** +8

DR 5/cold iron

Offense

Speed 30 ft.; climb 30 ft.

Melee shining staff +9 (1d6+6 plus disease), 3 slams +6 (1d4+2 plus grab) or 4 slams +8 (1d4+4 plus grab)

Space 5ft.; **Reach** 10 ft.

Special Attacks constrict (2d4+6 plus disease)

Spell-Like Abilities (CL 8th; concentration +9)

At will—*entangle* (DC 12), *faerie fire*

1/day—*daylight*, *goodberry* (plus disease)

Statistics

Str 18, **Dex** 15, **Con** 12, **Int** 11, **Wis** 15, **Cha** 12

Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 20

Feats Combat Reflexes, Great Fortitude, Improved Great Fortitude, Multiattack^B

Skills Acrobatics +13, Climb +12, Knowledge (nature) +11, Perception +13, Sleight of Hand +13, Stealth +13, Survival +13

Languages Common, Sylvan

SQ death curse, restful death, tree jump, woodland stride

Ecology

Environment any forest

Organization solitary, pair, or grove (3–6)

Treasure standard

Special Abilities

Death Curse (Su) When a creature slays a feastlayer, the slayer is affected by the curse of fertile ground.

Curse of Fertile Ground: *save* Will DC 15; *effect* creature is impeded by any plant it comes near (treat all squares within reach of animate and inanimate plant as difficult terrain). It must succeed at a Reflex save whenever it makes an initiative check or be entangled and unable to move for 1 minute. When the target is dying or dead for at least 2 rounds, it instantly transforms into a new fey of equal CR with only fragmented memories of its former life. The original creature is effectively dead and can be restored to life normally.

Disease (Su) *Fey Hunger*—ingested or injury: *save* Fort DC 15; *onset* 1 hour; *frequency* 1/8 hours; *effect* 1 Con and 1d2 Wis, target become nauseated for 1 round whenever it consumes food or liquids, and if reduced to 0 Wisdom the target dies and transforms into a new fey of equal CR; *cure* 2 consecutive saves. The save DC is Charisma-based.

Shining Staff (Ex) The feastlayer's shining staff is like a masterwork quarterstaff that it can wield with a single limb. The staff is required for it to use its spell-like abilities. If lost or destroyed, the feastlayer can grow a new staff in 1 week. Four feastlayers working together can cast *heroes' feast* once per day. Any food the feastlayer creates is supernaturally delicious but diseased.

Tree Jump (Su) A feastlayer can travel short distances between trees as if via *dimension door* as part of a move action. The feastlayer must begin and end this movement while adjacent to a tree trunk (alive or dead). The feastlayer can travel in this manner up to 120 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

Although the Orchard District was ostensibly reclaimed from the vengeful Hyandil long ago, it remains rife with dangers she planted. One of the most commonly encountered is the feastlayer, also called "vernal seraphs" for the ominously wing-like shapes their luminescent tendrils take when at rest. They grow from the soil of the Glarewood and isolated patches of the Verge stained by the blood of intelligent creatures slain during the Lightbringer Incursion.

Whereas they once stormed the city in vast ranks alongside treants and the trees they herded as siege engines toward the city, now feastlayers usually congregate in small groups or hide alone in hopes that they can capture loners or isolated groups that they can transform into more fey. They sometimes place their diseased food where it might be consumed by unwary mortals (who must succeed at a DC 20 Survival or Knowledge [nature] check to notice the threat). Their food is far more delicious than it is possible for mundane food to be; those who eat it have been known to starve to death, unable to stomach anything less perfect ever again. Some steal a group's food until the only option will eventually turn them into fey. Hyraeatan's parents tell tales of these creatures to their children to discourage them from wandering off or eating strange things.

Most feastlayers awaken with slavish love for their Flowered Queen and righteous fury at the crimes of city of that has birthed them, but since the essence of the blood that spawned them is a part of their very being, some have very different personalities. Some even fought to defend Hyraeatan from their fellow fey. They often have templates to make them more similar to the creature they are "rebirthed" from, such as advanced, giant, young, or class templates (*Pathfinder Roleplaying Game Monster Codex*) or mythic templates (*Pathfinder Roleplaying Game Mythic Adventures*) in the case of creatures with many class levels or mythic tiers.

Fluid Soul

The rippling flesh of this shifting creature resolves into a wild looking woman with clawed fingers.

FLUID SOUL **CR9**

XP 6400
Chrysalis Covenant
Female half-elf fighter 5 / fluid soul 5
CG Medium humanoid (elf, human)
Init +5; **Senses** low-light vision; Perception +11

Defenses

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 95 (10d10+40)
Fort +11, **Ref** +8, **Will** +6 (+1 vs. fear); +2 vs. enchantments
Defensive Abilities shadow blending; **Immune** electricity, sleep

Offense

Speed 30 ft.
Melee 1 bite +14 (1d6 +4) and 2 claws +15 (1d4 +4)
Space 5 ft., **Reach** 5 ft.
Special Attacks weapon training (natural +1)

Tactics

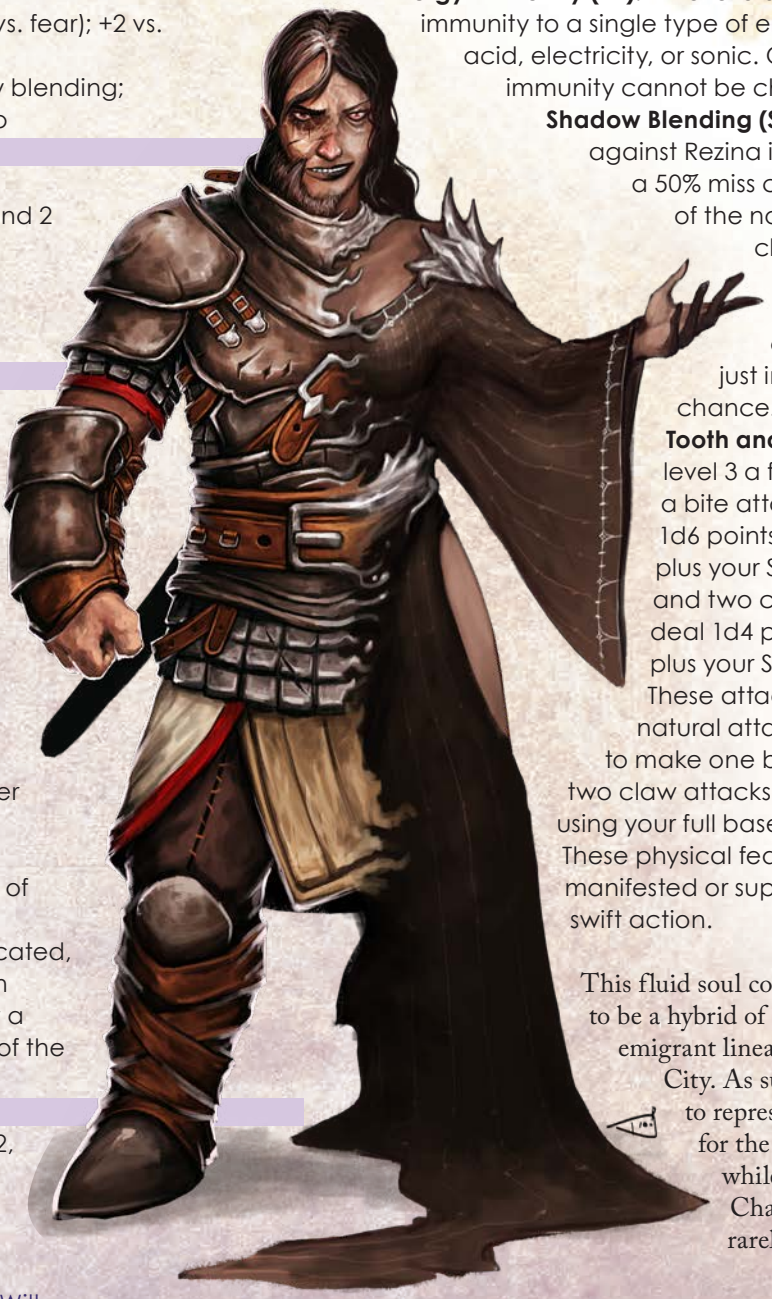
During Combat Viewing struggle and physical pain as requisite paths towards her ever-progressing Change, the fluid soul takes a front line in combat. Attacking with her natural weapons by preference, she uses power attack to increase her damage, and prefers areas of lower light to take advantage of her possession of the typically fetchling ability of shadowblending.
Morale Resolute and dedicated, she will fight to the death unless ordered to flee by a higher ranking member of the Chrysalis Covenant.

Statistics

Str 16, **Dex** 13, **Con** 16, **Int** 12, **Wis** 9, **Cha** 10
Base Atk +10/+5; **CMB** +13; **CMD** 24
Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Minor Becoming, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (claw)
Skills Acrobatics +12, Bluff +9, Diplomacy +9, Heal +12, Intimidate +6, Knowledge (planes) +6, Perception +11; **Racial Modifiers** +2 Perception
Languages Common, Elven, Protean
SQ armor training 1, elf blood
Combat Gear potion of cure moderate wounds; **Other Gear** +2 mithral scale mail, amulet of mighty fists +1, 400gp

Special Abilities

Alter Self (Su): At level 1 a fluid soul gains the ability to utilize *alter self* as a supernatural ability at will.
Energy Immunity (Ex): At level 5 a fluid soul gains immunity to a single type of energy: fire, cold, acid, electricity, or sonic. Once chosen this immunity cannot be changed.
Shadow Blending (Su): Attacks against Rezina in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.
Tooth and Claw (Ex): At level 3 a fluid soul gains a bite attack that deals 1d6 points of damage plus your Strength modifier and two claws that each deal 1d4 points of damage plus your Strength modifier. These attacks are primary natural attacks allowing you to make one bite attack and two claw attacks as a full attack, using your full base attack bonus. These physical features can be manifested or suppressed as a swift action.



This fluid soul considers herself to be a hybrid of indigenous and emigrant lineages come to the City. As such, she attempt to represent a balance view for the good of the whole while pursuing her next Change with a fervor rarely seen.

Fungal Terror (Ai-Go)

Emerging from the seething mi-go masses surges forward a massive chitinous horror resembling but surpassing them… within your mind you hear a disembodied voice begging for release.

AI-GO **CR 18**

XP 153,600

NE Large plant

Init +11; **Senses** Blindsight 30, Low-light Vision; Perception +32

Defense

AC 37, touch 18, flat footed 30 (+7 Dex, +20 Natural, +1 feats, -1 size)

hp 320 (28d8+196);

Fort +23, **Ref** +16, **Will** +13

Damage Reduction (Ex) 5/slashing, Immunity to cold, plant traits, no breath; Resistance to electricity 10, fire 10

Offense

Speed 30, fly 50ft. (good)

Melee

Single Attack Claw +29 (2d6+5) (Grab (Ex) claws)

Full Attack 4 Claw +29 (2d6+5)(Grab (Ex) claws)

Space 10ft.; Reach 10

Special Attacks Evisceration, Grab

Sneak Attack +9d6

Psion Powers Known/Prepared (From Brain Cylinder**)** (ML 13, 173 power points; concentration +17)

7th—*crisis of life* (DC 21), *energy wave*(DC 21)

6th— *aura alteration*, *co-opt concentration*, *mass cloud mind* (DC 20), *temporal acceleration*

5th— *adapt body*, *leech field*, *mind probe* (DC 19), *power resistance*

4th— *aura sight*, *energy adaptation*, *fatal attraction* (DC 18) , *psionic dominate* (DC 18)

3rd— *body adjustment*, *energy bolt* (DC 17), *energy wall*, *hostile empathic transfer* (DC 17)

2nd— *concealing amorpha*, *recall agony* (DC 16), *share pain* (DC 16), *thought shield*

1st— *control light*, *energy ray*, *mind thrust* (DC 15), *telempathic projection*, *telepathic lash* (DC 15)

0 (at will)— *conceal thoughts*, *mind thrust* (DC 14)

Tactics

Before Combat If aware of danger this ai-go manifests *concealing amorpha* from its captive brain cylinder for defensive purposes and aiding Stealth options. It will assume a position to gain benefits from its Flyby Attack feat.

During Combat This ai-go will utilize energy area attacks to spread chaos and divide its foes attempting to identify those with unique abilities that it can attempt to capture for brain extraction. If it feels it has control of the combat it will manifest *mind probe* trying to gain information about the foes it faces. It will only use *crisis of life* if it is near enough to harvest the dying mind or if it feels it losing a battle.

Morale This fungal terror has never lost and only understand defeat as a concept, if it feels its mission is in danger it will resort to the most lethal attacks available and scavenge the remains.

Statistics

Str 20, **Dex** 24, **Con** 25, **Int** 29, **Wis** 18, **Cha** 19

Base Attack +21 **CMB** +26 **CMB Bonus** +4 grapple; **CMD** 41 **CMD** Bonus +8 vs. trip

Feats Combat Reflexes, Deceitful, Dodge, Flyby Attack, Hover, Improved Critical (claw), Improved Feint, Improved Initiative, Improved Natural Armor, Improved Natural Weapon, Outflank, Precise Strike, Weapon Finesse, Weapon Focus (claw)

Feats (from Brain Cylinder): Combat Manifestation, Extend Power, Greater Power Penetration, Greater Psionic Endowment, Overchannel, Persuasive, Power Penetration, Psionic Endowment, Psionic Meditation, Quicken Power

Skills Bluff +32, Disable Device +35, Fly +35, Heal +32, Knowledge (arcana) +37, Knowledge (geography) +37, Knowledge (nature) +37, Perception +32, Spellcraft +37, Stealth +35, Use Magic Device +32

Skills (from Brain Cylinder): Autohypnosis +13, Bluff +14, Diplomacy +18, Intimidate +5, Knowledge (arcana) +13, Knowledge (geography) +12, Knowledge (local) +15, Knowledge (nobility) +15, Knowledge (psionics) +15, Knowledge (planes) +12, Sense Motive +12, Spellcraft +12

Languages Common, Aklo, Anadic, Edsendic, Mi-Go, Sorkamrian, Thurildic, Undreamt

Ecology

Environment any

Organization Solitary, Pair, Hunting party 1 with 3-9 mi-go, Starforce 1-3, with 1 oma and 6-18 mi-go

Treasure Standard x 2

Special Abilities

Evisceration (Ex) An ai-gos claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When an ai-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 31 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the ai-go at the time the evisceration occurs). The save DC is Dexterity-based.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creatures Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Harvest Brain Cylinder (Su) An ai-go may ingest a prepaired brain cylinder to slave the donor creatures skills and abilities as its own. It may always make skill checks with any ingested brain cylinder in addition to its own (if applicable) and take the best result. It may substitute any feat a brain cylinder has for one of its own as a free action once a turn. Ai-go may have one ingested brain cylinder per 10 hit dice. An attack against a separate AC of 40 can damage the membranes holding the brain cylinder inside. These membranes have 50 hit points after which they release a cylinder; damage exceeding this from a single attack is applied against the brain cylinder. The above ai-go has a 13th level aasimar psion telepath named Khandi's brain cylinder ingested and currently has room for another. A mythic creature's brain causes the ai-go to be considered mythic.

Hissing Susurrus (Su) An ai-go with an ingested brain cylinder constantly burbles the telepathic whispers of its enslaved brains. The random thoughts and bodiless terror of the captive minds radiates a 30 ft. fear aura of a DC 29 Will save or become shaken. The ai-go cannot suppress this aura.

Item Creation (Ex) An ai-go possesses the ability to

create strange items that blur the line between magic and technology, given time and resources. This ability allows an ai-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology.
An ai-go can use the Heal skill to craft mi-go technology. When an ai-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Mindslave Multitasking (Su) Ai-go's can take an additional standard action per ingested brain cylinder per round but only to use abilities, powers, and spells from a brain cylinder and only one action per cylinder can be taken.

Psychonecrous Manfestation (Su) Through a combination of psychic magic, necro-artifice, and weird science ai-go can cast spells, manifest powers, and use any other class feature (such as veilweaving) or spell-like ability of an ingested brain. All spells cast this way are considered psychic spells (and use the Mental origin for Source Origin mechanics). Brains with class levels above the ai-go's current CR should raise its CR for each level higher.

Rapid Extraction (Ex) An ai-go that takes a creature below 0 hit points with its evisceration ability may attempt a Heal check with a DC of 30 + the HD of the creature targeted. If it does so, it can ad-hoc a brain-cylinder and ingest it as a standard action. The harvested brain cylinder's additional standard action may be used the same round it is consumed.

Starflight (Su) An ai-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GMs discretion)-provided the ai-go knows the way to its destination.

What little lore regarding the ai-go that exists is tied to the dissection of four of the creatures by Steamwalker scientists assisting the Imperial Researchers of Sorkamria on the Prime World of Hanar. These terrifying creatures appear to have been mi-go that have been repeatedly crossed with other aberrant strains such as cerebral scourges and neh-thalggu. The resulting creature is a psychic chimera of enslaved brains and the most potent expression of the mi-go's original form.

Hag, Void

This giant woman has desiccated skin and enormous claws that crackle with dark energy. Her clothing is tattered like a funerary shroud.

VOID HAG CR 13

XP 25,600
CE Large monstrous humanoid
Init +7; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +22

Defense

AC 28, touch 12, flat-footed 25 (+4 armor, +3 Dex, +12 natural, –1 size)
hp 184 (16d10+96)
Fort +13, **Ref** +15, **Will** +13
Defensive Abilities negative energy affinity, **DR** 10/ cold iron and magic; **Immune** cold, confusion, insanity effects; **SR** 24

Offense

Speed 30 ft., fly 50 ft. (good)
Melee 2 claws +22 (1d8+7 plus plus 4d6 negative energy and grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks obliterating claws
Spell-Like Abilities (CL 16th; concentration +20)
Constant—*detect good*, *detect magic*, *see invisibility*, *mage armor*
At will—*blur*, *crushing despair* (DC 18), *invisibility* (self only), *ray of exhaustion* (DC 17)
3/day—*mass inflict moderate wounds* (DC 20), *suffocation*APG (DC 19)

Statistics

Str 25, **Dex** 16, **Con** 23, **Int** 19, **Wis** 16, **Cha** 18
Base Atk +16; **CMB** +24 (+28 grapple); **CMD** 37
Feats Combat Reflexes, Great Fortitude, Hover, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Power Attack, Vital Strike
Skills Acrobatics +19, Bluff +12, Fly +16, Intimidate +30, Knowledge (arcana) +12, Knowledge (planes) +12, Knowledge (any one other) +12, Perception +22, Sense Motive +11, Sleight of Hand +19, Stealth +18
Languages Abyssal, Aklo, Common, Giant, Infernal
SQ no breath

Ecology

Environment vacuum or cold marshes
Organization solitary or coven (void hag and 2 other hags)
Treasure standard

Special Abilities

Negative Energy Affinity (Su) Though a living creature, a void hag reacts to negative energy as if it were undead; it is healed by both positive energy and negative energy.

Obliterating Claws (Su) A void hag can choose to deal an additional 4d6 points of negative energy damage with its claw attacks; this does not take an action, and the void hag can decide with each claw attack it makes. This additional damage is not multiplied on a critical hit. A creature reduced to 0 or fewer hit points by a void hag's claw attack dealing negative energy damage must succeed at a DC 24 Fortitude save or be immediately slain and reduced to dust (as the *disintegrate* spell). A void hag can touch itself with a claw as a standard action to heal 4d6 points of damage. The save DC is Constitution-based.

Void hags are selfish, evil creatures who appear as large, desiccated crones. Like many hags, they delight in destruction and despoliation, but void hags are specifically attracted to utter annihilation: rather than simply kill their opponents, they prefer to utterly eliminate them if possible. Void hags are as skilled with magic as other hags, although they prefer abilities that devastate bodies and minds rather than trickery or shapeshifting. Adept at manipulating necromantic forces, void hags draw rejuvenation from negative energy and use it against their enemies. Void hags appreciate the cold emptiness of space and of infinitely empty planes, and their frequent excursions there provide them with a cold clarity and focus that others lack.

Most void hags spend countless hours studying the ends of things: genocides, the destruction of planetoids, or the extinguishing of demiplanes. When possible, they engineer these ends to test hypotheses or simply to revel in the annihilation. Void hags' study often brings them into organizations dedicated to the end of things, such as the Blackblades, although a few rare void hags might end up in other organizations in Hyraeatan as they pursue their independent inquiries. Rumors persist of a void hag coven among the Chrysalis Covenant or the Bookbinders—both parities have issued denials—studying the eradication of past plagues. Void hags are gifted scholars within their idiosyncratic realms of expertise, although anyone seeking their wisdom is cautioned to tread carefully to avoid becoming the hag's next subject of study.

Void hags stand 11 feet tall and weigh 600 pounds.

Void Hag Covens

A hag coven containing a void hag loses access to the *control weather* and *reincarnate* spell-like abilities. Instead, the coven gains access to *disintegrate* (DC 19) and *nightmare*. When all three hags of the coven are within 10 feet of one another, the other hags gain the negative energy affinity ability of the void hag. Void hags rarely form covens with other void hags, but eagerly form covens with hags of lesser power in order to boost their own abilities or knowledge.

Icegrave Sentinel Captain

ICEGRAVE SENTINEL CAPTAIN **CR 15**

XP 51,200

Icegrave Enclave

Fetchling paladin (Icegrave sentinel) 16

LE Medium outsider (native)

Init +5; **Senses** darkvision, low-light vision; **Perception** +16

Defenses

AC 27, touch 12, flat-footed 26 (+10 armor, +1 deflection, +1 Dex, +1 natural, +4 shield)

hp 168 (16d10+80)

Fort +16, **Ref** +8, **Will** +15

Defensive Abilities shadow bending; **Resist** cold 5, fire 30, electricity 5; **Immune** charm, disease, fear, poison

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.)

Offense

Speed 20 ft. (30 ft. without armor)

Melee +2 *axiomatic longsword* +22/+17/+12/+7 (1d8+5/19–20/×2)

Ranged +1 *light crossbow* +19 (1d8+1/19–20/×2

Special Attacks channel negative energy (DC 19, 8d6), smite chaos 6/day (+2 attack and AC, +16 damage)

Fetchling Spell-Like Abilities (CL 16th; concentration +16)

1/day—*disguise self* (humanoid only), *plane shift* (self only, to the Shadow Plane or the Material Plane only), *shadow walk* (self only)

Class Spell-Like Abilities (CL 16th; concentration +19)

At-will—*detect chaos*

Class Spells Prepared (CL 13th; concentration +16)

4th—*dispel chaos*

3rd—*dispel magic*, *magic circle against chaos*

2nd—*delay poison*, *owl's wisdom*, *resist energy*, *shield other*

1st—*divine favor* (2), *detect undead*, *lesser restoration*

Tactics

Before Combat The Icegrave sentinel casts resist energy (fire).

During Combat The Icegrave sentinel uses her divine bond to give her weapon the *icy burst* and *keen* properties. If outnumbered, she drinks her *potion of haste*.

Morale Icegrave sentinels know the value of a tactical retreat. However, if guarding the Tower of Ice or another Enclaved-affiliated structure they willingly fight to the death.

Statistics

Base Stats Without *resist energy*, the Icegrave sentinel's statistics are: **Resist** cold 5, electricity 5

"It is not the bodies of the dead we guard here. No, the Icetomb is meant to keep their secrets. And we have no reason not to add more of one to protect the other."

—Captain Ovirius, Icegrave Enclave

Statistics

Str 16, **Dex** 12, **Con** 18, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +16; **CMB** +18; **CMD** 29

Feats Cleave, Critical Focus, Command Undead, Great Cleave, Improved Initiative, Power Attack, Vital Strike, Weapon focus (longsword)

Skills Diplomacy +13, Heal +8, Knowledge (history, religion) +12, Knowledge (planes) +3, Perception +16, Sense Motive +16, Stealth +3; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

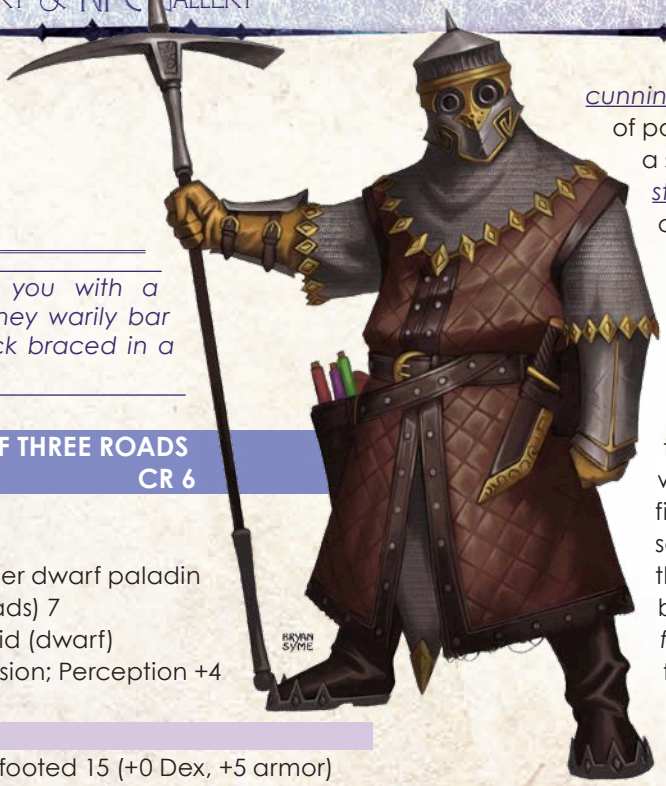
Languages Common, Aquan

SQ aura, code of conduct, divine bond (weapon +4, 3/day), touch of corruption (8d6, 10/day), cruelties (cursed, paralyzed, shaken, staggered)

Combat Gear *potion of haste*; **Other Gear** +3 *banded mail*, +2 *heavy steel shield*, +2 *axiomatic longsword*, *amulet of natural armor* +1, *belt of physical might* +2 (Str, Con), *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +1, silver holy symbol, platinum rings for *shield other* (2, worth 50 gp each), 1,000 gp

Icegrave Sentinel Captains are usually found guarding the most at-risk tombs and valuable tomes, as well as the front of the Tower of Ice itself. On occasion they are also sent after some of the strongest rogue necromancers at the head of a squadron of their fellows.

Knight of Three Roads



This figure regards you with a curious posture as they warily bar your way, heavy pick braced in a defensive position.

SAMAEL, KNIGHT OF THREE ROADS CR 6

XP 2,400

Steamwalkers

Middle-aged agender dwarf paladin (knight of three roads) 7

LG Medium humanoid (dwarf)

Init +3; **Senses** darkvision; Perception +4 (+6 stonecunning)

Defenses

AC 15, touch 10, flat-footed 15 (+0 Dex, +5 armor)

hp 64 (7d10+21)

Fort +7, **Ref** +3, **Will** +6; +2 vs poison, spells, and spell-like abilities

Defensive Abilities channel positive energy, defensive training, divine bond, hardy, lay on hands 5/day, mercies (shaken and dazed), stability

Offense

Speed 20 ft.

Melee *+1 heavy pick* +12 (1d6+7 P, 20/x4), cold iron greataxe +11 (1d12+6, 20/x3), alchemical silver heavy flail +11 (1d10+5, 19-20/x2)

Space 5 ft., **Reach** 5 ft.

Special Attacks divided study, hatred, study evil +4 (+5 against aberrations and outsiders with the evil subtype)

Class Spell-Like Abilities (CL 7th; concentration +9)
at-will—*detect evil*

Paladin Spells Prepared (CL 4th; concentration +6)
1st—*divine favor*, *know the enemy* UM
2nd—*bull's strength*

Tactics

Base Stats Without *bull's strength* and their *potion of cat's grace* and *potion of fox's cunning*, Samael's stats are as follows:
AC 13, touch 8, flat-footed 13; **Ref** +0
Str 14, **Dex** 7, **Int** 14
Skills Appraise +2 (+4 for nonmagical metals and gems), Diplomacy +10, Knowledge (dungeoneering) +14, Knowledge (planes) +14, Knowledge (religion) +13, Perception +4 (+6 stonecunning)

Before Combat If expecting a fight, Samael drinks their *potion of cat's grace* and *potion of fox's cunning* and detects evil in the area of potential foes. If they do detect a source of evil, they cast *bull's strength* on themself before combat begins.

During Combat When a fight does break out, Samael focuses their *detect evil* spell-like ability on each foe individually, using their study evil class feature to strengthen their allies against the creatures with the strongest evil auras first. After doing so, if their foes seem strong enough to pose a threat, they call upon their divine bond (generally choosing either *flaming* or *keen*, but against foes that seem heavily-armored or resistant to fire, they will simply increase their weapon's enhancement bonus by +1), cast *divine favor*, and move into melee, trying to get into a position to use their Cleave feat. If their opponents appear hard to hit, they will not use Power Attack, but they will use said feat against enemies that appear to be unarmored or wearing light armor.

Morale Samael will fight to protect their allies, but knows that their work is not done. If reduced to below 33 hp while at least half of their allies are unconscious, they will channel positive energy and withdraw. Once away from the combat, they will cast *know the enemy* to learn more about the foe that caused the most trouble.

Statistics

Str 18, **Dex** 11, **Con** 13, **Int** 18, **Wis** 13, **Cha** 14

Base Atk +7; **CMB** +9; **CMD** 18 (+4 vs bull rush or trip)

Feats Cleave, Down The Learned Road (aberrations, outsiders [evil]), Power Attack, Toughness

Skills Appraise +4 (+6 for nonmagical metals and gems), Diplomacy +10, Knowledge (dungeoneering) +16, Knowledge (planes) +16, Knowledge (religion) +15, Perception +4 (+6 stonecunning); **Racial Modifiers** +2 Appraise (nonmagical metals and gems), +2 Perception (stonecunning)

Languages Common, Dwarven, Celestial, Abyssal

SQ aura of good, divine scholar, knowledgeable, stonecunning

Combat Gear *potion of cat's grace*, *potion of fox's cunning*; **Other Gear** *+1 heavy pick*, cold iron greataxe, alchemical silver heavy flail, *+1 mithral chain shirt*, *lesser talisman of warrior's courage* OA, wooden holy symbol of an unknown deity, 106 gp

The Kyton Exarchs

Although a number of the Kyton Exarchs who abandoned the Vile Geometries for the Shadow Plane are high-profile enough to have been catalogued by scholars, their exact number is unknown. Most available evidence suggests that the Exarchs put in motion the plan to subvert the Judges of the City of Seven Seraphs even before their (possibly self-imposed) exile from the realms of law. With the judow now freed from their control, the kyton have returned to that same drawing board, seemingly obsessed with creating a servitor race whose obedience is truly unswayable. Each of the known Exarchs plays a different role in this dark scheme, curtailed to their own specific array of twisted proclivities.

Vidaeus the Many-Fleshed

In the shadows of Globus' eternally-eclipsed moons, Vidaeus took their form over eons of slaughter. The flesh that rained from the stratosphere above became their mantle—they cloaked themselves in the flesh rended by the cold, bladed skies. An incomprehensibly harsh environment by nearly any humanoid standard, Vidaeus was the apex predator of Globus. Once a kyton who mastered the sorcery of lunar ebb and flow across many planar vistas, few know the profane crime they committed which condemned them to slither across the moons, drifting between the shadowed lunar cages to assimilate orgies of flesh into their being. Certainly none can say why they were exiled to their own realm, the Crawling Charnel—a infinite landscape of twisted clawing beings seemingly made by the Exarchs of kytonkind to struggle and die. All that is known is that the Many-Fleshed was instrumental in collecting and infusing umbral energy from the moons of Globus into the original generation of judow—and their research continues even today.

Vidaeus' form is a massive patchwork of interstitched organs and discarded limbs. They are beyond sex and gender, beyond the crude concept of a mere single body. When they tire of their form, they simply adopt a new one, sometimes massacring dozens of lesser beings brought into their domain by servitors in order to freshen up their neural pathways. On occasion, they adopt the form of a singular being they have previously assimilated into their form, whether for diplomatic reasons or to torment a foe with a familiar face. Of the known Kyton Exarchs, the Many-Fleshed is unquestionably the most powerful, and scholars tremble to consider that anything more horrid than them exists in the Shadow Plane.

Vidaeus seeks to draw undesirable psychic emanations from the followers of the judow hero Somay—the rebel judow whom the Exarchs captured during the Wonder Wars known as the Unbroken—and transfer that energy to Prima via a complex series of rites to be carried out by his servitors, ensuring that the judow are forever robbed of the wonder which freed them from their masters' control. Most importantly, Vidaeus must succeed in their task when the moons of Globus are fully aligned with those of Nyctus in order to harness the energy of the resultant killing frenzy among the denizens of the Wild, corrupting a piece of Radia and instilling it into the Unbroken via Axajja's great computer.

Vidaeus the Many-Fleshed CR 21

XP 409,600

LE Huge outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** lifesense 60 ft., tremorsense 60 ft.; Perception +45

Aura frightful presence (30 ft., DC 35), stench (DC 33, 10 rounds)

Defenses

AC 35, touch 11, flat-footed 32 (target 37; +3 Dex, +24 natural, –2 size)

hp 391 (34d10+204)

Fort +27, **Ref** +17, **Will** +25

DR 15/good and silver; **SR** 32

Defensive Abilities all-around vision, amorphous, regeneration 15 (good weapons and spells, silver weapons); **Immune** cold, fear effects, nonlethal, pain

Offense

Speed 50 ft.; climb 25 ft.

Melee slam +43 (4d10+10/19–20 and 2d4 bleed)

Special Attacks blood drain (1d6 Constitution), engulf (DC 37, 4d10+10 bludgeoning damage plus 2d10 slashing damage and 2d4 bleed), smother, unnerving gaze (Will DC 35)

Spell-Like Abilities (CL 34th; concentration +42)

At will—*charnel house* HA (DC 23), many-faced, *plane shift* (from the Material Plane to the Plane of Shadow, self only)

3/day—*etheric shards* OA (DC 23), *horrific doubles* HA, intensified *cold ice strike* UM (DC 24), *maze of madness and suffering* HA (DC 27), *scripted hallucination* UI (DC 23), *shadow walk* (DC 24)

1/day—*death clutch* HA (DC 26), *massacre* HA (DC 27), *overwhelming presence* UM (DC 27), *prediction of failure* UM (DC 26), *resonating word* UM (DC 25), *symbol of vulnerability* UM (DC 27)

Statistics

Str 31, **Dex** 16, **Con** 23, **Int** 20, **Wis** 19, **Cha** 26

Base Atk +34; **CMB** +46; **CMD** 59

Feats Bloody Assault APG, Combat Reflexes, Crippling Critical, Critical Focus, Engulf Horror HA (DC 37), Engulf Revulsion HA (DC 37), Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Intensified Spell-Like Ability HA (*cold ice strike*), Iron Will, Lightning Reflexes, Power Attack (–9/+27), Run, Vital Strike, Weapon Focus (slam)

Skills Bluff +45, Climb +52, Disguise +42, Knowledge (arcana, nature, planes, religion) +42, Perception +45, Sense Motive +41, Spellcraft +42, Stealth +40; **Racial Modifiers** +8 Climb, +4 Perception

Languages Abyssal, Aklo, Auran, Celestial, Common, Infernal; telepathy 100 ft.

SQ compression

Special Abilities

Many-Faced (Sp) This ability functions as *greater assume appearance* HA, except that Vidaeus need only have devoured or incorporated into their corporeal being a part of the creature they wish to imitate.

Unnerving Gaze (Su) A creature that succumbs to Vidaeus' unnerving gaze becomes staggered for 1 round as it realizes that its ultimate end will be the Crawling Charnel as it becomes one with the Many-Fleshed, and nothing so restful as decaying into dust.

Etalix the Lost Warden

Before his departure from Quantus, Etalix was a Grand Warden in the Black Pits charged with safeguarding some of the most dangerous enemies of the kyton. His commitment to the abject despair of perpetual imprisonment was unparalleled—to Etalix's reasoning, all life ends in twitching agony whether one is free to die as they choose or subjugated and imprisoned by their betters. His routine as a jailer was designed to drive this point home to his captives through any means at his disposal, and he relished in breaking a prisoner such that they would embrace and relish the despair and agony of their own isolation and hopelessness as he does.

The Lost Warden rebuilt a prison in the Shadow Plane that very much resembles the one he left behind, naming it Enyeris. Layers of hallways reach down into the great pit his servitor workers dug, with cells of stone, magical force, and far worse contraptions of flesh and steel. Although many lesser kyton number among his wardens, just as many are exiled Apaths who followed the Lost Warden from Quantus into the Shadow and now satisfy his vile whims as part of their own devotion to the meaninglessness of mortal existence. Some even hope that one day, they too will imprisoned in Enyeris so as to fully embrace their own lack of worth and relish in their own despair. The city which has sprung up around the prison houses thousands of lesser kyton who act upon the intelligence gleaned from Etalix's inmates, further spreading their influence across the Planes.

Etalix himself is a hideously-scarred kyton specimen due to the pain he has inflicted upon himself over eons in order to hone his own mental discipline, although he is decidedly more humanoid in appearance than many of his peers. The most profane of his disfigurements are around his eyes, ever-open and unblinking, held open by a gruesome array of hooks and wires that strain against his face's flesh and nearly bare his skull in parts. His most important task as the Warden of Enyeris is the oversight of the rebel judow known as the Unbroken. Etalix spends his dark days seeking to wear them down, forcing them into tortuous unconsciousness with his powers and plaguing their minds with mental atrocities. His ultimate

goal is to create empty, hopeless vessels of Somay's fallen comrades, so that his colleagues among the Exarchs can finish this third generation of improvements upon them and unleash a newer, better race of servitors to help them conquer the City of Seven Seraphs.

> "I too was a Warden and I know your fear. It is a key to a lock we will open together."
> —Etalix

Etalix the Lost Warden CR 19

XP 204,800

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +9; **Senses** darkvision 60 ft.; Perception +36

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 31 negates)

Defenses

AC 34, touch 16, flat-footed 28 (+5 Dex, +1 dodge, +18 natural)

hp 322 (28d10+168)

Fort +22, **Ref** +14, **Will** +23

DR 10/good and silver; **SR** 30

Defensive Abilities regeneration 10 (good weapons and spells, silver weapons); **Immune** cold, fear effects, nonlethal damage, pain

Offense

Speed 35 ft.; fly 60 ft. (average)

Melee *+1 vicious impact nine-section whip* +29/+24/+19/+14/+9 (4d6/19–20)

Special Attacks agonizing strikes, unnerving gaze (30 ft., DC 31)

Spell-Like Abilities (CL 28th; concentration +35)

At will—*find quarry* UC, *phantasmal asphyxiation* HA (DC 21), *plane shift* (from the Material Plane to the Plane of Shadow, self only)

3/day—*cruel jaunt* HA, *forcecage* (DC 24), *greater create mindscape* OA (DC 24), *leashed shackles* UM (DC 23), *mass inflict pain* OA (DC 24),

phantasmal putrefaction [HA] (DC 23), *phobia* [HA] (DC 23), *waves of exhaustion*

1/day—*binding* (DC 25), *dimensional lock* [MA], *frightful aspect* [UC], *imprisonment* (DC 26), *power word stun*

Statistics

Str 10, **Dex** 20, **Con** 22, **Int** 17, **Wis** 21, **Cha** 25

Base Atk +28; **CMB** +28; **CMD** 43

Feats Anticipate Dodge [ACG], Clarity of Pain [HA], Dodge, Exorcising Mutilation [HA], Exotic Weapon Proficiency (nine-section whip), Fleet, Improved Initiative, Improved Iron Will, Improved Sidestep [APG], Iron Will, Mobility, Quicken Spell-Like Ability (*mass inflict pain*), Sidestep [APG], Spring Attack

Skills Bluff +38, Diplomacy +38, Fly +36, Intimidate +38, Knowledge (local, nobility, planes) +34, Perception +36, Sense Motive +36

Languages Abyssal, Aklo, Celestial, Common, Infernal

Special Abilities

Agonizing Strikes (Ex) Etalix's mastery of the philosophy of pain makes his attacks exceptionally powerful when he chooses to deal nonlethal damage. If attacking in this manner, he rolls double the normal weapon dice listed for his whip.

Despair (Su) All creatures within a 30-foot radius that see Etalix must make a DC 31 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by Etalix's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Unnerving Gaze (Su) A creature that succumbs to Etalix's unnerving gaze becomes staggered for 1 round as it ponders the horror of being forever locked away in his occluded realm of torment.

Axajja the Erudite

The Exarch Axajja dwells in Cognos, a realm which is a twisted reflection of the human consciousness—an arcane computer powered by transposed and surgically-altered flesh. Her mastery of bioelectricity and psychic magic was the result of millenia of exposure to those raw energies when she dwelt in Trinus. After her exile, she began the process of creating a replica of the perfect mind utilizing an astonishing variety of brain matter harvested from millions of specimens (much of it a gift from her fellow Exarch and superior, Vidaeus the Many-Fleshed). Like terminals and transistors, Cognos bristles with the wretched remains of mortals who either crossed the kyton and were integrated into her work, or even gave themselves willingly as components to be welded into a whole that is greater than the sum of their parts.

Axajja's kyton charges roam the halls of Cognos, honing their vile and intricate craft as they go about fine-tuning the great computer, upgrading essential systems and replacing worn-out parts with fresh or improved ones. They rarely leave the realm, being single-mindedly focused on the task of improving the system's design.

Axajja's body bristles with electrodes and crackles with bioelectric energy harvested from Cognos' great computer—it is nearly impossible to discern where circuitry and alchemy end and repurposed flesh begins on her form. Her form boasts new cybernetic diversions nearly every day, as she rips out and upgrades her older designs. She possesses vast libraries of knowledge within her great computer that any alchemist would kill simply to read. Axajja's ultimate goal is to retrain the as-yet Unbroken judow in Etalix's prison via her great computer, instilling in them a clean slate of strictly-obedient behavior by rewiring their synapses and overwriting a universal psychic template into each of their tormented minds—she waits only for Etalix to complete his work in breaking them, and for Gorrobreth's terrible song to break down the last vestiges of their twisted will.

Axajja the Erudite CR 17

XP 102,400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +4; **Senses** darkvision 60 ft.; Perception +33

Defenses

AC 30, touch 14, flat-footed 26 (+4 Dex, +16 natural)

hp 241 (23d10+115)

Fort +18, **Ref** +13, **Will** +20

DR 10/good or silver; **SR** 28

Defensive Abilities regeneration 10 (good weapons and spells, silver weapons); **Immune** cold, fear effects, pain

Offense

Speed 30 ft.

Melee slam +23 (1d4 plus 10d10 electricity)

Special Attacks conductivity (10d10 electricity), unnerving gaze (30 ft., DC 27)

Spell-Like Abilities (CL 23rd; concentration +29)

At will—*ego whip III* (DC 21) [OA], *mind probe* [OA] (DC 21), *plane shift* (from the Material Plane to the Plane of Shadow, self only), *psychic crush II* (DC 22) [OA], *psychic surgery* [OA]

3/day—bouncing *psychic crush II* (DC 22) [OA], disruptive *ego whip III* (DC 21) [OA], empowered *chain lightning* (DC 22), *insanity* (DC 23), *intellect fortress III* [OA], *mental barrier III* [OA], fearsome reaching *synapse overload* [OA] (DC 21)

1/day—*demand* (DC 24), *mass charm monster* (DC 24), *psychic crush V* [OA] (DC 25), *ride the lightning* [UM]

Statistics

Str 10, **Dex** 19, **Con** 21, **Int** 22, **Wis** 24, **Cha** 23

Base Atk +23; **CMB** +23; **CMD** 37

Feats Bouncing Spell-Like Ability [HA] (*psychic crush II*), Craft Cybernetics, Disruptive Spell-Like Ability [HA] (*ego whip III*), Empower Spell-Like Ability (*chain lightning*), Fearsome Spell-Like Ability [HA] (*synapse overload*), Flanking Foil [UC], Improved Lightning Reflexes, Lightning Reflexes, Lunge, Reach Spell-Like Ability [HA] (*synapse overload*), Technologist, Telepathy Tap [UI]

Skills Appraise +29, Bluff +32, Disable Device +27, Heal +33, Knowledge (arcana, engineering, nature, planes) +32, Perception +33, Sense Motive +33, Spellcraft +29, Stealth +30

Languages Abyssal, Aklo, Auran, Celestial, Common, Infernal; telepathy 100 ft.

SQ psychic transposition

Special Abilities

Conductivity (Ex) Axajja generates so much electrical energy that her mere touch deals 10d10 points of electricity damage. Any metallic melee weapons she wields can also conduct this voltage.

Psychic Transposition (Su) Once per day as a full-round action, Axajja can swap the consciousnesses of any two unconscious living beings as *major mind swap* [OA], except that she need not make herself the target of this ability.

Unnerving Gaze (Su) A creature that succumbs to Etalix's unnerving gaze becomes staggered for 1 round as her psychic emanations impart a gruesomely complete understanding of just how their flesh and brain matter will be incorporated into her great computer once she has subdued them.

Gorrobreth, the Dirge Eternal

The Dirge Eternal is the chronicler of kytonkind, one who collects stories of agony and shame from the mortals who consign themselves to the agonizing ecstasy of the Exarchs. A native of Isonus who fled into the Shadow Plane alongside her fellow Exarchs, she hunts each being who arrives in the maddening steel halls of her demesne with relish, stalking

them through the labyrinth of metal and wrenching their flesh from their bones as she extracts every detail of ignominy and pain from their throats, stealing their dying screams for her chorus. She grafts to her demented form a piece of whomever she so captures; anyone competent enough to escape her wrath is merely a diversion for another day.

Gorrobreth's realm has no formal name; other kyton refer to it as the Screaming Place, a vast cubic array of metal-lined halls that stretches seemingly into infinity. Some areas of it are so loud as to burst a humanoid's eardrum; others, so quiet one can hear one's own organs writhe within their body. Gorrobreth keeps no servitors, but lesser kyton seeking profane esoterica or dead legends sometimes seek her for an audience; these, too, she hunts mercilessly, often setting them a challenge and offering them the information they seek if they can survive. If not, they too join the chorus.

Gorrobreth is believed to be distantly related to the interlocutor caste, perhaps an ancient progenitor of that classification of her kind. Her body is plated in an exoskeleton of rusted, blood-encrusted metals; where once eyes peered from her visage, there is now only cold, dirtied steel. Her clawed arms reach to an improbably long distance from her body, encompassing servomotors and cables that allow her to grasp and manipulate prey into the most agonizing of positions. Gorrobreth's great task is to compose a song which can chant down the will of the Unbroken, those few captives from the Wonder Wars whom Etalix cannot yet dement beyond rebellion, and Axajja eagerly awaits the completion of her sister's vile work so that her own may be completed.

GORROBRETH THE DIRGE ETERNAL CR 15

XP 51,200

LE Large outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** blindsight 60 ft.; Perception +20

Defenses

AC 29, touch 12, flat-footed 26 (+3 Dex, +17 natural, –1 size)

hp 190 (20d10+80)

Fort +16, **Ref** +11, **Will** +15

DR 10/good or silver; **SR** 26

Defensive Abilities ferocity, fortification (50%), regeneration 5 (good weapons and spells, silver weapons); **Immune** cold, fear effects, nonlethal damage

Offense

Speed 40 ft.; climb 20 ft.

Melee 2 claws +26 (1d10+6/19–20 plus 1d6 bleed and attach)

Ranged ranged touch +22 (by spell-like ability)

Space 10 ft.; **Reach** 15 ft.

Special Attacks attach, constrict (1d10+6), rend (2 claws, 1d10+9), shadow scream, strangle, surgical strikes, unnerving gaze (30 ft.; DC 28)

Spell-Like Abilities (CL 20th; concentration +28)

Constant—*tongues*

At will—*plane shift* (from the Material Plane to the Plane of Shadow, self only)

3/day—*deafening song bolt* APG, *greater shout* (DC 24), *shadow walk* (DC 24)

1/day—*dance of a thousand cuts* UM

Statistics

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 17, **Cha** 26

Base Atk +20; **CMB** +27 (+31 grapple); **CMD** 40

Feats Feral Combat Training (claw) UC, Improved Initiative, Improved Unarmed Strike, Improved Vital Strike, Latching Horror HA, Lightning Reflexes, Power Attack (–6/+12), Scorpion Style (DC 23), Vital Strike, Weapon Focus (claw)

Skills Bluff +25, Climb +14, Heal +20, Knowledge (history, local, planes) +18, Perception +20, Perform (sing) +25, Sense Motive +20, Stealth +20, Survival +20; **Racial Modifiers** +8 Climb

Languages Celestial, Common, Infernal

SQ horrid graft, sound mimicry (speaking and singing voices)

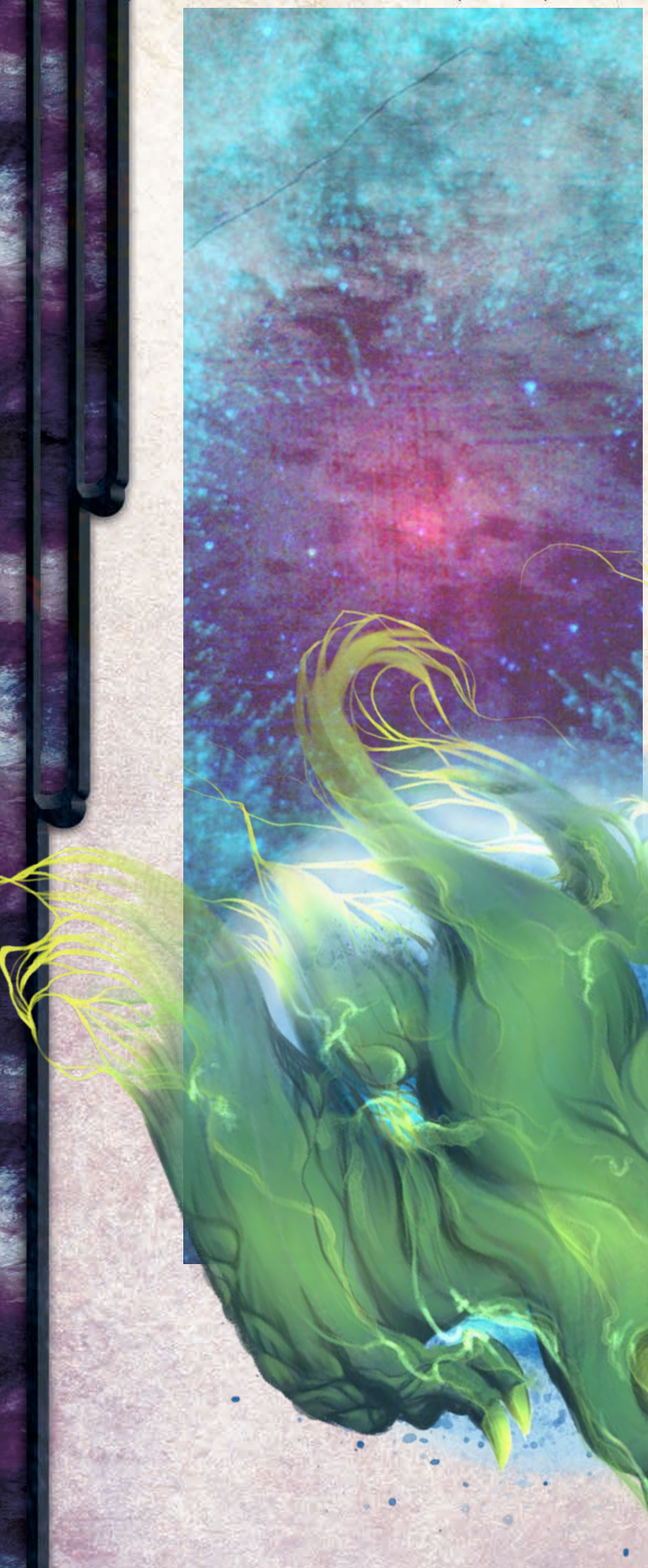
Special Abilities

Horrid Graft (Su) As a full-round action, Gorrobreth can attempt a Heal check on an unconscious or dead creature to excise an external part or internal organ (DC 10 + 1/2 the target creature's hit dice). If successful, she grafts the body part onto her own form, gaining the use of one of that creature's feats, or an extraordinary or supernatural ability, which is tied to that specific body part for 3 minutes. She is treated as possessing all prerequisites for the stolen feat or ability for the duration of this effect, and the affected creature loses the stolen feat or ability even if magically restored until and unless the limb can be surgically replaced (requiring a DC 25 Heal check). All such stolen abilities use her ability scores and hit dice instead of the base creature to determine variable effects dependent upon such statistics. Gorrobreth may simultaneously possess and use no more than 4 horrid grafts at once.

Shadow Scream (Su) Once per hour as a standard action, Gorrobreth can unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the Dirge Eternal is affected by *deeper darkness*. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 28 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 28 Will save or be afflicted by a random insanity—roll on the insanity table to determine which. Gorrobreth's shadow scream lasts for 3 rounds and remains centered on her even if she moves. She can end the shadow scream at will. The scream also ends if she is killed or is affected by the spell *dimensional lock*, which prevents this ability's use for as long as the spell in effect. The save DCs are Charisma-based.

Surgical Strikes (Ex) Gorrobreth's claws threaten a critical hit on a roll of 19–20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

Unnerving Gaze (Su) A creature that succumbs to Gorrobreth's unnerving gaze becomes staggered for 1 round as she projects the anguished screams of its loved ones into its mind.



Lucent

LUCENT **CR 1/4**

XP 100

NG tiny outsider (akashic, good)

Init +4; **Senses** low-light vision, darkvision 60 ft., Perception +15

Defense

AC 15, touch 15, flat-footed 12 (+2 size, +3 Dex)

hp 4 (1d10-1)

Immune sleep

Fort -1, Ref +5, Will +2

Offense

Speed 5 ft., fly 15 ft. (perfect)

Ranged light blast +4 (1d4+1)

Space 2-1/2 ft. **Reach** 5 ft.

Statistics

Str 3, **Dex** 16, **Con** 8, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +1; CMB -5; CMD 10 (can't be tripped)

Feats Alertness

Skills Acrobatics +4 , Knowledge (planes) +3, Perception +6, Sense Motive +6, Stealth +11;

Racial Modifiers +4 Stealth

Languages Celestial, understands any language spoken by a veilweaver manifesting it through a veil

Essence Pool 1

Special Abilities

Light Blast (Su): Lucents can fire a ray with a range of 30 ft. that deals 1d4 electricity damage plus the lucent's Charisma modifier. Lucents can invest essence into their light blast to gain a +1 enhancement bonus to attack and damage per point of essence invested (maximum +5).

Nimble Flyer (Su): Lucents can invest essence into their fly speed to increase their speed by 5 ft. per point of essence invested.

Revivify (Su): The lucent can take 1 point of essence burn to release a small burst of positive energy that can be used to heal an adjacent living creature for 1d10 + 1 hit points. The lucent can use this ability a total number of times per day equal to its master's veilweaving level.

Lucents are neutral good outsiders unable to manifest outside of the heavenly realms without being tethered to the essence of a veilweaver or akashic host.

The Master of the Docks

Twisted by the River of Time, this creature barely resembles the humanoid form beneath the strange clusters of gazing eyes. Luminous magic and psychic energy shimmer in every iris promising strange powers.

THE MASTER OF THE DOCKS **CR 19**

XP 204,800

Foreseen
Time Seer Eye King Elan oracle of time (seer) 15
N medium aberration

Init +5 (roll three times and choose one); **Senses** all around vision (ex); Perception +24

Defenses

AC 21, touch 21, flat-footed 20 (+1 Dex, +3 deflection, +2 dodge, +5 enhancement)
hp 125 (15d8+30+15)
Fort +7, **Ref** +6, **Will** +16
Defensive Abilities all around vision (ex), naturally buoyant (ex), resilience (su), resistance (su), repletion (su), uncanny dodge (ex)
Weaknesses conflicted vision (ex), oracle's curse (haunted), unreliable spellcasting (ex)

Offense

Speed 10', Fly 15'
Melee bite +11/+6/+1 (1d8)
Mythslayer (+3 disjoining, keen, mythic bane elysian steel dagger) +14/+10/+5 (1d4+3 plus 2d6 vs mythic subtype / 17-20/x2)
Ranged *Mythslayer* (+3 disjoining, keen, mythic bane elysian steel dagger) +14/+10/+5 (1d4+3 plus 2d6 vs mythic subtype / 17-20/x2)
Space 5 ft., **Reach** 5 ft.
Special Attacks central eye beam (su), eye rays (su)
Wild Talent 2 psps
Time Seer Spell-Like Abilities (CL 15; concentration +21)
At Will—*augury* (DC 17)
1/day—*true strike* (DC 16), *vision* (DC 22)
Eye King Spell-Like Abilities - Eye Rays (CL 15; concentration +21)
Constant—central eye beam: *peacebond, greater*[UI] (DC 21)
1/round—eye rays: *arcane disruption*[PC:ACO] (DC 18), *banishment* (DC 23), *break enchantment*

(DC 21), *bungle*[UM] (DC 17), *enervation* (DC 20), *finger of death* (DC 23), *geas, lesser* (DC 22), *hostile levitation*[UC] (DC 19), *lightning bolt* (DC 19), *mindlocked messenger*[ACG] (DC 19), *suffocation*[APG] (DC 21), *treacherous teleport*[UI] (DC 22), *true form*[APG] (DC 20), *twisted futures*[PC:GHH] (DC 18), *unconscious agenda*[RoR] (DC 22)

Oracle Spells Known (CL 15; concentration +21)

7th (4/day)—*foresight*, *pox of rumors*[UI], *reverse gravity*, *submerge ship*[PFAP56] (DC 23)

6th (7/day)—*forbiddance*, *geas/quest*, *greater dispel magic*, *word of recall*, *vision* (DC 22)

5th (7/day)—*breath of life*, *compelling rant*[HA], *greater scrying*, *life bubble*[APG], *plane shift*, *planeslayer's call*[ACG], *telekinesis*, *true seeing* (DC 21)

4th (7/day)—*dimensional anchor*, *false future*[UI], *freedom of movement*, *planar adaptation*[APG], *restoration*, *ride the waves*[UM], *scrying* (DC 20)

3rd (7/day)—*agonizing rebuke*[ARG], *aristocrat's nightmare*[PC:MTT], *clairaudience/clairvoyance*, *detect desires*[UI], *obscure object*, *sands of time*[UM] (DC 19)

2nd (7/day)—*blood in the water*[MC], *calm emotions*, *detect magic*, *detect thoughts*, *greater, grace*[APG], *lesser restoration*, *levitate*, *minor image*, *silent table*[ACG], *visualization of the mind*[PC:DA] (DC 18)

1st(7/day)—*comprehend languages*, *embrace destiny*[PCS:LK], *fairness*, *know the enemy*[UM], *memory lapse*[APG], *obscuring mist*, *sanctuary*, *unbreakable heart*[ISWG] (DC 17)

0 (at will)—*detect magic*, *enhanced diplomacy*[PC:TEG], *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*, *stabilize*, *virtue* (DC 16)

Mystery time

Tactics

Before Combat the Master of the Docks keeps as many of the opposition in the cone of his greater peacebond emanation as possible. If combat seems immanent he will cast *visualization of the mind* on himself.

During Combat The Master of the Docks will try to immobilize opponents and sway them towards diplomacy using *hostile levitation* and arcane disruption as opening gambits. Failing that he will use lethal force with no compunction. If he takes more than half his hit points in damage he uses his word of recall to escape, leaving the battle to the Wardens.

Morale While not infallible, the Master of the Docks is nearly so. Contingency plans often come into motion at the last second and even the direst encounters seem to reverse in his favor.

Statistics

Str 11, **Dex** 13, **Con** 14, **Int** 17, **Wis** 20, **Cha** 22

Base Atk +11/+6/+1; **CMB** +12; **CMD** 13

Feats Abundant Revelations (erase from time), Diviner's Delving, Improved Initiative, Iron Will, Open Minded, Psychic Sensitivity, Spell Focus (divination), Threnodic Spell, Toughness

Skills Autohypnosis +12, Craft (ships) +10, Diplomacy +20 (-1 penalty when dealing with non-elans), Fly +13, Knowledge (arcana) +22, Knowledge (history) +26, Knowledge (planes) +26, Knowledge (psionics) +11, Knowledge (religion) +19, Linguistics +8, Perception +24, Sense Motive +12, Spellcraft +18, Use Magic Device +13 ; **Skill Unlocks** Automatic Writing (Linguistics 1/week), Hypnotism (Diplomacy 1/day), Phrenology (Knowledge [arcana] 1/day), Prognostication (Sense Motive 1/day), Read Aura (Perception 1/day); **Racial Modifiers** +5 knowledge, +5 perception, +5 spellcraft, -5 sense motive

Languages Aboleth, Abyssal, Aklo, Celestial, Common, Cyclops, Draconic, Infernal, Necril, Protean

SQ eyes (Ex) x15, oracle's curse (*haunted*), preternatural knowledge (ex) 1/round, psionic aptitude, revelations (erase from time 3/day, gift of prophecy 1/day, natural divination 3/day, temporal celerity, time hop 150'/day)

Combat Gear *Mythslayer (+3 disjoining, keen, mythic bane elysian steel dagger), staff of the dockmaster*; **Other Gear** *amulet of natural armor +5*, *ring of protection +3*

It is said that the Master of the Docks was one of the very first generation of elan. While exploring the Deep Ethereal he was caught in a time storm. Buffeted by the winds of probability, flickering in and out of existence, his elan form underwent a metamorphosis.

Now he sees. Oh, how he does see. His body was shrunken and warped by the conflicting timelines. Dozens of eyes now stare forth from every part of him, many able to project arcane effects. His ability to perceive and manipulate arcane, divine, and psychic magic, as well as psionics gives him the multidimensional perspective required to manage the traffic of the multiplanar dock.

His network of informants, The Eyes, permeate every aspect of the district. Fortunately he is loath to act directly in most matters, preferring to steer the timelines towards his ends. If roused, however, he acts swiftly and with finality. As a result most entities exercise at least moderate discretion in their dealings in the district.

Abstracted and distant, the Master of the Docks interacts with many but few, if any, call him friend. If anyone it would be the catfolk spiritualist Ch'rowl, chief representative of the Icegrave Enclave. The vainglorious antics of her ratfolk phantom, Djaban, are one of the few things known to make him laugh, much to the lady's chagrin.

Pacts Merchant

PACTS MERCHANT **CR 1/2**

Kasatha[B4] expert 1
LN Medium humanoid (kasatha)
Init +2; **Senses** Perception +3

Defense

AC 16, touch 14, flat-footed 12 (+2 armor, +2 Dex, +2 dodge)
hp 10 (1d8+2)
Fort +1 (+4 vs. hot/cold environments and to resist damage from suffocation), **Ref** +2, **Will** +5

Offense

Speed 30 ft.
Melee dagger -2 (1d4/19-20) or dagger -2/-2/-2/-2 (1d4/19-20)
Space 5 ft., **Reach** 5 ft.

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 16, **Cha** 12
Base Atk +0; **CMB** +0; **CMD** 14
Feats Multiweapon Fighting
Traits merchant
Skills Appraise +5 (+6 when bargaining), Knowledge (arcana) +5, Knowledge (planes) +5, Knowledge (religion) +5, Profession (merchant) +7, Sense Motive +7 (+8 when bargaining), Use Magic Device +5
Languages Common, Dwarven, Kasatha
SQ desert runner, desert stride, jumper, multi-armed, stalker
Other Gear leather armor, dagger, dagger, dagger, dagger, robes, cloak

Special Abilities

Desert Runner (Ex) +4 to Fort saves & Con checks vs fatigue/exhaust or other ill effects from exertion, deprivation, and temperature.
Desert Stride (Ex) Not slowed by non-magic difficult terrain in desert environments.
Jumper **(Ex)** Always has a running start when using Acrobatics to jump.
Multi-Armed (Ex) Has one primary and 3 off hands.
Stalker (Ex) Perception and Stealth are class skills for kasathas.

Psychopomp, Jarcovo

This muscled giant is dressed in somber gray robes that flutter like membranous wings and wears a colorful mask with a scowling face and six eyes. It carries a long, stout pole with an ornate hooked blade.

JARCOVO **CR 15**

XP 51,200
N Large outsider (extraplanar, psychopomp)
Init +5; **Senses** darkvision 60 ft., low-light vision, *see invisibility*, spiritsense; Perception +29
Aura crushing burdens (60 ft.)

Defense

AC 30, touch 10, flat-footed 29 (+1 Dex, +16 natural, +4 shield, –1 size)
hp 218 (19d10+114)
Fort +17, Ref +7, Will +14
DR 10/adamantine; **Immune** death effects, disease, poison; **Resist** cold 20, electricity 20; **SR** 26

Offense

Speed 30 ft., fly 30 ft. (average)
Melee *+1 outsider bane naginata* +26/+21/+16/+11 (2d6+11/x4) or 2 claws +25 (1d6+7)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 19th)
Constant—*see invisibility*, *shield*
At will—*deathwatch*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *searing light*
3/day—*dimensional anchor*, *greater dispel magic*, *plane shift* (DC 19)
1/day—*banishment* (DC 20)

Statistics

Str 24, **Dex** 13, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19
Base Atk +19; **CMB** +27; **CMD** 38
Feats Alertness, Cleave, Combat Reflexes, Critical Focus, Hover, Improved Initiative, Persuasive, Power Attack, Staggering Critical, Vital Strike
Skills Diplomacy +30, Fly +21, Intimidate +30, Knowledge (planes) +24, Knowledge (religion) +24, Perception +29, Sense Motive +29, Stealth +19
Languages Abyssal, Celestial, Infernal; telepathy 120 ft.
SQ jarcovo's blade, spirit touch
Gear *+1 Large naginata*

Ecology

Environment any (Purgatory)
Organization solitary, pair, or panel (3–8)
Treasure standard (*+1 Large naginata*)

Special Abilities

Crushing Burdens (Su) Creatures in a jarcovo's aura feel their obligations as a physical weight. All creatures in the aura other than jarcovos

are treated as if carrying a medium load. If the creature is already carrying a medium load, it is instead treated as if it were carrying a heavy load. This is a mind-affecting effect.

Jarcovo's Blade (Su) Any melee weapon wielded by a jarcovo gains the *outsider bane* weapon enhancement. The jarcovo need not specify a subtype of outsider to affect with its weapon; the weapon's *bane* effect applies to all outsiders.

Psychopomps rarely need encouragement to perform their duties in escorting souls into the infinities of the afterlife, but when these shepherds of souls dither in their tasks or are delayed by clever mortals, the solemn jarcovo psychopomps stand ready to intervene. Jarcovos reflect the unending burden all psychopomps have toward the handling of souls, and they brook no argument or discussion about the gravity of this obligation. Particularly suited to deliver discipline to psychopomps and other outsiders, jarcovos can be found in Hyraeatan chastising those who meddle in the flow of souls, relying on their massive naginatas if their demands are not met. Recalcitrant mortals sometimes warrant a personal visit by a jarcovo to remind them of their soul's obligation to seek the afterlife.

A jarcovo's mask is stern but unusually colorful, which presents a shocking visage in their otherwise somber clothing. Jarcovo masks have six eyeholes, in two rows of three, in order to accommodate the creature's six eyes.

A jarcovo stands 12 feet tall and weighs 700 pounds.

Undreamt Gorgon

GORGON,THANE **CR 8**

XP 6,400

The Undreamt

LE Medium monstrous humanoid (gorgon, reptilian)

Init +2; **Senses** Darkvision; Perception +5

Defenses

AC 23, touch 12, flat-footed 21 (+2 Dex, +4 *mage armor*, +7 natural)

hp 90 (10d10+30)

Fort +6, **Ref** +9, **Will** +7

Defensive Abilities DR 10/ magic; cold resistance 20; **Immune** poison and sleep, **SR** 21

Offense

Speed 30', Swim 30'

Melee Claw +13 (1d6+3) or 8 bites +14 (1d4+2 bites)

Space 5 ft., **Reach** 5 ft./15 ft.

Special Attacks Poison, sorcerous chimera, spells

Sorcerer Spells Known/Prepared (CL 10; concentration +13)

5th (3/day)—*cone of cold* (DC 18)

4th (5/day)—*dimension door*, *greater invisibility*

3rd (7/day)—*dispel magic*, *fly*, *lightning bolt* (DC 16)

2nd (7/day)—*alter self*, *invisibility*, *mirror images*, *see invisibility*

1st (7/day)—*burning hands* (DC 14), *jump*, *mage armor*, *magic missile*, *ray of enfeeblement*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *whispering wind*

Tactics

Before Combat the gorgon thane will cast *mage armor* went it wakes and again when it runs low on duration. If scouting it uses *invisibility*, *greater invisibility*, and its Disguise skill to move around unhindered. If it has warning, it will cast *fly* and make use of superior reach with snake attacks.

During Combat the gorgon thane will preferentially target creatures with bloodlines, attempting to bite and poison them while expanding its abilities.

Morale the gorgon thanes are leaders among the shock troops of the Undreamt and their allies. They are not reckless and if they are driven below 20% of their hit points they will *dimension door* to safety if possible.

Statistics

Str 17, **Dex** 15, **Con** 17, **Int** 15, **Wis** 11, **Cha** 17

Base Atk +10; **CMB** +13; **CMD** 25

Feats Alertness, Extend Spell, Rapid Spell*, Weapon Focus (bite)
Skills Bluff +13, Disguise +13, Intimidate +13, Knowledge (arcana) +13, Perception +12, Stealth +16; **Racial Modifiers** +4 Stealth
Languages Common, Aklo, Elder

Ecology

Environment Any land, urban or subterranean
Organization Solitary or cabal (2-5)
Treasure Standard

Special Abilities

Envenom (Ex): The gorgon thane may poison its claws or a weapon as a move action. The poison denatures in 1 round per Constitution modifier (3 rounds). Creatures wounded by envenomed weapons must save as though poisoned by the gorgon thane's bite attack.

Exceptional Reach (Ex): The thane gorgon's chest serpents have a reach of 15 ft. as opposed to the standard 5 ft. reach of the creature. The creatures chest cavity is anatomically unable to open wide enough to attack with the serpents while still using claw attacks in melee effectively.

Poison (Ex): The gorgon thane's poison is deadly dealing 1d8 Constitution damage with a frequency of 10 rounds requiring 2 saves to overcome.

Sense Bloodline (Su): As a free action once around a gorgon than can sense the presence of creatures with arcane bloodlines within 30 ft. This ability is accurate enough to make attacks against such creatures as though the gorgon thane had blindsight. With a Knowledge (arcana) check against a DC of a 10 + creature's HD it can also sense what type of bloodline the creature has.

Sorcerous Chimera (Su): If the gorgon thane's serpents bite a spontaneous caster with a bloodline (arcanist, bloodrager, sorcerer, etc.) it gains access to all bloodline spells that the creature had access to, the bloodline arcana, and bloodline powers of the creature if any. This ability lasts 1 minute per Charisma modifier point the gorgon thane has.

Thane Gorgons are generally used as elite shocked troops by the Undreamt and their allies. Thought to be a chimeric corruption of sorcerer lineages from worlds such as Thaon (see Worlds of the Lattice), Thane Gorgons share qualities of medusa. Ophiduans, and serpentfolk and combine them with chimeric sorcerer abilities. Some sages see this as proof the Undreamt have links to the Elder God Ygg or the Demon Lord Yssirys but many refute this indicating clear linkage to more contemporary aberrant lineages.

Vampire Stalker

The Fade before you shifts from the blanketing gloom into a presence that is all too innocuous.

ALANERRA OF HOUSE VEZRIGARD CR 10

XP 9600
Sanguine Sovereignty
Female fetchling vampire aristocrat 1/rogue 8
NE Medium undead (augmented outsider, native)
Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +22

Defenses

AC 26, touch 16, flat-footed 20 (+4 armor, +5 Dex, +1 dodge, +6 natural)
hp 119 (9d6+71); fast healing 5
Fort +9, **Ref** +14, **Will** +5
Defensive Abilities channel resistance +4, evasion, improved uncanny dodge, shadow blending, trap sense +2; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Offense

Speed 30 ft.
Melee +12 (1d6+7 plus energy drain)
Special Attacks blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), sneak attack +4d6 plus 4 bleed
Space 5 ft., **Reach** 5 ft.
Spell-Like Abilities (CL 9th; concentration +15)
1/day–*disguise self*, *shadow walk* (self only) (DC 21)

Tactics

During Combat Alanerra came from nothing and her long years of vampirism have yet to cause her to disdain splashing an enemy's blood upon her clothes as she wades into combat personally. By preferred she uses allies and servitors to distract enemies, allowing her to hide within the shadows and tumble into flaking position to make best use of her abilities.
Morale Utterly self-obsessed and unwilling to lose the immortality she earned through hideous acts and trials to something so prosaic as being butchered by enemies, Alanerra flees if reduced below half of her total hit points, preferably by *shadow walk*

Statistics

Str 18, **Dex** 20, **Con** –, **Int** 16, **Wis** 10, **Cha** 22
Base Atk +6; **CMB** +10; **CMD** 26
Feats Alertness, Combat Expertise, Combat Reflexes, Disorienting Maneuver[UC], Dodge, Eldritch Claws[APG], Improved Feint, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Toughness, Weapon Finesse

Skills Acrobatics +17, Appraise +7, Bluff +26, Diplomacy +18, Disable Device +23, Disguise +10, Escape Artist +9, Intimidate +10, Knowledge (local) +15, Knowledge (nobility) +15, Linguistics +7, Perception +22, Sense Motive +18, Sleight of Hand +12, Stealth +27, Use Magic Device +18; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +10 Stealth
Languages Aklo, Common, D'ziriak, Draconic, Shae
SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, rogue talents (bleeding attack +4, charmer[APG], convincing lie[UC], finesse rogue), shadowless, spider climb, trapfinding +4
Other Gear *+2 leather armor, amulet of mighty fists +2, cloak of resistance +1*, jewelry, masterwork thieves' tools, noble's outfit, 475gp

VTAKONIVIK

This resplendent bird shines with all the colors of the rainbow, with flowing gold tail feathers that shine like the sun.

VTAKONIVIK CR 15

XP 51,200
Unaffiliated
LN Medium fey (fire)
Init +8; **Senses** low-light vision, sunsight; Perception +31
Aura dawn (100 ft.)

Defenses

AC 29, touch 26, flat-footed 20 (+8 Dex, +7 deflection, +1 dodge, +3 natural)
hp 178 (21d6+105); regeneration 20 (negative energy)
Fort +14, **Ref** +20, **Will** +19
DR 15/cold iron; **Immune** blindness, disease, fire, light-based attacks; **SR** 26
Weaknesses vulnerability to cold

Offense

Speed 20 ft., fly 150 ft. (average)
Melee bite +18 (1d8+5 plus 3d6 fire), 2 claws +18 (1d8+5 plus 3d6 fire), wing +18 touch (3d10 fire/19–20 plus 1d4 Con and sunstroke)
Ranged 2 eye rays +18 touch (7d8)
Space 5 ft., **Reach** 5 ft.
Spell-Like Abilities (CL 15th; concentration +22)
At will—*enthrall* (DC 19), *daylight*, *plant growth*, *sunbeam* (DC 24)
3/day—*control weather* (sunny only), *mirage*[UW] (DC 20), *sunburst* (DC 25), *veil*, *waves of fatigue*

Statistics

Str 20, **Dex** 26, **Con** 20, **Int** 21, **Wis** 25, **Cha** 25
Base Atk +10; **CMB** +15; **CMD** 41
Feats Combat Reflexes, Dodge, Great Fortitude, Flyby Attack, Improved Critical (wing), Quicken Spell-Like Ability (*waves of fatigue*), Mobility, Spell Penetration, Vital Strike, Weapon Finesse, Wingover
Skills Acrobatics +32, Fly +32, Heal +31, Knowledge (arcana) +26, Knowledge (geography) +29, Knowledge (history) +26, Knowledge (nature) +29, Knowledge (planes) +26, Perception +31, Perform (sing) +31, Sense Motive +31
Languages Aklo, Common, Draconic, Giant, Sylvan

Ecology

Environment any land (fey realms)
Organization solitary, or flock (2–10)

Treasure standard

Special Abilities

Aura of Dawn (Ex) A vtakonivik casts light as bright as daylight in a 100-foot radius, normal light 100 feet farther, and dim light 100 feet beyond that. Any spell of 7th level or lower with the darkness descriptor with its point of origin within 100 feet immediately ends. As a swift action, a vtakonivik can flare its light blindingly, forcing all creatures within the area to make a DC 25 Fortitude saving throw. Those that fail are blinded for 1 round. The save DC is Constitution-based.

Eye Rays (Su) A vtakonivik's eyes shine like the sun. It can fire a ray of intense light from one eye as a standard action or from both eyes as a full-round action. Each ray deals 7d8 points of damage, or 15d6 to undead creatures, oozes, and any creatures especially vulnerable to sunlight or radiation.

Sunstroke Wing (Ex) A vtakonivik's wings blaze with solar energy and cause rapid sunburns and heatstroke. A vtakonivik can attack with one wing per round, even if it is flying, which requires a touch attack. In addition to taking the damage listed above, a creature struck must succeed at a DC 25 Fortitude saving throw or become fatigued (or exhausted if it was already fatigued).

Sunsight (Ex) A vtakonivik takes range penalties to Perception checks at a rate of –1 per 100 feet.

Vtakoniviks are scions of the same cosmic fire that burns within most suns. They burn with light like miniature stars themselves. They require sunlight to live, much like plants. They eat only occasionally, and then only certain rare seeds and gemstones. Many seek them out for their feathers, for their skill at nurturing magical crops, or their unparalleled knowledge of the fey realms and adjacent planes of existence. An ideal vtakonivik feather (a given bird generally has eight at a time) can be used in place of 1,000 gp of gemstones as a spell component or item.

Many vtakoniviks have been convinced by Hyandil that the City of Seven Seraphs represents a lasting threat to light throughout the cosmos, as the Black Lattice extends the reach of the Plane of Shadow farther and farther. However, some see the city as simply a fascinating place to interact with mystics, musicians, and visionaries, especially the Eternal Dawning and Descendents of Dream. Vtakoniviks have no concept of property, and often vex the House of Heights by taking precious magical apples from Silver Heights to replant elsewhere (often the Bright Lands). Thus far, Maelwyn has not convinced them to stop, but some say he is merely waiting for the House to give him a more enticing reason to do so.

A vtakonivik is 4 feet long and weighs 30 pounds.

Xiomorn Exile

This insectoid creature sways gracefully upon four crystalline legs. It carapace is glittering green metal and its alien face bears multiple crystalline eyes.

XIOMORN EXILE CR 16

XP 76,800

N Medium outsider (earth, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +26

Defense

AC 31, touch 20, flat-footed 21 (+9 Dex, +1 dodge, +11 natural)

hp 243 (18d10+144); fast healing 5

Fort +14, **Ref** +20, **Will** +16

DR 10/adamantine and bludgeoning; **Immune** elemental traits; **SR** 27

Offense

Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee 4 claws +26 (2d4+8/19–20 plus crystallization)

Space 5 ft., **Reach** 5 ft.

Special Attacks crystal burst, crystallization

Spell-Like Abilities (CL 18th; concentration +24)

At will—*detect magic*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 18), *statue*

3/day—*disintegrate* (DC 22), *flesh to stone* (DC 22), *stone to flesh* (DC 22), *transmute rock to mud* (DC 21)

1/day—*repel metal or stone*, *symbol of scrying*UM

Statistics

Str 26, **Dex** 29, **Con** 27, **Int** 25, **Wis** 20, **Cha** 22

Base Atk +18; **CMB** +26 (+28 sunder); **CMD** 46 (48 vs. sunder, 50 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (claws), Improved Initiative, Improved Sunder, Lunge, Mobility, Power Attack, Spring Attack

Skills Acrobatics +30, Bluff +27, Climb +16, Craft (sculpture) +28, Disable Device +27, Escape Artist +27, Knowledge (dungeoneering) +28, Knowledge (geography) +28, Knowledge (planes) +28, Perception +26, Sense Motive +26, Spellcraft +25, Stealth +30, Use Magic Device +27

Languages Terran; telepathy 300 ft.

SQ item mastery, stone spurned

Ecology

Environment any underground

Organization solitary or pair

Treasure double

Special Abilities

Crystal Burst (Su) As a standard action once every 1d4 rounds, a xiomorn exile can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst

and deal 12d6 points of piercing and slashing damage (Reflex DC 27 half). The save DC is Constitution-based.

Crystallization (Su) A creature struck by a xiomorn exile's claw must succeed at a DC 27 Fortitude save or take 1 point of Dexterity drain. On a critical hit, the claw deals 2 points of Dexterity drain on a failed save. As long as a creature suffers any of this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature drained to 0 Dexterity in this manner transforms into a green crystal statue, as if affected by flesh to stone. The save DC is Constitution-based.

Item Mastery (Ex) A xiomorn exile can always activate spell trigger and spell completion items as if the spell were on its class list. For the purposes of crafting magic items or constructs, it is treated as though it possessed all item creation feats.

Stone Spurned (Su) A xiomorn exile cannot receive information from stone (such as through spells such as *commune with nature* and *stone tell*), and even a thin layer of stone blocks any magic detection abilities (such as *detect magic*) it employs. Creatures of the earth subtype and constructs made of stone cannot be charmed, controlled, or summoned by a xiomorn exile.

The xiomorns are an ancient and powerful race of creatures from the Elemental Plane of Earth. Made of stone and greenish crystal, the insectoid xiomorn are inhuman in both appearance and intellect. Although few in number, xiomorns secretly invade other worlds to enact eons-long biological experiments. Xiomorns prefer to operate deep below the surface of the earth, both for privacy from populous and short-lived surface races and because their elemental heritage grants phenomenal powers to control earth and stone. Massive xiomorn vaults lurk beneath the crust of many worlds, containing the bizarre and aberrant results of their experiments. Xiomorns generally think very little of native races upon which they experiment, seeing them only as fodder to expand their race's great knowledge.

Xiomorns are generally divided into a powerful caste of mythic leaders that invent and initiate their experiments and a lesser—but still very powerful—caste of servitors that monitor ongoing experiments. Xiomorns leaders that shirk their duties or rebel against their kin are stripped of their mythic powers and cast into other planes. These xiomorn exiles also lose the close connection to the earth that they once held; the stone does not speak to them or heed their commands, but is merely an inert substance like any other base materials. Non-xiomorns often have trouble understanding the scope of this loss; xiomorn exiles can only describe in general terms what it was once like to have deep communion with the very foundations of worlds.

Many xiomorn exiles spend their time attempting to regain their lost powers or design other experiments to earn their way back into the good graces of their kin. Xiomorn exiles have little contact with other xiomorns, not only because their race is so rare, but because other xiomorns can recognize an exile on sight and chase them away for fear of their experiments being somehow tainted. A handful of xiomorn exiles live in the Irons District of Hyrantaean, due to that district's close connection to the Elemental Plane of Earth from which the exiles hope to find answers but to which they cannot freely return.

A xiomorn exile stands 6 feet tall and weighs 400 pounds.

Gamemastery using The City of 7 Seraphs

GM Content Alert!

Warning! This section is for Game Masters! Don't worry, this won't spoil all the secrets of the City or anything. We want people to pick at those for years to come. Rather, this is a warning, because it is a metagame heavy section of the book and may hurt a sense of immersion for some players. Here we draw back the curtain just a little to help people wishing to run City of 7 Seraphs content in their own games. So, if you aren't going to do that, this section might not be for you.

Ultimately, campaign oriented books like this one are meant primarily for Game Masters. Granted the *City of 7 Seraphs* has a lot of player accessible content (ok TONS of content) but even those resources are meant to draw players into the GM's web of stories. Each Parity, class, or species mechanic comes with story hooks that can add strength to the plotlines and encounters that are crafted for the tabletop. Of course there is so much "crunch" here you can of course mine it for rules you like and leave it behind.

But we hope you won't.

In a lot of ways this book is a toolkit disguised as a city. It provides a wealth of character options and setting material to construct various types of campaigns, characters, and adventures for the *Pathfinder Roleplaying Game*. The City of Seven Seraphs presents a grand planar metropolis with its own mysteries in history. It can serve as the home base for a planar campaign, a source of one or many antagonists for your own Prime World's campaign, a hub for planar travel or ferrying characters from one setting to another, or a combination of all these things.

While this book is intended to serve as a toolkit for players and building characters for even a single planar adventure, its major goal is to present ideas and mechanics to support long-term campaigns. There are ideas for games based in the city, lightly touched by its presence, or haunted by its shadow.

Gamemastering City of Seven Seraphs

Given that the underlying architecture of this book is designed to make a GMs life easier and present a complex window into an extended multiverse of gameplay this section attempts to highlight some of the specific elements of design that go into empowering the GMs to deliver amazing gaming experieces. Some of the elements included in this book's creation and their contributions to the GM's "toolkit" are highlighted below:

Imperfect Narration

Much of this book is written with a simple assumption about the NPCs that make up the Parities and fill the City—This is the best they know. The Planes are infinite and full of complexity. Knowing the fullness of truth and the ultimate mysteries of creation is not something any one creature should know. So the truths and viewpoints presented in this book are imperfect. Imperfect by design and to serve the mounting stories of the Game Master.

Why? On a fundamental level, the only creature in existence that should have a full understanding of the Worlds and Realms of the Planes in a given campaign is the Game Master. To aid this, "facts" presented in this book are meant to be questioned and suspect. You won't see a specific dimension of distance for the City or exact number of the City's populace. There are guidelines and markers but the exact details are as fluid as the quasi-reality of the Shadow Plane.

If you intend to use this book as a GM, you will need to have this latitude to warp and bend the canonical details to fit your players, campaign settings, and pre-existing game histories. We thoroughly encourage you to use the Parities and the City to lend gravitas to your own NPCs, worlds, and narratives.

Narrative Scale

As stated above, specific distances and exact times are avoided in the design of Hyraeatan. While such measures are critical in combat, they can be interruptive when telling stories. Much of the City is presented with mechanics based on spells like *shadow walk* to travel to another plane (1d4 hours) or the interstellar travel abilities of oma or void dragons (3d20 days/3d20 weeks). These abilities all use random rolls and loose time frames to simulate complex relations in time and space. They also can give the Game Master absolute control of the events of travel and still maintain a sense of cohesion with the backstory and consistency of the setting.

Add to this the use of gated portals, and the flow of encounters is canonically in the hands of the Game Master. Less time is spent hashing out the details of travel, more time on describing strange planar vistas, outwitting fiends, and haggling in the markets of the Outer Worlds. Enjoy the more gritty realism of trail rations and watering your horse? Don't worry it's still just a portal away from the Lattice's and at most a few hours from Hyraeatan.

Permissive Location

Much of the design of the *City of 7 Seraphs* focuses around a single mission: saying "yes" to players with confidence. The planar setting and connective elements (see below) allow GMs a melting-pot environment to draw from nearly limitless content while still presenting a coherent whole. There isn't much content produced for the *Pathfinder Roleplaying Game*, added by its third-party publishing community, or presented in an older version of the ancestral system that doesn't make sense when presented in the context of the Shadow Planar City.

So often players want to play specific species or heritages, or combine them with exotic classes. In many established Campaign Settings the existence of these characters can damage the overall sense of immersion the other players experience. The Anchor system, Parity intrigues, and other elements of the City directly can apply to existing homebrew worlds or published settings from other companies.

Enhanced Cohesion

A common problem in permissive campaigns is that diversified characters present complex backgrounds that make it difficult to reconcile a single adventuring party. The Parity design of the City along with its reliance on Balance and Anchors (see below) require a high degree of compromise, cooperation, and tolerance. The same goes for the integrated druid populations, the magical ships of the Docks District, and the Parities themselves. The long term benefits of partnering with diverse and even antithetical companions often outweigh the short term problems they present.

Working together is a matter of daily survival in Hyraeatan. At the behest of their Parities, Eternals, and society as a whole paladins can fight alongside savage warriors of the Dark, rogues patrol the streets as Wardens, and gnomes and ogres share drinks in the Tailings after a hard shift in the Slag's foundries.

Complex Antagonists

Many settings that allow for diverse party make-ups, antiheroes, or other unusual character choices lack compelling opposition. The Parities, enemies, and other organizations laid out in this book are intended to present a broad array of challenges to any group of player characters regardless of alignments, species, or overall party composition. Challenges are suggested that are not always straightforward and are intended to present interesting ethical implications.

The Eternal Dawning can present a strong body of good-aligned antagonists in an antihero style campaign or even simply a rival perspective on the nature of Good itself. The Chrysalis Covenant can present druidic traditions that rival the Ashborn's while still presenting alchemists who vie for resources with their peers in the Descendants of Dream. And so on.

Scaling Challenges

From the newest heroes of the magical schools of the Academies to the mythic ascendants of the House of Heights, Hyraeatan was created with the entire level range of *Pathfinder Roleplaying Game*, play in mind. The Interdiction of the Eternals prevents mythic characters from running roughshod over lesser creatures while allowing an environment where they can coexist with low-level characters (perhaps even standing as a source of divine magic for them).

Whether nearly recruited students from Prime Worlds, adventurers stepping through the looking glass, or natives to the City of Seven Seraph a game any level range can enter or leave the City with easy and integrated story support.

Urban Adventures

Despite the breadth of options planar travel presents, Hyraeatan has been designed with enough internal dangers and challenges to keep player characters occupied when visiting. Whether it's murderous redcap fey or conjured Shadowtide spawned beasts… neglected Sewer reflections or the twisting biblio-dungeons of the Archives… facing off in the arenas of the Academies' Grand Games or navigating cross-time courtly intrigue in the Crowns District…the City never stops giving options for in-town adventure.

And as a planar travel hub, the City is always just a Bright Portal away from your old home game, a fey missive from a wilderness adventure in the Orchard, or a repaired length of Lattice from another new setting from your favorite company.

Interfacing the City with Existing Campaigns

Some GMs will choose to integrate the City of Seven Seraphs into existing games as a sort of keystone location or bridge to link pre-existing campaigns. With a myriad of motives, methods, and interested parties nearly any campaign should be able to link to the City if a GM so chooses. Some of the most common reasons for connection and the advantages of each are listed below. More than one of these methods may be the case depending on the needs of the GM and their cosmologies.

The Lattice

The most common reason a setting is linked to the City is through the interplanar "highway" of the Lattice. Its dark roads and shadowed lengths provide magic like that of *shadow walk* to even low magical worlds that have linking portals. Its mysterious origins allow its history to be fitted to an existing game and simply be an ancient forgotten or secret method of travel—either from location to location on the same world or connecting it to others.

Advantages: Using the Lattice as a connecting point to an existing game provides these advantages:

- **Unobtrusive**: The inclusion of the Lattice in an existing game (planar or not) is relatively unlikely to drastically alter the reality of a campaign unless a Game Master specifically wants it to. Arcane institutions or churches easily could have covered up the existence of a single portal to the dark ways to limit exposure to the City and its Parities or to bury the heretical existence of the Eternals.
- **Connective**: The Lattice presents a highly connected system of roads and portals that can intersect as many or few campaign setting worlds and planes as a GM desires. This allows for the easy shifting of content or characters from existing or new campaigns to one another with some degree of simplicity and control. Stretches of damaged Lattice can limit the options to connect other worlds as a GM sees fit.

Anchors

The Seraph statues bear sets of linked statuettes that help create stabilization in the quasi-reality of the Shadow called Anchors. Locations can be as small as a single building or as large as a plateau or entire city. Unlike when Hyraeatan's people visit more cosmopolitan or planar-aware cultures, Anchor sites are often selected for Prime Worlds secretly and in remote or unique locations. The reasoning behind this can be to "capture" exotic magics from a world to reflect into the Shadow and interact with the Radia or a simple as a low history of volcanism and earthquakes.

Advantages: Using the Anchors as a connecting point to an existing game provides these advantages:

- **Organic**: Discovering an Anchor or a dying Warden who is the last of his Circle might be a simple, natural way to include the City in an existing game. The details of the discovery can unfurl slowly and as the impending issues for the City grow the presence of its agents and influence would increase. Elements of the City and its realities could be slowly introduced.
- **Targeted**: The nature of Anchors can be used to create a very focused campaign. If the campaign world's connection to the Lattice and the City is reliant on the stabilization of its Anchors, expensive spellcasting or similar resources may be required to gain access to the GMs existing world restricting travel to and from the City as the GM desires. Locating each of the seven Anchor statuettes could present a quest unto itself only opening the campaign the full power of the City after the Anchors were each recovered and realigned.

Yggdrasil

The World Tree is the basis of the general planar cosmology of the City of 7 Seraphs from the viewpoint of its inhabitants. If a GM is using this style of planar cosmology, then it is very likely that the World Tree and Lattice are connected given their natures and shifting from one to the other is often as easy as climbing.

Advantages: Using the Yggdrasil as a connecting point to an existing game provides these advantages:

- **Established Mythos**: The use of Yggdrasil as a connective link brings with it a wealth of Norse mythology, expanded cultural reference from comic books, and generally recognizable yet highly advanced planar concepts. Additionally, prior editions of the world's most famous fantasy role-playing game utilized variants of the World Tree mythology as have many other Pathfinder compatible settings allowing nearly instant integration.
- **Symmetry**: The existence of both the World Tree and Shadow Plane in the same cosmology makes the Lattice a likely if not assumed reality. The Shadow planar echo of a planar connective force makes sense to be another connective medium. The presentation of the shadow cast by Yggdrasil makes the Lattice a fast concept for even novice players to grasp.

This method reduces all prep time, explains all questions, and integrates the campaign immediately. Using this connection heightens the sense of frenetic action or chaos in the planar experience for the player characters and reduces the need for historical or long-term implications for existing games.

- **Journey**: With the vast array of infinity it is possible that a Portal to a particular world or place only opens once. This portal's connection also allows for a very different sort of heroic tale. Characters may be plunged into the Worlds Beyond Worlds with no experience, no familiarity, and most importantly—no map. These adventures can then become as much a journey home (like Homer's *Odyssey*) as they are about planar adventure with characters seeking their home or homes in the vast breadth of the infinite.

Voidships

The majesty of magical starships and arcane adventures in space has appealed to many for years. The recent popularity of sci-fantasy settings and episodic space adventures (like *Firefly* or *Killjoys*) make the narrative structures in these sorts of games familiar to large groups of players. Concepts of resource management, ship-to-ship combat, and interstellar intrigue can all be brought to the fore as the GM decides.

Advantages: Using Voidships as a connecting point to an existing game provides these advantages:

- **Episodic Play**: The journeys of a stellar vessel present a unique frame for sessions and one-shots that are complete and cleanly presented. Clear cues present themselves. Entering a new plane or planetary system engages players to prepare for new experiences. The continuing motion leaving a world or setting can provide a more complete and natural sense of closure for a story arc or session should the GM so desire.
- **Resource Management**: Depending on the nature of the Voidship resources such as food, fuel, or even air may require regular replenishment. This can cause the characters to interact with more eclectic environments and allow GMs to present fascinating vistas or interjectory encounters as desired while still framing the experiences in a unifying structure.

Portals

The Pacts District expresses relatively random portals. Temporary and fleeting these portals provide limitless possibility for connections without assured repetition. They are patrolled and explored by the natives of Hyraeatan and can be used to temporarily or repeatedly link existing campaign structures.

Advantages: Using the Portals as a connecting point to an existing game provides these advantages:

- **Spontaneous**: An opening portal can be sudden and obtrusive allowing a fast, low explanation connection to the City and its intrigues.

Types of City of 7 Seraphs Campaigns

There are many types of games you could run with the city of seven seraphs as a home base. From a high-level endgame staging area to a first level introduction campaign, the city was designed to support many different types of play. Below are a few examples of the types of games you could base in Hyraeatan:

Academy of Wonder

The default low-level setting of the city of Hyraeatan is like that of the fantasy fiction typical of young adults being trained to deal with the magical nature of reality (Books series such as *Harry Potter* and *Percy Jackson* or animated series like *RWBY*). These games can start as low as first level and can utilize organizations like the magical schools of the Colleges District to guide gameplay for realistic and appropriate encounters for characters of those levels. The Academy game transitions easily into another game as characters level or time progresses.

Story Hooks: An Academy of Wonder game might utilize the following story hooks:

- **Rivals**: Rivalry between students and other schools can be the focus of an entire campaign or story arc. Gaming groups desiring player competitions could run individual combats and assessments or more group focused campaigns could run class versus class exercises culminating in the Academy Games.
- **Impressing the Teachers:** Training exercises, skill challenges, and social combats can all be utilized to create tension around the academic setting. Combats can become testing environments, failed safety protocols, or secret evaluations.
- **Making Tuition:** Some schools are presented as requiring steep tuitions and coming up with the money as a low level character could be an adventure unto itself. This is recommended as a one-off campaign start or rarely used hook but the sense of "earning a place" can heighten the reward of getting or staying into a school.
- **Scholarship & Recruitment:** Some Academies games might involve the possibility of recruiting young minds from across the known planes to attend their schools and programs. Callbacks to old campaigns, descendants of prior character, or recruits from any number of campaign settings can all be brought into the same organization. The Foreseen-patroned Harvest Hill applies the concept of foreknowledge to its student body attempting to train the "heroes of tomorrow" before they are needed.

Wardens of the Lattice

Perhaps the most typical way to utilize the City of Seven Seraphs as a base game setting, this game focuses on the PCs being a Circle of Wardens. A Circle is traditionally a patrol of six members responsible for keeping public safety within the city, maintaining the Anchors and roadways of the Lattice, and investigating dangers at or near the various portal plazas in the Shadow Plane around the city. By default the Circle's also must represent a different Parity each allowing this to double as a Parity Intrigue Game (see below). It is possible for a Warden game to cover from first to 20th level play. Various elements of the setting have been introduced to mitigate the need for six players to play this type of game (veryx symbiote pairs can count as two wardens for example). However, GMs should generally keep the theme of Balance in mind if they wish to invoke the mysticism of the setting fully.

Story Hooks: A Wardens of the Lattice game might utilize the following story hooks:

- **Anchor Placement & Realignment:** The stability of Hyraeatan relies on the Great Seraph statues and their resonance with sets of Anchor statuettes throughout the multiverse. An entire campaign could be centered around the maintenance, placement, and upkeep of these key magical components.
- **Lattice Patrols:** Patrolling the Lattice can be a mix of fun random encounters, visitations involving strange new worlds, and any number of other possibilities. It can also take on the tone of a military campaign when dealing with major enemies and threats such as the Runeweb, the Sarrosians, or the Zeian Empire.
- **Diplomatic Missions**: The Cities affairs often involve missions centered on visitors from or travels to an exotic planar location. The Wardens are the default force when guarding or otherwise assisting in these missions.
- **Parity Intrigue:** Each Warden patrol is required to have a number of members from different Parities. Historically, the ideal is a patrol of six and generally a balance of Light and Dark Parities. While it is generally encouraged to allow the perspectives of all Parities to enter consideration for play, there are magical realities involving the Seraphs that also favor such Balances when placing Anchors. Many Wardens place Parity before the Organization and such games can be tense explorations of intrigue.

Voidship Crew

The crew of a voidship and its journeys through the multiverse can be rife with adventure and excitement. From planar piracy to getaways to missions of mercy, the City's fleets of privateers and freetrader magical vessels provide ample options for long-term campaigns or short story arcs. The Docks District heavy reliance on the Foreseen interjects the option for prophetic urgency or destined journeys into the depths of the Planes and arcane space.

Story Hooks: A Voidship Crew game might utilize the following story hooks:

- **Anchor Placement & Realignment**: As above in the Wardens game, but some locations are so remote that the Lattice may not represent the best option to reach them. Many worlds suffered damages to their supernatures in the clash between Eternals and emerging Divinities called the War of Creation and are not accessible through standard Transitive Planes. Such locations require the use of Orrery drives and other artifice to reach.
- **Privateers & Piracy:** The Temple of Coins dominance of the financial affairs of the City have allowed them to gain a strange dispensation regarding the defense of the Docks District. The Parity provides a distinct class of license that allows for the plunder of cultures deemed "dangerous" to Hyraeatan and her interests. While many of the ships that take port in the Docks obtain these licenses to expedite their affairs when coming ashore, others have embraced the concept with a mercenary passion.
- **Explorers of the Unknown:** Many Parities seek new locales, planar phenomena, and other unique planar occurrences. The Descendants of Dream, Steamwalkers, and Foreseen all take interest in these possibilities with a high enough priority as to sponsor expeditions into the most dangerous reaches of the multiverse.
- **Military Conflict:** At times of particular tension, the Wardens and Privateer Fleet have become embroiled in military actions against Prime World interests and even invading forces. While the Occlusion prevents mass assault via the Shadow Plane, the Bay of Yss and the Docks themselves are still subject to some targeted attacks. Extended military conflicts might result in an entire space naval campaign.

Parity Intrigue

The fourteen organizations presented in the Parities chapter provide endless story ideas and sources of conflict. A game centered in the city (or in your favorite Prime World's campaign setting) could easily focus on one or more of these organizations, their agendas, and the attending conflicts they introduce. Games of this nature will tend to use the Fame and Prestige rules outlined in Chapter 2. See the individual parity entries for suggestions on how each might interact with existing or new games.

Story Hooks: A Parity Intrigue game might utilize the following story hooks:

- **Resource Collection/Incursion:** While the Parities stay in relative balance inside the walls of Hyraeatan, it is not uncommon for them to become aggressively engaged elsewhere. Conflicts with native forces or even each other could cause Parities' agents to come into conflict in the Prime Worlds. Another layer of intrigue would mount if these individuals were forced to interact in and out of Hyraeatan, mixing social conflict and violent fights alternating between the settings.
- **Anchor Manipulation:** As the Wardens attempt to regulate and control the Anchors to ensure Hyraeatan's relative stability, some Parities seek to shift the Anchors to allow for new magical Lattitudes, create new reflected reality, or to sabotage rivals efforts. Games of this nature would involve conflict with Warden, other Parities, and possibly others with interests in exploiting potential vulnerabilities.
- **Social Intrigue:** Parities are discouraged legally and magically impacted (see Occlusion and Radia in Chapter 1) by the outright use of violence to serve their disputes. Rather, much of their conflict within the shadows of the City occur on ballroom dancefloors, across dining tables, or in the Parity Council's meeting Halls. This sort of conflict benefits greatly from the rules presented in *Ultimate Intrigue.*
- **Shadow War:** Do to the challenges of fighting openly in the City, the Parities often find the need to battle one another *outside* Hyraeatan. In this sort of game player characters act as counter agents for one Parity against another. Taking secret missions to thwart the goals of their enemies while trying to navigate "civil society" while in the City.

Guild Games

The Colleges District boasts a large segment of its mid-streets known as the Halls. While hyraeatan has many proper trade guilds and craft guilds these organizations tend to reside in their dominant districts (Pacts for trade and Irons for craft). The Halls area is instead a collection of magical orders, adventuring companies, and mercenary organizations. Nearly any of these organizations are a good fit for a long-term campaign. Many of them will have rivals, common objectives with other organizations, and long-term enemies (anime like *Black Clover* or *Fairy Tail* might be good sources of inspiration for such games).

Story Hooks: A Guild game might utilize the following story hooks:

- **Rivals:** Many guilds like the Archraiders who try to uncover old caches of Bookbinder lore in the Archives are aggressive and competitive when it comes to leads and finds. The possibility of conflict with other guilds in the ruins of trapped biblio-dungeons and clashes with the local Grayroot gangs and cartels fills a large level range of play. A close up on a single guild could even involve rivals within an organization allowing for tension building while driving cooperation toward larger goals.
- **Procurement Services:** The number of eccentric geniuses, archmagi, and would-be immortals in the City is quite high. Many of them require unusual reagents to focus the Radia's strange planar emissions into specific results and most are wealthy enough to hire enterprising adventurers and agents to seek these components out. A guild of this nature would likely be comprised of eclectic specialists who would range out on adventures for unspecified amounts of time.
- **Recruited:** Some guilds in the Halls actively recruit new members from far flung locations, many hoping to diversify skillsets or grow their networking reach. New characters or old might be recruited from the far reaches of the multiverse to join one of these unique organizations.

Portal Jumpers

The Pacts District regularly expresses random portals as a side effect of the Loci of Eternity drawing power from the Radia. Guilds from the Halls section of the Colleges district send out teams to stake out these strange apertures, as well as the Temple of Coins acquisitions teams, and teams of Wardens.

Story Hooks: A Portal Jumpers game might utilize the following story hooks:

- **Resource Collection/Invasion**: The random nature and timed windows of the Portals of the Pact District present windows of opportunity for exploration and harvesting resources. These forays are often perfect for single session delves into varied and unique sites. Bound together by the narrative of the City and the Gatecrasher's Guilds, seemingly unrelated or totally random encounters can still be framed in a coherent and meaningful manner.
- **Defense**: Alternatively, a portal leading to a hostile or dangerous place might be the staging ground for a miniature invasion or deadly natural challenge. In this situation, the player characters become supplemental forces or recruits into the Wardens to stave off alien colonization, fiendish hordes, and flows of Paraelemental Magma! Each challenge can evoke the drama of first response while shaping the storyline of a unit of elite troubleshooters.
- **Reprise & Reference**: Again the chaotic appearance of the Bright Portals of the Pacts District can present nearly any reality. References and throwbacks to old games, other concurrent campaigns, or even other systems allowing for nearly any iteration of nostalgia, interaction, or crossover a GM wishes to facilitate within the frame of the City.

Themes in the City of 7 Seraphs:

Much of the design work behind the City has not only a GM-oriented toolkit thought-process but also narrative theme consideration. These elements are baked in allowing for deeper gravitas (if desired) to be lent to even casual gaming experiences and to enable campaigns to explore grounds that might have considerably more depth than comparable games. Many of these themes are outlined below should a GM wish to make one or more a focus when developing a campaign.

Alien View

The sense of the Other and Otherness is a strong theme inside the design of the City. As a shadow that reaches beyond our recognizable reality there is a viewpoint of the literal outsiders. A City that doesn't truly belong yet touches everything, everywhere. Infinitely strange and wondrous but only a breath from where we stand.

The City then is meant to be able to exist both beyond ourselves and beyond the traditional frame of fantasy games like the *Pathfinder Roleplaying Game* or its ancestral system—to allow for new ideation, expanded creation, and ultimately engaging stories. Strangely familiar and hauntingly alien.

Duality

The City rests in the Shadow Plane at the conjunction of a massive Ethereal Vortex, caught between Light and Darkness, and showered by radiant demi-planar energies, bleeding power from the Outer Planes, and proto-matter of the Ethereal Plane. While these pairing forces provide some of the ambient feel and supernatural realities in the City, they are hardly alone. Duality is present in nearly every aspect of the settings narritive.

From the Parities' divisions into those of Light and Dark, to more embedded internal oppositions within them, the Dualities of the City are what drive it. Steamwalkers strive to master the generative conflict of Water and Fire. Descendants of Dream speculate the difference between Illusion and Reality. Meanwhile, Ashborn druids set fires to Destroy and clear the way for new Growth. Within and without the City of Seven Seraphs dances Duality walking the line of balance and collapse. These oppositions can become the fuel that drives a campaign's stories.

Eternity

Each Parity in the City has its own viewpoints on the nature of the Eternal. And within them there are even more perspectives on the complexities of Forever. As a result, the Parities enact plans far reaching and meddlesome, study strange cases in individual worlds and even engineer ascension and apotheosis events for those they find aligned with their own views. They research ancient Prime Material histories, rare forms of psychic power and practice skills virtually unknown elsewhere. These machinations and delvings help to fuel a deeper level of mystery to even the most mundane encounters in the City or with its agents.

Additionally, the intrigues around these central themes allow for games that implement optional rule-sets like the *Pathfinder Roleplaying Mythic Adventures* rules, Dreamscarred Press' Ultimate Psionics, or new content from the Third Party publishers or new core Pathfinder Roleplaying Game releases with relatively controlled exposure. This helps create an environment that the GM can utilize to experiment with exotic content or inject massive amounts of campaign change within the setting's story frame. As a source of external change or a setting

for game-changing evolution, the City of Seven Seraphs can serve a game in ways that are endless.

Knowledge

Knowledge is another core theme of the City of Seven Seraphs. Who should have it, how it can be found, and how it is distributed all come into play within walls of the City. Two of the Parities in particular exemplar the Knowledge theme in conflicting viewpoints: The Steamwalkers Parity are devoted to research, exploration, and education. They find themselves advocating for Knowledge as a right of all people willing to engage its pursuit. Steamwalkers take the risks necessary to push its boundaries. A second Parity, the Bookbinders, espouse a careful viewpoint of control seeing Knowledge as a dangerous weapon and access to it a privilege to be earned. They broke with the Steamwalkers when that Parity began to sponsor free basic education for all the children of the City. Bookbinders saw this as an in appropriate grab at influencing the opinions of the whole.

As the major advocates of Knowledge came to an essential conflict it is no surprise that they manifested these differences in developing the City itself. The Steamwalkers partnered with the Descendants of Dream to create the area that would become the Colleges District. From housing the primary Freeschool campuses, to the debate and performance kivas of the Descendants the Colleges District advocates a lifetime of discovery and expression.

In contrast the Bookbinders invested in the downtrodden neighborhoods around the Wellness Houses of the Hands of Onus. Buying tracts of dilapidated properties the Bookbinders began construction of secret libraries and hidden caches of the rarest books. It the past, the early organization that would become the Bookbinders had a single organizational system. As years marched on this system was overturned time and time again. Internal divisions resulted in fractured segments of the Parity's stores, burned or missing records, and largely hidden vaults of books and scrolls secreted in trapped and dangerous buildings in the worst part of the City.

Progression

In the City of Seven Seraphs, everyone is in the throes of their own journey. Young wizarding women and magical boys strive at lessons in the Freeschools and Academies Sorcerous of the Colleges District. Parity agents complete operations, exercises, and patrols as they climb through the command structure of the Wardens. And ambitious souls earn the respect of peers, enhance local reputations, and compete for the reigns of the Parities themselves. Everyone is on their way to becoming something greater.

The classes, feats, and other mechanics of the City drive toward this end. Optional systems like *Ultimate Intrigue*'s Reputation and Fame rules are supported and the mythic ascensions of various Parity personalities of the city can feature the *Pathfinder Roleplaying Game Mythic Adventures* ruleset or dance around it as a agents of unfathomable mythic entities.

Transformation

Some of the Parities take this passion for personal evolution a level further. The Chrysalis Covenant delves the mysteries of guided Metamorphosis, exploring methods to allow radical physical transformation, and psychic ascendancy. Alternatively, the House of Heights tracks an ancient mystery in the paths of the Eternal and the secrets of endless life. Still others seek to enter death itself, becoming vessels of ceaseless Hunger as vampiric scions of the Sanguine Sovereignty or the distraction free icy clarity of the Icegrave Enclaves' undead minds.

Transformative magic and stories lends well to *Ultimate Campaign*'s retraining rules, adding new Third Party content, or even moving short-lived campaigns from older settings and rulesets into new and vibrant life.

Unity

Perhaps the most intended theme of the City is Unity. From the balancing of Dualities, the understanding of Eternity, and similar concepts that emphasize the long view and what exactly it takes to achieve it. Disparate peoples coming together to forge something greater themselves is at the heart of fantasy adventuring party. So too is the concept of Unity evident in the co-existence of the Parities and the need to balance the mental and spiritual energies of the populace of the City. Each Warden circle is ideally a microcosm of this theme and can bring the ideas behind it home fast.

The City is intended to help Game Masters bring their players together into a rich and cohesive tapestry while still allowing for individual exploration and permissive game experiences.

Bringing It All Together

Utilizing the connective options, campaign styles, and themes presented above it is relatively easily to model a new or alter an existing campaign to become enhanced by the presence of Hyraeatan and its Seraphs. Below are some ideas of how combining these elements might work for a GM.

Adventure Ideas

Academia of Heroes (Portals & Voidships – Academy of Wonder – Progression & Unity): Gathered from across the multiverse, bright minds and stout hearts study to be the heroes of tomorrow. Whether selected by

mysterious patrons or chosen by mystical prognostication, these young heroes have the eye of powerful mentors… and unfortunately their rivals. A progression driven adventure take's shape as the students of the mystical academies square off against trainers, academic challenges, and battle rival schools. This campaign reaches critical mass when a threat larger than all the students forces them to come together and defeat the undefeatable.

Dark Roads of Eternity (Lattice – Guild Game – Eternity & Transformation): In this game, a group of Prime World adventurers encounters a strange group of rivals who beat them to the reclamation of an ancient treasure. A chase ensues. Following the opposition, they find a doorway to a mysterious black road. Its darkly shimmering path leads them to a foreboding dome of darkness and beyond that, a strange City. Nearly lost in the vastness they search. They track their new rivals down. Finding a group much like themselves, they are told that the planar adventurers sold the treasure to a would-be immortal. Impressed, the party is also offered a membership in the procurement guild. Do they join? Do they investigate the immortal? Do they seek the secrets of life eternal? Arriving in the major leagues of a planar metropolis the party transcends its humble beginnings and becomes something new.

Drinking of the Well (Yggdrasil – Parity Intrigue – Eternity & Knowledge): The holy men of the adventurers' homelands have always held faith the Aesir, immortal beings of valor from a strange Realm beyond. The heroes are initiated to seek lore the tribe desperately needs but their initial journeys tell them that even Odin, Lord of the Aesir sought out Mimir's Well to find the knowledge he needed. The party seeks Odin's temples. Scraps of ancient lore indicate that the Well lies beneath the roots of Yggdrasil. Fighting guardians the adventurers discover that at the base of Yggdrasil there lies in its shadow a City. Is this the location of the Well? Do the strange Bookbinders mean to aid the seekers on the pilgrimage or seal them into the depths below the City and bury them with their secrets? Uncovering the mysteries of the Gods and facing their keepers launches our adventures into the Planes.

A Final Wish (Lattice – Wardens & Parity Intrigue – Knowledge & Alien): A strange traveler dies. On her body is a note written in a foreign tongue and a statuette of an angel. Young adventurers seek out a sage to translate the last words for them. He reads to them speaking of an ancient magical City that needs the statuette to focus its fragile reality the note asks whoever finds it to take it to a rival nation's capital and hide it there. If they don't thousands may die in magical chaos. Deciding it is the right thing to do the heroes sneak across enemy lines and seek the location to secret away the relic. While doing so they run into another group of strange travelers seeking the fate of the dead woman. Do they fight? Do they ally themselves with the strangers? Does the enemy nation discover them? Do they return to the City with the Strangers when the work is done? A mixed game of familiar settings and alien secrets draws the heroes into deadly danger.

Mirror Fractures (Portals – Portals – Duality & Knowledge): A good-aligned party is approached in a darkened alley by… themselves. Or at least a few of them anyway. Explaining that they are from a fractured timeline within the Crowns District, they have fallen from the Grace that the party enjoys from "softer lives." They implore themselves to seek out the City and enter the Fracture to reclaim a relic of great good that can be used to rectify the broken reality of their own time. Are they to be trusted? Can time be healed? Will they betray themselves? This dangerous dance of dopplegangers unfolds a strange destiny for the party.

Reclaiming the Tower of Jewels (Portals – Parity Intrigue – Duality & Transformation): An ancient abandoned ruin, the Tower of Jewels represents a failing of the assumption of the Lightbringers' role in Hyraeatan by the Eternal Dawning. Riddled with portals to the fey-touched Prime Worlds of Hyandil's early travels, wanderers from time to time escape. In this game, the Eternal Dawning might recruit those who emerge enlisting them to help reclaim the areas they are familiar with. It could also put the idea of two Light Parities of drastically different natures against each other. Allowing characters from nearly any existing campaign, the campaign would feature a location based dungeon setting with portals to Prime Worlds and Fey Realms.

Secrets of Legacy Hall (Academy of Wonder – Parity Intrigue – Knowledge & Progression): The Academy of Legacy Hall takes the mission of developing potential Wardens among the youth of the City one step beyond. Its students are assigned a Legacy. A fallen warden is chosen for them to emulate, study, and ultimately replace. Some find it morbid. Others wonder if the connection may be deeper. This adventure would focus around a group of students, investigators, or a mix of both exploring the mysteries of a strange institution.

Summary

However a Game Master chooses to do it, the City stands ready to meet their game and players. Whether it is enmeshing and unraveling the secrets of the City sprinkled throughout this book, mining its copies rules for ideas for your own settings, or casting Hyraeatan's shadow to link the roads and starry skies of a thousand, thousand worlds this book hopes to make your work easier.

We hope you have the time of your life here.

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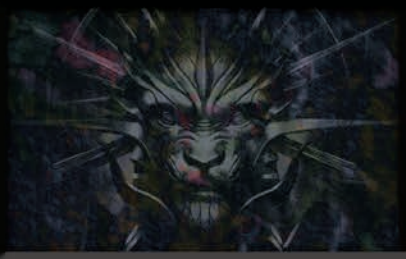

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