

The background of the cover is a detailed illustration. A large red dragon with yellow underbelly and spiky scales is shown in profile, facing left. Its wings are partially spread. In the foreground, a knight in ornate dark armor with a blue cape is riding a dark horse, holding a long sword aloft. The scene is set in a rugged, mountainous landscape with a forest of evergreen trees in the distance under a hazy, orange-tinted sky.

ELMORE SOVEREIGN STONE

Campaign Setting Core Rulebook

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Time  **ut DIVERSIONS**

SOVEREIGN STONE

CAMPAIGN SETTING

CORE RULEBOOK

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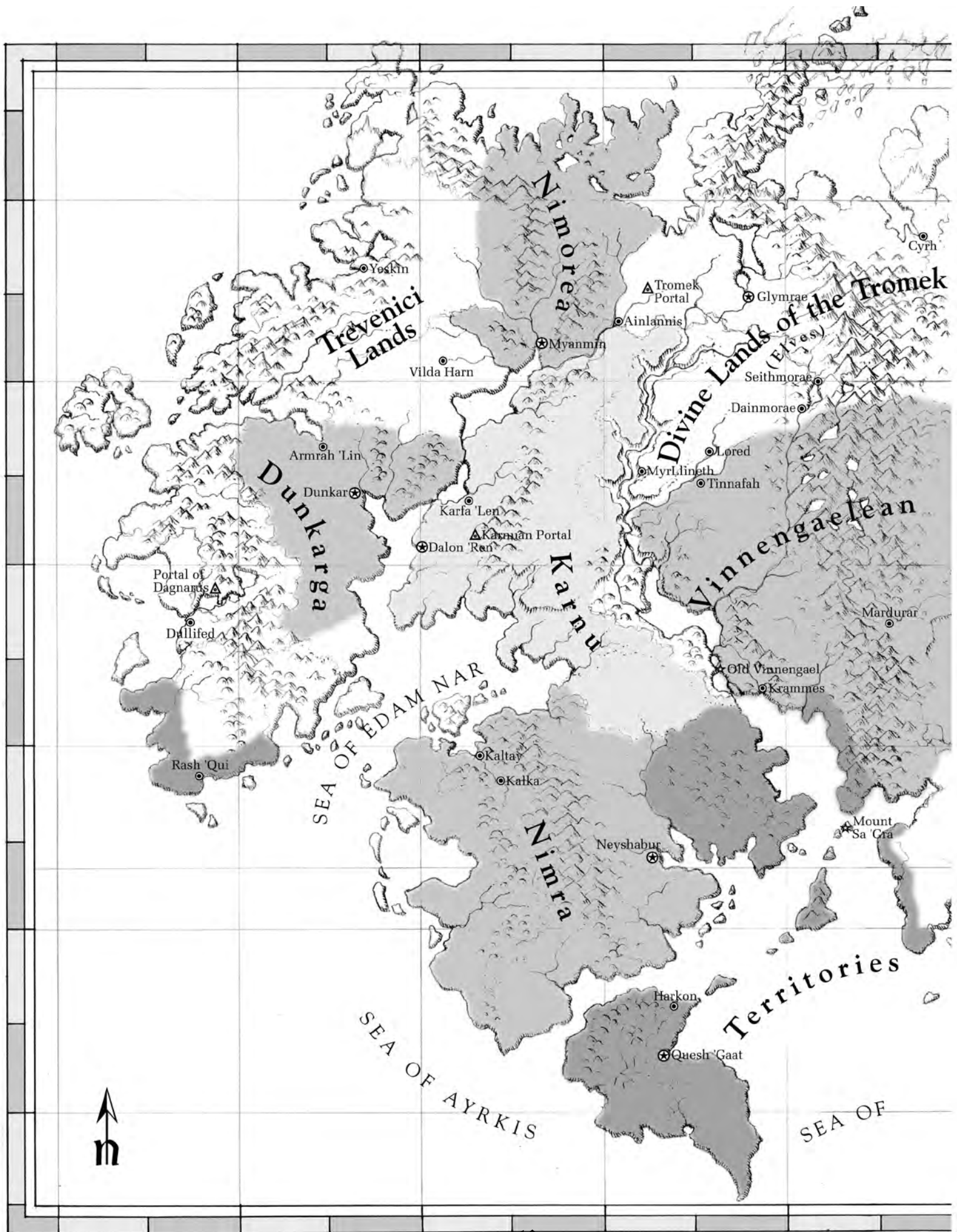
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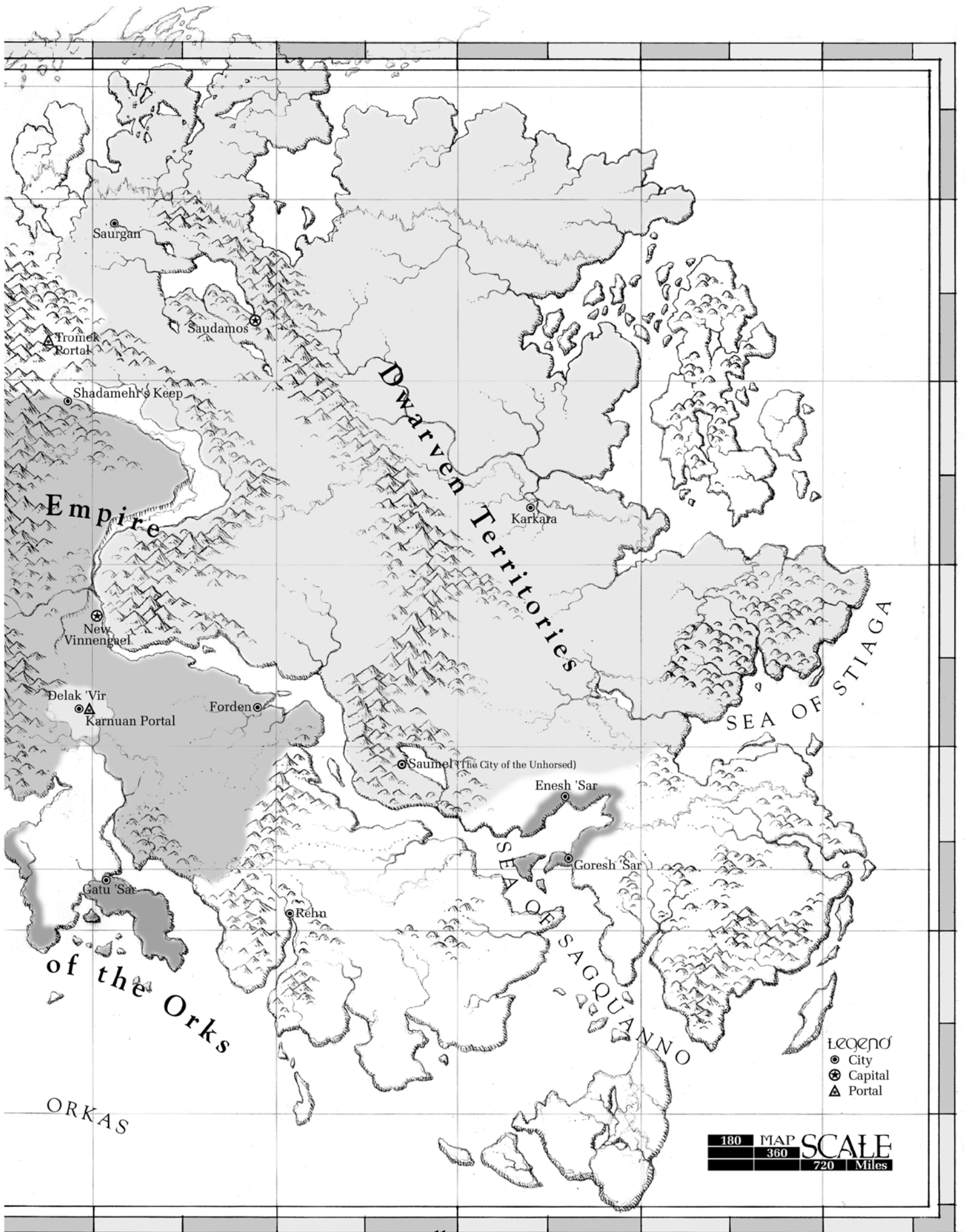
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CHAPTER ONE: SETTING PRIMER



THE SOVEREIGN STONE

I am Tamaros, King of Vinnengael.

Once I ruled a realm that was prosperous and peaceful, a realm whose greatness has not been seen since. Vinnengael was proclaimed by all to be the center of knowledge, beauty, wisdom and power.

Dominion Lords, paladins who dedicated themselves to the gods, were given magical power to guard the peace of Vinnengael.

The other races feared the power of the human Dominion Lords. They asked to be given the magic to create their own paladins. Deeming this request just and fair,

I asked it of the gods and they gave me the Sovereign Stone.

I separated the jewel into four parts and granted a share of the stone to the representatives of each of the four races: the Captain of the Orks, Dunner the Unhorsed of the Dwarves, the Shield of the Elves, and one to my son, Prince Helmos.

My joy was great. Peace would come to the world. If I had died then, I would have died happy.

Unfortunately, I lived too long.

Welcome, Traveler, to Loerem, a fantasy realm of mystery and adventure. Loerem is a world of beauty and enchantment created by renowned fantasy artist Larry Elmore, with development from New York Times best-selling authors Margaret Weis and Tracy Hickman. Through Elmore's vivid visual renditions of unique personalities, clashing nations, fantastical creatures, and enchanting landscapes alongside a saga weaved by Weis & Hickman, the culmination chronicled the mortals' struggle to master the unfathomable power of the Sovereign Stone given them from the gods — an artifact forged for peace among races but which ignited war between brothers.

Moreover, rumors have begun to spread throughout the land of evil forces coming to power — evil forces that are intent upon spreading death and destruction throughout the world. Heroes are needed to aid in thwarting this power. If you are brave, continue your journey. If not, turn back now. . .

THE PATHFINDER® SYSTEM

This product uses the Pathfinder® game system and requires the use of the Pathfinder® Roleplaying Game Core Rulebook, published by Paizo Publishing, LLC. The game material presented in this book does not stand alone, and assumes ownership of core Pathfinder® RPG products.

The Sovereign Stone campaign setting has many unique features that differ from core Pathfinder® game system products. These features are designed to bring to life the fantasy world of Loerem. Therefore, whenever material in this book contradicts something from another product (including races, classes, skills, feats, and magic), you'll get more enjoyment if this book takes precedence.

SETTING OVERVIEW

Opportunities abound in Loerem for those seeking adventure, wealth, and the chance to take their places among the legendary heroes of this land. Here, one may catch a glimpse of a dragon soaring through the skies; confront a savage bahk hungry for magic; navigate the waves with a venerable ork shaman equally acquainted with the omens and caprice of the sea; survive the intricate arena of elven politics where words are as sharp and lethal as swords; or gallop among dwarven marauders in a midnight raid.

Meanwhile, unbeknownst to most of the population, an enormous army of taan, fierce creatures from another part of the world, has entered Loerem through a magical Portal. Dagnarus, Lord of the Void, and his terrible minions — undead knights known as Vrykyl — command this fearsome horde. Although he was believed to have died in the destruction of Old Vinnengael two hundred years ago, Dagnarus was able to extend his life through the power of the Void. In the interim, he has been preparing his return, training the forces of the taan to both serve him and revere him as a god. Now he is ready to make his move.

The peoples of Loerem have no idea this threat looms over them. Soon, however, everyone will know and be drawn into this conflict.

THE HISTORY OF THE SOVEREIGN STONE

The history of the Sovereign Stone intertwines with that of the old Vinnengalean Empire, the greatest realm that ever existed on Loerem, two centuries removed from the present. Because a cataclysmic explosion obliterated its capital of Old Vinnengael and left very few survivors, little accurate accounts are told of those last, terrible days. Much of what people know about King Tamaros and the Sovereign Stone is rumor and myth that has been building for the past two hundred years.

A book, titled the Well of Darkness and written by a disgraced elf lord who once lived in the royal palace in Old Vinnengael, recounts stories leading up to the city's destruction, if it is to be believed. The tome has only recently come into the hands of the magi of the Temple of New Vinnengael, having been bequeathed to the Temple by the elf lord prior to his unexplained disappearance. The magi are examining it to determine its suitability for translation and scholarly research.

For others with fair education and experience, this is what they know:

King Tamaros was a wise ruler and a devout man, revered and loved by his people. During Tamaros's reign, Vinnengael became the center of culture, learning, art, and commerce of Loerem. In hopes of promoting universal peace and understanding, magi of Vinnengael created magical Portals that connected the realms of the other races directly to Vinnengael.

The other races at first suspected that the Vinnengaeleans would deploy conquering armies through the Portals. King Tamaros saw their concerns and took the problem to the gods. The gods looked on him with favor and told him to choose ten humans who would serve as ambassadors and guardians of the Portals. These humans were to be chosen and tested on their devotion, loyalty, courage, wisdom, knowledge and compassion.

In turn, they would receive magical powers, greater than those of most mortals. Those who passed the Tests underwent the Transfiguration, a ceremony during which they gain a gift of divine, magical armor, and became the first Dominion Lords.

However, the other races grew jealous of the humans and wanted their own Dominion Lords. Thus, Tamaros went again to the gods and asked that the power to create Dominion Lords be shared among all the races. The gods gave him the Sovereign Stone.

The Sovereign Stone is a lustrous crystal pyramid of four triangles that form a quadrangle at the base and come together in a point at the apex. Approximately sixteen inches tall, the artifact is carved of a single piece of crystal. As Tamaros held the Stone, lost in awe and admiration, he received a vision of the Stone separating into four equal pieces. One quarter would go to the humans, one to the elves, one to the orks, and the last to the dwarves. With the magic in each portion of the Stone, the races could now create their own Dominion Lords.

Tamaros came forth and presented the Sovereign Stone to the Council. But the Stone did not bring about peace as Tamaros had hoped. It became the center of contention. Several Revered Magi actually advised against its use, fearful of its immense power. Tamaros himself had private doubts, for he did not completely understand the nature of the artifact. Though at length he determined that the promise for peace was greater than any possible danger the Stone might pose.

In a grand ceremony, he separated the Sovereign Stone and gave a segment to a representative of each of the races. His eldest son, Crown Prince Helmos, accepted the human portion.

For the orks, the omens at this ceremony were unusually inauspicious. Young Prince Dagnarus had incidentally cut his brother Helmos' hand when presenting him with the Earth segment.

This did not bother the orks, who thought the bad omens were directed at the humans, especially after Tamaros ignored their advice to put Dagnarus to death as a precaution. The orks cheerfully accepted their piece of the Stone and left Vinnengael as soon as possible.



Prince Helmos was made a Dominion Lord and all say he deserved the honor. Helmos was his father's favorite son. Tamaros's second son, Dagnarus, was born of a political marriage with the neighboring Kingdom of Dunkarga. A handsome, charming man and a gallant, courageous soldier, Dagnarus was fiercely ambitious, resolved to be the one to sit on the throne of Vinnengael after his father's death. To that end, Dagnarus used all means at his disposal.

Here is where the story grows murky, clouded over with rumors and tales, few of which can be believed. What is known is that Dagnarus left Vinnengael under enigmatic circumstances, only to return with a mighty army and advanced on the city that was now ruled by his brother, Helmos.

History gave Dagnarus the title Lord of the Void, but without firm explanations of how or why this came about. His supporters — and there are many, even to this day — claim he was maligned by his brother, who cast this aspersion on an innocent man. If Dagnarus committed sins and errors of judgment, he was driven to do so in desperation. Others maintain that Helmos, brave and noble, was wronged by his wicked sibling. The truth of the events during those last days in Old Vinnengael's history may never be fully known.

When Vinnengael came under Dagnarus' attack, Helmos sent Dominion Lords abroad to request other races' portions of the Sovereign Stone and presence for aid, as they were sworn to do. One by one, each holder of the Stone refused. Some among them attribute this to their good sense. Others express their shame for this oath-breaking.

Dagnarus and his forces, which included the fearsome and accursed creatures of the Void called Vrykyl, attacked Vinnengael and won their way into the city. Dagnarus left his captains to fight the raging battle and sought out his brother. Did he find him? Did the two meet? What occurred between them? The horrific blast that leveled the proud city of Vinnengael and killed several thousand people also buried all trace of Dagnarus, Helmos, and the human quarter of the Sovereign Stone. For two hundred years, men have quested for the lost part of the Sovereign Stone to no avail. Old Vinnengael is now a cursed and abhorrent landmark. Few who venture there ever return alive, but still there are those brave or foolish enough to attempt it, drawn by the magic that pervades the city ruins and the riches said to be buried in the rubble.

Some claim Dagnarus himself is still searching for the missing Sovereign Stone. Most scoff at this notion. Few humans live to one hundred years and none has ever managed to extend life a hundred years beyond that. Most humans do not care if the Sovereign Stone is ever found. The segments in possession of the other races have done little to help them. The Stone did not save the orks from the Karnuan invasion. The Stone has not prevented the elven nation from falling into civil war, nor enabled the dwarves to fulfill their conquest of the continent. Certainly, the Stone is not worth risking one's life over.

As for accounts of a dark army marching across Loerem from the west, few trust the tales. The sun shines brightly. The breezes blow soft, warm and gentle. In this fine morning, who can conceive of a terrible storm by nightfall?

CHARTING LOEREM

Loerem is a vast continent, spanning some 25 million square miles in area. Magical Portals, located throughout Loerem, provide denizens with the means to move across vast distances in a relatively short time period, while certain scrying techniques allow magi to see what is transpiring in remote locations and to communicate with each other over long distances.

Maps of Loerem are plentiful and, for the most part, fairly accurate. Each race tends to specialize in mapping their own realms and it is advisable to obtain local renderings for truly error-free information.

The orks have charted the sea lanes and coastal communities of their own lands and of all lands where they travel. Such maps are highly detailed and accurate. Since orks rarely move inland, their surveys tend to be sketchy regarding interior regions, even of their own realm, and are therefore unreliable.

The elves produce the most intricate and precise maps of anyone on Loerem. Their work focus particularly on elven lands, although they are said to have excellent atlases of Vinnengael, Dunkarga, Karnu, and Nimra as well. They consider all cartographies to be militarily sensitive and keep them in absolute secret, so much so that one House will often perform daring raids to try to steal maps from another House. Anyone of another race caught charting elven territories or cities will most certainly be apprehended for espionage.

The dwarves, independent of all the races, do not make maps, nor are they much interested in maps made by others. Boundaries and borders mean nothing to the dwarves, for they believe the continent belongs to them, anyway. Their own realm remains largely uncharted, with the exception of the coastlines where orks have visited and documented. Some Unhorsed dwarves have produced crude drawings of the dwarven territories that travelers may acquire. Accuracy of these representations varied greatly.

Humans delight in cartography and those traveling in human lands will find a map to suit every need. These include not only all human-controlled lands, but maps of the elven, dwarven and orken realms, as well. The very best maps are in the libraries of the Temples of the Magi and accessible for a fee. They may not be removed from the libraries, but may be copied for an additional fee.

Many maps note the major magical Portals and some of the minor Portals. Not all Portals have been charted, however.

THE PORTALS

At the height of Old Vinnengael, wizards created magical Portals that enabled the people of Loerem to travel long distances in a much shorter time and with far greater safety than overland trek. Since Old Vinnengael was, at that time, the wealthiest city in the world and the center of all commerce and trade, the magi created three Portals that connected the realms of the elves, the dwarves, and the orks to Vinnengael.

So powerful (and some would say arrogant) were these magi that they even fashioned a fourth Portal that granted whoever entered it an audience with the gods.

During the fall of Old Vinnengael, the interaction with the magic of the Void, of the battling magi, and of the Portals spiraled out of control. The Portals were destroyed in the terrible blast that tore the heart out of the city. The Portals did not vanish, as many first thought, but were splintered and scattered.

Exploration has uncovered the locations of most major Portals. One is known to cut across the elven lands ("Tromek"). Another, now occupied by Karnu, leads from Karnu to southern Vinnengael. A third is rumored to exist to the west.

The fourth Portal — access to the gods — exploded, engendering myriad smaller Portals. Many of these small Portals have yet to be discovered. These "rogue Portals," as they are known, may take an adventurer from one side of a boulder to the other or straight to the other side of the world. Entering an uncharted Portal is dangerous, for one never knows what is on the opposite end, or where he may find himself stranded.

The Karnuan and Tromek Portals are closely guarded by armed soldiers. None may enter the Portals without answering questions as to one's business and destination, plus paying a toll. Such fees are generally based on the value of the goods being transported through the Portal and will vary. Portal guards have the right to refuse passage to any they deem suspicious.

Travel through the Portals is not particularly exciting. The magi designed them to look like ordinary mountain tunnels, rather than fantastical thoroughfares through time and space. Upon entry, a traveler will find himself walking on a smooth gray surface, surrounded by gray walls and covered by a gray ceiling. But thanks to the Portals, a journey that would normally take six months may now be made in a single day.

MAGIC ON LOEREM

Each race and culture of Loerem views magic differently, which affects the role of an elemental wizard. Vinnengaeleans regulate the practice of magic through the church, and thus many wizards in Vinnengael are also priests of the Temple of the Magi. Dunkargan spellcasters are almost always affiliated with a mage guild. Elven wizards, known as Wyred, are social outcasts, viewed by their own people as disgraced individuals without honor. Of course, there are exceptional mages who do not always subscribe to the roles society expects them to play. Nearly every culture in Loerem has spellcasters of some kind, except the Trevenici, who leave the task to their pecwae companions.

The magic commonly practiced in Loerem is based on four elements: Air, Earth, Fire, Water. Each race (all human cultures, dwarves, elves, orks, and pecwae) is advantaged in the casting of one magical element and disadvantaged in the casting of another. The two remaining elements are considered neutral.

It is easier for an elemental mage to channel magic in which she is advantaged, than magic in which she is neutral or disadvantaged.

Air Magic has the power to read and control others' minds, the ability to create images without substance. Air Magic can also aid in movement, and can itself be a weapon. Elves are naturally advantaged in Air Magic. All humans and pecwae are disadvantaged in Air Magic. Dwarves and orks are neutral.

Earth Magic embraces the powers of healing, creation of earth and stone constructs, and protection from both magical and physical harm. For all its benign appearance, Earth Magic can be called upon to harm others. Humans and pecwae are naturally advantaged in Earth Magic, whereas Elves are disadvantaged. Dwarves and orks are neutral.

Fire Magic is destructive as well as instructive. Flame may be used as a weapon, but Fire magic also enables mages to see into the past to learn its many lessons. Dwarves, both Clan and Unhorsed, are naturally advantaged in this magic element. Fire Magic is disadvantaged for orken spellcasters. Humans, pecwae, and elves are neutral.

Water Magic features the power of scrying, of seeing and hearing things in the present. It also facilitates communication. Orks are advantaged in the casting of Water Magic. Dwarves are disadvantaged in Water Magic. Humans, pecwae, and elves are neutral.

There is also Void Magic, the "fifth element" that opposes all others and was more widely practiced in a past long forgotten. The power of the Void is one of death, undeath, darkness, and utter oblivion.

Because it was instrumental in the downfall of Old Vinnengael and during all flashpoints leading up to the event, all cultures have outlawed the practice of Void Magic, forcing its devotees to toil with this vile art in isolation.

Those choosing the path of the Void are disadvantaged in the casting of all other elemental magic and are "tainted by the Void." The reptilian taan invaders (along with the condemned half-taan) advancing from the west are the only race known to fully embrace Void magic.

THE GODS

The gods of Loerem take an active role in the affairs of man. However, they do so behind the scenes, preferring to work in ways that are subtle and inscrutable. Thus some denizens of Loerem mistakenly believe the gods have no hand in the lives of men at all. The gods have names and faces, but these are unique to each race. Most of the peoples on Loerem hold their religious beliefs to be private and personal.

Healing is not considered a direct province of the gods but of magic. Magic comes from the elements: Earth, Air, Fire, and Water. The Ancients believed that magic was a gift from the gods. However, in these present times, most people believe that having created the elements and set them in motion, the gods permit them to go their own course.

Every race holds different views of the gods and follows different forms of worship. Every race has its devout disciples and cynical nonbelievers. King Tamoros is revered as the personification of piety among humans. He asked the gods for help on several occasions and received it, which makes it all the more difficult for people to understand how the gods could have failed him at the end of his life.

Elves believe their ancestors intercede for them with the gods, whom they term the Mother and the Father. In these days, elves have come to rely on their ancestors more than on the gods. It is commonly believed that since the ancestors once lived in the world, they are familiar with it and their judgment is better trusted. Each house has a shrine to a certain ancestor, who offers the family advice and guidance.

Dwarves are existentialists, thinking or caring little about the gods. Dwarves live for the here and now. They believe when they die, their spirits enter the bodies of wolves, from which they are descended. A dwarf will not kill a wolf under any circumstances, not even to save his own life.

Unhorsed dwarves have, in recent years, developed a quasi-religion centered on the worship of their portion of the Sovereign Stone, which is enshrined in a tent-like structure in the Saumel, a major unhorsed city. No unhorsed dwarf admits to this or discusses it with anyone.

Human beliefs differ from one culture to another. In general, most humans tend not to rely on the gods for help, figuring they have to make their own way in the world. It is safer, most think, not to attract the gods' attention.

Orks are among the most pious people of Loerem. They are convinced the gods are involved in all parts of an ork's daily life, speaking to him through omens and portents. Therefore, the shamans who read these signs are venerated figures in orken society.

THE NATIONS OF LOEREM

The peoples of Loerem are an interesting collection of races: humans of varied cultures, orks, Clan and Unhorsed dwarves, pecwae, and elves. Every nation, every ethnicity has its own vision of destiny and these visions often conflict with those of a neighbor. Consequently, Loerem's inhabitants have warred against each other for centuries.

VINNENGAEL

The Vinnengaelean Empire is the grandest of all the human realms. The empire is comprised of many baronies and duchies, all owing allegiance to the Emperor in the capital city of New Vinnengael. Built on the confluence of two rivers, the city of New Vinnengael is designed as a tribute to the ruined city of Old Vinnengael that fell two hundred years ago. Although New Vinnengael is very beautiful, the allure seems to lack heart, for its people are becoming complacent and haughty.

Old Vinnengael was once a center of culture and learning. Magical Portals led peoples from all over Loerem to Old Vinnengael. Elves, orks and humans dwelt in peace within its walls. The coming of Dagnarus, Lord of the Void, shattered and scattered the Portals throughout Loerem as well as spelling Old Vinnengael's destruction. The days of glory for Vinnengaeleans have passed, despite efforts to restore it with the founding of New Vinnengael. Most look back to Old Vinnengael with unmatched fondness, believing that such wonders will never be met in the world again.

Vinnengael is unique in Loerem in that all races and ethnicities are welcomed most everywhere within its borders.

Historical conflicts with other realms aside, racism has never been rampant in the empire, and racially-motivated crimes are kept particularly in check by laws that levy harsh penalties.

Only in rare instances, such as secluded villages and militarized towns, will a stranger accost curious glances within Vinnengael. The current tension between the Empire and Karnu comes the closest to arousing public prejudice. Even then, it usually fails to reach boiling point.

DUNKARGA

Once a powerful realm in Loerem, the Kingdom of Dunkarga is today a mere shadow of its former size, stature, and prestige. It once stretched across the eastern third of Loerem, from the River Hammerclaw and Old Vinnengael in the east to the Hedam Ocean, and from the Sea of Edam Nar in the south to the icy waters of the north. This is no longer the case. Dunkarga is now much smaller in size and shows little sign of change in the foreseeable future.

The fortunes of the Kingdom of Dunkarga began to fall after they fought two wars against the Vinnengaelean Empire several centuries ago. The first war was an invasion of the realms north of Old Vinnengael, launched many years before the fall of that august city. That foray was a catastrophe for the Dunkargans, and a counterattack by the Vinnengaeleans cost the nation its stability, plus its more remote territories to the north and east. The second war was instigated by a young prince of Old Vinnengael named Dagnarus. The Dunkargans were successful in destroying Old Vinnengael, but the campaign further fractured the stability of the Kingdom of Dunkarga. Soon afterward, the nation crumbled into civil war.

KARNU

The Caliphate of Karnu emerged as the victor in the debilitating civil war in the Kingdom of Dunkarga. Had the Karnuans been stronger militarily at the end of the war, they would have seized the entire kingdom. Instead, both sides were so weakened as to accept a truce that divided the kingdom.

Karnuans share many of the same personality traits as their brothers, the Dunkargans. Both are prejudiced, mercenary and arrogant. But whereas the Dunkargans detest mostly other races, the Karnuans despise everyone who does not have the good fortune to be Karnuan.

This includes other humans, with particular malice reserved for Vinnengaeleans. Karnuans are fond of Vinnengaelean money, however, and will trade with them, even as they sneer at them behind their backs.

From the Dunkargan border to the River Hammerclaw, from southern Vinnengael to the Orken holy mountain, the Caliphate army is on a constant march of conquest that won't stop until all of Loerem is under Karnuan rule.



NIMOREA

Originally Nimrans, the Nimoreans broke away from the Ancient Kingdom of Nimra a century before the fall of Old Vinnengael. They settled in lands bordering the Divine Lands of the TromeK. Nimorea has since been recognized as a sovereign nation. Some friction still exists between Nimra and its offshoot, but wise leaders on both sides are working to unite the two in friendship and brotherhood.

The Nimoreans are the only humans fully trusted by the elves. TromeK often employs the Nimoreans as emissaries and aides in negotiations with human nations. Nimoreans are frequently hired as guides to parties entering elven territories, and they serve in the elven army as scouts and translators. There are elven merchants who live and trade in Nimorean cities. The Queen of Nimorea and the Divine of the TromeK are firm friends and allies.

NIMRA

Nimra is a human kingdom to the southwest of Vinnengael. It is the oldest of the human kingdoms, with records dating back over fourteen centuries and evidence of existence before that.

Although not a battlefield powerhouse, Nimra is an economic might. It boasts trading status with every nation in Loerem. The study of Earth magic is a matter of national pride and Nimran wizards are some of the most skilled in all of Loerem. Almost every major human Temple employs Nimran healers, due to their mastery of the healing arts.

TREVENICI

Most of the "civilized" people of Loerem term the Trevenici "barbarians." For their part, the Trevenici pity all those who choose to spend their lives behind stone walls.

Trevenici tribes can be found in almost every part of human lands, although most dwell in a region west of Nimorea and north of Dunkarga.

The Trevenici are not nomads; once they've found a location they like, they build their tents and mud huts, plant their crops, herd their animals and live there for as long as the environment will sustain their population. If the land they choose is owned or claimed by someone else, that's the proprietor's problem. The Trevenici believe that all land belongs to the gods and that mortals may not own but only occupy it.

Thus the Trevenici do not acknowledge borders, property lines or any other artificial boundaries. The Trevenici are not averse to fighting for their chosen land. They enjoy a good battle, for they are born warriors.

CLAN DWARVES

Dwarves are nomadic hunter-gatherers, roaming the plains of western Loerem on shaggy ponies. The dwarven nation has no official name, for the simple reason that the dwarves maintain that all of Loerem will someday be theirs. Until that day comes, the dwarves call the land they currently hold Grak, which translates to "Grassland."

Dwarves live in clans, under the leadership of a clan chieftain, to whom they are fiercely loyal. Dwarves do not raise crops or livestock. They roam the plains following the herds of wild beasts on which they prey, gathering berries and the grains of wild grasses. Dwarves live on horseback, riding throughout the day and stopping to camp only when the sun sets. Tents and supplies are carried on horseback or a litter attached to the back of a horse. Everyone rides, including small children, who may learn to ride before they can walk. Those dwarves who cannot ride, due to injury or infirmity, are cast out of the clan. These "unhorsed," as they are known, have banded together to form their own community.

UNHORSED DWARVES

The unhorsed are dwarves who, because of injury, infirmity, illness or as punishment for a crime, have been cast out of their clan. Such dwarves are abandoned on the plains to make their own way as best they can on foot to any of the dwarven cities.

Once cast out, an unhorsed dwarf may never return to a clan. The children of an unhorsed may endeavor for acceptance back into the clan (provided they can actually find their clan), but this is up to the clan leader. Most children of the unhorsed do not make the attempt, knowing they will likely be rejected.

Most concede that the fate of an unhorsed offspring is to remain an unhorsed, and feel no shame in it.

The unhorsed dwarves live by manufacturing goods for trade. Unhorsed dwarves are skilled metalsmiths and their swords, shields, spear, and arrow tips are highly prized by all races.



The work of dwarven goldsmiths and silversmiths is in great demand by humans and elves.

The unhorsed are also expert weavers, making strong cloth and baskets so wonderfully constructed that they are water-tight. The unhorsed grow their own crops and raise domesticated animals. Furthermore, unhorsed are traditionally ambassadors and diplomats to other nations, as they are the only dwarves who can read and write.

ELVES

The elves live in a northern realm known as The Divine Lands of the Tromek. Tromek is not a large land, especially considering the number of people who inhabit it. Tromek is bordered on the east by the dwarven lands, on the south and west by the Vinnengaelian Empire and Nimorea. To the north and east, the land is so rocky, barren, mountainous and cold that it is nearly uninhabitable. The elven population is enormous, for elven families are large and elves may live up to three hundred years. Elven cities are crowded, with many residents to a household. Even elves living in rural regions may have as many as twenty people living in a single dwelling. Thus, to ensure peace and stability in their culture, elves have developed a society with very strict codes of behavior.

Elves rarely exhibit emotion of any sort for fear of causing offense by inflicting one's inner feelings upon another. Elves are invariably polite, even to their enemies.



Elves consider members of other races to be loud, boorish and uncivilized.

The elven nation has two leaders: the Divine, the spiritual and political leader, and the Shield of the Divine, who commands the military. The two are supposed to work in harmony, but this is not the case with the current Divine and his Shield, and it seems as if all of Tromek is teetering on the verge of civil war.

Elven wizards, known as the Wyred, are some of the most powerful, albeit mysterious, practitioners of magic in all of Loerem.

ORKS

Orks believe that they were the first race to arrive on Loerem. They trace their ancestry back to sea monsters known as “orca,” from which they derive their name. There may be some truth in this, since orks have a natural affinity for the sea. Orken sailing vessels venture into all parts of the known world. Orken traders, fishermen and pirates can be found in coastal cities of all races. Orks call their realm Po 'Gah, meaning “risen from the water.”

Ork cities and villages are invariably located along the coast or a large body of water such as a river or lake. Although orks do not mind traveling inland, an ork will always feel more comfortable near water.

Orks are Loerem's resident inventors as almost all technology, from siege towers to catapults to the crossbow, can trace development back to the orks.

Orks are very devout people and look to the gods for guidance in all aspects of life. They believe the gods advise them through omens, which are interpreted by ork shamans. Orks may read the omens many times a day and will always heed the warnings and messages of the gods.

PECWAE

Pecwae are a short race of humanoids, averaging 4-1/2 feet tall. Their origins have been the subject of scholarly debate for centuries. The oldest stories in every culture in Loerem mention the “little beings.” Even the Keepers of Time, considered Loerem's greatest historical authorities, are strangely silent on the pecwae's genesis. Some scholars have proposed that the pecwae might be descendants of the Ancients, a mysterious race of entities that disappeared from the continent at the dawn of time.

Since nothing is really known about the Ancients, including what they looked like, no one can prove this. Pecwae have no knowledge about the subject, nor do they care as they find it boring.

Pecwae were once found throughout Loerem, but because many pecwae children were bought and sold as “pets,” their population has dwindled almost completely. Those remaining pecwae are now seen living with the Trevenici in a symbiotic relationship. Trevenici have virtually no predilection for magic of any kind, while pecwae are skilled casters of Earth spells. Hence, pecwae serve the Trevenici as healers and providers of magical assistance. In return, the Trevenici protect the smaller, weaker pecwae.





CHAPTER TWO: RACES OF LOEREM



MOLUK, DWARVEN RAIDER

This world will one day be ours. That is our destiny. We have been promised this by the gods. The other races inhabit this world because, for the time being, we permit them to do so.

And because the humans and the elves are squatting on our lands, we feel entitled to help ourselves to their cattle and sheep, their wheat and their corn. They come after us in anger, accuse us of illegally crossing their borders, of trespassing on their lands.

Fools. What is a border but a line drawn on a piece of paper? Do the gods draw a line on the earth? Where? Show us! We do not see it. We dwarves ride where we will. None can stop us.

Those who try will be buried in the earth.

Squatters.

LANGUAGES

Every race of Loerem has its own language.

Loerem is a land of great empires, political tension, physical conflict, powerful magic and high adventure. Eleven different races make Loerem their home. Strong cultural identities define and distinguish each of these races from the others.

Humans are comprised of six distinct cultures, each featuring its own peculiarities, language, and special traits.

To manage a large and long-lived population, elves are governed by a strict code of honor that also compels them to publicly denounce the use of magic. Privately, the **Elves** rely on their wizards, who are some of the most powerful spellcasters in Loerem.

Dwarves are a clannish race of horse-riding nomads. Always on the move, a dwarf never remains in one place for more than a couple of days. Dwarves hate cities, preferring the open expanses of Loerem's eastern plains.

Orks are explorers and seafarers who conduct trades throughout the massive mainland of Loerem. Staunch believers in omens, signs and portents, the orks are a superstitious lot, yet wise in the ways of the world.

Small clusters of diminutive humanoids known as the **Pecwae** enjoy secluded lives in remote regions rarely visited by other races. Closely tied to the lands of Loerem and to nature, the pecwae are shy of all outsiders and rarely seen.

No race on Loerem is able to interbreed; that is, half-elves and half-orcs, as well as exotic combinations such as half-ogres, half-giants, etc., are not viable racial options for characters in the Sovereign Stone setting. For this reason, each race has taboos against marrying someone of a different racial stock. However, there are those who still fall in love and become devoted to each other, regardless of the fact that their union will never produce offspring.

The sole exception to this is the half-taan, derived from the unholy union of a human and a taan. (See "Half-Taan, page 27)

Dunkrass: The official language of the Dunkargan government. Although Dunkrass is rarely spoken, it is used extensively for official written documents such as letters to dignitaries, census accounts, military orders and so on.

Elder Speak: The official language of the Vinnengaelean Empire. When Old Vinnengael was at its height, scholars sought to develop a common language for Loerem. Called Vingrees, this language helped to break down barriers to communication between the races. Vingrees has since become known as Elder Speak, and is still in wide use by many of the races.

Fringrese: Spoken by the dwarves, both Clan and Unhorsed. Another form of this language, called Chan Fringrese, conveys communication solely through hand gestures. Chan, as it is known among the dwarves, was developed because the dwarves found it impossible to hear each other over the thundering hooves of their galloping ponies. Chan Fringrese is currently a favorite of elite military forces, thieves, and assassins guilds all over Loerem.

Karna: Spoken by both the Dunkargans and Karnuans. The Karnuan version of Karna has a harsher enunciation. For example, "ch" is pronounced as "k," whereas the Dunkargan pronunciation is "cha."

Naru: Spoken by both the Nimrans and Nimoreans. It's a lyrical language whose words are often coupled with graceful hand gestures.

Naru-Toma: A variant of Naru used by the Nimoreans. While based on Naru, it is peppered with Tomagai words and phrases.

Pharn'lan: Language of the orks. Orks tend to talk loudly, and in times of excitement or crisis, their normally deep voices attain a high pitch that can be heard for long distances. Pharn'lan translates into "Eldest Tongue," as the orks believe they were the first people to inhabit Loerem.

Sanki: A trade language known to merchants and traders of all races. Sanki is used for trading and bartering. Sanki is a derivative of Elder Speak.



Taanic: A guttural, highly inflected language uttered by the invading creatures of the Void known as the Taan as well as half-taan, though the latter lacks the full lips and vocal chords to completely master the language. (This is not available as a choice if the game campaign takes place before Dagnarus has availed his return.)

Tirniv: Spoken by the Trevenici, who only teach it to the pecwae.

Tomagai: The language of the elves. Complex and colored with poetic images, Tomagai relies on a great many words to say very little. Elves take a long time to reach the point of any conversation, choosing words with care as to not offend anyone.

Twithil: The name given to the pecwae tongue. This is a soft, melodious language. Many aspects of Twithil cannot be understood by other races, simply because the sounds go beyond their ability to hear.

Other minor languages and dialects exist, but are not spoken widely. Ogres, for example, have their own language, as do the fey, but very few humanoids ever learn these languages.

DWARVES: CLAN

Clan dwarves are nomads who roam the eastern steppes of Loerem. Of all races calling Loerem home, perhaps none is more fierce, or contentious, than the dwarves. Dwarves believe it is their divine destiny to rule the entire continent. The other races are merely squatters until the dwarves come to claim the land. The Dwarven Territories cover nearly a third of Loerem, a wild region teeming with ancient ruins predating the clans' founding, dangerous monsters unseen in "civilizations," and is host to a people as fierce as the wolves with which they declare kinship.

Clan dwarves are warriors, first and foremost. Everyone they meet is judged against this standard. They gauge other warriors' worth based on appearance and deed. If the party gains the dwarves' respect, negotiations can continue apace.

Clan dwarves are gruff and impetuous, with a staunch distrust of all outsiders and a firm belief in their own superiority.

Physical Description: Clan dwarves are short and stocky, tough and sturdy. The average height of a dwarf is 4-1/2 feet tall. Some dwarves have been known to reach 5 feet, but these are exceptions. Males tend to be slightly heavier, around 150 pounds, while females are a bit more slender at 125 pounds. Clan dwarves are almost universally bandy-legged from riding horses their entire lives. Their skin has a natural brown tinge that weathers to a deep coppery shade through exposure to the elements. Most have gray eyes, though some are born with eyes of remarkably penetrating blue or green.

The majority of male dwarves do not grow their beards to significant length for hygienic purposes. Instead they keep long moustaches, often oiling or waxing them with fat from killed animals. Both males and females traditionally wear their hair long, the common brown color often bleached to shades of red and blond. The style of braids and beads in the hair often divulges clan loyalty and status.

Male and female dwarves dress alike, as clothing amongst the clans is far more utilitarian in purpose than amongst other cultures. During the summer months, clan dwarves tend to wear very little: A pair of thick buffalo-hide chaps over thin leather breeches protects their legs, and a thin, woven tunic (bartered from the unhorsed or captured in a raid). Winter clothing, in contrast, is heavy and warm.

Layers of massive hides and furs cover a dwarf from head to toe, and every clan dwarf swears by waterproofed boots.

Society: Clan dwarves live and work in nomadic tribes. Every member of a clan is expected to help the other fellow members as much as they can. Everyone in the clan is expected to pull his own weight. Fiercely independent, clan dwarves ride where they will, following the herds of wild beasts on which they prey, gathering berries and the grains of the wild grasses. Clan dwarves live on horseback, carrying all their belongings. No other race on Loerem is as skilled in horsemanship as the clan dwarves, who indeed consider it a sacred matter to ride the steppes horses. Everyone rides, even the small children. Those who can't ride because of illness or infirmity are left behind, cast out of the clan to make their way as best they can.

Each clan has its own hunting ground of which they are very possessive, being certain that every other clan is out to seize what is rightfully theirs. Clan wars and feuds are commonplace and territorial boundaries — informal at best — are always changing. The lack of trust is the main reason why the dwarves have not banded together and launched a concerted campaign against their neighbors. If two clans happen to meet, the mood of the clan leaders and the historical relations between the clans determine if there will be war or a party that night.

Relations: The dwarven nation has no official name, for the dwarves insist all of Loerem will someday be theirs. This strains their rapport with the other races. Most humans and elves dismiss the dwarves as presumptuous and uncouth. Orks and dwarves have a grudging respect for each other and may get along. Dwarves raid human, elven, and orken villages as a way of life, taking what they want, and if they are in a bad mood, burning what they leave behind.

Alignment and Religion: Clan dwarves have a strong sense of order and law — particularly theirs, making most of them lawful good or lawful neutral. Clan dwarves believe they are descended from wolves and hold the creature sacred. They will not kill a wolf under any circumstances, even to save their own lives or the lives of their horses. Clan dwarves do not pray to the gods who, according to dwarven myth, gave them this land and then departed. The most revered person in the clan is the Fire mage responsible for building the sacred fire every night.

Apart from this exception, dwarves dislike and distrust magic and those who wield it.

The dwarves do not have an organized religion; no central church or authority guides religious thought. Instead, certain basic themes, mainly dealing with the wolf, run through dwarven religion. Each clan builds off these themes, creating a mythology that is unique and sacred to its people.

CLAN DWARF RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Intelligence: Life on the steppes has toughened the clan dwarves and made them prudent, but usually at the expense of scholarly studies and literacy, as they have little time or need for book learning.

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

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

Imprisonment: Clan dwarves who are imprisoned will sicken and die. For each day of confinement, a clan dwarf must make a DC20 Fort save to avoid losing 1d6 Constitution, or one point on a successful save. The dwarf does not regain lost Constitution points while incarcerated. A clan dwarf reaching 0 Constitution dies. A freed clan dwarf regains lost Constitution at the rate of 1 ability point per day.

Poison Resistance: Clan dwarves are unusually resistant to toxins. They gain a +2 racial bonus to Fortitude saving throws against poison.

Resilient: Clan dwarves are known for their death-defying physicality. They gain spell resistance equal to 5 + character level against evocation and death-effect spells.

Weapon Familiarity: Clan dwarves are proficient with shortbows and composite shortbows. They are trained from an early age to use archery for raiding and hunting. Clan dwarves may become proficient with the cavalry saber, dwarven longbow, dwarven shortbow, and terbosh as martial weapons instead of exotic weapons.

Racial Aptitude: Handle Animal and Ride are always class skills for clan dwarves.

Racial Expertise: Clan dwarves are practically raised in the saddle and learn to be alert for attacks from creatures and hostile clans alike. They gain a +2 racial bonus on Perception and Ride checks when mounted on horses or ponies.

Born to Ride: Clan dwarves can take 10 on Ride checks even when threatened or distracted.

Languages: Clan dwarves begin play speaking Fringrese. Those with high Intelligence scores can choose from the following: Chan Fringrese and Sanki. The languages of the other races do not interest Clan dwarves, however, who do not have the time to spend on frivolous pursuits. Dwarves “know” that, someday, all races will be speaking Fringrese.

Elemental Alignment: Clan dwarves are advantaged in Fire Magic and disadvantaged in Water Magic.

Adventurers: Although most dwarves ride with their clans for life, some do venture out to “scout” the people and land they will eventually subjugate. Ostensibly, adventuring for them is less a matter of fortune and fame than an opportunity to “educate” the world in the dwarven doctrines. In reality, especially for those from the smaller, poorer clans engaged in hotly contested feuds, their priority tends to be on earning money to fund their clans’ war effort and attracting followers to bolster the ranks.

Names: Dwarves, male and female, prefer names of one or two syllables that are easy to pronounce. Dwarves will not usually announce their clan origins or affiliations, since this is readily apparent to other dwarves through adornments and attires. Foreigners are not worthy of such knowledge.

Male Names: Argore, Dunner, Glard, Mogal, Olav, Rorak, Truson, Wolfram.

Female Names: Aasta, Berith, Idruna, Kelin, Mafka, Ora, Tirzah, Wyn.

DWARVES: UNHORSED

Unhorsed dwarves are, either by birth or by quirk of fate, without a Clan. There are many reasons for a dwarf to be an unhorsed. If a clan dwarf becomes too elderly to keep up with the rest of the clan, he maybe sent away. If one suffers a debilitating injury or burdensome illness, he may be sent away. A child born with a deformity or disability, such as a lame foot, blindness or deafness, is sent away. A dwarf committing a crime, such as stealing from a clanmate, murder, or a similar heinous act, is also branded, banished, and declared unhorsed. Once ostracized as an unhorsed, the dwarf may never return to his clan, attempt to join another clan, or sit upon the back of any horse.

As a whole, unhorsed dwarves are quiet, withdrawn, and close-lipped. The loss of their birthright is a grief that stays with every unhorsed dwarf throughout the lifetime. Despite this grief, however, unhorsed dwarves are not ashamed of themselves. They bear their afflictions, and status, with a fiery pride. It is a point of honor amongst the unhorsed to remain stoic under duress.

Though they are no longer part of the clans, the unhorsed are still dwarves—as any of them will proudly declare.

BECOMING UNHORSED AND GAINING CLAN STATUS

From time to time a dwarf is cast out of his clan. This could happen for a number of reasons, the most obvious is an injury that prohibits a dwarf from riding with his clan. Other reasons might include punishment for crimes committed, breaking clan oaths, or committing sacrilegious acts (such as killing a wolf). When a Clan dwarf becomes Unhorsed, the character discards all Clan dwarf racial traits and adopts all Unhorsed racial traits. This includes ability adjustments (from +2 to -2 Constitution, for example).

The dwarf has lost his previous way of life, and his health declines with his spirits (not to mention a potential debilitating injury to boot). The new status also changes the dwarf’s priorities. Now, unable to lead the life he once loved, he must try to sustain himself with a very alien lifestyle. He also loses the Born to Ride racial ability for new racial aptitude and racial expertise, since he must dedicate himself wholly to his work. This is a traumatic event in a dwarf’s life and should not be taken lightly.

Conversely, it is possible, though highly improbable, for an Unhorsed dwarf to prove himself to his hereditary clan and regain clan status. In such cases, he jettisons the Unhorsed racial traits and replaces them with Clan dwarf racial traits. Rejoining the clan is a highly praiseworthy accomplishment.

They still believe in the manifest destiny of the dwarves and many constantly work in their own small way to further that ideal. As diplomats, merchants, craftsman, and sages, the unhorsed work ceaselessly to better the dwarves, to improve their culture, and to learn all they can about their enemies.

Dwarven Dominion Lords have all risen from the ranks of the unhorsed. Known collectively as the Children of Dunner, their identities are not well known, even amongst the clans and unhorsed. Instead, they are almost legendary figures who appear from nowhere during times of need, only to disperse when they are no longer needed.

Physical Description: Unhorsed dwarves resemble their clan brethren in build and appearance. The unhorsed wear homespun cloth as opposed to leather clothing, except when traveling. They remove all symbols of their former clan affiliation, losing beads and braids from their hair and no longer displaying their clan's totem. Many males even grow their beards long, if they can, or go completely clean-shaven.

Unhorsed are far more sedentary than clan dwarves. Many unhorsed tend to be heavier, but less muscular than the typical clan dwarf. Females tend to have a noticeably softer appearance, showing a greater difference between the genders than is known amongst the clans.

Society: The number of unhorsed is small compared to clan dwarves, as many of the latter would rather die than become one of the unhorsed. The societal structure for unhorsed most closely resembles that of the humans. They develop towns and cities, settling, working, and playing in them as families. Adults are expected to practice trades and provide for their children, while children are driven to learn and be educated. Everything is calm, stable, and constant, as opposed to the chaos of a nomadic, warring lifestyle.

Relations: Unlike clan dwarves, who constantly raid the lands and settlements of other races, the unhorsed trade with them and live by crafting prized goods. The unhorsed have developed a great affinity for orks, learning much about orken customs and business practices.

Unhorsed who have resided in cities for years or those born to urban life often serve as emissaries and liaisons to other nations.

Clan dwarves in general pity the unhorsed, while the unhorsed bear it with quiet dignity. The unhorsed still believe that all of Loerem will one day belong to the dwarves, and they continue to work toward that end, even though it is not likely for them to share in the glory.

Alignment and Religion: Unhorsed dwarves take a more relaxed stance on battle and conquest, shifting their focus instead toward common welfare and worldly perspectives. Consequently, they are most likely to be lawful good than any other alignment. They have also adopted a different view about the gods and their place in the cosmos. Since the Sovereign Stone's arrival, the gods have blessed a few unhorsed with the "Miracle of Armor" and bestowed on them the power of Dominion Lords. Thus, the unhorsed have come to believe the gods take more of an active role in the world than any would have dared imagine. This new religious fervor among the unhorsed is still in its infancy but growing quickly, with many dwarves exhibiting more interest in magic than ever before. Fire mages have become more prevalent among the unhorsed, and are highly respected for their knowledge and insight. A great temple has risen up around what is known as the Holy Fire of Dwarfdom in the unhorsed city of Saudamos, tended by a priesthood comprised completely of dwarven Fire mages.

UNHORSED DWARF RACIAL TRAITS

+2 Intelligence, +2 Wisdom, -2 Constitution: Life has been unkind to the unhorsed, but although they are not as robust as their horse-riding brethren, they have more time for scholarly pursuits.

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

Slow Speed: Unhorsed dwarves have a base speed of 20 feet.

Poison Resistance: Although not as hale as clan dwarves, the unhorsed are nevertheless less susceptible to toxins than other races. They gain a +2 racial bonus to Fortitude saving throws against poison.

Resilient: Unhorsed dwarves came from the same stock that produced their hardy clan counterparts. They gain spell resistance equal to 5 + character level against evocation and death-effect spells.

Racial Aptitude: Appraise and Diplomacy are always class skills for unhorsed dwarves.

Racial Expertise: Unhorsed dwarves gain a +2 racial bonus to all Craft and Profession checks in which they have at least 1 skill rank.

Languages: Unhorsed dwarves begin play speaking Fringrese. Those with high Intelligence scores can choose from the following: Elder Speak, Pharn'lan, Sanki, and Tomagai. Since trading with other races is essential, it is rare for an unhorsed to not be fluent in another language.

Elemental Alignment: Unhorsed dwarves are advantaged in Fire Magic and disadvantaged in Water Magic.



Adventurers: Unhorsed dwarves actually make for better adventuring prospects than clan dwarves, since they hold no ties to any clan and are free to roam, associating with anyone of any realm, race, or creed as they please. They also offer a party something clan dwarves cannot: versatility beyond combat; an unhorsed dwarf is assuredly proficient in a spectrum of useful skills and perhaps magic in other elements. Unhorsed adventurers are as motivated, if not more, in seeking knowledge as they are in argents and admirations.

Names: Unhorsed dwarves do not have clan names since their clan ties have ended. Many dwarves living in a same populated unhorsed city tend to bear the same first name. Often, unhorsed dwarves will distinguish themselves by adopting their profession as the surname. Thus, an unhorsed dwarf might call himself Hivor the Scribe, or Dagon Ironworker. Both male and female first names are similar to those of the clan dwarves.

ELVES: TROMEK

Tall, slender, attractive, inscrutable and aloof, the elves do not so much move but seemingly glide across the face of Loerem as if they own the world. Certainly, the elves are the eldest of the human-like races, tracing their lineage back to the mythical time of their gods — a time before any other people existed. Their history spans in one unbroken chain from then to the present, solidifying their civilization as the oldest on Loerem. Most elves can tell you exactly who their original ancestor was, how long ago he lived and how he died. Such account is of utmost importance to the elves, and connects them to both their land and to the spiritual life that is every bit as real to an elf as the world around them.

Elves are invariably polite, even to their enemies. An elf can be praising a person one minute and betraying him the next. They see no contradiction in this.

They also respect people of great age or wisdom, and treat elders of other races nearly as well as they treat elders of the Tromek — at least, until ordered to do otherwise by a superior.

Physical Description: As a whole, elves are tall and fair-skinned. Their eyes are almond-shaped and their ears are slightly pointed. Their hair and eyes can be most any color, but black hair and brown eyes pre-

dominate. Elves with different hair color often dye their tresses to avoid standing out. Conformity is prized among the Tromek. Elves seldom cut their silky locks, though they frequently feature elaborate hairdos. Elven faces are very symmetrical with well-formed noses, brows, cheeks, and lips. This regularity of appearance makes elves the most consistently attractive people on Loerem.

Male and female elves are of similar build, averaging close to 6 feet in height for the men, and a little more than 5-1/2 feet for women.

They have very little body hair, and what they do have tends to be short and downy. Male elves do not grow beards or mustaches. All elves have facial tattoos surrounding their eyes to mark their family affiliation. The tattoos are an outward sign of the duties that bind every elven life.

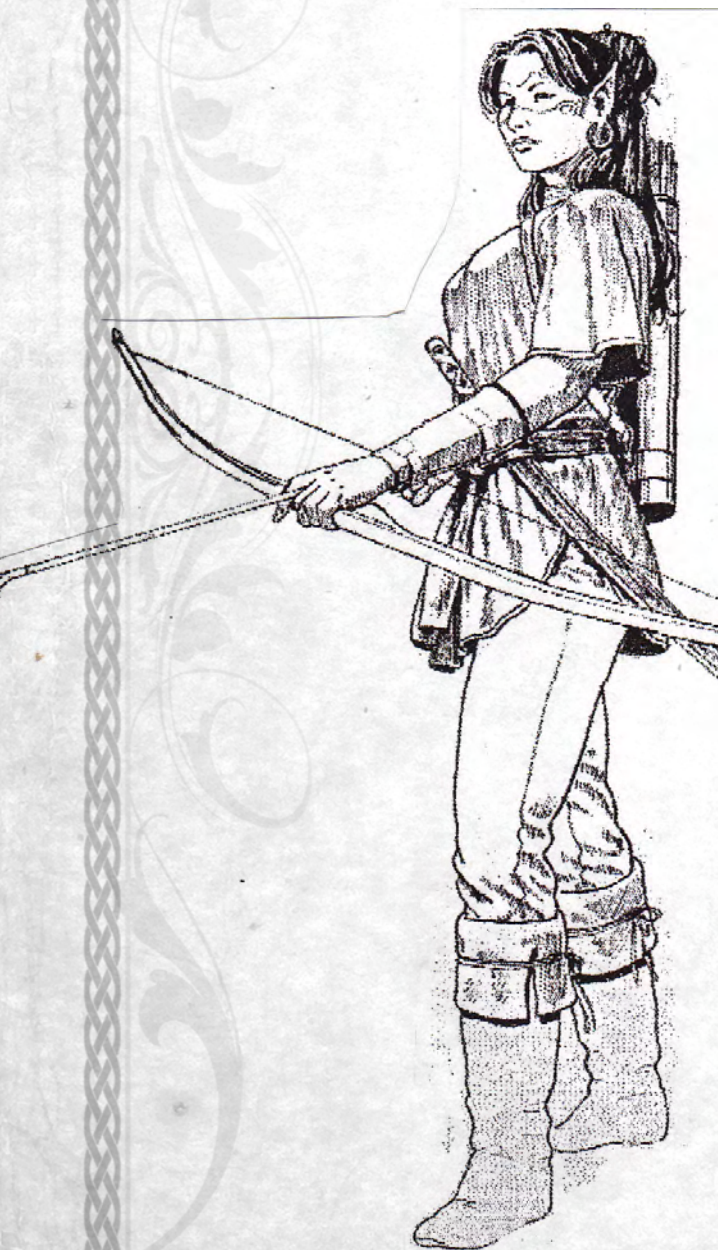
Society: Elves may live for more than three hundred years and a great many inhabit the limited few centers of population. The confines forced them to develop a society with very strict codes of behavior that appear inhibitive, conforming, and arbitrary to outsiders, but are necessary to perpetuating the elven way of life.

Duty is the watchword of every elf: duty to his family, duty to his House, duty to the Divine and the Shield of the Divine.

Elves do not view magic as a gift from the gods but instead see it almost as a curse. They realize magic is useful and necessary, but also believe that reliance on magic is dishonorable. This dichotomy has resulted in the elven society ostracizing elven magic practitioners, even as the society capitalizes on the very same magic it shuns. The Wyred are outcast wizards who serve family, House, Divine and Shield in clandestine manners. The Wyred have their own community, keep their own counsel, and are perceived with both awe and fear. They have tattoos that signify their arcane schools and set them apart from the rest of elven society.

Relations: Elves enjoy a close alliance with the Nimoreans, to whom Tromek offered asylum when they seceded from Nimra. Ever since, the Nimoreans have reciprocated as their scouts and emissaries, saving the elves the trouble of dealing directly with the “savages” outside their civilization. Nimorea aside, the elves prefer to distance themselves from everyone, opting for manipulations in the arena of inter-realm politics.

Like most races, the elves have had a long-standing problem with border raids that does not ingratiate the clan dwarves to them. They are, on the other hand, a fairly regular trade partner of the unhorsed, though they privately consider these dwarves just slightly more civilized than their nomad cousins. Humans, Vinnengaeleans in particular, are tolerated for their argents, if not their manners, and their feeble attempts at political intrigue without rising to arms amuse the elves to no end. Tromek has managed to forge a guarded association with the Nimrans, whom the elves believe still harbor some resentment toward their Nimorean protectorates.



Elves and orks are volatile antitheses, for elves find the chaotic, fickle lot upsetting to their cherished conformity and sensibility. There is no greater chagrin for an elf than one forced to do business with an ork.

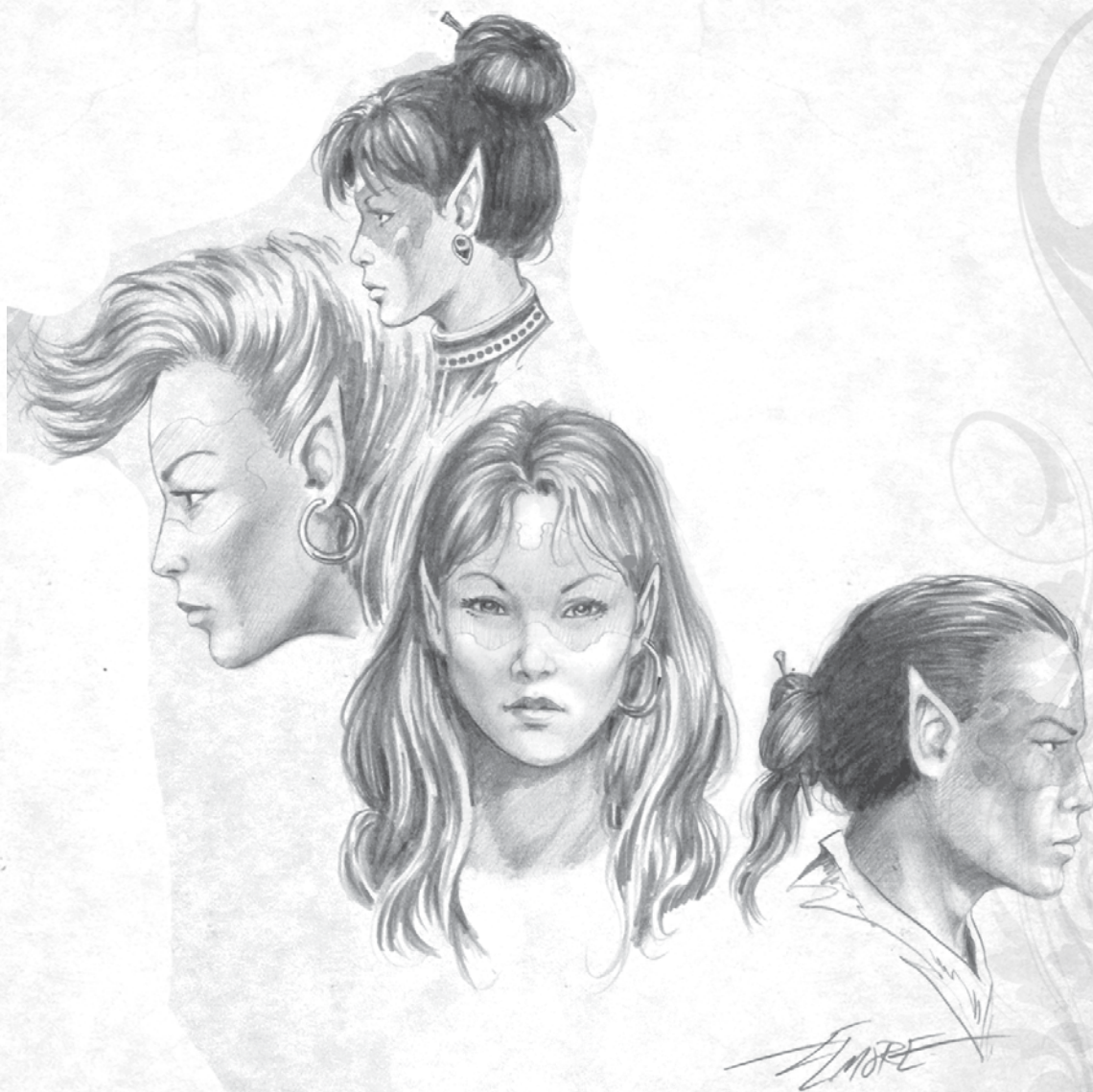
Alignment and Religion: Elves adhere to a strict code of personal and societal conducts, but like many things they do, it is a careful façade veiling their true motives and feelings. Most elves are really neutral in alignment, as they will take any measure to advance their personal agendas and those of their Houses and rulers. They revere their dead ancestors, who act as intermediaries between the elves and their gods known as the Father and Mother. An elven ancestor may choose to return from the netherworld as a spirit to counsel the family. All elven homes have a shrine dedicated to the Ancestor, and they treat the ghost with profound respect. Elves venturing into the outside world often take with them the means of duplicating such a shrine, in hopes that the Ancestor will favor them with a visit. Although believed to be in communication with the gods, the Ancestors do not possess knowledge of the future. Ancestors retain the personality quirks acquired in life and may have their own agendas and ambitions for the family.

Adventurers: Elves do not like to wander away from their homeland, but will do so if the matter is urgent. Such most often involves special assignments for the House, or because the elf is fleeing a deadly feud between warring Houses or the law. Elves do not hire themselves out as mercenaries, as they consider the act of fighting another's battles to be dishonorable.

Names: A member of elven nobility has a first name followed by a House name and a title; for example, Silwyth of House Kinnoth, Lesser Guardian of the East Wood. Lower classes have first names and family names, and will often add pointedly "under the protection of House Mabreton" or whichever noble family is governing them.

Male Names: Brean, Ilvyn, Llewyn, Minan-nan, Rhystil, Tumin.

Female Names: Estrel, Fillynna, Herna, Kalmi, Nyr-ran, Valura.



TROMEK ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution: Elves are of agile body and mind, but lacking in sturdiness.

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

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

Stoic: The elves are masters of subtlety and manipulation who also know how to defense such tactics. They gain spell resistance equal to 5 + character level as well as a +2 racial bonus to Will saves against enchantment spells.

Racial Aptitude: Diplomacy and Sense Motive are always class skills for elves.

Racial Expertise: Experts of nuanced conversation and debate, elves gain a +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks.

Weapon Familiarity: Elves are proficient with the byrglaif, clubs, quarterstaves, and sickles. They may become proficient with the hirglaif as a martial weapon instead of an exotic weapon.

Languages: Elves begin play speaking Tomagai, a language renowned for elaborate nuances and double-meanings. Most military officers and diplomatic staffs are also fluent in Elder Speak. Elves tend to be flowery in their speech, even when using another language. Elves with high Intelligence scores can choose from the following: Elder Speak, Fae, Fringrese, Karna, Naru, Naru-Toma, Pharn'lan, and Sanki.

Elemental Alignment: Elves are advantaged in Air Magic and disadvantaged in Earth Magic.

HALF-TAAN

Dagnarus came as a god to the taan, a warlike reptilian humanoid race from a land far from Loerem. He fed them when they were hungry. He gave them weapons and armor to defeat their enemies. He dazzled them with incredible magic and his fighting prowess. The taan revered Dagnarus and they worshiped him.

The language and traditions of the taan are next to impossible for members of any other race to fathom. Thus Dagnarus realized the need for emissaries between the taan and the humans who would serve him. In the taan's native land, humans are subjugates, used for pleasure, food, and as slave labor. Because crossbreeding between other races in Loerem is not possible, Dagnarus was surprised to find that sexual encounters between the taan and humans produced offspring. Since the taan consider half-taan abominations who weaken a taan tribe and will eventually lead the taan to ruin if left alive, the children from these unions were killed immediately after birth.

But once Dagnarus led the taan through the Portal to Loerem, he told the taan they would no longer kill the half-breeds. Instead, the taan were encouraged to create them. The taan were reluctant to agree with this plan. Because all previous births were the result of violence perpetrated by the taan on human females, the children were considered unclean. The taan feared their god's wrath, however, and so the half-taan were permitted to live.

Half-taan dress plainly, without a trace of the ostentatious details adorning full taan. They are segregated from the taan, having no station in the taan society. They lead solitary lives, usually grouping together in their own little encampments. Dagnarus and his officers dispatch them to relay messages between taan and non-taan war parties. Half-taan can be skilled in Void magic and some did become competent mages, learning spells from the human Void practitioners under Dagnarus.

Physical Description: Smaller than their taan brethren, half-taan stand between five and six feet tall. Half-taan hide more closely resembles skin and is lighter in shade and not as leathery as that of full-blooded taan. Half-taan snouts are shorter and their hair is not so coarse. Typically, half-taan hair is more colorful than that of full-blooded taan, and can be red or even blonde. Their eyes are large and their wrists and elbows are not as bony.

Some half-taan appear almost human, with flatter faces and larger ears and fingernails instead of claws. They tend to dress in plain garb, not as ostentatious as their full-blooded brethren.

Most half-taan lack the raw, brute strength of a taan, although there are exceptions. Half-taan are more agile and dexterous, traits they inherit from their human mothers.

Society: Half-taan are shunned and brutalized by the taan, who consider them abominations. They live and serve outside of taan society. Having no place within the taan ranks, they lead solitary lives, usually grouping together in small encampments of their own. They are used by Dagnarus and his officers as couriers between taan war parties and war parties composed of members of other races.

Relations: A few half-taan have left Dagnarus' army because they could not abide the taan way of life. Ostracized by other races, these half-taan are persecuted wherever they go. However, they have been the first to provide the outside world with news that an armed host has been gathering in the west. They have supplied valuable information about the taan and Dagnarus to those who have been sympathetic. Half-taan are not evil, though they distrust strangers, taan or otherwise. If threatened, their first instinct is to flee.

Alignment and Religion: Half-taan are not inherently evil, although they are distrustful of strangers, taan or otherwise. If threatened, their first instinct is flight. Their second is to attack. As a relatively new breed that has abandoned the belief that Dagnarus is god, virtually all free half-taan are in search of a religion.

Adventurers: All half-taan free to adventure are presumed to have broken away from Dagnarus and his taan army. If the game campaign is set in the default time period of just prior to the taan's invasion, a half-taan character will surely draw public prejudice, distrust, and persecution everywhere he goes in Loerem. In any case, half-taan are expected to put forth a Herculean effort in order to earn the respect and trust of native denizens.

Names: Half-taan names, like taan names, are one or two syllables long. In the old world, the taan never used a surname to delineate a taan's ancestry.

That custom has begun to change since the taan have come to Loerem. Taan now want to denote their lineage in hopes of gaining status and power. Half-taan not under Dagnarus' control are free to adopt any surname if they wish.

Male Names: Azrak, Cr'eeckt, K'let, Kral, Lnsk, Qu-tok, R'lt, Tel, Zukmar.

Female Names: Dag-ruk, Dur-zor, Grengur, Keet, Nb'arsk, Nrk't, Quet-et, Stirkt, Tir, Xir-kit.

HALF-TAAN RACIAL TRAITS

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

Medium: As Medium creatures, half-taan have no special bonuses or penalties due to their size.

Normal Speed: Half-taan have a base speed of 30 feet.

Protection against Void: Half-taan are resistant to Void Magic. They gain spell resistance equal to 5 + character level as well as a +2 racial bonus to Fort saves against necromancy spells.

Void Sense: Half-taan are specially attuned to Void Magic and therefore can sense Void Magic on items, creatures, or in their proximity.

Daunting Presence: Half-taan may use Strength instead of Charisma as key ability for all Intimidate checks.

Racial Aptitude: Half-taan often have to adopt passive aggressiveness in order to fend off taan bullies. Escape Artist and Intimidate are always class skills for half-taan characters.

Racial Expertise: Half-taan possess an innate connection to the Void, and have usually observed the taan's Void Magic rituals firsthand. gain a +2 racial bonus on Knowledge (arcane) and Spellcraft checks involving Void Magic when they have at least 1 skill rank in that skill.

Languages: Half-taan begin play speaking Taanic. The half-taan combine the traits of both parents and, although their lips and vocal chords are underdeveloped, they are able to speak Pharn'lan, Tomagai, Fringrese, Elder Speak and any of the other various humanoid languages. Their speech is still guttural, but sounds softer to non-taan.

Elemental Alignment: Half-taan are advantaged in Void Magic and disadvantaged in all other Elements





HUMANS: DUNKARGAN

Dunkargans are racially prejudiced against the people of every other nation on Loerem. The Dunkargans firmly maintain that they are the last remnants of the gods' vision of humanity and treat other humans with disdain, while showing an arrogant pride in themselves. Dunkargans have nothing but pure hatred for Karnuans, with whom the Dunkargans have been warring for the past two centuries.

Dunkargans consider nonhuman races even more contemptible and flawed than the other human cultures, since they are even more racially distant to the Dunkargans. Dunkargans have no objection about taking money from anyone, however.

At any time, there are at least five thousand troops training or awaiting dispatch in the kingdom. While the common soldiers engage in war games and archery practice in the hills and fields around the city, officers report to a building of stacked stone nicknamed Bolyn 'Byn, or "Bolyn's Wisdom," where they study the history of Dunkarga and military strategy.

Physical Description: Dunkargans average between 5' and 5-1/2' in height, and have a wide variety of builds, depending on lifestyle. Most have olive-hued skin and straight black hair, which tends to remain dark, with only flecks of gray as Dunkargans age. Dunkargan men are fiercely protective of their facial hair and spend long hours shaping, oiling, and tending to its upkeep. This is especially true among the merchants and men of the upper class, where well-groomed, stylish beards and moustaches are indicative of high social status.

Dunkargans tend to wear flowing robes bound by sashes. Many also choose some form of headwear to protect against the ever-present sun. These range from the conical helmets worn by those in the military to the bound head cloths and scarves of the traders and common folk. Turbans are also popular among men of the upper class. All Dunkargans favor jewelry, and the number of rings and pendants they wear is usually a representation of their wealth and stature within Dunkargan society. Most Dunkargans tend to be vain about their hair, as both men and women will either have dark flowing locks that cascade down their backs, or have shaved their heads completely.

Society: A Dunkargan can be many things, but he doesn't rise high in the Kingdom of Dunkarga without skill and experience in the ways of treachery and guile. Whether he is one of the tunnel rats delving deep into the monster-laden caverns beneath the golden city of Qok 'Tol, a hardened nomad from the wandering tribes of Echnea Province, one of the mysterious Grasschildren, or — most dangerous of all — a politician from the Dunkargan Council Chambers in the capital city of Dunkar, one can never be certain if what will emerge from the sleeves of a Dunkargan's robe is a hand of greeting or a hand thrusting a dagger.

Dunkargans speak Karna. They produce official documents in Dunkrass, but use Karna for casual writing. Many Dunkargans have also found it useful to learn the trade language of Sanki, as well as Elder Speak.

Relations: Despite their haughty nature, Dunkargans can be surprisingly diplomatic in their dealings with other peoples, even nonhumans. Still, it is a rare occasion for a Dunkargan to call a non-Dunkargan a friend. However, if such does occur, Dunkargans are extremely loyal and form lifelong friendships. A guest is cherished in the Dunkargan household, even a nonhuman.

While the Dunkargans' belief that they are the gods' chosen race and all others are inferior has led to enmity with the rest of Loerem, Dunkargan diplomats have swallowed their distaste to maintain foreign relations with nearly every race and nation on the continent.

Ever since Karnu declared its independence, the Karnuan and Dunkargan armies engage each other on a near-monthly basis. Sometimes it is merely a skirmish between border patrols, other times the scales and stakes are much higher.

Alignment and Religion: Dunkargans are very religious; the conviction that they are the perfect creation of the gods is central to the Dunkargan mindset. They have no particular leanings toward good or evil, as long as an act serves to further that tenet. Therefore, a typical Dunkargan tends to be lawful neutral.

The King of Dunkarga is considered the head of Dunkargan religion. Since the king is not a priest, nor does he serve in that capacity, Dunkargans equate religion to an institution of the state. Consequently, the sense of duty to the Dunkargan religion is married to an obligation to the kingdom. The Dunkargans have thus been able to keep their kingdom united, despite near-constant war against the Karnuans.

Adventurers: Dunkargans do not normally associate with foreigners, so they do not choose to join a party of outsiders lightly, especially when it includes a Karnuan member. To the Dunkargan, it is strictly his fellow adventurers' task to earn his trust. But when one does, she gains his loyalty for life. Dunkargans adventure chiefly for wealth, though it can easily shift to camaraderie if a strong bond is forged and sustained.

Names: Dunkargans prefer names of past Dunkargan historical figures. Everyone in Dunkarga, even the poorest beggar, has a family name that follows his given name. Surnames of single young Dunkargans frequently include the prefix el', which means "son of," or al', which means "daughter of," followed by the family name. This indicates their availability for marriage, such as Kherik el'Malahn (Kherik, son of the Malahn family) or Feril al'Zhelab (Feril, daughter of the Zhelab family).

Male Names: Anoush, Daud, Humam, Khalil, Omid, Qaari, Sarif, Taaban.

Female Names: Bahara, Daneh, Farah, Inan, Layla, Rusa, Zari.

HUMANS: KARNUAN

Karnuans share many personality traits with their cousins, the Dunkargans: bigoted, mercenary, arrogant. Karnuans detest and despise everyone who does not have the good fortune to be born a Karnuan. Karnu is a closed society seldom admitting outsiders. Rare, indeed, is the Karnuan who develops a friendship with someone other than another Karnuan.

A Karnuan is a master of martial skills, a survivor in a land awash in blood. Though they may be a farmer, a merchant, or a noble, all Karnuans are experienced combat veterans — those who aren't are already dead. Karnuans hold loyalty and discipline above all other ideals. They respect and admire any who exhibit exemplary military skills or bravery in combat and will often pause in battle to salute a heroic enemy.

In the month of their fifteenth birthday, Karnuans enter full-time military service. Gathered together with others of the same age, each is issued armor, a shield, a sword, and one additional weapon of their choice, after which they are sent directly to the frontlines as a unit. The next five years of their lives are spent in battle, usually on the Dunkargan border, sometimes in the bloodholds, and occasionally in special campaigns, such as Karnu's occasional expansion attempts into the lands of its neighbors.

Physical Description: Karnuans range from 5 to 6 feet in height. Their skin is olive-colored and their hair is usually dark brown or black. Since Karnu is a military dictatorship and all Karnuans are expected to defend their country in times of war, Karnuans are required to keep physically fit. Almost all Karnuans are in excellent physical condition, since even those not currently serving in the military are bound by law to maintain their martial skills.

DUNKARGAN RACIAL TRAITS

+2 to One Ability Score: As humans, Dunkargan characters get a +2 bonus to one ability score of their choice at creation.

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

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

Bonus Feat: Dunkargans select one extra feat at 1st level.

Skilled: Dunkargans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

Racial Aptitude: Bluff and Diplomacy are always class skills for Dunkargans.

Languages: Dunkargans begin play speaking Dunkrass and Karna. Dunkargans with high Intelligence scores can choose from the following: Dunkrass, Elder Speak, and Sanki.

Elemental Alignment: Dunkargans are advantaged in Earth Magic and disadvantaged in Air Magic.



Karnuans prefer to wear loose-fitting garments when not in armor. Their favored colors are browns, greens, light yellow, and white.

Society: Three hundred years ago, the elders of Tuul Karnu began to put even the youngest members of the tuul through extensive military training. Over the centuries, this practice slowly reshaped both Karnuan society and the Karnuan people into the modern Karnuan Caliphate.

Karnu is a military state. Every Karnuan citizen must by law serve in the military. From childhood up, all Karnuans are trained to become soldiers first and everything else second. To Karnuans, respect and status are derived from strength and skill, especially those honed in the military service. The longer a Karnuan has served in the Karnuan Army, the higher the rank he has attained, and the more respect he is accorded by other Karnuans. Such esteem comes regardless of gender.

Karnuans speak Karna, just as the Dunkargans do. All literary functions, both official and casual, use Karna. The Karnuans do not, however, produce many literary works, which they consider a waste of time. Their treatises usually deal with military or arms-related topics.

Relations: Simply, the Caliphate sees all other nations and races as future subjugates, either on a national level as conquered territory or on a personal level as slave labor for the self-dubbed “true-blood race.” This does little to endear Karnuans to the rest of Loerem. The only reason that other nations send ambassadors to Dalon ‘Ren is to manage the unending stream of truces resulting from the multitude of minor skirmishes Karnu constantly instigates on their borders.

Karnuans are the only people on Loerem still actively traffic in slaves. Prisoners taken in battle, along with the women and children of defeated foes, all end up in the Karnuan slave market. Further, Karnuans have a particular hatred for Vinnengaeleans and orks. A Karnuan’s contempt for Vinnengaeleans is tempered only by his love of Vinnengaelean silver. Karnuans will trade with Vinnengaeleans, all the while sneering at them behind their backs. Orks are hunted relentlessly, either for sport or for the Karnuan slave markets.

Alignment and Religion: Karnuans share the Dunkargan belief that of all races, humans are the True Race, destined to rule all of Loerem.

However, the Karnuans slowly turned away from the Dunkargan gods as they proved that there was nothing the gods could give Karnu that the Karnuans couldn’t create — or conquer — for themselves, thus making chaotic neutral the common alignment for Karnuans.

Caliph Krana Dhur, like his predecessors, has effectively combined his people’s strong nationalism and his country’s military strength into a strong religion. Instead of worshipping the gods that others believe to have created the world, the Karnuans worship national heroes, generals, and past caliphs. Soldiers are encouraged to revere great Karnuan military figures, both living and dead, and they will often shout the names of these heroes as they charge into battle. All the power of the Karnuan religion rests with the caliph.

A few Karnuans dare to defy the state and worship the old gods. Across Karnu, cryptic markings can be found that will lead the initiated to sites where old gods are still revered. Alone, in pairs, or in larger groups, when worshippers come to these secret temples, they often wear hoods to hide their identities. But if they are caught, they often pay a hefty price for their faith.

Adventurers: It is rare to find a Karnuan in any adventuring party, since all able-bodied Karnuans, male and female, are supposed to serve in the Karnuan forces (probably till death).

KARNUAN RACIAL TRAITS

+2 to One Ability Score: As humans, Karnuan characters get a +2 bonus to one ability score of their choice at creation.

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

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

Battle-Hardened: Karnuans gain a +2 cultural bonus to Will saves against fear effects.

Bonus Feat: Karnuans select one extra feat at 1st level.

Weapon Familiarity: Karnuans are proficient with all martial weapons, regardless of class, due to their intensive Karnuan military training.

Skilled: Karnuans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

Karnuan Hubris: Karnuans suffer a -2 penalty on all Diplomacy and Sense Motive checks due to their unbearable arrogance.

Racial Aptitude: Intimidate is always a class skill for Karnuans.

Languages: Karnuans begin play speaking Karna. Karnuans with high Intelligence scores can choose from the following: Elder Speak, Naru, Pharn’lan, Sanki, and Tomagai. Most Karnuans find learning other languages reprehensible, though many realize that doing so can help in negotiating surrenders or intercepting enemy intelligence.

Elemental Alignment: Karnuans are advantaged in Earth Magic and disadvantaged in Air Magic.

Karnuans completely free to take up a life of adventure are likely dissidents, refugees, exiles, hardened criminals, army deserters, or have been dishonorably discharged. In all of these cases, they will have a hefty bounty from the Caliphate on their heads. At the same time, that usually means they must be the toughest of the tough to have survived, and thus make for the best mercenaries money can buy.

Names: Karnuans refer to themselves by military rank, military duties, regiment, or placement in the battleline. Thus one might meet Master-at-Arms Kafad Ramal, Quarter-master Mudan Dal'Huzbin, or Seventh Spear Vraff Lakat'hanah.

Karnuans also refer to themselves by nicknames relevant to military life: Spear-chucker, Hammerhand, or Shieldmaiden.

Male Names: Bijan, Farid, Hareef, Jabari, Mehmet, Thamar, Yussef.

Female Names: Atikah, Daifa, Gitti, Keshvar, Mitra, Parisa, Sharis, Vida.



HUMANS: NIMOREAN

Nimoreans are the Nimrans' northern brethren. They are more reserved than the outgoing Nimrans, and more formal in their speech. Nimoreans live in a harsh environment, their lives are hard, and thus they take a more serious view of life. Once convinced that there exists no possibility of threat or confrontation, the Nimoreans can become warm and engaging. Often sophisticated enough to avoid making snap judgments, a Nimorean will look at all the possibilities of a given problem.

Physical Description: Nimoreans resemble Nimrans, having very dark skin and black curly hair. The average Nimorean stands between 5-1/2 and 6 feet tall, with women just slightly shorter. Their proximity to the elves has led them to wear elven-style clothing and utilize elven armor and weapons.

Society: Nimoreans were once Nimrans, banished over three hundred years ago after a failed assassination on the visiting King Horthos of Vinnengael. These expatriates, led by Princess Hykael herself, eventually found refuge at the desolate, sterile Tromek border, where they began anew as an independent sovereignty.

Like the Nimrans, Nimoreans are too a matriarchal society, and their queen serves as High Priestess as well. After that, similarities between the two start to diverge. The Nimoreans' close neighbors, the elves, have had a great impact on their culture, as they adopt typical elven reserve and cold politeness in addition to their customs — including the tenet that spellcasting in combat is dishonorable.

Relations: Relations between Nimrans and Nimoreans are those of family members who have had a falling out but bear each other no ill will. If a Nimran and Nimorean meet, they will be cool, distant, and polite to each other. Nimoreans consider most Nimrans provincial, old-fashioned, and out of step with modern times. Nimoreans are quite familiar with the complexities of elven life, business and politics. For that reason, they often serve as liaisons for humans wishing to deal with the elves. Nimrans, on the other hand, have a difficult time understanding the Nimorean-elf relationship, considering it to be a Nimorean obsession. Meanwhile, as the bastard tongue of Naru-Toma gains greater traction with Nimoreans, it has become another aspect of the Nimorean life that Nimrans find incomprehensible.

Alignment and Religion: Nimoreans will first appear distant and formal. However, it is a visage easier to penetrate than that of the elves, because deep underneath they all retain the congeniality that also runs in the veins of their Nimran cousins. They are almost social chameleons in the sense that they are able to adapt, completely methodical and impersonal in treaty negotiations only to follow any success with wild celebrations. Nimoreans are generally neutral or chaotic as a result.

Nimoreans are very religious and believe themselves linked to the gods, whom they see in every living thing. Although they do not like to talk about their religious beliefs, Nimoreans still consult the gods before any undertaking, no matter how small. They have maintained the Nimran tradition of building their temples below ground, and do not allow outsiders to enter a temple without invitation.

NIMOREAN RACIAL TRAITS

+2 to One Ability Score: As humans, Nimorean characters get a +2 bonus to one ability score of their choice at creation.

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

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

Bonus Feat: Nimoreans select one extra feat at 1st level.

Skilled: Nimoreans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

Racial Aptitude: Stealth and Survival are always class skills for Nimorean characters.

Languages: Nimoreans begin play speaking Naru and Naru-Toma, which is a combination of Tomagai, the language of the elves, and Naru. Nimrans with high Intelligence scores can choose from the following: Elder Speak, Karna, Naru-Toma, Sanki, and Tomagai.

Elemental Alignment: Nimoreans are advantaged in Earth Magic and disadvantaged in Air Magic.

Adventurers: Because of their impoverished background, most Nimoreans adventure simply out of monetary needs. Their natural instinct for survival under harsh conditions and perseverance as fighters keep them in constant demand, often at the thrust of an expedition into hostile environments.

Names: Most Nimoreans have never been to sea, and thus do not use names associated with the sea nearly as frequent as the Nimrans. Nimoreans continue the practice of a religious rite into the soul at age twelve, and may take their names from that experience. Such names usually involve animals, birds, or experiences in the journey.

Male Names: Brugul ("Bear's Heart"), Domagoor ("Far Seer"), Urusa ("Eagle Claw"), Valerron ("Lion Spirit").

Female Names: Danaro ("Far Wanderer"), Lavari ("Tigress"), Nevari ("Hawk's Daughter"), Potami ("She-Wolf"), Quita ("Robin").



HUMANS: NIMRAN

The Nimrans are a cheerful, good-natured lot. They are generous, except in trade deals, where they are shrewd but honest bargainers. Nimrans always look to make the best deal, and since they are charming by nature, they generally succeed.

Physical Description: Nimrans are tall, averaging at about 5-1/2 feet or more. Their skin is dark, their hair is black and naturally curly. Many men shave their heads, while women often wear elaborate headgear. Nimrans are known for their beautifully dyed silk raiment, as well as their exquisite gold and silver jewelry.

Society: The Nimran society is matriarchal, therefore women from all races are respected. Priestesses, seconded by priests, lead Nimra's theocratic government.

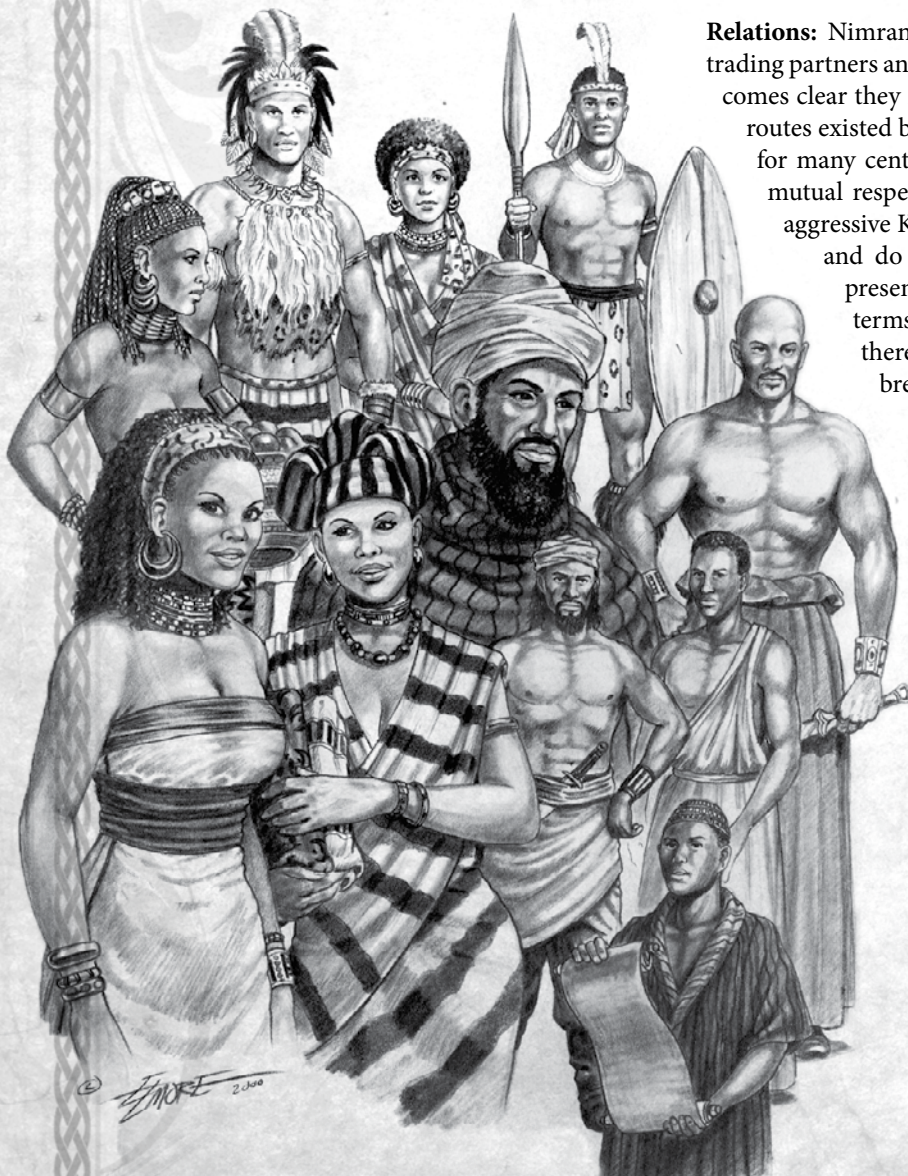
The monarch, Queen Adros III, also doubles as the head of the Nimran religion in her High Priestess role. Despite rather lax laws, thievery rarely happens within the borders, for the Nimrans are respectful of both fellow citizens and their properties. Because their homeland is near the coast, Nimrans boasts a standing legacy of elite sailors with a high nationwide esteem for the sea. Many Nimrans, though, now reside in the heart of the realm, specializing in the production of textiles and masterfully sculpted gems prized throughout Loerem.

Relations: Nimrans view all outsiders as potential trading partners and are generally friendly until it becomes clear they face an enemy. Rivalry over trade routes existed between the orks and the Nimrans for many centuries, but has since simmered to mutual respect. Nimrans, as a people, see the aggressive Karnuans as a threat to their peace and do not welcome Karnuans in their presence. Nimrans are on very good terms with all other humans, although there may be some strain with their breakaway cousins, the Nimoreans.

Nimrans keep an open mind when dealing with elves and dwarves.

Alignment and Religion: Easy-going and charitable, Nimrans are usually neutral good in alignment.

Many believe the Kingdom of Nimra is Loerem's oldest human civilization, having existed as it does now for more than two millennia. The Nimran religion and their religious association with magic goes even farther back in Nimran history. Although religious practices differ from one region to another in Nimra, the tenet that the gods are the well-spring of all magic is a common bond that binds all Nimrans in one faith.



The Nimrans believe magic is a gift bestowed unto the races of Loerem with the understanding that misuse can bring down punishment from the gods themselves. Fearing the wrath of the gods, the Nimrans are very private about their religion. They do not discuss or share their beliefs with others. Outsiders may not enter a Nimran temple uninvited for fear of desecration. Since they strongly associate with the Earth Mother, Milakk, and worship her almost exclusively, the Nimrans build all of their temples underground.

Adventurers: Nimrans are merchants first, adventurers second. But that should not discount any Nimran's potential contribution to a party.

All too often an opposition underestimates a Nimran whose gregarious demeanor belies the heart of a fierce competitor. One only needs to point nonbelievers to the past feud between Nimra and the orks, where Nimran privateers matched the vaunted orken pirates in every aspect, from strategy and tactics to ferocity and ruthlessness.

Names: Living in close proximity to the sea and to nature, Nimrans prefer names reflecting their love of animals, birds, plants and flowers. These names are derived from a spiritual journey into the soul made by both males and females at age twelve.

Male Names: Novaso ("Storm Wind"), Pumi ("Puma"), Sharusa ("Shark Tooth"), Wor ("Ocean Roar").

Female Names: Adros ("Lily Petal"), Hyzaekel ("Surf's Breeze"), Mylek ("Gull Wing"), Paelani ("Sea Mist"), Regi ("Sparrow").

NIMRAN RACIAL TRAITS

+2 to One Ability Score: As humans, Nimran characters get a +2 bonus to one ability score of their choice at creation.

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

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

Bonus Feat: Nimrans select one extra feat at 1st level.

Skilled: Nimrans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

Racial Aptitude: Knowledge (nature) and Knowledge (religion) are always class skills for Nimrans.

Languages: Nimrans begin play speaking Naru. Nimrans with high Intelligence scores can choose from the following: Elder Speak, Karna, Naru-Toma, Pharn'lan, Sanki, and Tomagai. Sanki is a must for Nimran merchants who trade abroad.

Elemental Alignment: Nimrans are advantaged in Earth Magic and disadvantaged in Air Magic.



HUMANS: TREVENICI

Trevenici are blunt, outspoken and honest, especially with those they consider friends. They never lie to a friend or family member, although they will readily deceive strangers, especially those they deem too inquisitive.

Anyone accepted by a Trevenici as a friend can consider this a great honor, for the Trevenici do not bestow friendship lightly and will be prepared to sacrifice anything, including their own lives, for those they call friends. Trevenici are not at all diplomatic. A Trevenici will not hesitate to let a friend know that he handles a sword with all the grace of a pecwae girl-child or that warthogs are handsome compared to him, along with other unflattering remarks of an extremely personal nature. Any anger or irritation shown at these comments afford the Trevenici great amusement and only serve to spur him to greater creative heights. Trevenici have little use for negotiation or verbal sparring. They lose patience quickly and may even become hostile if they consider the conversation growing stale. If surprised or caught off-guard, Trevenici fight first and ask questions later. They are sufficiently sensible, however, to not rush headlong into dangerous situations. When given the chance to think, Trevenici can prove to be quite capable strategists and tacticians.

Physical Description: Trevenici are tall; males average a little over 6 feet in height, females just under. Both men and women possess toned physique, for when they are not fighting they are working in the fields. They are brown-skinned from living outdoors, with blonde or red hair that both genders knot in long braids or tails. Trevenici often don raiment made from animal hides and furs. They are particularly fond of adorning themselves in jewelry as well as gruesome trophies taken from the battlefield.

Society: Trevenici refuse to live behind stone walls that encircle many so-called “civilizations.” They make camp in forests and on open plains where no enormous fortifications block views. They are not nomadic; once they find a location they like, they set up tents and mud huts, plan crops, herd animals, and stay for as long as it will sustain them. When a Trevenici tribe becomes too large, young men and women set off to find a new land, or the tribe will seek to expand its territory, often to the ire of their neighbors. Tribal elders govern a Trevenici tribe, with complete loyalty and confidence from tribal members.

Trevenici dislike using magic. They lack the diligence to learn the complexities of spellcasting — time that could be better spent working in the fields or training for battle. However, there have been accounts of a few Trevenici learning to magic and putting it to good use both militarily and at home.

Trevenici hold their language, Tirniv, sacred and permit no outsiders except the pecwae to speak it. Anyone who makes the mistake of uttering even one word of Tirniv, no matter how well-meaning, may incur the wrath of a Trevenici.

Relations: Most people of Loerem perceive the Trevenici as savages because of their simple and uncomplicated lifestyle. For their part, the Trevenici pity those who choose to spend their lives behind stone walls. Trevenici are suspicious of everyone they meet, yet still keep an open mind and will not hesitate to take a stranger to heart if he shows himself worthy. The pecwae look to the Trevenici for protection and food. In return, the pecwae offer their magical healing skills and the ability to speak with animals. Pecwae and Trevenici tribes do not intermingle, but live as close neighbors, sometimes with villages side by side.

Alignment and Religion: Wild, independent, unpredictable, reckless, but willing to fight for loved ones until the bitter end. . . all hallmark traits of the chaotic good alignment which fits the Trevenici like a snug hide armor. Most gods in Trevenici lore oversee the domains of land and combat, and the worship of those gods is understandably very popular. Trevenici do not build mighty temples to their deities, preferring to deal with them on a personal basis. Although the gods revered by Trevenici are all the same, their names may differ from tribe to tribe, or even from worshipper to worshipper. The Trevenici will never divulge their devotions to outsiders. Even among each other, faith with the gods is a private and personal matter.

Adventurers: If there are ever a people who need no reason for adventuring other than adventure's sake, it would be the Trevenici. They are accustomed to fighting for free, so no imagination is necessary to picture their glee when they receive payment and quite possibly notoriety as well to exert their prowess. A Trevenici is typically the brawn of a party and often accompanied by a pecwae healer buddy.



Both Trevenici men and women train for combat and have an affinity for soldiering. Trevenici sell their prowess and expertise to anyone able to pay them the most money, fighting for no other reason than the glory of battle and monetary rewards. Many races on Loerem complement their forces with Trevenici mercenaries.

Names: Adult Trevenici have names in their own language that are discovered when they first venture from the tribe and out into the world. These names may be short (such as Defender) or very long and complicated, such as One Who Has Traveled Beyond the Mountain to See the Rising of the Sun, or One Who Has No Fear of Her Enemies. No Trevenici permits non-Trevenici, regardless of intimacy, to learn his true name. Instead, they devise a “public” name. This may be anything that catches his fancy, from “Lone Wolf” and “Ork Slayer” to “Ale Guzzler” and “Void-Bane.” There is little distinction made between male and female names.

TREVENICI RACIAL TRAITS

+2 to One Ability Score: As humans, Trevenici characters get a +2 bonus to one ability score of their choice at creation.

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

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

Unimpressible: Trevenici are skeptical and hard to impress, as well as incredibly stubborn. They receive a +2 racial bonus on Will saves to disbelieve illusions.

Bonus Feat: Trevenici select one extra feat at 1st level.

Skilled: Trevenici gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

Racial Aptitude: Acrobatics and Intimidate are always class skills for Trevenici characters.

Languages: Trevenici begin play speaking Tirniv and Twithil. Trevenici with high Intelligence scores can choose from the following: Elder Speak, Fringrese, Karn, Naru, Sanki, and Tomagai.

Elemental Alignment: Trevenici are advantaged in Earth Magic and disadvantaged in Air Magic.



HUMANS: VINNENGAELEANS

Vinnengaeleans tend to be peaceful, with a deep respect for their Emperor (known as the King of Kings) and for the laws of the land. Because of their storied history and traditions, they can be patronizing and condescending at times, but usually do not mean to offend, and are always more than happy to apologize and make reparations for any real or perceived slight.

Physical Description: Vinnengaeleans are typically fair-skinned with blond hair and blue eyes; tall and big-boned, standing between 5-1/2 and 6 feet in height, with a healthy build. However, contemporary Vinnengaeleans have vastly diverse appearances, thanks to centuries of intermixing with virtually all other ethnicities, from Dunkargans, Nimrans, and Trevenici to smaller, lesser-known lineages. For as long as Vinnengael remains a popular immigration point, the sight of the swarthy, olive features of a Dunkargan or the ebony skin of a Nimran will be as ordinary as the blond hair and light skin of a Vinnengaelean “native.”

Society: The Vinnengaelean civilization starts at the top with a king (or queen when a woman has the throne). In addition to a full complement of nobles from dukes down to barons to administer sovereign affairs, the Royal Crown also retains the Revered High Magus of the Temple of the Magi for consultations on ecclesiastical policies. Thanks to the Dominion Lords, peace has been successfully enforced across the empire since shortly after the fall of Old Vinnengael.

Vinnengael is divided into ten duchies, all but one (Omarah) are ruled by noble families. These dukes parcel out their lands and governing power to the barons. Women can and do oversee fiefs. Historically, governors have been more comfortable selecting their wives or daughters for heirs, over sons or male relatives prone to unruliness and irresponsibility.

All races are welcomed within the empire's boundary, so long as they abide by Vinnengaelean laws and stir no trouble. New Vinnengael, the capital city, best epitomizes the melting pot mentality with numerous ethnic districts.

The Vinnengaelean cross-sections have three main segments: rural settlers, town dwellers, and residents of big royal cities.

They encompass all walks of life from farmers and ranchers, to skilled traders and laborers, to cosmopolitan magistrates and cat burglars. Generally, the standard is among the highest on Loerem for those making a honest living — a testament to the recovery made following the destruction left in the wake of Dagnarus' invasion two centuries ago.

Relations: Living in the center of the continent, Vinnengaeleans have interacted with every race at one time or another. Vinnengaeleans have long been allies of the Nimrans and Nimoreans (being the first people to recognize Nimorea as its own nation). The Vinnengaeleans have been strong trade partners with the orks for centuries, but that relationship has been marred recently by the Vinnengaeleans' puzzling disinterest over the Karnuan invasion of the ork's holy site, Mount Sa 'Gra. Although Vinnengaeleans will trade with the elves to the north and the dwarves to the east, they do not otherwise deal with either race. They consider the elves to be a godless people who worship ghosts. They distrust the dwarves for their conviction that one day all of Loerem, including Vinnengael, will be theirs. The Vinnengaeleans and the Dunkargans do not much like each other, but they like each other's money, so both commerce and an uneasy peace exists between the two nations. All ties with Karnu have been severed, following the Karnuan capture of a Vinnengaelean Portal.

Alignment and Religion: Vinnengaeleans generally strive for order and tranquility in their lives, a tendency marking them as lawful good or neutral good. They are also pious. A central tenet of the Vinnengaelean religion is that magic is a gift from the gods. Only men and women specially trained in the use of magic are allowed to cast spells. The central religious authority for Vinnengaeleans is the Church, born some five hundred years ago and has since come to dominate the world of magic as well in Vinnengael. For the most part, the people of the Vinnengaelean Empire believe what the Church patriarchs tell them. The various churches, shrines and temples throughout Vinnengael serve as places of worship for the masses, as well as centers of learning for those who wish to become mages.

Adventurers: Vinnengaelean adventurers harbor motivations as diverse as their society and skillsets: ambition, wealth, knowledge, justice, altruism, thrill, duty, prestige... plus far too many others to mention.

In fact, the ubiquity of freelancers from the empire has engendered the popular quip, "You can't throw a quest without it hitting a Vinnengaelean."

Names: Nobles have family names that are passed down from father to son, mother to daughter. Merchants and craftsmen are often named for the work they do, such as Davin Carpenter or Rothix Shoemaker. Flower names are popular for women as first names, such as Lily or Violet. Because of nostalgic interest in Old Vinnengael, names like Tamaros, Helmos, Anna, and various derivatives are current favorites.

Male Names: Byam, Elsteen, Kirtheus, Stenger, Ush-ton, Zas.

Female Names: Cyrilla, Evolyn, Igraine, Loris, Pretra, Xanika.

VINNENGALEAN RACIAL TRAITS

+2 to One Ability Score: As humans, Vinnengaelean characters get a +2 bonus to one ability score of their choice at creation.

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

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

Bonus Feat: Vinnengaeleans select one extra feat at 1st level.

Skilled: Vinnengaeleans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

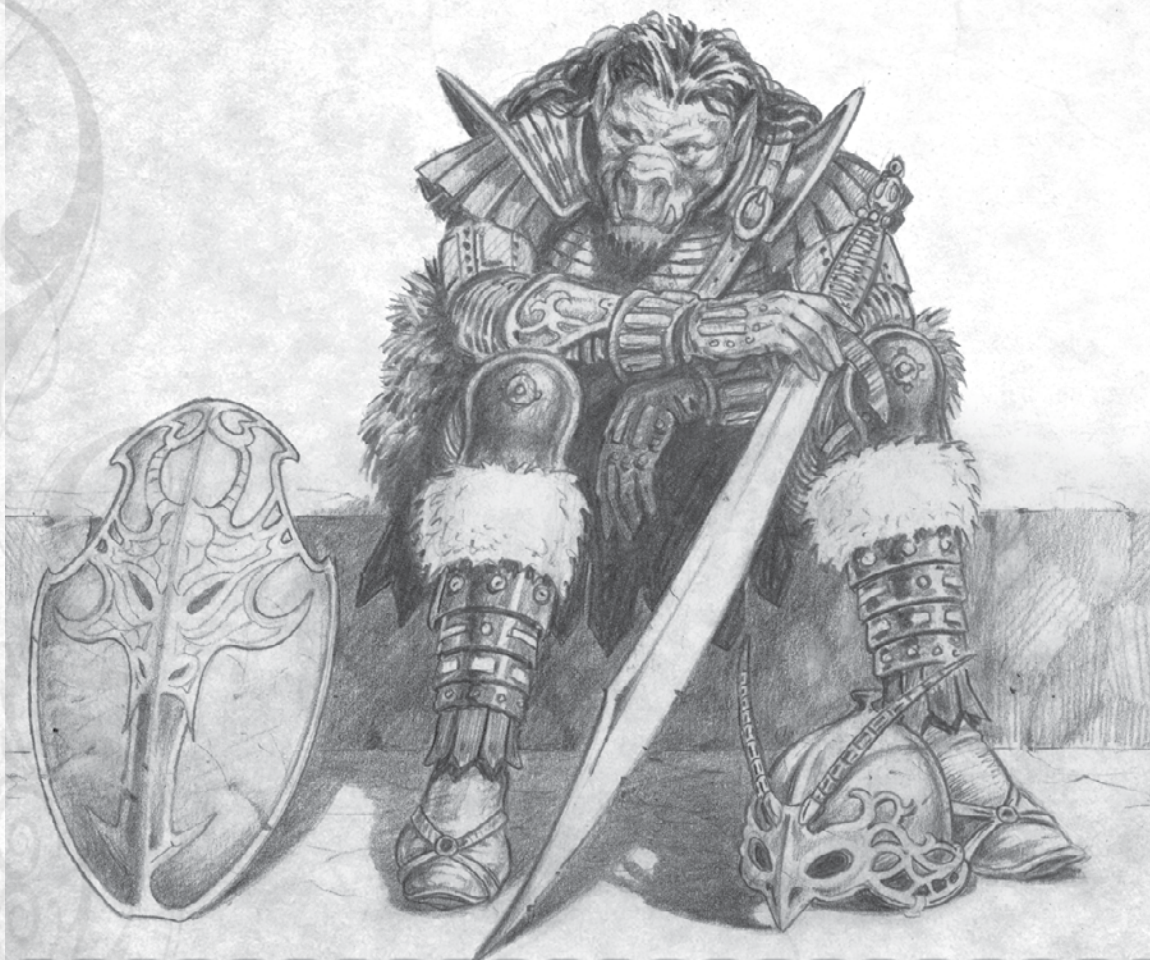
Racial Aptitude: Vinnengaeleans are diverse, versatile people. Vinnengaelean characters may select any two skills which are always class skills for them.

Languages: Vinnengaeleans begin play speaking Elder Speak. Vinnengaeleans with high Intelligence scores can choose any languages they want (except those not available due to campaign era, such as Taan before their invasion).

Elemental Alignment: Vinnengaeleans are advantaged in Earth Magic and disadvantaged in Air Magic.







ORKS

Orks are the seafarers of Loerem. Where there is ocean, there are bound to be orks, as their first love is sailing and the sea. They have a knack for inventions and an exceptional aptitude for tinkering with mechanical devices. They are famous for inventing one of the deadliest and most-feared weapons in all Loerem — Jellyfire. Orks are savage fighters, but their tactics are much better suited for sea combat than land skirmish.

It is the nature of orks to question, probe, and push the limits of their own capabilities, presumptions, and perspectives, as well as those of their fellow orks. In fact, they consider it a sacred duty, every bit as important to the honoring of their gods as prayer and sacrifice. On a daily basis, fathers and mothers test their children with riddles at breakfast, captains train their crews with games of balance and wit, friends and rivals challenge each other to impromptu, drunken contests of skill, and shamans torment those they deem worthy of special attention with impossibly difficult, contradictory tasks.

Wealthy and/or learned orks often collect puzzles, hunt down rare tomes and scrolls, as well as retain poets, philosophers, and thinkers to invent new riddles for their amusement. They even hire adventurers to delve into ancient libraries, scouring for obscure documents and lost facts that can be used as fodder for new brainteasers.

Physical Description: Orks are extremely tall and strong. Males usually stand about 7 feet tall, while females normally at 6-1/2 feet in height. Orks have protruding brow ridges. Their jaws are large, with the lower half extending outward beyond the upper. The lower canines are long, pointed, and sprout upward over the upper lip. Although their bodies are bulky and heavily muscled, orks can move very rapidly. Hair varies from sun-bleached blonde to dark brown in color, and is knotted or plaited. Ork skin is brown with a distinct blue undertone and may be covered in colorful tattoos. Warriors and sailors of both genders often shave their heads to show off intricate scalp tattoos. Orks favor leather, lacquered wood, and woven bone armor. Typically, the more skilled the warrior, the more ornate is the armor.

Society: The ruler of the orks is known as The Captain. This tends to confuse other races since the term also refers to superiors from the commander of a ship to the leader of an orken city. The Captain may be of either gender, and must pass rigorous tests to reach that lofty rank. The orks have now decided to elect The Captain from the ranks of orken Dominion Lords.

As prolific seafarers, more orks live in the Fleet than in all ork settlements combined. The Fleet is a collection of ships numbering between three and one hundred. Each Fleet includes merchant vessels, fishing boats, cargo haulers, and always at least one warship.

Ork society is constantly tinkering with devices and inventing new technologies such as advanced siege engines. It is also superstitious to the extreme, as every ship has a shaman with a minimum one apprentice, ready to observe and interpret omens. No ork may be buried on land, but must return to the water from which he was born.

Relations: Orks have a reputation for being dishonest, especially in trade. In truth, orks have their own rules governing trade and they are very much of the opinion that if the buyer doesn't know or understand those rules, that's not the fault of the orks. Of all the races, Nimrans best understand the orks and their culture, and thus are the ork's best trading partner. In years past, the orks enjoyed very good relations with Vinnengael and its people. Since the recent Karnuan capture of their sacred Mount Sa'Gra, however, the orks have come to distrust Vinnengaeleas as they did nothing to help halt the invasion. Orks see the elves as enigmatic and alien in the extreme. The orks have no love lost for the Dunkargans, considering them no different from their hated enemy, the Karnuans. Orks have a liking for Unhorsed dwarves, while finding the arrogance of Clan dwarves amusing.

The greatest honor the orks can pay an enemy is to strangle him and throw the corpse into the mouth of the holy volcano, Mount Sa'Gra.

Alignment and Religion: With omens dictating their every whim and a mindset as fluid as the water they so love, orks are usually chaotic good or even chaotic neutral. Orks mingle magic and omens to formulate their religious beliefs. All orks are believers in a synchronicity between events, a link between the mundane and the important.

In short, orks are a superstitious people, devout believers in omens and portents. According to most orks, the gods take a great interest in Loerem and its people, but will not directly interfere in the lives of the people, since this would violate a person's free will. Because the gods love their creation (the orks) so much, the gods are unable to resist tossing out little hints here and there as to which path the orks should take. Orks constantly watch for these omens, and rarely make an important move without first studying to see what the gods might have in mind. They will not perform any major undertaking without consulting a shaman, who will read the omens.

If the omens are bad, an ork will refuse to act, no matter the circumstance. (Tale has it that a dead seagull dropping to the deck of an orken ship once saved the Vinnengaelean city of Forden from destruction.) If a shaman isn't present to read the omens for an ork, he will attempt to do it himself, but at grave risk.

Adventurers: On surface, orks represent the archetypical adventurer: strong, ingenious, skilled, combat-proficient. The reason they are not in more adventuring parties is their utter unpredictability. For an ork to join company with foreigners, the signs must first be auspicious. From then on, the ork is only as reliable as the omens continue to favor their association. While orks of good alignment will not outright abandon their colleagues, they will try anything to convince the others to abort when the portends begin to sour on an endeavor, even resorting to secret sabotage — all for the fellowship's own good, of course. But for those able to endure or adapt to such seemingly odd behaviors, any ork can be a blessing to the party for the valuable assets he brings to the table.

Names: Orken names are always two syllables, the first name being the family name, followed by the personal name. Females retain their family name when they marry. Children are given the family name of the parent that offers the better omen at the time of birth. If none of the omens are good, the child remains nameless until the omens change.

Male Names: B'lek, Do'Mulk, Gr'kel, Ro'Gar, Tiz'Mut, Va'Gat.

Female Names: Ev'ett, Ghir'Ta, Ki'Fach, Ma'Gak, Nu'Maleh, Sha'Gar, Uul'Ta.

ORK RACIAL TRAITS

+2 Strength, +2 Intelligence, -2 Charisma: Orks are big and brawny with an uncanny knack for knowing when things are about to turn nasty. They also have their own peculiar views regarding honesty.

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

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

Spry: Orks are shockingly nimble for their size. They gain a +2 racial bonus to Reflex saving throws.

Racial Aptitude: Climb, Knowledge (engineering), and Swim are always class skills for orks. All orks have spent time at sea, and some even refuse to set foot on land. They also possess a unique talent for constructing unique designs.

Racial Expertise: Orks are accustomed to the swaying deck of a ship and are always looking for anything that might be an omen. They gain a +2 racial bonus to Acrobatics and Perception checks.

Weapon Familiarity: Orks may become proficient with the flensing blade and net as martial weapons instead of exotic weapons.

Languages: Orks begin play speaking Pharn'lan. Orks with high Intelligence scores can choose from the following: Elder Speak, Fringrese, Karna, Naru, Sanki, and Tomagai. As sailing merchants, orks often learn the languages of those with whom they do business.

Elemental Alignment: Orks are advantaged in Water Magic and disadvantaged in Fire Magic.



PECWAE

Perhaps because of their diminutive size, pecwae are pacifistic. Most will avoid a fight at nearly any cost, choosing to flee rather than do battle. Pecwae readily admit they are cowards and see no stigma attached to what they view as a common-sense attitude toward life. Pecwae love music and can make anything into a musical instrument, be it sticks, rocks, reeds, grass stems, or old bones. Pecwae voices are well suited to singing, having a lilt like a wooden flute. Pecwae love the outdoors and easily make friends with animals. Because of this, pecwae will not eat animal flesh. Pecwae tend to be shy around outsiders, except the Trevenici, whom the pecwae rely upon for protection.

Physical Description: Pecwae are short, averaging 4-1/2 feet tall. Most have slender builds, though the occasional sedentary member of the race can get quite stout. Their bronze-colored skin is deceptively tough, taking on a leathery appearance as they age. Pecwae have long straight hair, usually red, brown or black in color. Beards are an indication of age and wisdom for male pecwae. Pecwae ears are long and pointed, with rounded edges. Their facial features are flatter than most races, with the face sloping gently forward from the forehead to the nose, and then receding equally gently to the chin.

Pecwae clothing is made primarily from homespun wool and long fibers of bark and reeds. They decorate their hair with feathers, painted bones and beads.

Society: The pecwae community is nothing more than a collection of scattered villages without a central, unified leadership. Even “villages” is loosely termed, because the pecwae are not concerned with building shelters — why, when nature is the dwelling of greatest comfort to them?

The head of a pecwae village is the oldest of the village’s family elders. The other elders serve in an advisory capacity to the village leader. Pecwae life is simple. They tend to live from moment to moment, rarely worrying about the future. Rare is the pecwae who decides to leave the village for parts unknown, although some more adventurous youths will often travel with Trevenici warriors in order to perform healing on the wounded. The pecwae approve of this, knowing that their youths will return (if they survive), having gained wisdom, patience, and a love for life.

Pecwae personify peace. No dispute is unresolvable enough to involve a third party. Pecwae have respectable, wise elders like everyone else, but these old sages are almost never needed for lawmaking because there’s a mutual, unspoken harmony between all pecwae to eliminate such a cold, autocratic mechanism as law. An elder’s most prominent role is as de facto spokesperson when a village must communicate with the other races.

Given a history of their children being sold and kept as slaves or pets, all pecwae are leery of outsiders (save for the Trevenici, whom they do not consider foreign), at least initially. Fortunately, their keen intuition usually guides them to trust the right persons and spurn those with malicious intents.

All pecwae speak Twithil, a musical language hard for non-pecwae to understand, let alone master. Most pecwae also learn Tirniv in order to communicate with their Trevenici allies.

Relations: The pecwae associate almost exclusively with just the Trevenici. The two cultures are rarely found apart. The pecwae seldom venture far from their villages, therefore pecwae goods such as jewelry, musical instruments, cloth, and embroidery find their way elsewhere through the Trevenici. Pecwae are under Trevenici’s protection, both in the pecwae’s homelands and during their occasional sojourns abroad. A traveling pecwae always has a Trevenici guardian nearby, who is more than willing to defend his “little friend.”

Alignment and Religion: The pecwae live with each other and the nature in complete accord. They strive to care for those in need and are generous with their healing expertise, mundane or magical. Thus, they have a lawful good leaning.

Pecwae believe every living being is linked together spiritually. They do not put much stock in the worship of gods, nor the belief that magic is to be used in veneration of great immortal deities. Pecwae cherish nature, treating everything from the tiniest insect to the mightiest oak with utmost respect.

Adventurers: It takes a lot to prompt a pecwae to step beyond the boundary of their homeland. Though affable and sometimes hospitable to a fault, they really just wish to mind their own business and not meddle in that of other races. There are some who were bitten by wanderlust, but virtually all pecwae “adventurers” have had fate thrust upon them, forcing the otherwise mellow folk to reluctantly take up arms.

Names: Pecwae names are soft-sounding, pleasant to pronounce, with no hard consonants such as “k” or “x.” Since the sound is considered of primary importance, pecwae names have no meaning but are made up of rhythmic syllables strung together.

The name is not given at birth, but much later in a child’s life. Often the child chooses his or her own name and announces it to the elders. Names are not long, generally consisting of two or three syllables.

Male Names: Bashae, Chorin, Himmer, Rigil.

Female Names: Anra, Fenni, Lith, Palea, Willa.

PECWAE RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Strength: Pecwae are nimble and wise, but small in stature.

Small: As Small creatures, pecwae gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Fleet of Foot: Pecwae have a base speed of 30 feet. They are fast for their size.

Sprinter: Pecwae gain a +10’ racial bonus to their movement when performing a charge, run, or withdraw action.

Craven: Pecwae gain a +1 bonus on initiative checks and a +1 bonus on attack rolls when flanking. They take a -2 penalty on saves against fear effects and gain no benefit from morale bonuses on such saves. When affected by a fear effect, their base speed increases by 10’ and they gain a +1 dodge bonus to AC.

Spell-Like Ability: Speak with animals 1/day (caster level is the pecwae’s character level).

Racial Aptitude: Knowledge (nature) and Perform are always class skills for pecwae characters.

Racial Expertise: Pecwae know how to utilize nature to their best advantage. They have a +2 racial bonus on Heal, Stealth, and Survival checks.

Languages: Pecwae begin play speaking Twithil and Tirniv. Pecwae with high Intelligence scores can choose from the following: Bahk, Elder Speak, and Fae.

Elemental Alignment: Pecwae are advantaged in Earth Magic and disadvantaged in Air Magic.





CHAPTER THREE: CLASSES



GUSTAV, LORD OF KNOWLEDGE

I was an orphan, a child of the streets, a thief. Sixty years later, the people of Vinnengael still speak of the bold robbers of Gustav's Band who terrorized the dark alleyways.

We fell victim to the City Guard. As punishment, we were sent to the military. Our heroism, born of reckless bravado, impressed our commander, a valiant and wise man. I recognized his worth and saw him in contrast to myself. I asked, as my reward, that he teach me to read and write.

I was made a Knight of Vinnengael and later, with the blessing of the gods, a Dominion Lord, the Lord of Knowledge.

I have spent the years of my long life searching for the Sovereign Stone.

Throughout the land I quested, all in vain.

And then, at last, I found the blessed artifact.

I brought doom upon myself. But I brought hope to the world.

How will your path unfold in the fantastical world of Loerem? Many adventurers come from a military background. Some may be veterans who have fought for one of the great nations, while others may be in active military service. Some may have a talent for the arcane, and either found mentors to help them learn magic or honed their skills on their own. Some may savor the quick attacks and ripostes of political intrigue. Some yearn for riches, others for glory. The class you choose helps you define your character.

All core classes from the Pathfinder® Core Rulebook are available in the Sovereign Stone setting, except for the sorcerer and the wizard, replaced by elemental sorcerer and elemental wizard, respectively. Some classes receive new interpretations for their spellcasting features but otherwise remain intact. One new class, the noble, has been added, as have several new archetypes: archer, mounted warrior, sailor, Void sorcerer, and Void wizard.



BARBARIAN

The Trevenici are most commonly associated with barbarians, though not all human barbarians are Trevenici and vice versa. Most elves emphasize the more sophisticated aspects of swordplay, but several few have distinguished themselves through sheer brute force. Orken barbarians are the first to leap aboard enemy ships, wading into a sea of swinging sabers with nary a thought for their own safety. Some dwarven clans are said to unleash ferocious “wolf-berserkers” who charge on horseback into the foe. Otherwise, barbarians are a rarity among other races, although even the peace-loving pecwae have tales of violent warriors from their distant past.

Use all standard Pathfinder® rules for the barbarian character class in this campaign setting.

BARD

Given Vinnengeal’s population, prominence, and propensity for the arts, it is hardly a wonder that most human bards make their home in the Empire, with Dunkarga running a surprising but distant second. Elves prefer elaborate, refined forms of entertainment, therefore elven troubadours heavily favor sophistications such as opera and poetry recitals over vulgar vaudeville acts. It is almost customary for a dwarven clan to include a minstrel or two, whose boisterous, morale-boosting renditions contributed invaluable to many a raid. Orken bards are equal-part performers and historians, passing on lore and mores to new generations through folksongs, dance, and stories. Pecwae surely possess the natural inclination for this pursuit and some of the finest bards ever were indeed of this racial origin. Trevenici love to lead in a fight as well as in a rousing chorus — which has prompted several tribesmen’s transition to minstrelhood.

CLASS FEATURE

Apply the following revisions to the bard class for the Sovereign Stone setting. All other class features not listed here function exactly the same as in the Pathfinder® Core Rulebook.

Spell-Like Abilities (Sp): This replaces the Spells class feature. Bards of Loerem do not cast spells in the conventional sense. Rather, they develop mystical powers through experience and training that manifest as spell-like abilities.

A bard can use any spell-like ability he knows from the bard spell-like ability list presented in Chapter 8 without preparing it ahead of time. However, the bard must still include a verbal component (song, recitation, or music) to activate his class spell-like abilities. To develop or use a spell-like ability, a bard must have a Charisma score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a bard's spell-like abilities is 10 + the spell-like ability level + the bard's Charisma modifier.

A bard can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-3 in the Pathfinder® Core Rulebook for a bard's base daily spell-like ability allotment. In addition, he receives bonus spell-like abilities per day if she has a high Charisma score.

The bard's selection of spell-like abilities is extremely limited. A bard begins play with four 0-level spell-like abilities and two 1st-level spell-like abilities of the bard's choice. At each new bard level, he gains one or more new spell-like abilities, as indicated on Table 3-4 in the Pathfinder® Core Rulebook, but his Charisma score does not affect the number of spell-abilities he can develop.

Unlike bardic spells, a bard cannot "unlearn" old class spell-like abilities and replace them with new ones. However, he does not need to prepare his spell-like abilities in advance. He can use any spell-like abilities he has at any time, assuming he has not yet used up his allotment of spell-like abilities per day for that level.

Certain bard spell-like abilities with range of "touch" and/or target of "creature/object touched," such as rage and undetectable alignment, have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "p" (superscript P).

CLERIC

The faiths of Loerem adopt numerous guises, as all cultures hold their own distinct religious conceits. There is no lack of pious individuals devoting themselves to their deities, but a select few whose spirituality is particularly adamant receive gods' blessing in form of extraordinary abilities so they can further the divine will.

Vinnengealeans follow the very same gods from King Tamaros's time and even eons before. The Church of Vinnengael is the largest religious sect on Loerem. Its presence blankets the entire empire, from the Temple of the Magi in New Vinnengael to the makeshift shrine on an outback road. While some priests serving the Church are principally elemental wizards, most are strictly clerics in the conventional sense, as are most in lesser prestigious sects and holy men wandering the countryside. Dunkargan and Karnu-an "ecclesiastics" are among the most fervent in the world, determined to eradicate opposition for the glory of their past caliphs, generals, and war heroes.

Elves essentially equate ancestors to the Father and the Mother, but they do revere them all and it is often difficult to discern which one is responsible for the wondrous work of the faithful.



The dwarves do not worship the gods whom they viewed as apathetic deserters. In the deities' place is what can be best described as a proxy pantheon featuring wolf-like figures. Because the dwarves believe themselves to have descended from wolves — an impossibility explainable only by magic, they are also convinced that fervent disciples (such as the clerics) are able to awaken the mystical powers inherent in the bloodline.

Not all orken shamans are Water mages. The omens have warned some off practicing Water magic, and so they had to find another way to serve their creed.

The pecwae do not seem to have a formal, organized system of worship — if they did, it wasn't obvious to outsiders, making pecwae clerics an oddity as much as a rarity. Their Trevenici allies are only a tad better, erecting makeshift rocky "holy mounds" blessed by tribal priests (occasionally through the loosest definition) when the task does not inconvenience their nomad lifestyle.

CLASS FEATURE

Apply the following revisions to the cleric class for the Sovereign Stone setting. All other class features not listed here function exactly the same as in the Pathfinder® Core Rulebook.

Spell-Like Abilities (Sp): This replaces the Spells class feature. Instead of conventional spellcasting, the clerics of Loerem pray to the gods for guidance and to imbue them with the power to manifest a well-spring of "miracles."

A cleric develops and uses divine spell-like abilities from the cleric spell-like ability list in Chapter 8. Her alignment, however, may still restrict her from casting certain spells opposed to her moral or beliefs. A cleric must choose and prepare her spell-like abilities in advance.

To prepare or activate a cleric spell-like ability, a cleric must have a Wisdom score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a cleric's spell-like ability is 10 + the spell-like ability level + the cleric's Wisdom modifier.

A cleric can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-5 in the Pathfinder® Core Rulebook for a cleric's base daily spell-like ability allotment.

In addition, she receives bonus spell-like abilities per day if she has a high Wisdom score.

Clerics must meditate or pray for 1 hour each day to regain their daily allotment of spells. A cleric may prepare and use any spell-like ability on the cleric spell-like ability list, provided that she can use spell-like abilities of that level, but she must choose which spell-like abilities to prepare during her daily supplication.

Certain cleric spell-like abilities with range of "touch" and/or target of "creature/object touched," such as protection from energy and water breathing, have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "p" (superscript P).

Domains: Virtually every race on Loerem follows polytheistic religions, so all clerical domains are represented and available for selection in the Sovereign Stone setting. Clerics of Loerem, however, choose only one domain instead of two, but domain spells become domain spell-like abilities instead. They also do not have access to curative spells, as healing is the purview of Earth Magic — unless they choose the Healing Domain.

A domain spell-like ability functions like the spell of same name from the Pathfinder® Core Rulebook in every way; i.e., remove the "p", if any, to revert the range and target to normal (such as death ward and protection from evil).

Orisons: Clerics can prepare a number of orisons, or 0-level spell-like abilities, each day, as noted on Table 3-5 of the Pathfinder Core Rulebook under "Spells per Day." These class spell-like abilities are activated like any other class spell-like abilities, but they are not expended when activated and may be used again.

Spontaneous Casting: All clerics are able to convert a prepared spell-like ability to a domain spell-like ability.

Chaotic, Evil, Good, and Lawful Spells: A cleric cannot cast spells or use class spell-like abilities of an alignment opposed to her own or her deity's.

DRUID

Much like the gods rewarding their devoted, the nature of Loerem seems to lavish her guardians with powers of the primal order. If so, the Nimrans and Nimoreans are two of her favorite children. Druidhood is a common calling for these masters of the wild, who not only survived but thrived in dense jungles and on rocky barrens. Pecwae druids also compete for Mother Nature's affection, for their innate affinity with the earth lends them a great edge over all others. The elves, on the other hand, own nary an entry in the field, for their land holds precious small space to accommodate their population, let alone untamed wilderness.

Tales of druidic presence among the dwarves have progressed from sparse to increasingly frequent, as the clans gradually realize the value of someone capable of manipulating the weather and commanding the beasts. Orks have their fair share of druidic seafarers, as well, to appease the sea gods and ensure calm voyages.

CLASS FEATURE

Apply the following revisions to the druid class for the Sovereign Stone setting. All other class features not listed here function exactly the same as in the Pathfinder® Core Rulebook.



Spell-Like Abilities (Sp): This replaces the Spell class feature. Druids of Loerem are able to channel their affinity for nature into something greater — the preternatural ability to harness, and sometimes manipulate, primal energy that runs rampant in the wilderness.

A druid develops and uses divine spell-like abilities from the druid spell-like ability list in Chapter 8. Her alignment, however, may still restrict her from casting certain spells opposed to her moral or beliefs. A druid must choose and prepare her spell-like abilities in advance.

To prepare or activate a cleric spell-like ability, a druid must have a Wisdom score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a druid's spell-like ability is 10 + the spell-like ability level + the druid's Wisdom modifier.

A druid can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-7 in the Pathfinder® Core Rulebook for a druid's base daily spell-like ability allotment.

In addition, she receives bonus spell-like abilities per day if she has a high Wisdom score.

Druids must meditate for 1 hour each day to regain their daily allotment of spells. A druid may prepare and use any spell-like ability on the druid spell-like ability list, provided that she can use spell-like abilities of that level, but she must choose which spell-like abilities to prepare during her daily contemplation. Druids, however, do not have access to curative spells, as healing is the purview of Earth Magic, cast by Earth elemental wizards and sorcerers.

Certain druid spell-like abilities such as barkskin and jump have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "p" (superscript P).

Spontaneous Casting: A druid can replace a prepared spell-like ability with any summon nature's ally spell-like ability of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid cannot cast spells or use class spell-like abilities of an alignment opposed to her own.

Orisons: Druids can prepare a number of orisons, or 0-level spell-like abilities, each day, as noted on Table 3-7 of the Pathfinder Core Rulebook under "Spells per Day." These class spell-like abilities are activated like any other class spell-like abilities, but they are not expended when activated and may be used again.

ELEMENTAL SORCEROR

(AIR/EARTH/FIRE/WATER)

Every member of every race on Loerem is capable of casting magic. But while the potential is there, the difficulties and hardships of channeling elemental magic are so formidable that only a special few follow it as a calling. Each magical element is a mystery all its own, so must be learned separately. One's culture usually determines the choice of an elemental magic over another, but anyone has the capability to learn the magic of other elements as well.

Sorcerers are an extreme rarity in Loerem. Few have ever been on official records, and those who are discovered either face intense scrutiny from arcane and military establishments, or are hunted by superstitious mobs that saw them as abominations threatening the sanctity of god's magic (especially those of a less desirable bloodline). Responses to these naturally gifted in the arcane art run the gamut from reverence and admiration to jealousy and excommunication. For that reason, sorcerers usually temper their true talent and attempt to blend in as conventional spellcasters.

Sorcerers are most welcome in Vinnengael, where the Temple of the Magi is known to retain a sizeable congregation in residence, though some suspect behind this hospitality the intention of wanting to study and control them.

All sorcerers native to Karnu or Dunkarga are almost surely conscripted into royal services upon discovery, regardless of age. Since the elves abduct any of their children displaying magical aptitude, it is unwise to discount presence of sorcerers amidst the vaunted Wyred (pronounced "weird"). Sorcerers of clan dwarven or orken descent are even scarcer but also attract less attention from their kin, as neither race cares to make distinctions between sorcerers and wizards. Given the pecwae's seemingly supernatural bond with nature, many have presumed fey ties proliferated among the diminutive folk.

Meanwhile, the absence of such magically blessed individuals for their Trevenici protectors remains painfully apparent.

Elemental sorcerer replaces sorcerer as a core class in the Sovereign Stone campaign setting. However, it retains all rules and features of the sorcerer class (such as hit die, class skills, class features, etc.), except when a following entry specifies otherwise.

Advancement Benefits and Level-Dependent Bonuses: An elemental sorcerer must choose an element (Air, Earth, Fire, or Water) at 1st level and every level she gains thereafter in this class. But she uses the sum of her levels in all elements to determine advancement benefits (such as hit die, base attack bonus, saving throw bonuses), as well as level-dependent bonuses (ability score and feat). For example, an Earth 3/Fire 1 elemental sorcerer is overall a 4th-level character and therefore has 4 HD, +2 BAB, and gains +1 increase to one ability score.

Spells: At 1st level as well as every time a character gains a level in elemental sorcerer, she must specify an element in which to apply the level. This can be any one element selected previously (increasing her level in that particular element by one), or a completely new element at 1st level (to reflect beginning study in that element).

Use levels in each element to determine spellcasting benefits separately, such as spells known, spells per day, and caster level for that element. (An Earth 3/Fire 1 elemental sorcerer, for example, can cast five Earth spells and three Fire spells per day). Use total elemental sorcerer level to determine other class features, such as bloodline feat, bloodline power, and bloodline spells. (An Earth 3/Fire 1 caster is considered a 4th-level elemental sorcerer overall for this purpose.)

The elemental sorcerer chooses spells from the "All Elements" list and the list for her chosen element appropriate to her current level. For instance, an Earth 3/Fire 1 sorcerer gaining a second level in Fire picks one new spell from the 0-level All Elements or Fire spell list.

If the elemental sorcerer selects an element in which she is advantaged, she gains one additional known spell in that element of any spell level or levels that she can cast, and receives an additional spell slot of each spell level she can cast, from 1st on up. Conversely, if she selects a disadvantaged element, she knows one less spell per level and loses one spell slot of each spell level she can cast, from 1st on up. An elemental mage gains no benefit nor suffers penalty in spells known or spell slots for choosing a neutral element.

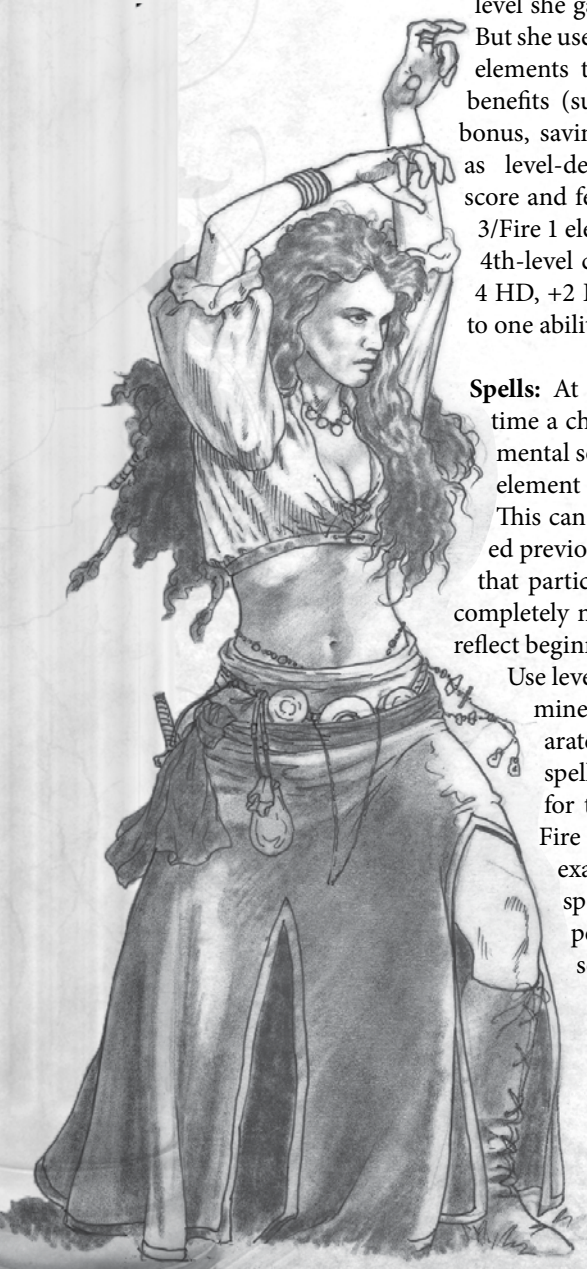
In addition to the rules above, an elemental sorcerer follows all rules under "Spell" for the sorcerer class (see page 70-71 in the Pathfinder® Core Rulebook).

Bloodline: Because the gods have decreed interbreeding impossible in Loerem, certain bloodlines such as abyssal, celestial, draconic and fey require a background explanation different from simply heritage. Rather than intermingling, it is more plausible that an elemental sorcerer inherits the source of her powers through an ancestral pact, encounter, or perhaps accident of supernatural and nonsexual nature. Furthermore, because this transcends mortality, racial elemental Advantage/Disadvantage has no effect on bloodline bonus spells.

Use the sum of an elemental sorcerer's levels in all elements to determine eligibility for bloodline abilities. An Earth 3/Fire 1 elemental sorcerer, for instance, is considered a 4th-level character and thus receives one additional bloodline power and a bloodline spell.

Cantrips: Use levels in each element to determine cantrips known for that element. For example, an elemental sorcerer of Earth 3/Fire 1 knows five Earth cantrips and four Fire cantrips.

Eschew Materials: The component-free threshold for this ability is 10 argents or less.



VOID SORCEROR (ARCHETYPE)

There is no light without dark, no heat without cold, no ease without fear. Void is a magical element, the antithesis of the elements of nature (Fire, Air, Earth, and Water). The Void's power comes from outside nature and demands a terrible price to use. The power granted by the Void is very seductive, as the Void enables the caster to destroy objects, summon darkness and shadows for her to command, and raise the very dead themselves as servants.

Void magic is nearly universally abhorred on Loerem. There were times long past when its practice was more widely accepted, but events before and during the fall of Old Vinnengael forever exiled all studies of Void magic, relegating them to isolated secrecy. Like other mages, Void sorcerers may look like anyone, though the careful observer might spot the physical telltale signs such magic takes on its users: lesions, pustules, ugly scars, etc. It is said that Dagnarus, the Prince of Void, was the first Void sorcerer. Whether that is true, there is no contention that he is the most infamous and, as witnessed by history, most powerful.

Weapon and Armor Proficiency: Void sorcerers are proficient with all simple weapons and with light armor.

Skills: Void sorcerers do not gain Appraise (Int) and Fly (Dex) as class skills; instead, they gain Disguise (Cha), Knowledge (local) (Int), and Knowledge (religion) (Int) as class skills.

Spells: A Void sorcerer gains access to Void magic, which comprises primarily of necromancy spells. She casts Void spells in the same manner that sorcerers of other elements cast theirs, with some exceptions. She uses her own life force to power Void spells, losing an amount of hit points equal to the level of the spell she is casting; it costs 1 hit point each time to cast a 1st-level Void spell, 2 hit points to cast a 2nd-level Void spell, and so on. For 0-level spells, the Void sorcerer takes 1d6 nonlethal damage per casting and is still considered tainted by Void (see below). She can also use her life force to push spells beyond their normal limits. Void sorcerers can sacrifice hit points instead of spell slots when boosting a Void spell with metamagic feats. They do this at the cost of 1d6 hit point damage per spell slot level substituted. For example, a Void sorcerer opting to empower (+2 levels) and enlarge (+1 level) a Void spell can take 3d6 damage to herself rather than burning a spell slot three levels higher.

She can do this even if she does not normally have a slot of sufficiently high level to accommodate the metamagic feat — making even low-level Void sorcerers dangerous (not to mention potentially suicidal).



She may choose whether to sacrifice life force for each metamagic feat applied, but she can never suffer fewer damage dice than the requisite spell slot level for any one. Therefore, while the Void sorcerer could decide which metamagic feats she wants to spend hit points or spell slots on for a Void spell, she could not, for instance, take just 2d6 damage and use a spell slot of two levels higher to quicken (+4 levels) a casting, but must fulfill all four levels required and take the full 4d6. The Void sorcerer suffers the damage after the spell takes effect or when she fails to cast the spell.

Void sorcerers are not prohibiting from taking levels in the elemental sorcerer or wizard class, and advance in those classes as normal. (In fact, Void mages usually have a background in one of the four basic magical elements before delving into Void magic, and some continue to explore those elements afterward as well.)

Tainted by Void: Starting at 1st level, a Void sorcerer remains advantaged in his race's magic element until he casts a Void spell, at which point he immediately becomes "Tainted by Void." While tainted, the Void mage is considered advantaged in the casting of Void magic and disadvantaged in all other magical elements.

A tainted character cannot be healed by magical means and must recover all damage naturally. Once the Void sorcerer has naturally healed all damage, the taint is removed and he becomes advantaged in his race's natural element, and can once again benefit from magical healing. This replaces the eschew materials ability.

ELEMENTAL WIZARD

(AIR/EARTH/FIRE/WATER)

The Vinnengaeleans, as a people, believe that magic is a gift bestowed upon mortals by the gods. The majority of Vinnengaelean wizards are members of the Temple of the Magi. The Church teaches that the proper use of magic comes only from being educated at the Temple of Magi, because if spellcasters are not kept in check and watched vigilantly, the magic may spiral out of control and wreak havoc upon the nation, akin to the disaster that destroyed Old Vinnengael.



Dunkargans, by and large, take a less reverent view of magic. They believe the gods created magic. The gods also created trees and cows, as well, and magic, like trees or cows, was put on earth for human use.

Dunkargans have always treated magic as an object to be studied, learned, and shaped. Magic's mysteries are meant to be penetrated. For centuries, Dunkargan universities taught the children of aristocrats and well-to-do merchant families mathematics, philosophy, history, language, and magic.

The rise of the mage-guilds in Dunkarga has removed the teaching of magic from the university, primarily for economic reasons.

Every major city in Karnu is host to an Academy for the Study of Magic, sanctioned by the current regime. The training that young Karnuan men and women undergo at these institutions is grueling, often much more taxing than that of a regular foot-soldier. Since the training is so costly, war wizards rarely retire from military life. Veteran war wizards make worthy military advisers, government officers, and in some cases skillful field commanders.

Nimrans believe the gods control all aspects of their lives, and often whisper prayers before any important undertaking. To them, magic is a divine gift, so to study and master it for the good of the people is to honor the gods. All Nimran priests and priestesses of high status are required to be spellcasters (or possess spell-like abilities) and all are deeply involved in religious life. Their children are born and raised within the temple community and most go on to become priests and priestesses like their parents, although this is not mandatory.

The Nimoreans take a more practical approach to magic than do their Nimran cousins. They are more likely to tolerate destructive magic, aware that in some instances the soothing word must make way for the sword. The Nimoreans do not adhere to the tradition that all priests and priestesses are born to the use of magic. Those who wish to study magic are encouraged to develop their skills for the betterment of all Nimoreans and devote themselves to the service of a temple. Nimoreans believe Milakk the Earth Mother is the source of all Earth magic.

Trevenici spellcasters are an extremely rare breed. In the Trevenici mind, magic is a gift of the gods to those who are too weak to wield a sword. Trevenici deciding to study magic are treated as outcasts. While they may prove useful to the tribe, they are considered highly eccentric, if not dangerous, and are given a wide berth. Trevenici mages usually end up alone, on the outskirts of their village, lending aid when they think it appropriate. Trevenici wizards are rarely, if ever, asked to assist other tribal members. There have been stories of Trevenici spellcasters becoming respected elders of their tribes, but they were also able to swing a weapon as well as their fellow tribesmen, and restricted their magic to healing and other spells benefiting the tribe.

Dwarves believe that they are descended from the wolf, an animal that is not noted for its skill in the magical arts. Seeing that the wolf lives his life free of the use of magic, the dwarves do not see much reason for using magic in their lives. Dwarven mages, regardless of whether they are clan or unhorsed, see themselves as productive members of dwarven society first and mages second. Magic is perceived as a secondary skill, used to aid the completion of a dwarf's daily labors.

For instance, a smith skilled with Fire magic might use a spell to light his forge or heat it to high temperatures.

A herdsman might use his magic to quiet his horses for the night.

The Wyred are elves who study the ways of magic and use it to further the aims of their families and Houses. Although the Wyred are often responsible for the very survival of the family or House, they are never recognized and publicly reviled, if secretly rewarded. Wyred are never formally recognized for their abilities. Non-magic-using elves do not acknowledge the presence or even the existence of elven mages. The worst insult one can offer an elf is to accuse him of using magic or of having magic-using members in his family (regardless of the accusation's veracity). Such comments have sparked bloody, long-lasting feuds.

Magic has a strong association with the orken religion. Many orken spellcasters are shamans dedicated to the orken sea gods. The orks practice ritual sacrifices of their own people or their enemies to those gods, an act appalling to the rest of Loerem. Orks who are not trained shamans may still practice magic, but they tend to frown upon the use of any other magic than that of Water. This distrust of other elemental magic is a tricky subject. While orken spellcasters understand the benefits of studying other elemental domains, they try to shield the casting of non-Water spells from the view of their orken brethren. Orks who are widely known to use other forms of magic are believed to be a little "touched" in the head, and aren't to be trusted.

Pecwae believe every living thing is magical and that magic was in the world before the gods found it. However, their very lax nature also ensures the pecwae people will never rise to prominence in the field of magic. Pecwae have no ambition, no lust for power, no desire for wealth. They tend to flee at the first sign of danger, so the use of magic in combat is completely foreign to them. Having no written language, the pecwae do not learn spells in the "normal" manner. Village elders pass what magical knowledge they possess on to the youths of the village through means of legends, parables, stories, and songs. Each generation of pecwae is expected to do the same for their offspring.

Elemental wizard replaces wizard as a core class in the Sovereign Stone campaign setting. However, it retains all rules and features of the wizard class (such as hit die, class skills, etc.), except when a following entry notes otherwise.

Advancement Benefits and Level-Dependent Bonuses: An elemental wizard must choose an element (Air, Earth, Fire, or Water) at 1st level and every level he gains thereafter in this class.

But he uses the sum of his levels in all elements to determine advancement benefits (such as hit die, base attack bonus, saving throw bonuses), as well as level-dependent bonuses (such as ability score and feat). For example, an Air 3/Water 1 elemental wizard counts as a 4th-level character and therefore has 4 HD, +2 BAB, and gains +1 increase to one ability score.

Spells: For description of magical elements, their domains and advantaged/neutral/disadvantaged races, please see "Spells" in the elemental sorcerer class, above.

At 1st level as well as every time a character gains a level in elemental wizard, he must specify an element in which to apply the level. This can be any one element selected previously (increasing his level in that particular element by one), or a completely new element at 1st level (to reflect beginning study in that element). Use levels in each element to determine spellcasting benefits separately, such as cantrips, spells known, spells per day, and caster level for that element. (An Air 3/Water 1 elemental wizard, for example, is considered to have a caster level of 3 for Air spells but 1 for Water spells.) Use total levels in elemental wizard to determine other class features, such as arcane bond, arcane school, Scribe Scroll, and bonus feats. (That same Air 3/Water 1 mage is considered a 4th-level elemental wizard for this purpose.) The elemental wizard chooses spells from the "All Elements" list and the list for his chosen element appropriate to his current level. For instance, an Air 3/Water 1 wizard gaining a second level in Water picks two new spells of up to 1st level from the All Elements or Water spell list.

If the elemental wizard selects an element in which he is advantaged, he gains one additional known spell in that element of any spell level or levels that he can cast, and receives an additional spell slot of each spell level he can cast, from 1st on up. Conversely, if he selects a disadvantaged element, he knows one less spell per level and loses one spell slot of each spell level he can cast, from 1st on up. An elemental wizard gains no benefit nor suffers penalty in spells known or spell slots for choosing a neutral element.

Although elemental wizards are not spontaneous casters like sorcerers, they can consult their spellbooks (or similar spell recording devices) and "replace" a prepared spell with another spell from their advantaged element of the same spell level.

This re-preparation requires a number of rounds equal to $2 \times \text{spell level} - \text{Intelligence modifier}$, minimum one round. For example, an elven Air elemental wizard with a +3 Intelligence modifier swapping out a prepared 5th-level spell for a known Air spell of the same level must spend $(2 \times 5 - 3 = 7)$ rounds re-preparing from his spellbook before he can begin casting the replacement spell.

In addition to the rules above, an elemental wizard follows all rules under "Spell" for the wizard class (see page 78 in the Pathfinder® Core Rulebook).

Arcane Bond (Ex or Sp): Use the sum of an elemental wizard's levels in all elements to determine the benefits of this ability. In other words, the character receives this ability only when he takes a level in this class for the very first time, not for another element.

Arcane School: Elemental wizards choosing a specialization remain subject to advantaged/disadvantaged spellcasting rules, as well as to all other rules governing arcane schools. For example, a human elemental wizard specializing in the evocation school gains one more spell slot for casting Earth evocation spells, but none for Air evocation spells (assuming he has at least one level in Air elemental wizard) since Air is a disadvantaged element for humans and the drawback cancels out the bonus specialization slot, while for a neutral element, he gains one extra slot for specialization but none from the element.

Casting opposition school spells in an advantaged element expends only one available slot instead of the normal two, whereas for a disadvantaged element, it costs three slots rather than two. The penalty for crafting a magic item involving opposition schools is reduced to -2 for advantaged element, but -6 for disadvantaged.

Cantrips: Use levels in each element to determine cantrip slots per day for that element. For example, an elemental wizard of Air 3/Water 1 can cast four Air cantrips and three Water cantrips per day.

Scribe Scroll: A character receives this ability only when he takes a level in this class for the very first time, not for another element.

Bonus Feats: Use the sum of an elemental wizard's levels in all elements to determine eligibility for bonus feats. For example, an Air 3/Water 1 caster is overall a 4th-level elemental wizard and thus will receive a bonus feat upon gaining a new level in this class.

Spellbooks: Elemental wizards must keep a spellbook, scroll collection, or devise some other means of storing spells they haven't learned completely. An elemental wizard begins play with a spellbook containing all 0-level elemental wizard spells of his chosen element, and a number of 1st-level spells of his choice in that element equal to 3 + his Intelligence modifier.

This also applies to starting at 1st level in a new element. At each elemental wizard level thereafter, he gains two new spells of any spell level or levels in the specified element that he can cast (based on his new elemental wizard level for that element), modified by racial magical advantage/disadvantage, for his spellbook. At any time, an elemental wizard can also add spells found in other elemental wizards' spellbooks to his own.

Dwarven elemental wizards present a peculiar case here. The dwarves have a written language, but since a dwarf must carry all he owns on horseback, he is keenly aware that a book (or collection of books) takes up room that might be used for food, water or other necessities. However, dwarven mages, much like mages of other races, must face the fact that they cannot memorize every spell that is useful to them. To solve this problem, clan dwarf mages embroider their spells into their garments. Once the dwarven mage has mastered a spell (i.e., through the Spell Mastery feat), he tears out the stitching of that particular spell, creating room for new spells. This can present problems for the mage, however, since spells embroidered into clothing are subject to destruction should the spellcaster's garments be harmed in any way.

While elemental wizards from other races study or develop complex formulae to help them cast spells and keep their spells written in spellbooks, the pecwae use music and song to help them remember and cast spells.

Pecwae possess beautiful voices and their music can be soothing and haunting at the same time. Some Trevenici claim that they can tell the type of spell a pecwae is casting simply from the tempo and pitch of the song he sings. This gift lets pecwae elemental wizards prepare spells without spellbooks. The drawback is they cannot copy or learn spells from any spellbook as normal, but must instead use the Spell Mastery feat on all newfound spellbook magic they want to add to their repertoire; this represents "transcribing" them as melodies and rehearsing the tunes until they are second nature. Pecwae spellcasters still must use elemental essences to cast their spells.

VOID WIZARD (ARCHETYPE)

Void wizards, like Void sorcerers, are shunned throughout Loerem. Not even the eclectic Temple of Magi has any staff proficient with this profane, forbidden art. However, the shadow of this element never ceases to seduce would-be casters with the promise of utterly destructive powers. Those who fell to the temptation are compelled to take up practice alone or, if fortunate, band with a few fellow outcasts in secret cults or circles, for only the like-minded could accept the constant disfiguration and corruption of the body that the Void discipline requires.

Because most Void mages often live and practice outside the law in most cultures, they find it difficult, if not dangerous, to trust anyone — even another Void mage. The Inquisitors from the Temple of Magi, for one, are intimate with the signs of Void magic and use their knowledge to entrap the unwary. Therefore, a discrete Void mage never reveals his shadowy ways even to trusted confidants.

The cold but inviting summon of Void calls to all the races of Loerem. Only the pecwae seem to universally reject the Void — but there might be exceptions even to this.

Weapon and Armor Proficiency: Void wizards are proficient with all simple weapons and with light armor.

Skills: Void wizards do not gain Appraise (Int) and Fly (Dex) as class skills; instead, they gain Bluff (Cha) and Disguise (Cha) as class skills.

Spells: A Void wizard gains access to Void magic, which comprises principally of necromancy spells.

He casts Void spells in the same manner that wizards of other elements cast theirs, with some exceptions. He uses his own life force to power Void spells, losing an amount of hit points equal to the level of the spell he is casting; it costs 1 hit point each time to cast a 1st-level Void spell, 2 hit points to cast a 2nd-level Void spell, and so on. For 0-level spells, the Void wizard takes 1d6 nonlethal damage per casting and is still considered tainted by Void (see below). He can also use his life force to push spells beyond their normal limits. Void wizards can sacrifice hit points instead of spell slots when boosting a Void spell with metamagic feats. They can sacrifice hit points instead of spell slots when augmenting a Void spell with metamagic feats, doing so at the cost of 1d6 hit point damage per spell slot level substituted.

For example, a Void mage opting to empower (+2 levels) and enlarge (+1 level) a Void spell can take 3d6 damage to himself rather than burning a spell slot three levels higher. He can do this even if he does not normally have a slot of sufficiently high level to accommodate the metamagic feat — making even low-level Void wizards dangerous (not to mention potentially suicidal). He may choose whether to sacrifice life force for each metamagic feat applied, but he can never suffer fewer damage dice than the requisite spell slot level for any one. Therefore, while the Void wizard could decide which metamagic feats he wants to spend hit points or spell slots on for a Void spell, he could not, for instance, take just 2d6 damage and use a spell slot of two levels higher to quicken (+4 levels) a casting, but must fulfill all four levels required and take the full 4d6. The Void wizard suffers the damage after the spell takes effect or when he fails to cast the spell.

Void wizards are not prohibiting from taking levels in the elemental sorcerer or wizard class, and advance in those classes as normal. (In fact, Void mages usually have a background in one of the four basic magical elements before delving into Void magic, and some continue to explore those elements afterward as well.)

Tainted by Void: Starting at 1st level, a Void wizard remains advantaged in his race's magical element until he casts a Void spell, at which point he immediately becomes "Tainted by Void." While tainted, the Void mage is considered advantaged in the casting of Void magic and disadvantaged in all other magical elements. A tainted character cannot be healed by magical means and must recover all damage naturally. Once the Void mage has naturally healed all damage, the taint is removed and he becomes advantaged in his race's element, and can once again benefit from magical healing. This replaces the arcane bond ability.



FIGHTER

Fighters are the champions, gladiators and sellswords found among all the races of Loerem. Military training is commonly part of the fighter's background, although some learn their skills from a single mentor or train themselves. Even among the peaceful pecwae an occasional fighter will emerge to help protect his people.

Use all standard Pathfinder® rules for the Fighter character class in this campaign setting.

ARCHER (ARCHETYPE)

These skilled individuals wield a bow as a natural extension of themselves, knowing at the moment of the arrow's release if their aim was true. Archers are important to the success of any army, and adventurers never fail to appreciate an archer's ability to inflict devastating damage while staying safely out of harm's way.

The archer is never without his bow. He takes special care of his weapon. He practices regularly to maintain and improve his skills. Constant training under a variety of conditions lets the archer concentrate, aim, and fire with deadly accuracy, even in the heat of battle.

Any culture keeping a standard army recognizes the archer's usefulness. Even the Trevenici understand the importance of a bow in the hunt, and thus archers are prized tribal members. Dwarven archers learn to fire from horseback and are among the most feared in Loerem. Orks fighting at sea realize the bowmen are often the last defense before a boarding action — using arrows to decimate the enemy crew and flaming bolts to set sails afire. Only among the pecwae are archers rarely seen.

Weapon and Armor Proficiency: The archer is proficient with all simple and martial ranged weapons, all simple melee weapons, handaxe, shortsword, and light armor.

Skills: An archer does not gain Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), or Swim (Str) as class skills; instead, he gains Perception (Wis) and Stealth (Dex) as class skills.

Combat Archery (Ex): At 1st level, an archer chooses one feat from this following list: Far Shot, Mounted Archery, Rapid Reload, and Point-Blank Shot. At 2nd level, he adds Deadly Aim, Precise Shot, Quick Draw, and Rapid Shot to the list; at 4th level, add Agile Maneuver, Improved Precise Shot, and Manyshot; at 6th level, add Critical Focus, Armor Focus (Light), and Stealthy; at 8th level, add Armor Focus (Medium), Pinpoint Targeting, and Shot on the Run.



He can choose any eligible feat on the list even if he does not have the normal prerequisites. This replaces fighter's bonus feats.

Primary Ranged Weapon (Ex): At 1st level, an archer designates one of the following weapons as his primary ranged weapon: heavy crossbow, light crossbow, longbow, or shortbow. He receives a +1 bonus to all attacks and damage made with this primary weapon. This bonus stacks with the Weapon Focus and Weapon Specialization feats.

At 4th level and every four levels thereafter (8th, 12th, and 16th level), the archer may select a new primary ranged weapon or increase the attack and damage bonus in any one previously chosen primary ranged weapon by +1.

Agile (Ex): Starting at 2nd level, an archer gains a +1 bonus on Reflex saves. Anything that causes the archer to lose his Dexterity bonus to AC also causes him to lose this bonus. This bonus increases by +1 for every four levels beyond 2nd (+2 at 6th level, +3 at 10th, and so on). This ability replaces bravery. Starting at 3rd level, an archer gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the archer to lose his Dexterity bonus to AC also causes him to lose this dodge bonus. This bonus increases by +1 for every four levels thereafter (7th, 11th, and 15th). This ability replaces armor training.

Ranged Weapon Training (Ex): Starting at 5th level, an archer can select one weapon listed in the Primary Ranged Weapon ability. He gains a bonus equal to his Dexterity modifier on damage rolls when shooting with that weapon. This bonus stacks with the Primary Ranged Weapon ability and the Weapon Specialization feat. Every four levels thereafter (9th, 13th, and 17th), the archer picks up another weapon from the Primary Ranged Weapon list. This ability replaces weapon training.

Impeccable Aim (Ex): At 10th level, the archer can spend a full-round action, during which he does nothing but aim with a ranged weapon, and gain a bonus to either attack or damage (his choice) equal to 2 x his Dexterity modifier. Shooting after aiming is a full-attack action using the archer's highest attack bonus. If he is interrupted or hit while using this ability, he loses the bonus and must begin the aim anew.

Nimble Sniper (Ex): At 11th level, an archer can make ranged attacks with a primary ranged weapon without provoking attacks of opportunity.

Ranged Disarm (Ex): At 12th level, an archer may take a full-attack action to perform a disarm maneuver with a primary ranged weapon against a distant target. The archer uses his CMD plus all applicable bonuses from class abilities and range penalties against the target's CMD. This action always provokes attacks of opportunity from all creatures threatening the archer unless he has the Improved Disarm feat. If the archer also has the Greater Disarm feat, he may knock the object 15 feet away from the target in the direction of the attack.

Extended Range (Ex): A 14th-level archer is capable of shooting at targets from a fantastic range, increasing the maximum range increment of any range weapon he uses by one. Standard range modifiers still apply.

Snap Shot (Ex): At 15th level, an archer may make an attack of opportunity with a primary ranged weapon against a provoking opponent within 30 feet.

Intercepting Shot (Ex): At 16th level, an archer can automatically deflect one projectile attack with an arrow or bolt fired from a primary ranged weapon as a swift action. The projectile cannot exceed Tiny in size (such as another arrow, sling bullet, rock, throwing axe, or even a very small creature) but may be intended for any target, as long as its trajectory passes within or through the range of the archer's primary weapon.

Penetrating Shot (Ex): At 17th level, as a full-attack action an archer may perform one ranged attack with a primary ranged weapon that counts as a touch attack, bypassing the target's armor and shield.

Ranged Weapon Mastery (Ex): At 19th level, an archer chooses one primary ranged weapon. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1.

In addition, he cannot be disarmed while wielding a weapon of this type.

At 20th level, the archer may apply this ability to another primary ranged weapon. This replaces fighter's weapon mastery ability.

MOUNTED WARRIOR (ARCHETYPE)

Where there are horses, there will be mounted warriors. All warring nations make use of cavalrymen. They are utilized for hit-and-run tactics or a devastating mounted charge against the enemy's frontlines. A mounted warrior is never far from his horse. He understands the importance of his mount and has learned to respond to its needs. In turn, the mount becomes familiar with its master's commands, gestures, and body language. This intuitive understanding between man and beast makes the mounted warrior beyond a mere fighter riding a horse — it flawlessly synchronizes the pair in combat, taking full advantage of the mount's speed and ability to attack.

Most cultures maintain and deploy cavalry. Clan dwarves are the most notorious mounted warrior because of their unique affinity for horses. Since the Trevenici and pewae prefer traveling on foot, they usually have no need for standing troops of mounted warriors. Cavalry is nearly unheard of for the Nimrans. To the orks, the notion of horseback fighting is completely foreign.

Armor Proficiency: A mounted warrior does not gain proficiency with tower shields.

Skills: A mounted warrior does not gain Climb (Str), Craft (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), or Swim (Str) as class skills; instead, he gains Diplomacy (Cha), Knowledge (geography) (Int), Knowledge (history), Knowledge (nature), and Knowledge (nobility) as class skills.

Mounted Expertise (Ex): At 1st level, a mounted warrior chooses one feat from this following list: Animal Affinity, Mounted Archery, Mounted Combat, and Ride-By Attack. At 2nd level, he adds Improved Initiative, Intimidating Prowess, and Mobility to the list; at 4th level, add Improved Overrun, Improved Shield Bash, and Trample; at 6th level, add Greater Overrun, Spirited Charge, and Unseat; at 8th level, add Combat Reflexes, Deadly Aim, and Shot on the Run. He can choose any eligible feat on the list even if he does not have the normal prerequisites. This replaces fighter's bonus feats.

Mount (Ex): A mounted warrior gains the service of a loyal and trusty steed at 1st level to carry him into battle. This mount functions as a druid's animal companion, using the mounted warrior's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. The choice of mount is subject to the GM's approval. A mounted warrior does not take an armor check penalty on Ride checks while riding his mount.



The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat, but it does not gain the share spells special ability.

Should a mount die, the mounted warrior may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the mounted warrior gains a level.

Swift Cavalry (Ex): Starting at 2nd level, a mounted warrior and his mount both receive a +1 dodge bonus to AC and a +1 competence bonus to Reflex saves in mounted combat. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.

Speed Training (Ex): Starting at 3rd level, a mounted warrior can push the limit of his mount, increasing the mount's movement by +10'. Every four levels thereafter (7th, 11th, and 15th), its movement increases by +10' each time. The mount becomes fatigued after using this ability for more than an hour, and must rest for at least six hours or risk death from exhaustion. This replaces the armor training ability.

Expert Trainer (Ex): At 4th level, a mounted warrior can train mounts with unsurpassed ease and speed. The mounted warrior gains a bonus equal to 1/2 his mounted warrior level whenever he uses Handle Animal on an animal that serves as a mount. He also reduces the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can train more than one mount at once as well, albeit at +2 to DC for every subsequent mount.

Cavalry Training (Ex): Starting at 5th level, a mounted warrior and his mount gain a +2 bonus on attack and damage rolls in combat. Every four levels thereafter (9th, 13th, and 17th), this bonus increases by +2 each time for both mounted warrior and the steed. This replaces the weapon training ability.

Remain in Saddle (Ex): At 6th level, the mounted warrior gains a +4 bonus to CMD against trip attacks intended to dismount him. He also gains a +4 bonus to Reflex saves against all effects that would cause him to fall off any mount.

Expert Mounted Combat (Ex): At 7th level, a mounted warrior can make a full-attack action when riding his mount, providing it moves at least 10' between each attack.

Direct Mount (Ex): At 9th level, a mounted warrior treats any mount as combat trained. He can ride it into battle and command it to attack as if it was a warhorse.

Improved Mounted Combat (Ex): At 10th level, a mounted warrior has mastered the art of mounted combat and is able to effectively protect his mount in battle. The mounted warrior can make a number of additional Ride checks per round equal to his Dexterity modifier to negate hits on his mount.

Intuitive Bond (Su): At 11th level, as a swift action, a mounted warrior can share one combat feat he has with his mount as if the animal also possesses that feat. The GM determines whether the feat is applicable. (Viable examples include Blind-Fight, Combat Reflexes, Greater Overrun, Mobility, and Power Attack).

Defensive Maneuvering (Ex): At 12th level, the mounted warrior and his mount can no longer be flanked in combat. Only a rogue of four rogue levels higher than the character has in mounted warrior can flank him.

Intercept Mount (Ex): At 13th level, a mounted warrior can attempt to force another mount or speeding creature (ridden or otherwise) to stop by riding his mount into its path and blocking its movement. The mounted warrior's own mount must have sufficient movement for the intercept, or at least is able to keep abreast of the target side by side. The mounted warrior and the other ride make an opposed Ride check, or use the creature's Reflex save if not mounted. If the mounted warrior is successful, turn him and his mount 90 degrees across the front of the target, both coming to an immediate stop. Otherwise, the target proceeds normally.

Lightning Charge (Ex): At 16th level, the mounted warrior can perform a mounted charge that inflicts double damage (or triple damage with a lance). This ability stacks with the Spirited Charge feat, granting triple damage when mounted and charging (or quadruple damage with a lance).

Counterattack (Ex): An opponent making a melee attack against a 19th-level mounted warrior on his mount and misses immediately provokes an attack of opportunity from the mounted warrior and/or the mount. This ability replaces armor mastery.

Cavalry Mastery (Ex): At 20th level, all attacks made by a mounted warrior while riding his mount automatically confirm all critical threats and have their damage multiplier increased by +1. This replaces the weapon mastery ability.

MONK

The Order of the Keepers of Time boasts the most well-known, storied monks on Loerem. Simultaneously respected and feared by all for their privileged protection from the dragons, they are mysterious observers who wander the world and record history as tattoos on their bodies. These chroniclers also serve as an ominous sign, for their pervasion within a region often indicates imminence of a pivotal event. Humans comprise the bulk of the Order, though remote accounts of elven, dwarven, and orken members circulate as well.

Monasteries of other orders and dogmas have a rather sporadic existence in Loerem. Elves, by their meditative and introspective disposition, are a harmonious match for the disciplined life of a monk. Indeed, the nature-revering monks of the TromeK and Nimorea surpass the Keepers in number and are second only to them in fame. Even then, they seldom stray far from their mountain seclusion — those who do are usually tasked with a duty from their Eldest Masters.

Nearly all monks in Karnu and Dunkarga serve in their respective national temples and train as warrior-priests. Despite following a similar religion, these monks are fierce rivals not unlike their realms. Some dwarven clans are known to include a traveling friar whose main purpose is to preach — and sometimes forcibly beat into others — the doctrines of dwarven superiority. Although a pious people, the orks' seafaring society and capricious temperament leave very little room for orderly monks. Neither the pecwae nor the Trevenici currently count a monk among their ranks: the pecwae too pacifistic to learn any form of fighting, the Trevenici too wild to have the requisite self-control.

Use all standard Pathfinder® rules for the Monk character class in this campaign setting.

NOBLE

Most cultures in Loerem institute a clear division between commoners and the noblesse. Wealth, education, power, and privilege are available to those born into noble or royal families. Along with these benefits, though, also come the responsibilities and duties of titles and ranks.

One usually identifies nobles by affluence and its trappings. Early in a noble's career, he begins acquiring cohorts and followers to do his bidding — more so than other classes. A noble generally dresses in the finest clothes, drinks the finest wines, and surrounds himself with the luxuries only a privileged few can afford. The noble understands the often-dangerous games of intrigue played in the aristocratic and royal courts, and is adept in the subtle arts of information-gathering, blackmail, and character assassination.

Nobles are generally found in cultures ruled by monarchs with a stratified caste system. The noble Houses of the elves of TromeK, the royal courts of the humans of Vinnengael, Nimorea, Nimra, and Dunkarga have all given rise to aristocracy. In contrast, chieftains, shamans, and elders are the closest equivalent to nobles for dwarves, orks, and pecwae.

Role: The noble has a surprising balance to his skills. He is trained with weapons and armor, both to lead those under his rule into battle and to defend himself and his family's honor in a duel.

Alignment: Any
Hit Die: d8.

CLASS SKILLS

The noble's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the noble.

Weapon and Armor Proficiency: The noble is proficient in the use of all simple and martial weapons, and with all armor and shields (except tower shields).

Starting Money: A noble character begins play with 8d6 x 10 in argents.

Deceptive Melee (Ex): At 1st level, a noble knows how to use deception, feints, and goading to evade opponents while fighting unarmored. He may add his Charisma modifier to his AC in addition to his Dexterity modifier. If the noble dons any armor — even padded — he cannot use this ability. At 5th level, the noble may use this ability while wearing light armor, and in medium or light armor at 10th level.

Region of Influence (Ex): At 1st level, a noble selects a region or realm (such as Vinnengael, Nimra, the Dwarven Territory, etc.) as his base of power. While within the limits of the area, the noble can call in favors from those he knows.

By making an influence check, the noble can gain important information or acquire the loan of equipment, convoys, or documents from influential connections. To make an influence check, roll 1d20, add the noble's Charisma modifier, and 1/2 his noble class level (round down) as influence bonus. The GM sets the DC based on the nature and scope of the request. The DC ranges from 10 for a simple to as high as 30 or more for extremely risky, expensive, or unlawful requests. A noble can call favor a number of times per week equal to 1/2 his noble class levels (minimum one). However, if the noble fails the influence check, he must wait a whole week before he can retry that same request. In addition, the noble gains a +2 bonus on Bluff, Diplomacy, Intimidate, Knowledge, and Sense Motive checks when he is in his region of influence.

At 5th level and every five levels thereafter (10th, 15th, and 20th), the noble may select one additional area/nation/region, as he cultivate new ties and broadens his sphere of influence. Also, at each interval, the skill bonus for one region (including the one just selected, if so desired) increases by +2.

No noble should select a region that is openly opposing his current allegiance (such as Karnu for a Dungkarn or orken character) without a good reason.

The GM has the final approval here.

Inspiration: Starting at 2nd level, a noble can inspire allies to improve their chance of success. As a standard action, the noble can inspire all listening and observing allies within 30' for a number of rounds equal to his Charisma modifier. All inspired allies gain a +1 morale bonus on saving throws against fear, as well as on attack and weapon damage rolls. Every four levels thereafter (6th, 10th, 14th, and 18th), this bonus increases by +1. A noble can inspire a number of times per day equal to his Charisma modifier.

Resources (Ex): Starting at 2nd level, a noble has access to an array of resources (usually monetary funds from private treasury or wealthy allies). Once per day, the noble can make an influence check to procure resources of total value in argents equal to his influence check result times his noble class level. For example, a 2nd-level noble rolling an influence check of 15 would have resources worth up to (15 x 2 =) 30 argents available to him. These resources can take almost any form the noble chooses (within reason), and are his to do as he wishes. He can keep them, use them, give them away, or sell them. The resources must be accessible within 1d6 hours of travel time from the noble's location. (A noble traveling through the barrens of Nimorea is unlikely to get saltwater fish delivered to him, for instance.)

Leadership (Ex): A noble is born into a leadership position and is trained to lead from a very early age. At 3rd level, a noble gains the Leadership feat. At 6th level, he receives a +1 bonus to his leadership score, and every three levels thereafter (9th, 12th, 15th, and 18th), the bonus increases by +1. This enables the noble to recruit more cohorts and followers (of higher level) than other character classes of the same level. The cohorts and followers will be loyal to the noble and are usually available when called upon for aid.

Bonus Feat: At 4th, 8th, 12th, and 16th level, a noble gains one feat from this list: Alertness, Animal Affinity, Cleave, Combat Expertise, Dazzling Display, Deceitful, Defensive Combat Training, Exotic Weapon Proficiency, Improved Critical, Intimidating Prowess, Iron Will, Mounted Combat, Persuasive, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus. The noble must meet any prerequisites before taking a feat.

TABLE 3-1: NOBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	1st region of influence, deceptive melee
2	+1	+0	+0	+3	Inspiration +1, resources
3	+2	+1	+1	+3	Leadership
4	+3	+1	+1	+4	Bonus feat, indomitable presence
5	+3	+1	+1	+4	2nd region of influence, deceptive melee
6	+4	+2	+2	+5	Leadership +1, Inspiration +2
7	+5	+2	+2	+5	Silver tongue
8	+6/+1	+2	+2	+6	Bonus feat, demoralize opponent -1
9	+6/+1	+3	+3	+6	Inspire confidence +2, leadership +2
10	+7/+2	+3	+3	+7	3rd region of influence, deceptive melee, inspiration +3
11	+8/+3	+3	+3	+7	Rallying cry 1 round
12	+9/+4	+4	+4	+8	Bonus feat, demoralize opponent -2, leadership +3
13	+9/+4	+4	+4	+8	Long live my liege (half)
14	+10/+5	+4	+4	+9	Inspiration +4
15	+11/+6/+1	+5	+5	+9	4th region of influence, leadership +4, rallying cry 2 rounds
16	+12/+7/+2	+5	+5	+10	Bonus feat, deceptive melee, demoralize opponent -3
17	+12/+7/+2	+5	+5	+10	Long live my liege (full)
18	+13/+8/+3	+6	+6	+11	Bonus feat, inspiration +5, leadership +5
19	+14/+9/+4	+6	+6	+11	Rallying cry 3 rounds
20	+15/+10/+5	+6	+6	+12	5th region of influence, demoralize opponent -4

Indomitable Presence: A noble can be deceptively tenacious. At 4th level, as an immediate action, the noble can add his Charisma modifier to one attack roll, Will saving throw, or skill check that he attempts. He can do this once per day.

Silver Tongue (Sp): At 7th level, the noble can attempt to win trust and favor through flattery and charm — at least temporarily. This ability functions like a charm person spell, but with duration of 10 minutes per noble class level, and the noble must first engage the target in conversation for one minute, minimum. A Will saving throw (DC 10 + 1/2 the noble's level + the noble's Cha modifier) negates the effects. A target saving successfully is immune to this ability for the next 24 hours. A noble can use this ability a number of times per day equal to his Charisma modifier.

Demoralize Opponent (Ex): At 8th level, as a full-round action a noble can attempt to deflate the opponent's morale with sharp, unrelenting taunts. All opponents within 30' who are able to hear and comprehend the noble must succeed in a Will saving throw (DC 10 + 1/2 the noble's level + the noble's Cha modifier) or take a -1 morale penalty to their attack and weapon damage rolls.

A target saving successfully is immune to this ability for the next 24 hours.

At 12th level the penalty increases to -2, and every four levels thereafter (16th and 20th), add another -1 to the penalty. A noble can use this ability a number of times per day equal to his Charisma modifier.

Rallying Cry (Sp): At 11th level, a noble can exhort extraordinary effort out of his allies. This standard-action ability functions like a haste spell but lasts for only one round, with caster level equal to the noble's level. All targets must be able to see or hear the noble for this ability to take effect. Every four levels thereafter (15th and 19th), the noble can extend the duration by another round. A noble can use this ability a number of times per day equal to his Charisma modifier.

Long Live My Liege (Ex): A noble has no shortage of followers willing to sacrifice themselves rather than see him harmed. One conscious, mobile ally, cohort, or minion adjacent to a noble of at least 13th level can, as an immediate action, volunteer to take half of the damage upon himself from a single attack striking the noble. The volunteer must be able to perceive the attack.



For a 17th-level noble, each volunteer can opt to take full damage, leaving the noble unscathed! The noble cannot compel a PC to do this and must make polite request or perhaps negotiate with the player. This ability can be used for a number of times per day equal to 1/2 the noble's Leadership score.

PALADIN

Prince Helmos, son of King Tamaros of the old Vinnengaelean Empire, attained paladinhood as a teen before becoming a Dominion Lord, the ultimate champion of the divine. Since then, candidacy for human Dominion Lords had drawn largely from the paladin ranks in Vinnengael. However, being a paladin only increases the chance of assuming the mantle of Dominion Lord and does not guarantee it. This composes the true test of spiritual tenacity. There are old tales of aging paladins long denied such privilege by the gods for whatever reasons, and of once-righteous persons forsaking their convictions out of anger from rejection. But because the human Sovereign Stone needed to create new Dominion Lords is currently missing, presumably buried under the ruins of Old Vinnengael, the stories now serve as parables for losing one's beliefs.

Outside the empire, paladins are few and far between among the human realms. No greater than a half-score each claim the title in Dunkarga and Karnu, under the auspice of the holy but authoritarian All-Wise. The number is fewer still for Nimra and Nimorea combined. It remains a concept entirely unfathomable to the trevinci.

Paladins have surfaced in the land of Tromeek on a comparatively constant basis. To these elven crusaders, honoring their House and obligations to the Divine and Shield drive them as much as faith in the Father and the Mother. Paladins of clan dwarven origin are practically a myth, the most recent tracing back a hundred years ago when the Wolves last decided to bestow the honor. Orks are simply too mercurial with omens and portends, not morals and laws, guiding their every move. Any ork aspiring to paladinhood will have to buck not just the culture, but her own instincts, too. Pecwae paladins are, historically, such a precious commodity that nobody, save for perhaps a Keeper, has ever witnessed one in person — if one ever existed.

CLASS FEATURE

Apply the following revisions to the paladin class for the Sovereign Stone setting. All other class features not listed here function exactly the same as in the Pathfinder® Core Rulebook.

Spell-Like Abilities (Sp): This replaces the Spells class feature. As the gods' chosen defenders, paladins can focus their purity and will to call upon divine powers — no spellcasting necessary.

A paladin develops and uses divine spell-like abilities from the paladin spell-like ability list in Chapter 8. Her alignment, however, may still restrict her from casting certain spells opposed to her moral or beliefs. A paladin must choose and prepare her spell-like abilities in advance.

To prepare or activate a paladin spell-like ability, a paladin must have a Charisma score equal to at least $10 + \text{the spell-like ability level}$. The Difficulty Class for a saving throw against a paladin's spell-like ability is $10 + \text{the spell-like ability level} + \text{the paladin's Charisma modifier}$.

A paladin can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-11 in the Pathfinder® Core Rulebook for a paladin's base daily spell-like ability allotment. In addition, she receives bonus spell-like abilities per day if she has a high Charisma score. When Table 3-11 indicates that the paladin gets 0 spell-like abilities per day of a given level, she gains only the bonus spell-like abilities from her Charisma score for that spell-like ability level.

Paladins must pray for 1 hour each day to regain their daily allotment of spells. A paladin may prepare and use any spell-like ability on the paladin spell-like ability list, provided that she can use spell-like abilities of that level, but she must choose which spell-like abilities to prepare during her daily prayer. Paladins do not have access to curative spells or spell-like abilities, as healing is the purview of Earth Magic, cast by Earth elemental wizards and sorcerers.

A paladin receives no class spell-like abilities until 4th level. Thus, her caster level for those abilities is equal to her paladin level $- 3$.



Certain paladin spell-like abilities with range of "touch" and/or target of "creature/object touched," such as endure elements and protection from chaos/evil, have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "p" (superscript P).

RANGER

Nimoreans are undeniably the archetypical rangers in Loerem. The harsh environment in which they inhabit has done more than preparing them for a life out in the wild; their expertise in survival and stealth make them perfect scouts in services of their neighbor and principal ally, the Tromek elves. Nimrans are more likely to become druids, but Nimran trackers are not all too uncommon, either. Both Karnu and Dunkarga raise and train ranger units for border clashes. Elves usually consider themselves above the typical "dirty work" of taming the frontiers (not that they have much frontiers to concern themselves with, anyway), so they happily relegate the task to their Nimorean pals. The marauding clan dwarves boast legions of rangers with unparalleled archery skills, while the unhorsed get the retired ones.

Only the few odd orks venturing far inland stand a remote chance of developing the versatility necessary for a full-blown ranger. Despite their affinity with nature, pecwae rangers are almost as rare as pecwae barbarians.

CLASS FEATURE

Apply the following revisions to the ranger class for the Sovereign Stone setting. All other class features not listed here function exactly the same as in the Pathfinder® Core Rulebook.

Spell-Like Abilities (Sp): This replaces the Spells class feature. Rangers hone their survival instincts, acute senses, and wilderness skills to the brink of supernaturality and manifesting them as astounding powers.

A ranger begins gaining class spell-like abilities at 4th level. Rangers develop and use divine spell-like abilities from the ranger spell-like ability list in Chapter 8. A ranger must choose and prepare his spell-like abilities in advance. To prepare or activate a ranger spell-like ability, a ranger must have a Wisdom score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a ranger's spell-like ability is 10 + the spell-like ability level + the ranger's Wisdom modifier.

A ranger can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-12 in the Pathfinder® Core Rulebook for a ranger's base daily spell-like ability allotment.

In addition, he receives bonus spell-like abilities per day if she has a high Wisdom score. When Table 3-12 indicates that the ranger gets 0 spell-like abilities per day of a given level, he gains only the bonus spell-like abilities from her Wisdom score for that spell-like ability level.

Rangers must meditate for 1 hour each day to regain their daily allotment of spells. A ranger may prepare and use any spell-like ability on the ranger spell-like ability list, provided that he can use spell-like abilities of that level, but he must choose which spell-like abilities to prepare during his daily meditation. Rangers do not have access to curative spells or spell-like abilities, as healing is the purview of Earth Magic, cast by Earth elemental wizards and sorcerers.



A ranger receives no class spell-like abilities until 4th level. Thus, his caster level for those abilities is equal to his ranger level – 3.

Certain ranger spell-like abilities with range of “touch” and/or target of “creature/object touched,” such as endure elements and resist energy, have their range reduced to “personal” and target changed to “you.” They are marked in the spell-like ability list by “p” (superscript P).

ROGUE

Rogues fill a variety of roles on Loerem. They are con artists, cutpurses, burglars, emissaries, and spies. Within the law or outside it, rogues are creative individuals who know how to use their quick wit and myriad skills to obtain what they desire. Subtlety is preferred to brute force, as a rogue understands the most effective strike is that which the enemy does not see coming. Rogues are found among every race in Loerem. Their skills and adaptability speak well for those pursuing legitimate occupations, while permitting others to grow wealthy pursuing a life of crime.

Use all standard Pathfinder® rules for the Rogue character class in this campaign setting.

SAILOR (ARCHETYPE)

Loerem's oceans are vast, perfect settings for exciting adventure. Seafaring vessels from every nation engage in trade, transport, and even piracy. This is where sailors come in. Sailors are highly capable individuals, who have learned to react quickly to save their own lives and those of their comrades when threatened by either nature or enemies. Sailors take the most dire circumstances in stride, since they have come to learn that panic in any situation can spell disaster.

Thus, they may appear cold and ruthless to those who are not used to their pragmatic attitude.

Orks believe they originate from the ocean and most spend a good portion of their lives on ships. Nimrans, too, have a large fleet and have an affinity for the sea. Other human races are known to sail to some extent. The Trevenici see little reason to spend more time on board a seagoing vessel than it takes to reach their destination. Elven and pecwae sailors are extremely uncommon, dwarven sailors are even more so. All known dwarven sailors hail from the Jade Clan.

Weapon and Armor Proficiency: Sailors are proficient with all simple weapons, plus the net, rapier, scimitar, and trident. They are proficient with light armor, but not with shields.

Skills: A sailor does not gain Knowledge (dungeoneering) (Int) and Use Magic Device (Cha) as class skills; instead, she gains Knowledge (geography) (Int), Knowledge (nature) (Int), and Survival (Wis) as class skills.

Sea Lore (Ex): At 1st level, a sailor becomes acquainted with life aboard a ship. She gains a +2 bonus on Acrobatics, Climb, and Swim checks. This ability replaces trapfinding.

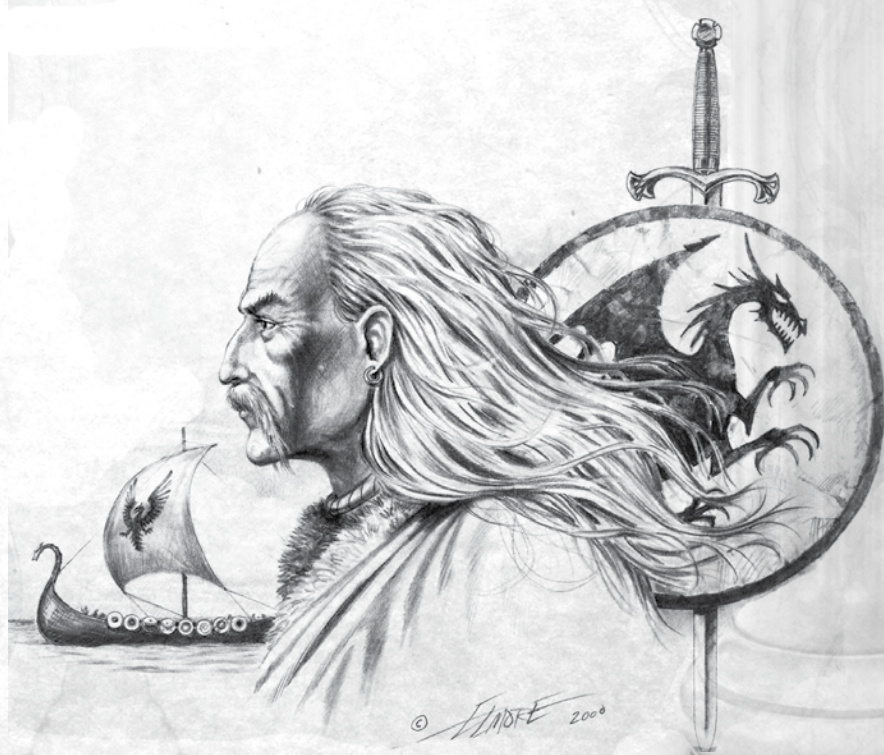
Seamanship (Ex): At 1st level and every level thereafter in the sailor class, a sailor automatically gains a +1 to skill rank in the Profession (sailor) skill.

Aquatic Endurance (Ex): At 2nd level, a sailor starts to develop resistance to all hazards of the water, such as seasickness, jellyfish sting, and drowning. She receives a bonus equal to 1/2 her sailor level on Fortitude saves against aquatic diseases and perils as well as marine-life poisons and venoms. She also gains a bonus equal to 1/2 her sailor level to Survival skill checks in aquatic environments (such as ocean, river, lake, etc.).

Sailor Talents: A sailor does not have access to these following rogue talents: Major Magic, Minor Magic, Quick Disable, and Trap Spotter; instead she replaces them with these following feats: Acrobatic Steps, Adopted Culture, Endurance, Nimble Moves, and Toughness. She must still meet any and all prerequisites to take a feat.

Shipboard Acrobatics (Ex): Starting at 2nd level, a sailor can utilize a ship's masts, rigging, ropes, sails, and similar structures for impromptu cover. Provided the sailor is wearing light or no armor, when fighting in such an environment she gains a +1 dodge bonus to AC and +1 bonus to Reflex saving throws. Both bonuses increase by +1 for every four levels beyond 2nd (+2 at 6th level, +3 at 10th, and so on). Anything that causes the sailor to lose her Dexterity bonus causes her to lose these bonuses as well.

Acrobatic Charge (Ex): At 10th level, a sailor can perform a charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.





CHAPTER FOUR: FEATS



A TAAN WARRIOR

I am not of this world.

One day, ten years ago, a Portal opened in the side of our holy mountain and a god stepped forth. He named himself Dagnarus, Lord of the Void. We brought our prayers to him and he answered them. He gave us food when we were hungry. He gave us water when we thirsted. Best of all, he gave us victory over our enemies.

He taught us the skills of the great warriors of his world and put into our hands weapons of steel. We became invincible. No army could withstand our might.

Our god said then that we were ready to move on. All this had been training. He led us into the magical Portal in the side of the mountain. We traveled to another world.

A world we will conquer in his name.

The people of Loerem can find themselves tested under the most perilous conditions. The difference between success and failure, or even life and death, is the abilities they possess, the feats that enable them to accomplish the extraordinary.

NEW FEAT DESCRIPTIONS

The feats below are new additions to the Sovereign Stone campaign setting.

ACROBATIC DODGE (COMBAT)

You can tumble away from a successful attack or a potentially disastrous predicament.

Prerequisite: Dodge, Mobility, Acrobatics 1 rank.

Benefit: Once per round when you are fighting defensively or in total defense and are hit in combat, you may attempt an Acrobatics check as an immediate action to negate the hit. The hit is negated if your Acrobatics check result is greater than the opponent's attack roll. In addition, once per day you can roll an Acrobatics check in place of a Reflex saving throw (though automatic failure and success rule for saves still applies). You cannot use this feat if you are flat-footed or otherwise denied your Dexterity bonus.

ADOPTED CULTURE

Your thorough familiarity with another way of life makes you practically a native of that culture.

Prerequisite: Ability to speak or understand the language of selected civilization.

Benefit: Choose a race, ethnicity, or culture. You are now considered a member for the purpose of meeting the racial/ethnic/cultural prerequisite matching your choice for all feats. In addition, you gain the Weapon Familiarity racial trait (if any) of that civilization.

Special: The GM has final approval on all new race/ethnicity/culture-specific feats chosen afterward. If such feats involve any genetic or physiological criterion that a character cannot possibly qualify or be eligible for (such as exclusive lineage, height limit, etc.), the GM should deny permission.

ARMOR FOCUS, HEAVY (COMBAT)

You have trained for hours in heavy armor, learning to bend when it bends.

Prerequisites: Armor Proficiency, Heavy.

Benefit: You gain a +1 dodge bonus to AC while wearing heavy armor.

ARMOR FOCUS, LIGHT (COMBAT)

You have trained for hours in light armor, learning to bend when it bends.

Prerequisites: Armor Proficiency, Light.

Benefit: You gain a +1 dodge bonus to AC while wearing light armor.

ARMOR FOCUS, MEDIUM (COMBAT)

You have trained for hours in medium armor, learning to bend when it bends.

Prerequisites: Armor Proficiency, Medium.

Benefit: You gain a +1 dodge bonus to AC while wearing medium armor.

BATTLE-TESTED (COMBAT)

Your extensive battlefield training and experience give you an edge over others.

Prerequisite: Karnuan, Wis 12, Iron Will, base attack bonus 6+.

Benefit: You gain a +2 competency bonus to your AC. You lose this bonus when you are flat-footed or in situations where you would normally lose your Dexterity bonus. In addition, you are shaken instead of frightened when you fail Will saving throws against fear effects.

BLOOD OF THE WOLF

You are unusually intense and focused, a natural leader who draws others to your side, inspiring a fierce loyalty from your "pack." This is a mark of leaders, for it was said that Saumel, the First Clan Chief of Clan Chiefs, was one of those born with this talent.

Prerequisite: Clan or unhorsed dwarf; Cha 12; Leadership.

Benefit: You gain a +2 bonus to your Leadership score.

CLOSE-ORDER FIGHTING (COMBAT)

You understand how to work with a partner in combat. This provides an ally next to you with cover without interfering with his attacks.

Prerequisites: Base attack bonus +3.

Benefit: As a swift action, designate one character adjacent to you. That character is treated as having the benefit of fighting behind partial cover (+2 to AC, +1 to Reflex saving throws). You may designate a new character each round, but that character must be in an adjacent square to receive this benefit.

COUNTERCHARGE STRIKE (COMBAT)

You are quick enough to take a swipe at a charging foe prior to his attack.

Prerequisite: Dex 15, Combat Reflexes.

Benefit: An opponent charging you provokes an attack of opportunity from you. This does not stop the opponent's movement so he may, if still conscious and mobile after the attack of opportunity, finish the charge action.

DECEPTIVE MELEE (COMBAT)

You know how to use deception, feints, and goading to evade opponents while fighting unarmored.

Prerequisite: Elf, Cha 12.

Benefit: This feat functions as the noble class feature of the same name at 1st level. You do not gain the ability to use it in light or medium armor at higher level, but are considered to have the deceptive melee class feature for feat prerequisite purpose.

Special: Should you later take a level in a class with the deceptive melee feature, you may immediately select another feat to replace this feat.



ELEMENTAL COUNTER (METAMAGIC)

You are expert in negating spells from the opposite element.

Benefit: You can counter a spell with any spell from the target spell's opposite element (Air vs. Earth, Fire vs. Water, and vice versa) that is of equal spell level or higher. An elemental counterspell uses up a spell slot one level higher than the spell's actual level.

Normal: As general rule, a spell can only counter itself.

EMPATHIC BOND

You can create a spiritual connection with any one animal.

Prerequisite: Pecwae, wild empathy class feature.

Benefit: You can forge an empathic link with one animal of your choice. You know the animal's exact location within 1 mile of you, and its general direction beyond that. In addition, you can make a DC 10 Sense Motive check to discern that animal's emotion (such as agitation, fear, hurt, joy, lethargy) and current attitude (from helpful to hostile) at any time regardless of distance. You can break the bond voluntarily at any time but cannot establish a new bond with another animal for at least one day.

ENTHRALLING

Your performances attract undivided attention from the audience.

Benefit: You gain a +2 bonus on skill checks for two Perform skills of your choice. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new Perform skills.

FAVORED QUARRY

You are an expert in tracking and hunting a certain type of quarry.

Prerequisite: Nimorean.

Benefit: This feat functions as the ranger's favored enemy class feature at 1st level. You gain neither additional favored enemies nor bonus increases from level advancement, but are considered to have the favored enemy class feature for feat prerequisite purposes.

Special: Should you later take a level in a class with the favored enemy feature, you must select another feat to replace this feat immediately.

FOOL'S LUCK

In Loerem, Fortune tends to smile upon the simple and the clumsy.

Prerequisite: Dex or Int 8 or below.

Benefit: You gain a +1 luck bonus to AC. In addition, once per day you may reroll any one die roll. You must accept the second roll, regardless of the result.

Special: You can gain this feat multiple times. Its effects stack. Each time you gain this feat, you increase the luck bonus to AC by +1 and may reroll one additional die roll per day.

GREATER INITIATIVE (COMBAT)

You react like a greased lightning.

Prerequisite: Dex 19, Improved Initiative.

Benefit: You roll two d20 and pick the higher roll for your initiative.

JOURNEYMAN

You are a consummate professional.

Benefit: You gain a +2 bonus on skill checks for a Craft skill and a Profession skill of your choice. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new Craft skill and a new Profession skill.

LEARNED

You are especially knowledgeable in certain fields of study.

Benefit: You gain a +2 bonus on skill checks for two Knowledge skills of your choice. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new Knowledge skills.

LEGENDARY

Loerem is a land of heroes, and you are among those destined for greatness.

Prerequisite: No ability score below 12.

Benefit: Add one point to any ability score every three levels, from the time you take this feat.

Normal: You add 1 point to any ability score at 4th level and every four levels thereafter.

MAGICAL ATTUNEMENT

You have the innate ability to sense and understand magic of a particular element.

Prerequisite: Wisdom 13.

Benefit: Choose an element of magic (Air, Earth, Fire, Water, or Void). You have the ability to sense magic of that particular element identical to detect magic. You can also identify specific magical effects of that element without having to roll Spellcraft checks.

Special: You may take this feat only as a 1st-level character.

Normal: Characters without this feat must use the sense magic spell to detect the presence of hidden magic or make use of the Spellcraft skill to identify specific magical effects.

MAGICAL SAVANT

In Loerem, everyone is capable of casting spells, even those who first appear to lack the requisite capacity for the simplest incantation. Then, there are those with the gift to grasp difficult magic beyond the comprehension of their peers.

Benefit: Your Intelligence, Wisdom, and Charisma scores are considered +2 higher for determining the maximum level of spells you can cast as well as spell-like abilities you can use. (You can learn and cast spells even if your ability is below 10 with this feat!)

Special: You can gain this feat multiple times, and its effects stack.

Each time you gain this feat, increase the bonus by +2. (For instance, taking Magical Savant twice gives you +4.)

MARTIAL SAVANT

You are a born warrior whose talent for battle can overcome physical and mental limitations, as well as expedite your training.

Benefit: Your ability scores, skill ranks, base attack bonus, and all numeric statistics are considered +2 higher for meeting the prerequisites of combat feats.

Special: You can gain this feat multiple times, and its effects stack. Each time you gain this feat, increase the bonus by +2. (For example, taking Martial Savant twice gives you +4.)

PINPOINT STRIKE (COMBAT)

You can bypass an opponent's armor and strike at vulnerable spots.

Prerequisite: Weapon Focus, Dazzling Display, base attack bonus +10, proficiency with selected weapon.

Benefit: As a standard action, make a single melee attack with a weapon in which you have Weapon Focus. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

QUIET SPELL (METAMAGIC)

You can muffle the noise made by the effects of your spells. Many a Void mage has used this feat with their vile castings to avoid detection.

Benefit: A spell modified by this metamagic feat is much harder to hear. It produces the same effect, but the consequent noise is much and thus it is harder to notice the spell's presence. For example, a quiet fireball emits a mere low rumbling rather than a loud explosion. Characters must make a Perception check ($DC = 15 + 5$ for every 5 feet outside of the initial area of effect) to hear any noise made by the spell. This feat cannot modify spells that deal sonic damage. A quiet spell uses up a spell slot one level higher than the spell's actual level.

RAGE (COMBAT)

You can whip yourself into frenzy during combat.

Prerequisite: Half-taan or Trevenici.

Benefit: This feat functions as the barbarian class feature of the same name at 1st level.

You do not gain additional number of rounds of rage from level advancement, but are considered to have the rage class feature for feat prerequisite purposes.

Special: Should you later take a level in a class with the rage feature, you may immediately select another feat to replace this feat.

RECOGNIZE OMEN

You can see tidings of good and evil in the events that happen around you.

Prerequisite: Ork, Wis 13, Knowledge (religion) 5 ranks.

Benefit: Once per day, you can scan your surroundings for an omen. On a successful DC 15 Perception check, you have witnessed a portent. You can then ask the GM one question as if you have just cast the spell augury (caster level is equal to character level).

SCHOLAR

You have perused countless volumes and treatises at either the Exalted Library in Dunkarga, or the Temple of the Magi Bibliotheca in New Vinnengael.

Prerequisite: Dunkargan or Vinnengaelean; Int 13.

Benefit: You may make all Knowledge skill checks untrained.

SECOND WIND (COMBAT)

You have learned to control your body and mind to rid yourself of fatigue.

Prerequisite: Con 12; Endurance or Great Fortitude.

Benefit: You can use a full-round action to "shake off" an amount of nonlethal damage equal to $1d6 +$ your Constitution modifier.

SHIELD PARRY (COMBAT)

You can deflect a successful strike at the last second with your shield.

Prerequisites: Shield Focus, Shield Proficiency, base attack bonus +1.

Benefit: Once per round when you are hit in combat, you may attempt a melee attack roll (adding the shield's AC bonus, including magical bonus, if any) as an immediate action to negate the hit. The hit is negated if your roll result is greater than the opponent's attack roll. Regardless of outcome, you lose the benefit of your shield until your next action. You cannot use this feat with tower shields.

SKILL MASTERY

You have attained mastery with a skill at which you rarely fail outright.

Prerequisite: 10 ranks in a skill with Skill Focus.

Benefit: Choose a skill in which you have Skill Focus. Once per day, you can reroll a check for that skill.

STROKE OF INGENUITY

You are resourceful and clever when it comes to making ruined items useful again... at least for the time being.

Prerequisite: Ork or unhorsed dwarf; Int 13; 1 rank in any one Craft or Knowledge (engineering) skill.

Benefit: Each round as a full-round action, you can restore temporary hit points equal to $1d6 +$ your Intelligence modifier to a broken item, contraption, weapon, armor, even siege engine or fortification by improvising materials at hand.

All these temporary hit points go away after the encounter, returning the item to broken condition until it can be properly repaired (DC 20 Craft check for items and weapons or Engineering check for fortifications, plus 1 hour of work per point of damage to be repaired). Magic items can be repaired by this feat, but your Intelligence must be equal to or higher than the caster level than that of the object. You can repair magic items that are destroyed (at 0 hit points or less) with this feat, but not restoring their magic abilities.

SUBDUING STRIKE (COMBAT)

You have learned to incapacitate opponents without killing them.

Prerequisites: Dex 13, base attack bonus +2.

Benefit: You take no penalty on your attack rolls when using a melee weapon to inflict nonlethal damage.

Normal: It is a -4 penalty for using a melee weapon to inflict nonlethal damage.

SURPRISE STRIKE (COMBAT)

If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage.

Prerequisite: Clan dwarf or Dunkargan or Karnuan; base attack bonus +3.

Benefit: This feat functions as the rogue's sneak attack class feature at 1st level.

You do not gain additional d6 from level advancement, but are considered to have the sneak attack class feature for feat prerequisite purposes.

Special: Should you later take a level in a class with the sneak attack feature, you must select another feat to replace this feat immediately.

TROMEK MEDITATION

You can reinvigorate yourself through quiet contemplation instead of normal rest, and in shorter time too.

Prerequisite: Elf or Nimorean.

Benefit: You can mediate for 4 hours to gain the full effects of an 8-hour sleep.

STUNNING RUSH (COMBAT)

You can knock the senses out of your opponents when you barrel into them.

Prerequisite: Half-taan or Trevenici; Str 16; rage class feature; Power Attack; Improved Bull Rush; Improved Overrun; base attack bonus +11.

Benefit: When you perform a successful bull rush or overrun while in rage, all your targets must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier). Those who fail this saving throw are stunned for 1 round (until just before your next turn).

WILD EMPATHY

You have the innate ability to improve the attitude of an animal.

Prerequisite: Nimran or pecwae.

Benefit: This feat as the class feature of the same name for druids and rangers. You roll 1d20 + 1/2 your character level + your Charisma modifier to determine the wild empathy result. You are also considered to have the wild empathy class feature for feat prerequisite purposes.

Special: Should you later take a level in a class with the wild empathy feature, you may immediately select another feat to replace this feat.

WILL OF THE RIGHTEOUS

The fire of righteousness in you burns bright and dispels the shadow of negative energy.

Prerequisite: Aura of good class feature or Iron Will; good alignment.

Reduce the number of level loss from every energy drain attack affecting you by 1. In addition, you can never be drained below level 1 (or 1 HD).

Special: You can gain this feat multiple times. Its effects do stack. Each time you take the feat, reduce the level loss from every energy drain by another 1.





CHAPTER FIVE: EQUIPMENT



LORD OF THE VOID

I am Dagnarus, second son of King Tamaros.

They believe I am dead. They will tell you I died two hundred years ago in the flames which destroyed the city of Old Vinnengael.

In truth, I died long before that, but my life and my death are stories for another time. Two hundred years passed. I waited, healed my wounds, regained my strength, amassed my power, trained my armies. I waited for the right moment to make my return to the world.

That moment has come.

The Sovereign Stone, lost to me these two centuries, has been found.

I will send the armies of the Void riding forth to claim that which is rightfully mine.

I will send them forth to conquer the world.

WEALTH AND MONEY

The markets of Old Vinnengael were renowned throughout Loerem. Traders and merchants of all creeds came through the Portals to conduct business in that once-great city. The currency of Vinnengael rose to become the standard accepted by many of Loerem's nations and that custom has continued to this day. Although other countries mint their own coins, the Vinnengaelean economy is the most stable, with its currency universally traded throughout the continent.

The most common mint is a half-ounce silver coin called the "argent." Some people just refer to it as a "silver" or a "silver coin." In Vinnengael they are usually termed "tams" because they bear the likeness of Vinnengael's greatest king, Tamaros. A larger silver coin, called the "domargent," weighs a full ounce and is worth twice the value of one argent.

Copper coins are known as "conents." Ten conents are equivalent to one argent. They are also called "coppers" or "phennigs."

Gold is the most valuable and the rarest piece in all Loerem. A half-ounce gold "orgent" is worth 100 argents.

Most royal coffers are stocked in gold bars weighing 20 pounds each. They are valued at exactly 640 orgents individually, as the weight would suggest. Each bar bears the seal of the mint that forged the bar and the counterseal of the Exchequer of the producing realm, guaranteeing the weight and gold content.

A rare prize is a coin marked with the Royal Seal of Tamaros, originally issued by the Old Vinnengaelean mint. These are highly collectible and accumulate more value as time passes. Currently an Old Vinnengaelean argent is worth ten argents.

Each human kingdom mints its own coinage, guaranteed at full declared value. At present, all of these kingdoms have aligned their rates to the Vinnengaelean standard. Whether these coins are accepted depends upon the merchant, location, and circumstances.

The elves mint their own coins. In addition, they use "theoretical" money — letters of credit. Such letters are based on stipend payments in crops or in goods and services.

Elven coins are of a better quality and more regulated than those of other realms, but because they rarely circulate outside of the Divine Lands of the Tromek, their value mirrors standard Vinnengaelean coins. Most transactions in recent years have equated the elven half-ounce silver coin to the Vinnengaelean argent. Many human merchants are wary of taking elven coinage. No one but another elf will accept an elven money-letter.

Dwarves use any and all coinage, generally in trade with other races. Dwarves barter with each other. Most dwarves have only a limited notion of what coins are worth. They would much rather trade for goods and are particularly interested in horses, tools, and weapons. Dwarves will give more in trade for a fine horse than could be purchased from them with any coin.

Orks do not mint coins, but they do use and accept any coin offered. They, however, will insist on testing and weighing the coin to ensure it is good. Such testing can be a long and tiresome process, involving biting the coin, sniffing it, standing it on end, flipping it to see if it wobbles, and even dropping the coin in water to find out if it sinks or floats. Once an ork decides a coin is false, no amount of persuasion can compel him to take it. Omens play a role in orken financial transactions too. If omens prove bad, an ork may decide that a sale was invalid and thus endeavor to take back the item, though he does not return the money. Orks also barter, but prefer coins since they are easier to transport than bales of wool or live animals. Orks know the value of every coin in the market, down to the phennig.

**TABLE 5-1: CURRENCY
& CONVERSION RATE**

	Conent	Argent	Domargent	Orgent
Conent (phennig)	1	1/10	1/20	1/1000
Argent (tam)	10	1	1/2	1/100
Domargent	20	2	1	1/50
Orgent	1000	100	50	1
Gold Bar	640,000	64,000	32,000	640

In addition to minted coins, bartering and trade may be another way to pay for goods and services. Adventurers have found that consolidating their wealth as jewelry and gems can be a relief from carrying bulging satchels full of coins. Unfortunately, jewels are usually easier to steal than a heavy sack.

For the Sovereign Stone setting, treat argents as equivalent to gold pieces for the baseline standard, i.e., change all references of gold piece to argent and scale the coins accordingly. For equipment, simply convert all listed cost for goods on a 1:1 basis; for example, a longspear listed as 5 gp in the Pathfinder® Core Rulebook is available for 5 argents in Loerem.

Each character begins play with a starting wealth as indicated in Table 6-1 of the Pathfinder® Core Rulebook, except the amount is in argents, not gold pieces.

SHOPPING AND PURCHASES

Most regions in Loerem can supply the latest in clothing and equipment. Most mid-sized towns or larger population centers have shops catering to everyday needs, as well as a few fine purveyors of unusual and interesting novelties.

Smaller towns and villages can usually supply what is necessary for basic living, but experienced soldiers, merchants, mages, or others with specialized needs will find some goods difficult to locate. Specialized items are usually found only in large cities or at the local fairs. Fairs are held once a year in most regions, usually during late summer or early autumn. Merchants from all over Loerem visit the fair during its brief operation, selling wares and services before moving on to another part of the region. Anything can be found at the fair, though not necessarily at the best prices. One can normally find the same items in a large city, but the search may take several days due to the myriad shops, vendors, and markets.

The listed cost on any list refers to the price asked, on average, at a fair or city shop. The same item is typically available for 10% to 20% less in a smaller town or village.

A buyer able to find a skilled artisan to craft the item can usually save money if he is willing to wait for the creation.

A basic item with no customization may cost 20% to 50% less, but the greater the discount, the longer it takes to acquire the item. Customization is normally available but also always more expensive. In all cases, caveat emptor applies — you tend to get what you pay for.

THE SMITHY

An array of unique weapons created by the people of Loerem complements the arms found in the Pathfinder® Core Rulebook.

Exotic Weapons: On Loerem, exotic weapons are generally found only among the races that created them, although occasionally one may come across a few at fair or in large cities. The listed cost assumes the buyer is at the region or realm of the weapon's manufacture. Otherwise, the weapon must be specially ordered and may cost anywhere from 2 to 5 times the list price.

Exotic weapons sold at fairs and in cities away from their origins also cost 2-5 times more.

NEW WEAPON DESCRIPTIONS

Weapons found on Table 5-2 are described below.

Arrows, Phoenix: These arrows have their tips treated with a mixture of phosphorus and combustible alchemical compounds. As one pierces through the air, the friction against the coating ignites the arrowhead. This eliminates the need to light the arrow before shooting. The arrows are so dubbed by Vinnengealeans for their brilliant burst in flight, like a speeding, majestic phoenix unfurling its wings.

A phoenix arrow must travel for at least 20 feet before igniting and deals an extra 1d4 points of fire damage on whatever it hits. It also sets anything flammable it strikes afire. A critical hit with this arrow means the target creature catches on fire and will take 1d6 points of fire damage per round for 1d6 rounds or until extinguished (a standard action).

Phoenix arrows have long been a favorite of clan dwarves — as equally long as the orks have disputed the dwarven boast of its invention, accusing the wolf marauders of stealing from them the original design.

Byrglaif: Elves are known for the patience and care they take when crafting fine weapons. Elves are most famous for their exceptional swords, the finest blades made in all of Loerem. The byrglaif is a short, curved sword with an extremely refined cutting edge. It is an elven warrior's secondary weapon and is usually presented with a hirglaif as a set. The proper use of this weapon is foreign to other races, and it is therefore considered an exotic weapon for all but elves (who can use a byrglaif with Martial Weapon Proficiency). A byrglaif qualifies as a masterwork weapon and grants a +1 bonus to attack rolls. The wielder may use the Weapon Finesse feat with this weapon.

Faz'ti: Requiring the Two-Weapon Fighting feat to use effectively in concert with another weapon, the faz'ti is a buckler (+1 shield AC) with a blade extending from the shield in line with the wielder's arm (the faz'ti thus can be found in right-and left-handed variants.)

Difficult to use as a primary weapon, those Karnuans who carry a faz'ti are more than happy to sacrifice the protection of a larger shield for the chance to have a second blade at the ready.

Flensing Blade: Heavy, broad-bladed swords made by orks and used to battle the giant sea snakes they claim live in the ocean. Medium-sized creatures can use a flensing blade two-handed as a martial weapon. A Large creature can use it one-handed in the same fashion. The flensing blade is considered a martial weapon for orks.

Goz'nej: Available for short swords or longswords, the goz'nej attaches above the hilt and enables the strong to break the blades of their opponents' weapons. To break a blade, the wielder of a goz'nej makes a melee attack against the opponent's CMD. If the attack is successful, the wielder inflicts damage equal to his Strength bonus on the defender's weapon, ignoring its hardness.

TABLE 5-2: NEW WEAPONS

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Goz'nej	8/12*	Spcl*	Spcl*	20/x2	—	½ lb.	—	—
<i>One-Handed Melee Weapons</i>								
Faz'ti	12 argents	1d4	1d6	19-20/x2	—	8 lbs.	P	—
Sable-spear	15 argents	1d6	1d8	x3	—	7 lbs.	B or P	—
Yaz'mat	15 argents	1d4	1d6	x2	—	3 lbs.	P	—
<i>Two-Handed Melee Weapons</i>								
Qor'maj	110 argents	2d4	2d6	x2	—	20 lbs.	P or S	reach
<i>Ranged</i>								
Arrows, Phoenix (10)	5 argents	+1d4*	+1d4*	—	—	1½ lbs.	—	—
Hahn'bez	1 argent	—	—	—	40 ft.	½ lb.	—	—
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Byrglaif	350 argents	1d6	1d8	19-20/x2	—	3 lbs.	S	—
Holgran	5 argents	1d4	1d6	x2	—	2 lbs.	B	—
War fan	30 argents	1d4	1d6	x3	—	3 lbs.	S	disarm
<i>One-Handed Melee Weapons</i>								
Flensing blade	20 argents	1d8	1d10	x3	—	7 lbs.	S	—
Saber, cavalry	30 argents	1d6	2d4	19-20/x2	—	5 lbs.	S	—
<i>Two-Handed Melee Weapons</i>								
Hirglaif	500 argents	1d8	1d10	19-20/x2	—	6 lbs.	S	—
Terbosh	15 argents	1d6	1d8	19-20/x2	—	8 lbs.	B	—
<i>Ranged Weapons</i>								
Longbow, dwarven	120 argents	1d6	1d8	x3	120 ft.	4 lbs.	P	—
Shortbow, dwarven	80 argents	1d6	1d6	x3	80 ft.	2 lbs.	P	—

*See description.

The goz'nej is available for 8 argents in Karnu, 12 argents elsewhere.

Hahn'bez: A simple length of wood about eighteen inches long with a notched bend at one end, the hahn'bez hang on leather thongs from the wrists of Karnuan spearmen until they are used as lever arms to throw shortspears far and with accuracy. Using a hahn'bez doubles the range increment of a thrown shortspear from 20 to 40 feet.

Hirglaif: This is a large, curved sword that, by decree of the Tromek Shield of the Divine, is made only in blacksmith shops that pass his personal inspection.

The hirglaif counts as a masterwork weapon and grants a +1 bonus to attack rolls. It is much too large to use one-handed without the Exotic Weapon Proficiency (hirglaif) feat, and is therefore considered an exotic weapon for all except elves (who can use hirglaif as martial weapons). Despite its length, a hirglaif is perfectly balanced, so the wielder may use the Weapon Finesse feat with this weapon.

There are stories of elven byrglaifs and hirglaifs taking decades, even centuries, to craft. These weapons are said to be deadlier than any other on Loerem, with the exception of enchanted blades (which the elves deem dishonorable). Blades of this quality are rare, indeed, and possessed only by the most honored members of the major elven Houses.

Holgran: Illegal in many places outside the Caliphate, Karnuans who wear a holgran favor it for its concealability and its effectiveness. Appearing otherwise like a normal leather gauntlet (and often sold with a matching normal gauntlet for the off-hand), a holgran has three iron spheres on its back, right above the knuckles. With a sharp shake, the iron balls extend on two-foot leather thongs and can be used to rake at opponents. When attacking from surprise, the wielder of a holgran can make a sneak attack as if flanking. There are varieties of holgran sold with spikes instead of spheres. These do the same damage as the typical holgran, but are slashing instead of bludgeoning.

Longbow, Dwarven: A large bow of unusual design that stands between 6 and 7 feet tall. Made of laminated horn, wood, or bone, the bow is longer at the top than at the bottom and is bent at both ends for greater power. The grip for the bow is not centered but placed close to the bottom of the bow, enabling the archer to use it while kneeling, standing or mounted.

Qor'maj: The qor'maj combines the reach of a pike with the three-pronged spread of a trident, enabling fewer pikemen to cover a wider front against cavalry charges. Made of solid iron and oak, it also has a secondary shaft that hinges out two feet below the head to provide additional bracing. Though usually dropped in favor of a sword once the line has broken, those who wield a qor'maj in melee combat suffer a -1 penalty due to its extreme weight and unwieldiness. However, if a ready action is used to set a qor'maj against a charge, double damage is dealt if a hit is scored against a charging combatant.

Saber, Cavalry: This curved blade is sharp only on one edge and is designed for use while mounted. Popularized by the dwarves, cavalry sabers have been adopted for combat by skilled Vinnengaelean cavalymen in recent years. When used while charging on horseback, the cavalry saber's critical threat range increases by +1. This stacks with the Improved Critical feat. The cavalry saber is considered a martial weapon for dwarves.

Sable-Spear: This is a 7-foot-long stick with a 2-inch-wide duck bill-shaped blade at the end. It can be used both to stab (like a spear), or to strike (like a staff), but it is particularly well designed to be used by mounted warriors against individuals afoot. A sable-spear deals double damage when used from the back of a charging mount. The sable-spear is not a reach weapon, nor is it properly weighted to be thrown.

Shortbow, Dwarven: A smaller version of the dwarven longbow, it is lighter and better suited for use on horseback (+1 bonus to ranged attacks while mounted, reducing the typical -4 penalty of attacking while mounted to -3).

Terbosh: A wooden rod about 5 feet long, studded with iron knobs along its length. The terbosh can be used either while mounted or on foot by grasping a ball at one end of the rod and swinging it about.

War Fan: A staple in the arsenal of almost every elven noble, this weapon appears to the untrained eye as nothing more than a finely crafted fan. In fact, its vanes are forged from steel and its tips needle-sharp.

When the war fan is first used in a melee against a foe unaware of its combat application, the wielder may attempt a Bluff check against the opponent's Sense Motive check as a free action.

TABLE 5-3: NEW ARMOR

					Arcane			
		Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Spell Failure Chance	30 ft.	20 ft.	Weight
Armor	Cost							
Light armor								
Khatangu leather	15 argents	+1	—	0	5%	30 ft.	20 ft.	5 lbs.
Woven bone	35 argents	+3	+5	-1	10%	30 ft.	20 ft.	20 lbs.
Medium Armor								
Lacquered wood	275 argents	+4	+3	-4*	20%	20 ft.	15 ft.	30 lbs.
Shields								
Iron fan	12 argents	+1	—	-1	5%	—	—	1 lb.
Pavaise	25 argents	*	—	-10	50%	—	—	45 lbs.

*See description

If the wielder wins the contest, he gains a +2 bonus to the attack roll for his first round of attack(s). This should not be confused with the iron fan, which serves as a shield.

Yaz'mat: A favorite weapon of Karnuan soldiers, the yaz'mat is a Karnuan short sword with a hooked notch several inches beneath the point that can be used to inflict extra damage on those struck by the blade. When the wielder of a yaz'mat is able to make a second attack on a target that he has successfully hit with the yaz'mat earlier in the round, he may choose to forego an attack roll and do an immediate 1d4 points of damage, plus appropriate Strength modifiers. This may only be done once per round.



THE ARMORY

Armor and shields are a necessity for the adventurer who wants to live a long and happy life.

Like weapons, armor and shield may cost 2-5 times more outside of their realm of origin.

NEW ARMOR DESCRIPTION

Any special benefits or accessories to the types of armor found on Table 5-3 are described below.

Iron Fan: The elves consider this a much more sophisticated version of the buckler shield, though you cannot wield a weapon in the same hand as the iron fan. You can, however, use the iron fan as a light off-hand weapon, dealing 1d4 points of bludgeon damage (x2 crit). If you use it as a weapon, you lose its AC bonus until your next action. A character needs Shield Proficiency to use an iron fan without penalty.

Khatangu Leather: This is a proud work of the unhorsed dwarves, who devised a special tanning process that made the leather even lighter, more pliant and less cumbersome. It is so flexible, in fact, it inhibits no mobility whatsoever and imposes no limit on maximum Dex bonus.

Lacquered Wood: This orken armor is constructed of rectangular wooden strips coated with a resilient lacquer finish. The strips are fastened to a sturdy woven cloth backing specially made for the orks by the Nimrans. A complete suit usually consists of a coat to protect the upper body and a skirt to cover the legs.

TABLE 5-4: NEW GOODS & SERVICES

The Provision Store

Item	Cost	Weight
Balm, bear (1 jar)	3 argents	—
Bed, tree	8 argents	8 lbs.
Blanket, soulmender	100 argents	3 lbs.
Bread, wander (1 loaf)	3 argents	½ lb.
Cape, camouflage	3 argents	1 lb.
Cloak, gray	10 argents	—
Firebang	2 argents	—
Gift of the sea gods (6 oz. bag)	4 argents	—
Glittersprinkle	20 argents	1 lb.
Gloves, steelbind	5 argents	—
Ink, vanishing (1 oz. vial)		
Simple	5 argent	—
Average	15 argents	—
Good	30 argents	—
Superior	80 argents	—
Lantern, brightmold	50 argents	3 lbs.
Lock, puzzle	120 argents	—
Ointment, camouflage	50 argents	—
Powder, purifying (1 pkt)	1 argent	—
Salve, rousing (1 jar)	15 argents	—
Salve, universal (1 jar)	25 argents	—
Tea, Celerity (1 serving)	120 argents	—
Wonderblade	3 argents	—

The Mageware Shop

Item	Cost	Weight
Medallion, burning	10 argent	1 lb.
Vial, Earth	2 conents	—
Vial, Water	2 conents	—

The Official Post

Item	Cost	Weight
Local guild listings	2 argents	—
Local maps	5 argents	—
Local wages report	2 argents	—
Regulations, trade	2 argents	—
Regulations, work-for-hire	2 argents	—
Royal Decrees	2 argents	—

The Stables

Item	Cost	Weight
Camel	100 argents	—
Grand Biton	500 argents	—
Hoofshield (1 flask)	20 argents	—
Pony, Steppe	50 argents	—
Soulmender	1000 argents	—

It imposes no armor penalties for Swim checks because of its natural buoyancy — a benefit that the orks greatly admire, knowing metal armor's propensity to sink, dragging down anyone foolish enough to wear it.

Pavaise: A large wooden shield nearly 6' tall with stakes at the bottom that are designed to be planted in the ground, commonly used to protect archers who cannot carry shields when they fire. The shield comes with a carrying strap and may be worn across the back to protect the carrier while you are on the move (+1 AC bonus against attacks from the rear).

The pavaise can provide up to total cover, so long as you remain concealed behind it. Reduce cover to partial when you move out to fire arrows, fight hand-to-hand, etc. A pavaise does not provide cover from targeted spells, and a spellcaster can cast a spell on you by targeting the pavaise. You cannot shield bash with a pavaise.

Woven Bone: This orken armor is made of bone fragments woven into supple leather backing. It is then layered over the torso, groin, and thighs, leaving the arms relatively unprotected and free to move about unhindered. This armor is less likely to weigh one down, and does not incur armor penalty on Swim checks.

THE PROVISION STORE

The suppliers of adventuring gear on Loerem offer several items unique to their respective races and realms.

Balm, Bear: Trevenici bar fights occur as often as the sun rises from the east. The pecwae concocted this herbal recipe to speed their pals' recovery from the bumps and bruises of such exploits. A character using bear balm recovers nonlethal damage at double the normal rate. Available in small single-application jars.

Bed, Tree: This Nimran creation is designed for travelers preferring not to sleep on uncomfortable or dangerous grounds. This contraption features a foldable wooden frame that latches or ties in place upon most any tree, with a canvas sheet stretched across the top. It provides a rest free from the dirt of earth and creatures wandering on land. A pitched roof to shield the sleeper from cold rain is available for 2 additional argents.

Blanket, Soulmender: Soulmender blankets are thick, velvety blankets woven from the silvery-gray hairs from a soulmender horse's tail and mane. Often, these dwarven-made blankets are dyed with a wide variety of geometric symbols, sometimes in vivid hues (more common amongst the unhorsed) or in more somber, earthen tones (for the clans). Soulmender blankets are highly fire-resistant (+3 circumstance bonus to saving throws and energy resistance 5 against fire effects and damage), as well as incredibly warm (+2 circumstance bonus to saving throws against Cold effects under its cover).

Bread, Wander: A pecwae creation for their oft-traveled Trevenici allies, the wander bread is a high-energy food. One slice will provide the same nourishment as half-day's worth of trail rations. There are about 20 slices to a loaf of wander bread.

Cape, Camouflage: A standard gear of Nimorean hunters, the colors and patterns of this blend the wearer into natural background, in a large yet lightweight netting or tarp that fits over all conventional armor and gives a +5 circumstance bonus to Stealth checks in wilderness environments.

Cloak, Gray: The neutral gray color and ingenious shading of this fine silky cloak enables its wearer to blend effortlessly into shadows, granting a +2 bonus to Stealth checks. A perennial favorite of the elven Wyred wizards.

Firebang: These are tiny segments of bamboo filled with salt. They also have a string that can be set on fire and when it burns away, splits the bamboo apart with a loud "bang!" and a belch of smoke.

Firebangs are in common employ of dwarven marauders who, in night raids, throw them to startle, distract, and disorient their victims. It is also good for masking the noise of a colleague sneaking in the proximity, adding a +5 DC to detect stealth attempts.

Gift of the Sea Gods: Orks are notoriously unskilled in healing magic. To compensate, they resort to improvised home remedies. The recipe, to cure nausea and seasickness in particular, calls for brown paste made from grounded seeds of the thorn apple, which ordinarily are poisonous if not distilled and blended with the proper ingredients. Unlike most ork remedies, this has no unpleasant odor and is actually quite soothing.

When taken, the Gift of the Sea Gods permits another Fortitude saving throw immediately to relief nausea and related conditions, with a +4 bonus against seasickness. Sold in 6-ounce single servings stuffed in sewn tuna bladders.

Glittersprinkle: It's customary for Vinnengaleans to heave this at festivals, revelries, and any sort of celebration. Glittersprinkle is a powder that flares into brief luminescence when exposed to air. There is enough glitter sprinkle in each small pouch to cover a five-foot square. Other than a cackling cacophony from the sprinkle's burst, it is completely harmless, but any invisible or obscured creature within the glittered square shows in clear outline for 1d4 rounds. The dust burns itself out afterward.

Gloves, Steelbind: Unhorsed dwarven smiths devised this to avoid losing fingers to errant blades or acids during their work. Rogues would add contact poisons to the list of reasons for acquiring a pair of these gloves. These are leather gloves woven and reinforced with steel to offer as much protection as a gauntlet, but minus the bulkiness. Each glove has 5 hardness.

Ink, Vanishing (1 oz. vial): This is a boon to those engaging in secret missives and communication — such as its elven inventors. It is a known trick among the elven Houses to compose innocuous letters with regular ink and code intended messages with vanishing ink on the margins. Outside smuggling, it is available only in Tromek, but even then it is officially contraband and the elves do not talk about it with foreigners.

It remains an "open secret," however, and anyone succeeding in a DC 15 Knowledge (local) check in the elven land can locate a purveyor of this illicit good. Coaxing a sale is usually a different matter.

Anything written or drawn with this ink will be visible for just 30 seconds (5 rounds) before fading out completely. The writing or diagram reappears only when the proper triggering agent is applied (full-round action per page of text). A successful Craft (alchemy) reveals the message without the proper trigger and takes 1 hour (the DC varies by ink quality).

Simple: This ink is keyed to a single common trigger, such as heat or vinegar, needing a DC 20 Craft (alchemy) check to reveal without trigger.

Average: This ink becomes visible to either two common triggers or one uncommon trigger, such as acid or blood. DC 25 Craft (alchemy) check to reveal without trigger.

Good: This ink reappears to either two uncommon triggers or one rare trigger, such as a specific vintage of wine or a specific type of creature's blood. DC 30 Craft (alchemy) check to reveal without trigger.

Superior: This ink is revealed by either two rare triggers or one unique trigger, such as a specific kind of monster's secretion or a specific person's blood. DC

Lantern, Brightmold: The brightmold is a luminescent underwater fungus harvested by the orken to make this device, which enables their divers to see in the great depths of ocean. The lantern itself is constructed from thin, hardened opaque fish leather. It has a single shutter, with all other sides coated in reflective compounds. Inside the lantern is a reef of brightmolds, capable of collectively projecting heatless illumination in a cone up to 60 feet away. The brightmolds can survive for 3 days out of water, after which the illumination begins to dim rapidly until the whole colony dies within 2-12 hours. A user can reenergize still-living brightmolds by immersing the reef fully in water for at least 8 hours. Otherwise, a new, replacement reef is required.

Lock, Puzzle: Orks routinely test their own and each other's intellects. They also strive to integrate their love for riddles into all their work. Therefore, no rogue should be surprised that an orken lock or similar security measure is to be "solved," not "picked." Virtually every orken lock is a turning, twisting, sliding puzzle of its own.

It has no keyhole and all interior mechanisms are sealed from intrusion, leaving just two ways to defeat it: solving the puzzle or forcibly destroying the lock. Some of the most secured containers and vaults on Loerem are protected by commissioned orken puzzle locks of prodigious complexity.

Attempts to disable a puzzle lock use Intelligence instead of Dexterity as key ability, and tools confer no bonus to the check; the DC for a typical puzzle lock starts at 30. Knock spells succeed only 50% of time against it.

Ointment, Camouflage: In addition to camouflage cape, Nimoreans also apply this ointment on themselves to mask their body scent when hunting. The balm consists of extracts of common plants and even soil, rendering the user invisible to a creature's scent ability outside of 30 feet when in the wilderness. Even within 20-30 feet away, the creature still must make a DC 10 Perception check to pick up the user's scent. A single application lasts 1 hour before losing potency.

Powder, Purifying (1 packet): Empty the contents into a small container to purify the water inside. The powder also treats seawater and any spoiled liquid, making it safe for consumption. The taste, on the other hand, certainly leaves ample room for desire. Available in sealed wax-paper packets, typically from Nimran and orken traders.

Salve, Rousing: This potently pungent herbal mixture can wake up an unconscious person immediately when a dab is smeared under his nose. This is the extent of the pecwae's idea for pranks, but the salve has had rescued adventurers from the brink of disaster in the past.

A single dose is sufficient to arouse a sleeper to wake, and for a character at negative hit points, he regains consciousness for one round and is treated as if he is disabled (0 hit point) in the interim. Each tiny jar contains 5 doses.

Salve, Universal: Each dose of this pecwae concoction stops bleeding and stabilizes a character instantly when applied to the wounds (a standard action). It also grants a +5 circumstance bonus to Heal checks when treating external poisons. Each tiny jar contains 5 doses.

Tea, Celerity: Brewed from the berries of a rare wintry plant in northern Tromek. The major elven Houses serve celerity tea only to esteemed guests. A serving of this aromatic, scintillating beverage temporarily increases the drinker's quickness, adding 5 feet to his base speed for an hour.

Although it is not a magical effect, the boost still counts as an enhancement bonus.

Wonderblade: Perhaps the most useful Karnuan contribution to the world. "Wonderblade" appears as a small, normal knife, but hidden with its handle are compartments for miniature utility tools such as plier, filer, pick, leather punch, etc., fishing hooks and lines, and even poison vials.

THE MAGEWARE SHOP

These shops are essential for those following magical, sagely, or academic pursuits. Mageware purveyors are always interested in acquiring rare or unusual alchemical, herbal, and animal constituents that might be useful to the arcane community. Mageware shops rarely have magic items for sale, since they are created usually for a specific person and are almost never sold on the open market. Should an enchanted item be lost or stolen, the owner will alert mageware shops to possible fencing. Because a person trafficking stolen goods may lose a hand like a common thief to the law, most proprietors refuse the risk. Those selling enchanted items must produce proof of ownership when asked by the officials. Mageware merchants talk to each other, so if a deal should become unpleasant, a shopkeeper can make it very difficult for a seller to rid himself of the item anywhere in that city.

Mageware shops do not advertise enchanted items for sale (at least not to the general population). Doing so would be an open invitation to thieves. Nor are the vendors likely to tell a stranger they have magical objects for sale.

If asked, they simply deny having such a thing on the premises. The wise mages may spend years cultivating relationships with the shops where they buy their supplies. Merchants will confide to their best customers only after a long record of mutual trust and friendship.

Medallion, Burning: These small medallions look like ceramic or copper spheres, suspended by a chain that can be worn about the neck. The sphere has small “air holes” and can be opened by twisting it apart, revealing an inner cavity. Typically, a smoldering ember is kept within the medallion, which can be used to light fires. An ember normally burns for 48 hours without needing to be stoked and refreshed (with a burnable substance, such as coal or dung). Many Fire mages will carry a burning medallion in order to maintain a constant source of fire available for their magic. A pinch of the smoldering ember can be used as a normal essence to power a spell.

Vial, Earth: A bit of earth is required for all Earth spells. This finely ground soil has no impurities and comes packaged in a glass vial with a stopper and necklace made of string. It gives an Earth mage uncontaminated component on hand for spellcasting at all times.

Vial, Water: Water is needed to cast spells using Water Magic. This purified water comes from a local spring and is bottled in a glass vial with a stopper and neck string.

SPELLCASTING SERVICES

Humans are the only race in Loerem to have turned magic into a commercial endeavor. One can hire a mage to perform almost any task, no matter how important or trivial. In Dunkarga, for example, one mage-guild is devoted to architectural design. Another guild specializes in mining, dispatching its Earth mages to dig mineshafts and find precious mineral deposits. In Vinnengael, mages open businesses to perform the same tasks, charging varying rates depending on whether they are “Church-sanctioned.”

Church-sanctioned mages had their training with the Church, but left the hierarchy after finishing their studies. Church-sanctioned mages are often able to charge higher fees for their services than those less proficient or have never affiliated with the Church.

Hiring a mage to cast spells is an expensive proposition. A reason hedge wizards (or unsanctioned mages) are so prevalent in rural areas is because poor farmers and villagers do not have the money to pay Church-trained mages to heal their sick, help with the harvest, or ward their livestock.

In Nimra and Nimorea, temples provide healing magic free of charge, although they “strongly encourage” a donation. Permission is usually granted for foreigners to enter a temple for healing, unless the character has committed a crime or is tainted by Void. In Vinnengael, the Church opens its healing houses to all free of charge, but donations from those affording to pay are expected. In Dunkarga, healing is through guilds specializing in healing arts, which set their own fees.

As a rule, wizards are paid on a per-spell basis since that is more lucrative. But very few people can employ a spellcaster in this manner for a length of time. Thus hired mages often enter service contracts and are assumed to be on call for the interim.

A typical contract pays the character’s elemental sorcerer or wizard levels + half the number of spells known pertaining to the job, then multiply 10 argents, per month.

OFFICIAL POST & SERVICES

Find out what is happening, both locally and abroad.

Local Guild Listing: A list of guilds in the local area sanctioned by the governing body and its affiliates. Only official guilds are shown.

Local Maps: For a fee, the local magistrates or governing officials will permit people to study and/or copy local maps.

Local Wages Report: Government workers are paid a standard rate. This report provides a list of hiring rates for specific jobs and full-time employment.

Regulations, Trade: Myriad trade regulations exist for the importing, exporting, and selling of goods and services. To avoid trouble with the law, a merchant should be aware of the regulations. Perusing the local copies is possible for a small fee.

Regulations, Work-for-Hire: Labor regulations are similar to trade regulations and can be examined at the local offices for a fee.

Royal Decrees: Current decrees are usually posted in public areas. Older decrees may not be posted, but they still apply. (Ignorance of the law is no excuse!) All existing royal decrees are available for study for a fee.

THE STABLES

Horses are the most popular choice for mounted transportation on Loerem, and nobody has good quality of steeds more consistently than the dwarves. There are three breeds of horses found in the Dwarven Territories that it is theoretically possible to purchase. Of the three, dwarves will typically only sell steppes ponies, and even then, only their nags. Grand bitons, and in particular soulmenders, are never sold to non-dwarves, though it is possible for the truly determined to track them down through the black markets. Just do not let a dwarf see you astride one.

Camel: Horses may be the preference everywhere else on Loerem, but camels are the definitive pick in Dunkarga and Karnu. No elegant or hardy steed can rival the camel when it comes to enduring the cruelty of the desert. A camel can survive for as long as a week with little or no food and water.

A trained camel can be a terrifying beast and a ferocious equal to any warhorse.

Grand Biton: A powerhouse of equines, the grand bitons are naturally aggressive and bred for battle. Averaging 17-20 hands tall, with specimens more than 21 hands tall, the grand bitons are enormous beasts.

Hoofshield (1 flask): Hoofshield is a special unguent used by dwarves to coat their horse's hooves to offer extra protection. Hoofshield hardens bone and horn, giving a +3 bonus to hardness. Hoofshield gives a steel-gray sheen to anything it is coating. A single application coats 1 cubic foot (2 doses will coat all four hooves of a horse) and lasts one week. A flask typically contains 10 doses. The Steel Clan prefers to use hoofshield over shoeing their horses.

Pony, Steppe: The typical mount of the Clan dwarves, steppes ponies are somewhere between the height of a donkey and a light horse (approximately 12-14 hands tall).

Soulmender: About the size of a light horse (14-15 hands tall), these beautiful and legendary horses are the pride of the dwarves, who will go to great lengths to "save" one that is mounted by a non-dwarf. They are particularly valued for their intelligence and for their silken tails and manes, from which soulmender blankets are woven.







CHAPTER SIX: ADDITIONAL RULES



BARON SHADAMEHR

It's very simple. I'm supposed to say "Thank you, gods" whenever they step in to save my silly neck. Well, I won't do it. I don't want them stepping into my life. I'm in control of my own destiny.

If I'm attacked by a thug in an alleyway, I don't want to find myself covered head to toe in fancy armor, looking like the Lord of Silver-plated Teapots. I want to be able to deal with the wretch myself—man to man, human to human, human to ork or dwarf or elf. I don't want to lose control of my life.

I am the bearer of the Sovereign Stone. I may not have been the chosen bearer, but I have accepted the burden, and I will carry it faithfully to the end.

This chapter presents rules for aging, hero points, and skill test, all designed to enhance the enjoyment of a Sovereign Stone campaign.

AGING AND ABILITY SCORES

Age can be used to help round out a character. How old a character is when he begins his life as an adventurer is generally up to the player. This should be discussed with the gamemaster, since it should fit the setting and the sort of game that he wishes to run. Usually a character is assumed to have reached age of majority for his race before he takes up the life of an adventurer (normally somewhere between 1/3 and 1/2 the years listed as middle age for the character's race). Over the years, a character ages, sees many things, becomes wiser, perhaps not so quick with his sword. Natural aging is a process accepted easily by players, especially since it creeps up on a character over time. The really shocking age changes can come from evil magic or encounters with terrible creatures, causing a character to age at an unseemly pace.

On the other hand, a character might find an elixir that grants eternal youth, or maybe takes off a year or two. In any case, it is handy to know what the effects of aging do to a character. To determine a character's maximum age, roll the indicated dice and add the result to the venerable age listed for the character's race. The gamemaster should secretly roll a character's maximum age. Once a character has reached his maximum age (be it naturally or through magical means), he passes away.

Middle Age: Upon reaching middle age, a character receives -1 to Strength, Constitution and Dexterity, but gains +1 to Intelligence, Wisdom and Charisma. No ability score can drop below 0 from aging.

Old: At this stage of life, the character loses another point off Strength, Constitution and Dexterity, but gains another point in Intelligence, Wisdom and Charisma. No ability score can drop below 0 from aging.

Venerable: A venerable character loses a third point off Strength, Constitution and Dexterity, but gains a third point in Intelligence, Wisdom and Charisma.

HERO POINTS

Sovereign Stone is a campaign setting of heroism and destiny. A thief by birth like Sir Gustav could overcome adversity to earn his place as a Dominion Lord. He could come to bear the Sovereign Stone as easily as Baron Shadamehr, heir to the Shadamehr noble legacy, or a pecwae naïve and innocent to the ways of the world such as Bashae. Whether it's preordained by the gods or fulfilled through self-determination, for good or bad, every character has the potential to impact the flow of history.

The means through which you can affect game play in such significant ways is Hero points. It is a game mechanic for you to manipulate fate in your favor, so you are able to rise above the challenge and further your destiny — whatever yet to be revealed.

Hero points is a concept introduced in Paizo Publishing's Advanced Player's Guide for the Pathfinder® game system. The adaptation here has been revised to suit the Sovereign Stone setting. Like the original, this version is also optional.

INITIAL HERO POINTS

You begin play with 1 hero point, regardless of your level. The GM should award you one additional hero point for creating a compelling "story hook" or motivation for adventuring with fellow party members. For example, it is easy to foresee conflict for a party with both a Karnuan and an ork, as the rancor between them will eventually consume the group whole — unless the relationship is kept cohesive by a bond stronger than their racial hatred. The Karnuan could have been sufficiently impressed by the ork's fighting prowess to shelf his prejudice (however temporary). The ork might be tolerant of this particular racial nemesis simply because the omens thus far have not supported vengeance but inexplicably encouraged the exact opposite.

TABLE 6-1: CHARACTER AGE

Race	Middle		Maximum	
	Age	Old	Venerable	Age
Dwarf	70 years	105 years	140 years	+1d100
Elf	150 years	225 years	300 years	+2d100
Human	35 years	53 years	70 years	+3d10
Pecwae	50 years	75 years	100 years	+4d10
Ork	38 years	56 years	75 years	+3d10

Not all cases are as drastic, but given Loerem's diversity, a common ground serves to keep the characters together while providing a foundation for dramatic subplots and interaction. This is much more preferable to the alternative: A collection of disparate, incompatible individuals, attitudes, and agendas that makes for unpleasant, short-lived game campaigns.

This bonus hero point is your reward for working with the GM and other players to create a playable dynamic that minimizes frictions and conflicts between all characters. The award should range from one point for a simple explanation ("I was hired by the Church as a bodyguard for Triana the Earth mage"), to three points for a layered, dynamic backstory with abundant campaign possibilities ("A spy for Dagnarus, instructed to aid the party only to betray them at the climactic moment. But as he witnesses and partakes in the party's heroic deeds, he will ultimately reject the Lord of Void, forsaking evil for good").

GAINING HERO POINTS

Any hero points spent are gone forever. You do not gain additional points by advancing in character level, but by contributing to the group's playing experience, staying focused for the present scenario, and role-playing.

You should have recorded somewhere on every character sheet a setup like this:

Cooperation_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

It is three rows with three "checkboxes" each. Your goal is to fill in the boxes for all rows, gaining 1 hero point every time after checking all three boxes in one row. The boxes do not clear until all nine (i.e., all three rows) have been checked, at which point you clear all boxes and start over. Boxes, whether checked or unchecked, carry over to the next game session, when you can try to fill those still blank.

Because you must complete all three rows before you can start again, you can ill-afford to negate any one row. Even a lonewolf character must find ways to aid his compatriots in order to complete the Cooperation row.

Until then, he remains stagnant and unable to gain additional hero points beyond the row(s) already finished. For example, Remus manages to check the entire second row ("Find the elven governor's missing heir") and third ("Vengeance") after two sessions, but until he demonstrate enough cohesion with other player characters to complete the Cooperation row, those two rows will not refresh, thereby preventing him from gaining more hero points.

On the other hand, there is no limit to how many hero points you can have at one time. If you are a stellar enough player to constantly accumulate one hero point after another, you deserve every one of them.

Top Row: This is always "Cooperation"; it is mandatory and never changes. This measures your game participation both as a character and a player. As the persona, you are expected to roleplay quirks, interact with the world, and work with fellow party members to attain noble aims, helping each other out whenever necessary. As a player, it's about showing up and playing the game, being considerate to fellow players and sharing spotlights, contributing to the experience with entertaining gameplay, extending courtesies to the GM and collaborating to create the best story possible.

Second Row: This represents the scenario's immediate objective as given by the GM. It could be as straightforward as "rescue townsfolk abducted by the mountain bandits," as byzantine as "solve Chief Wolfmoon's murder amidst a territorial dispute," or as onerous as "infiltrate Dagnarus' army." This may change between game sessions, as circumstances develop and alter throughout an adventure. A simple caravan transport at the beginning could be the façade concealing an elaborate conspiracy to topple a kingdom, for instance. You gain checks as you progress toward the goal, but you do not lose any boxes already checked if the GM replaces this with a new objective.

The GM can also use this row to highlight a theme in the adventure. It may be "Crusade" to illustrate courage and dedication, "Courtly Intrigue" for political struggles and battles of wits, "Tragedy" to roleplay the course and aftermath of a grievous event, or "Revelation" if you are expected to uncover a shocking secret.

Third Row: This is left blank for your own choice. We recommend picking one entry from the list below. The examples spanned a spectrum of traits, themes, demeanors, attitudes and propensities, from Chivalry to Levity to Vengeance. You may equate this to the central feature that best marks your motivation, virtues and vices, or the physical, mental, or emotional characteristic that stands out the most. Unlike Cooperation, this row can change. You may choose a different one at any time with the gamemaster's approval. Whatever you choose is the trait you want to highlight in upcoming sessions. When you feel it has run its course, you can ask to replace it with a new one.

Once you are acquainted with the process, feel free to pen in anything for the third row. This can be innocuous and innocent ("elicit the fancy of Lord/Lady _____"), a specific plan ("make 20,000 argents in the next six months"), potentially detrimental ("hide my Void taints from everybody")... in short, absolutely anything so long as the endeavor is worthwhile and has the gamemaster's blessing.

This final row can also change at almost any time — several times in the same adventure if the GM permits it. You can even make your choice during a game after you have a chance to realize your niche or role. However, it comes with a caveat: when you switch to a new choice, you lose all boxes already checked for the previous entry. For example, if you have two boxes checked for "decipher the Faulkendor Prophecy" but decide to replace it with "seek my long-lost brother," you lose those two boxes and must start the row all over. The lone exception to when you can change this row is if you have checked all three of its boxes; you have to then wait until you have finished checking the other two rows.

EXAMPLE ENTRIES

By no mean exhaustive, but this list offers a general overview of the major themes common in memorable characters.

Altruism: You are selfless, compassionate, and always looking to do what is righteous and morally correct.

Chivalry: You strive to be honorable and courageous. You protect the weak and your word is your bond. You do not cheat in any contest, including combat, holding yourself to a standard high above the rest.

Crusade: You have dedicated yourself to a cause. You embark on a passionate campaign to support and achieve that cause — to the point of martyrdom if necessary.

Dilemma: You are struggling externally or internally with a situation that requires you to take one unpleasant alternative or another. You do not necessarily have to resolve the issue to utmost satisfaction, but must role-play dealing with the negative consequences.

Finesse: You do not take the direct, brute-force route to circumvent a problem or obstacle, but instead rely on your cunning and *je ne sais quoi*.

Greed: You are insatiably greedy, easily tempted by money, perpetually trying to grab one more argent... possibly to the party's detriment.



Knowledge: The pursuit of scholarly knowledge drives you. Whenever an opportunity for learning something new arises, you are there, regardless of location and danger therein.

Levity: You are there to inject light-heartedness into the adventure, whether as the wisecracker, prankster, or foil.

Obsession: You are totally enamored with an object or another person to the point of lust. You covet it above all else and devote all your effort to acquiring it. It need not be the same person or thing from adventure to adventure, and you can even be obsessed with more than one quarry at a time.

Pacifism: You abhor violence and will not harm anybody or anything except in self-defense or defending helpless loved ones. You are never the aggressor or instigator in a fight.

Power: You seek power. Anything that increases your control over others, you want... perhaps even through unethical means.

Physical Limitation: You are currently hindered by a limiting physical condition. It may be a lingering illness, chronic injury, or severe handicap. You earn checks by role-playing the effects of the impairment and how you cope with it.

Pugnacious: You are quick to challenge any insult and avenge any slight, real or imagined. Equally as often, you are the provocation because you love to fight.

Redemption: You want to redeem yourself for a past sin or error. You want to prove yourself worthy again in someone's eyes (or your own).

Revelation: You either bear a terrible secret that will affect many lives around you when revealed, or you are laboring to uncover the truth of one such enigma. Role-play the struggle (for keeping a secret) or the determination (for unveiling a secret) to get boxes checked for this entry.

Romance: You are genuinely interested in a meaningful courtship. If you are alone, you may be seeking true love. If you have a prospective partner, you may be seeking to foster or strengthen that relationship.

Thrill: You constantly risk your own life (and sometimes others' as well) solely for the thrill of it. You do not mind endangering yourself for the exhilarating rush.

Tragedy: You are suffering a misfortune that is affecting you deeply. You are visibly troubled, possibly becoming a solemn, gloom-and-doom figure.

Vengeance: You are seeking retribution on someone who has wronged you, and will not quit until you have your revenge.

AWARDING CHECKS

The GM should award checks for effort, NOT achievement, taking into consideration the relevant plan, actions, and dedication, as well as the obstacles involved.

Therefore, striving to complement other player characters and players, enhancing the game's enjoyment for all, should earn a player checks for the Cooperation row. Not losing sight of the scenario's objective while advancing the story arc should net checks for the second row. The more ardent and dramatic is the pursuit or interaction involved, the more checks the GM should dispense for the final row.

Take "Romance," for instance. You can mark off boxes for exploring opportunities in a quest for eternal bliss, sparking and furthering a relationship, formulating schemes to overcome rejections, perhaps even relenting to a prospective lover's preferences... all regardless of the final outcome. Even you ultimately fail, the journey is what counts, both in spirit and checkboxes.

While the GM is well within his rights to dole out marks after the session, he should award them throughout a game, as soon as you take actions to justify one. When Triana goes out of her way to help the poor, she gets to check off one Altruism box immediately. When Renkin actually pauses from polishing his sword long enough to suggest a sensible battle plan, give him a Cooperation mark. Such instant gratification is a huge incentive for players to continue the good role-playing, while ensuring nothing is overlooked by the GM.

USING HERO POINTS

You can spend hero points at any time. Spending hero points requires no action, but you can only do so once per round. You can use hero point(s) for any one of these following effects.

Act Out of Turn: Spend a hero point to take your turn immediately. Treat this as a readied action, but it must be a move or standard action.

Bonus: If spent before rolling a d20, a hero point lets you add a bonus equal to a d8 roll to the result. If used after rolling a d20, this bonus is reduced to a d4 roll. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll.

Extra Action: Spend a hero point on your turn to gain an additional standard or move action this turn.

Insight: Spend a hero point to roll a check for a trained skill in which you have no ranks (i.e., untrained).

Inspiration: When you're stumped during the adventure, spend a hero point and ask the GM for a hint. If there is no useful or helpful information to give out, you retain the hero point.

Plot Twist: You can introduce or change elements of an encounter to your favor, as fortuitous turns occur to advance you toward your ultimate destiny. The cost depends on the twist's impact on the plot. A minor stroke of luck, such as a chance meeting with a helpful acquaintance in foreign land or the enemy sentries are preoccupied with playing dice rather than watching the gate, may cost 1 or 2 hero points. Significant changes or coincidences — precautions taken retroactively because of a previous omen, the opponent breaking his weapon, or discovering a weakness in a foe's defense, etc. — would run 3 to 4 hero points apiece. Any amazing, improbable swing of fate, such as stumbling into taan warriors hiding inside the Vinnengaelean sewers when you are unarmed, carrying an incapacitated ally, yet still able to leave completely unscathed, is worth 5 hero points or more. You must advance a story arc and be creative when spending hero points for this purpose. The GM can refuse or edit the proposed twist as he sees fit.

Recall: Spend a hero point to recall a spell or class spell-like ability you have already cast or activated, or to gain another use of a special ability that is otherwise limited. This is applicable only to spells and abilities that recharge on a daily basis.

Reroll: Spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll.

Reserve: If you have a class feature to give you a point pool, such as a monk's ki pool or gunslinger's grit, you can use a hero point as a point for that pool. You can do this only when the pool or class feature has no point left (i.e., at 0).

Shun Death: Spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points. For example, a character about to be slain by an arrow can have the arrow strike and pierce the character's holy symbol instead, reducing the damage enough to prevent him from death. You can spend hero points in this way to prevent the death of a familiar, animal companion, special mount, or eidolon, but not another character or NPC.

Special: Spend 2 hero points and petition the GM to let you attempt nearly anything that would normally be almost impossible, from casting a spell of one higher level than you could normally cast to bypassing a foe's damage reduction or energy resistance entirely. The GM should consider the request carefully and, if permitted, the attempt should be accompanied by a difficult check or penalty on the die roll. No one else may spend additional hero points on such an attempt.

USING HERO POINTS TO AFFECT CAMPAIGN

Protagonists in Sovereign Stone have aspirations and ambitions that will change the world. In the act of chasing after the agendas you are likely to influence the many lives on Loerem. You are blessed with unique abilities from the gods, but what will you do with them?

King Tamaros sought everlasting peace for all races, a desire that led to the coming of the Sovereign Stone. Prince Dagnarus coveted the power of the Sovereign Stone, a drive culminated in the invasion of Loerem by monsters from the other end of the world. Lord Gustav “the Mad” dedicated himself to recovering the lost Sovereign Stone, a single-minded quest that might ultimately restore Vinnengaelean glory and hasten a terrible war at the same time.

With hero points, you too can inspire new traditions and ideologies, shift the perspective of realms or factions, improve or impair cultural and social relations, initiate or resolve conflicts while leaving an indelible mark on history.

As a player, this is a chance to write your own subplot or even contribute a major story arc. Think of it as becoming an author or narrator for a while, with the world your stage and your character the star, about to implement a paradigm or trigger a spectacular chain of events.

Relevant role-playing is linchpin to materializing such agency. You must follow a proper course and work to set it in motion. For example, prior to consummating a courtship with a noble, you have to make overtures; to defuse an ancient feud between realms, include diplomatic missions in your immediate future; and it would behoove you to master Church bureaucracy first before trying to unravel the lost Ritual of Transfiguration. The grander the pursuit, the greater the effort you are expected to put forth.

You must discuss every such influential goal and its ultimate outcome thoroughly beforehand with the GM, who, as always, can reject or modify anything. Once the GM has given the final approval and you have spent the hero points mutually agreed upon, it becomes an eventuality for the campaign, as opposed to achieving the same through incidental gameplay. No die rolls or checkmarks necessary. In addition, the GM should award bonus XP for spending hero points to positively influence the campaign.

The scope and scale determine the cost of hero points, as suggested below.

Personal: Affects mostly yourself. Examples include perfecting a secret family recipe (1 point), teaching and training self in a completely foreign skill (2 points), overcoming a personal addiction (3 points), producing a masterpiece or enacting a virtuoso performance (4 points), earning a prestigious promotion or title (5 points), getting a nomination to become Dominion Lord (10 points). Bonus XP at this level is usually hero points spent x 100.

Immediate: Affects those in your proximity, or a community such as a village or town. Examples include funding and maintaining a local House of Healing (2 points), negotiating truce between two local rivals (5 points), founding a minor dwarven clan (8 points). Bonus XP at this level is usually hero points spent x 250.



Notable: Affects the equivalent of a large city or bears a noticeable impact. Examples includes running for a pivotal official post (3 points), establishing a trade guild, school, or cult (5 points), improving the status and respect for half-taan in taan tribe (10 points). Bonus XP at this level is usually hero points spent x 500.

Remarkable: Affects a whole region, such as a duchy in the Vinnengealean Empire. Examples include trailblazing a new trade route (5 points), solving a famous regional mystery or crime (8 points), accomplishing a great heroic deed that inspires others to name (or rename) a locale in your honor (12 points). Bonus XP at this level is usually hero points spent x 750.

Historic: Affects a sovereignty or race. Examples include originating a major trend (10 points), pivotal position with a major institution such as the Imperial Academy of Cavalry in Krammes or the Temple of Magi in New Vinnengael (10-15 points), romancing a royal ruling member (15 points), convincing all taan to hail you as a hero or demigod (20 points). Bonus XP at this level is usually hero points spent x 1,000.

Legendary: Affects the entire continent of Loerem. Examples include rediscovering the original Ritual of Transfiguration or discovering a new one (20 points), founding a new nation or becoming the head of a state (30 points), dealing the killing blow to Dagnarus, Lord of the Void (40 points), beseeching the gods for the Sovereign Stone (50 points), restoring all Portals to their erstwhile state (50 points). Bonus XP at this level is usually hero points spent x 1,500.

SKILL TEST

A Sovereign Stone adventure may feature a variety of noncombat encounters. These scenes may emphasize endurance and stealth (sneaking into a taan base-camp atop a treacherous mountain), negotiation (an audience with the Dunkargan king), cunning (solving a complex puzzle), or anything else that truly tries player creativity and the characters' skills. Skill test is designed to account for all action in such encounters.

BASIC CONCEPT

In a skill test, the player characters make skill checks to accumulate a number of successes before they tally too many failures and end the encounter.

The GM may award automatic successes for great ideas, or remove failures if the ideas enable complete recovery from previous blunders. Bonuses may be given as well for a sound plan or approach.

Example: The party searches for the buried Temple of Magi in the Old Vinnengael ruins. Achieving twelve successes indicates they locate its remnants.

Accruing six failures before attaining the successes, however, means they fail to find their way and are lost amidst the rubbles.

The party can score automatic successes through divination spells (or automatic failures if the augury proves untrue!), doing something exceptional clever or helpful to narrow the search (securing a relic, accurate map of the city), or spending hero points for apt plot twists.

CREATING AND RUNNING SKILL TESTS

Context and goal defines a skill test, and that is the first thing a GM should think about when setting up skill tests. Why is this a skill test and not a throwaway encounter? What do the characters achieve if they are successful? What is the test's impact on the adventure? How will the outcome affect the scenario and even the campaign? Succeeding in a skill test should be important to the adventure, but not so critical that a string of bad rolls would derail all progress. At worst, a failed test represents a long delay or detour, not a catastrophe that the characters cannot recover from.

Next, the GM chooses a complexity from 1 to 5 for the skill test; 1 being simple, 5 being arduous. The complexity determines the number of successes required to complete the test, as well as the number of failures before defeat (see Table 6-2).

After choosing the complexity, the GM should be flexible throughout the skill test. Leave the decisions for what skills to use entirely to the players. Let them discuss and devise their own approach, solution, and how to roleplay it. Make it a team effort whenever possible, invite everybody to contribute. Then, when a character is ready to make an attempt, set the DC for each roll according to how relevant the skill being used is to the test.

The GM should not divulge the DC for all checks, as well as the accumulated total for successes and failures, until the test concludes. This will evoke uncertainty and suspense.

A skill test may last for hours, days, weeks, and even months. The GM should decide how many attempts are feasible within a given timeframe (for example, one per hour, three per day, five per week, etc).

Example: Dugal the Fire mage opts to cast divination for clues to the destroyed Old Vinnengaelean Temple. He succeeds and the GM decides he learns enough to give the party one success.

Lady Crane wants to correlate known lore and researches to help pin down the general area with a Knowledge (history) check. The GM assigns it a DC 25. She passes the check with assistance from Dugal (aid another) and the GM notes two successes privately.

Ranger Bartow rolls a Perception check to scan for nearby signs to the Temple — at DC 50 because it is highly improbable — and gets the first failure, but then remembers he does have an allegedly accurate map of the city (mostly true). This lets him attempt a Survival check to interpret the details correctly at DC 20, a roll he makes with relative ease.

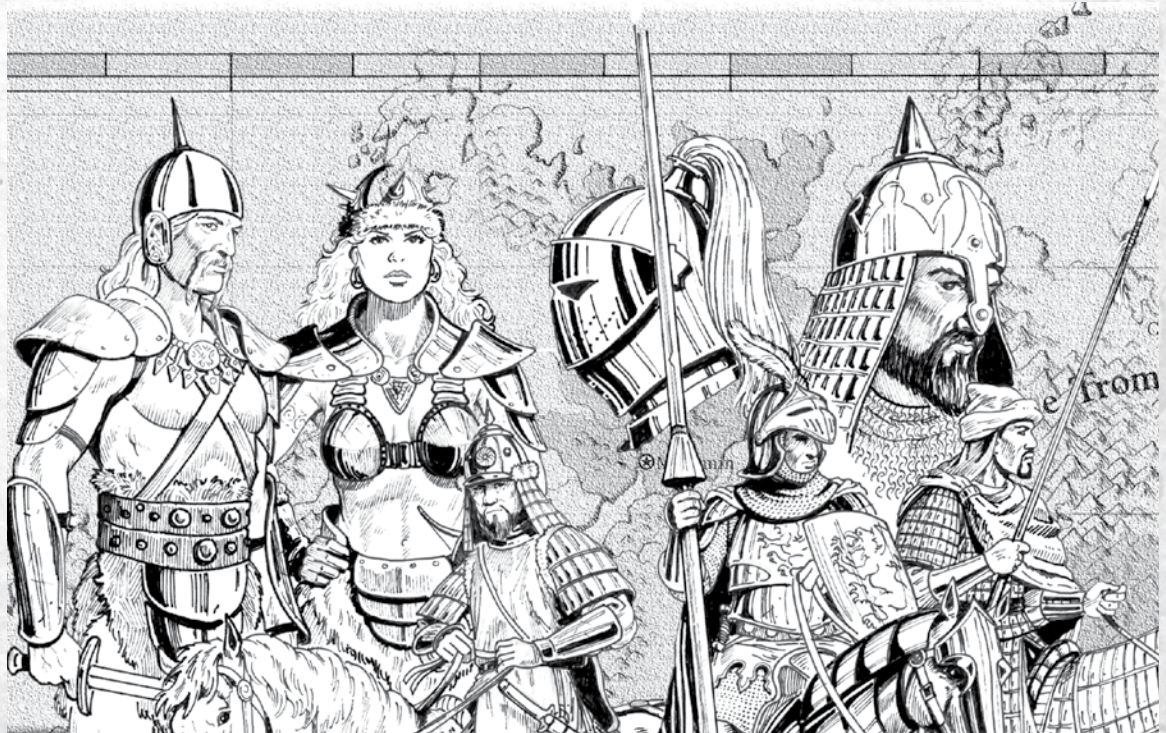
Never a clear thinker, Rogg the barbarian seeks to confront and exact information from the ghosts of dead Vinnengaeleans lingering among the debris. The GM knows it is completely futile since the spirits cannot be intimidated, so the effort gains nothing but an automatic failure.

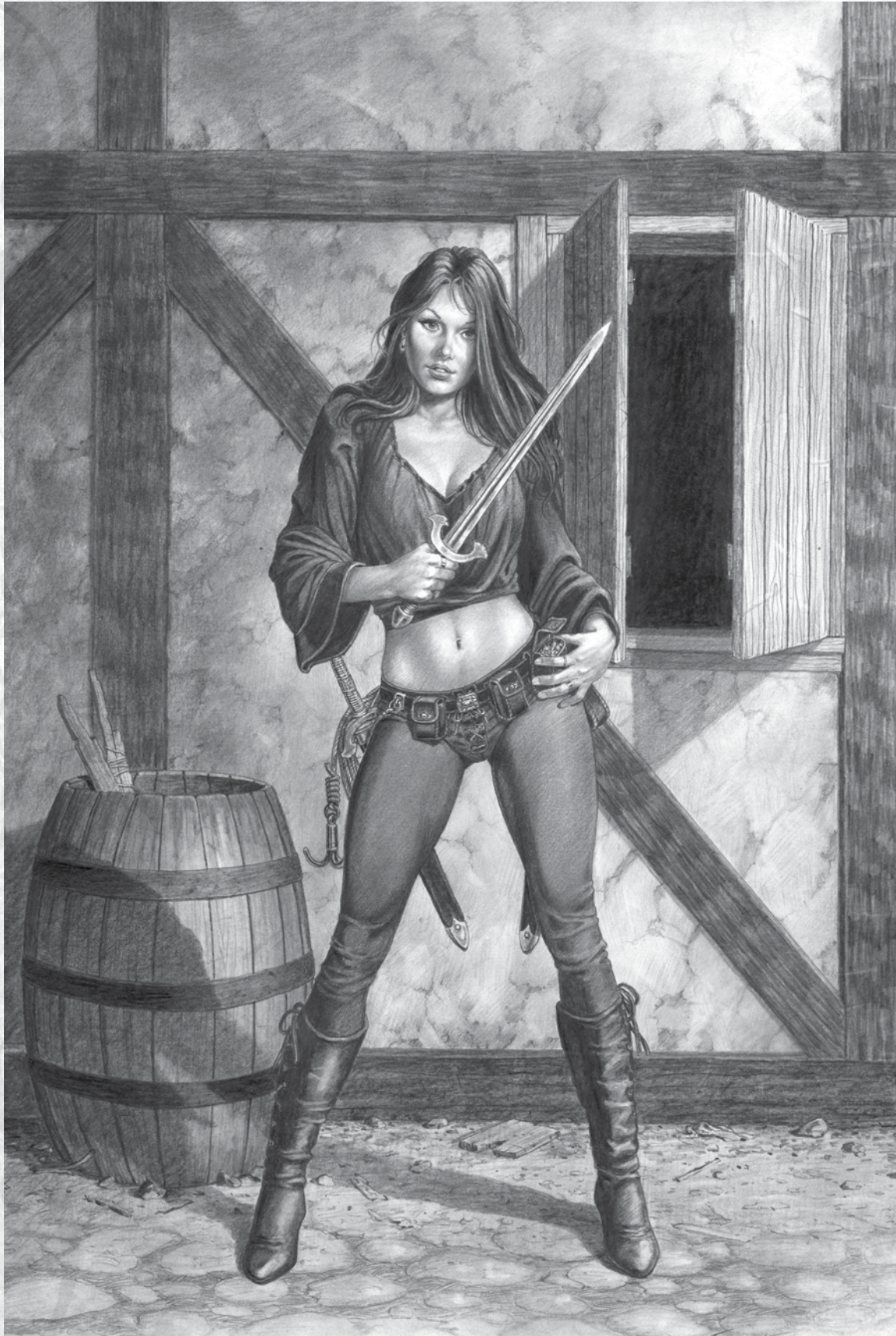
At this point, Lady Crane steps in again to offer her religious insight as to prospective sites. Taking into consideration the result of her prior skill check, the GM makes it a DC 20 Knowledge (religion) check, for which she is again successful.

So far, the party has accrued four out of the twelve successes needed against two failures. The characters have been exploring ideas and learning through trial and error, but they still got a long way to go...

**TABLE 6-2: SKILL
TEST COMPLEXITY**

Complexity	Successes	Failures
1	4	2
2	6	3
3	8	4
4	10	5
5	12	6







CHAPTER SEVEN: MAGIC

GUILD MASTER SERIM IBN ALAKIR, THE SERPENT'S TONGUE MAGE-GUILD

A mage's greatest strength and strongest defense is not his prowess but his reputation.

We dress as wizards because that is how we are expected to dress. When we look the part we gain the respect that is commensurate with the part. The soldier has his sword, we have our rings and chains of office. They mark us as powerful men.

The lowly should be wary that they do not anger us, for we control the power of the gods!

Unless specified otherwise in this chapter, spellcasting follow all rules in the Pathfinder® Core Rulebook.

THE ELEMENTS OF MAGIC

The magical elements are known to balance each other. Each element has an opposing element. Earth opposes Air. Fire opposes Water. In the center of all four elements is the Void, which opposes all of the natural elements.

Each of Loerem's races (humans, dwarves, elves, pecwae, and orks) is considered to be advantaged in a natural element, neutral to those elements adjacent to their advantaged element, and disadvantaged in the opposite element (see Table 7-1).

A spellcaster can become advantaged in Void magic regardless of his race. But once he does, he is considered disadvantaged in all the other magical elements (even the one in which he is naturally advantaged). This condition is known as being "tainted by Void."

TABLE 7-1: RACES AND THE MAGICAL ELEMENTS

Race	Advantaged	Neutral	Disadvantaged
Humans	Earth	Fire & Water	Air
Pecwae	Earth	Fire & Water	Air
Dwarves	Fire	Air & Earth	Water
Elves	Air	Fire & Water	Earth
Orks	Water	Air & Earth	Fire

AIR MAGIC

The purviews of Air magic are listed below.

Charm: These spells compel the behavior of intelligent beings (excluding animals). Charms can also animate objects for short periods of time. Some charms are part of enchanted items to beguile or entice victims.

Illusion: These spells mislead the senses or minds. Illusion spells typically forge scenes, sounds, or smells that do not exist in reality.

Mentalism: These spells discern truth, falsehood, and between that which is real and unreal. They dispel illusions, ascertain the veracity of spoken statements, and reveal one's thoughts.

Travel: These spells affect the speed and mode of movement of either creatures or vehicles.

EARTH MAGIC

The purviews of Earth magic are listed below.

Animal: These spells affect animals, magical beasts, and vermin. Transformations from one form to another also fall under this aspect. In addition, they enable communication with animals.

Construction: These spells change the properties of an object or substance of the Earth element. For instance, a construction spell could erect a wall of stone, but not a wall of flame (clearly the domain of Fire magic).

Healing: These spells return health and vigor to the injured or diseased. Such magic cannot restore life to someone who has expired, no matter the circumstance of death. Magical healing cannot dispose of parasitic infestation or curse symptoms, but is able to repair physical damage and temporarily ease the pain they caused.

Plant: These spells restore health to plants, speed plant growth, improve crops, and enable communication with plants and plant-like beings. Such spells can also transmute plants or polymorph matter into plant and vice versa.

Protection: These spells shield the recipient from physical injury, danger, or magical attack. These spells often imbue otherwise mundane items with temporary magical power to deflect or diminish physical damage, affect spellcasting, or interrupt magical effects. Other protection spells ward areas from intrusion.

FIRE MAGIC

The purviews of Fire magic are listed below.

Animal: These spells affect animals, magical beasts, and vermin. Transformations from one form to another also fall under this aspect. In addition, they enable communication with animals.

Conversion: These spells are often mistaken for construction spells. Conversion spells deal solely with fluctuations in temperature and illumination in small, localized vicinities. Conversion cannot change an object's shape or its basic properties, unless it can be altered by heat (melt ice, boil water).

Divination (past): These spells let the caster view past events, although the caster is unable to determine the veracity of scenes witnessed while scrying. For example, it is possible that a spellcaster might scry a time when an area is cloaked with an illusion, or a meeting is staged to fool any who might be "watching." Past divination spells penetrate time, not space, and thus do not normally enable the mage to scry over distances. These spells are usually effective only when cast at the location of the queried event.

Electricity/Fire: These spells enable the caster to harness and shape electrical and fire energy.

VOID MAGIC

The purviews of Void magic are listed below.

Destruction: These spells can harm not just other living creatures, but other elements too. They might cause water to become brackish, or make once-fertile fields barren in an instant.

Necromancy: These spells deal with death, dying, decay, despair, disease, communication with spirits beyond the grave, the unnatural manipulation of bodies (living or dead), the transference of life essence, and the creation of undead.

Shadow: These spells utilize shadows for movement, darkness, and semi-real illusions.

WATER MAGIC

The purviews of Water magic are listed below.

Communication: These spells facilitate the exchange of information, signals, or messages in various forms, including verbal, gestures, and written.

Divination (present): These spells let the caster divine events as they are currently happening. Present divination spells can cover long distances, therefore perfect for eavesdropping and spying.

Weather: These spells enable the caster to control the forces of weather. Weather spells conjure all types of natural hazard from rainstorms to blizzards, etc. They can also mitigate weather effects, both magical and natural.

THE MANIFESTATION OF MAGIC

Each living thing (be it person, plant, or animal) in Loerem has a magical aura. Such aura envelopes the body and extends out to 6 inches. In essence, the aura protects living things from random magical energies of the world. For most (i.e., those without any supernatural abilities), it does not affect directed magical energies (such as spells or effects).

Beyond the personal aura, the denizens of Loerem have discovered (intentionally or otherwise) means to manipulate the magical energies permeating the world. The end result manifests either as spells or spell-like abilities.



SPELLS

When casting a spell, the elemental mage serves as a vessel for gathering magical energy. Once he has gathered the energy, he molds and shapes the energy into the desired result — the spell. The more experienced a caster becomes in channeling and shaping magic, the more potent the spell effects.

This is the conscious form of controlling magical energies. The mage is fully aware of the entire course of action, from preparing the spell to launching it with arcane gestures, and even tracing all the way back to the choice of learning that particular spell. To wizards, it is a science in the sense that they have developed a complex yet reliable system to bring about the same magical effects consistently; one just has to invest the effort into mastering it. Much like adding two 1's together will always give you 2, moving your hands in certain patterns while chanting certain words and using certain material components will always cause the magical energies to behave in a certain way — this is known as spellcasting, and how magic usually manifests.

The same principles apply for sorcerers, except they are able to grasp the system on the intuitive level like prodigies of other sciences and art.

SPELL-LIKE ABILITIES

Spell-like abilities use the same magical energies as spells. Unlike a conventional campaign, classes such as the bard, cleric, druid, paladin, and ranger do not cast spells in the Sovereign Stone setting. For them, class spell-like abilities become the interpretation for the wondrous magical effects they are capable of producing. When a bard senses magic, a cleric blesses a pool of water, a druid speaks with animals, a paladin empowers his weapon, or a ranger gains the endurance of a bear, the character is able to innately channel personal magical aura to mimic spell effects. They do this on a less deliberate, more reflexive level than mages with spellcasting because it is attributed to preternatural talent developed through experience, training, instinct, insight, willpower, and partially a “gift from the gods” rather than magical spells. For example, a hermit can order vines to entangle opponents not because he knows what gestures and materials to use, but because the unique spiritual connection he has forged with nature enables him to communicate with plants intuitively and ask them to do his bidding, all without external components.

By comparison, clerics use their religious ties and inner faith in the divine to drive their class spell-like abilities.

Characters may also use scrolls, staves, wands, and other devices operating on spell trigger activation if they have the spell on their class spell-like abilities list. They must also be able to read magic to “spell-cast” from scrolls.

That said, class spell-like abilities have their limitations. Characters must still “prepare” them like wizards do with spells. The rationale is that they have limited magical energies in reserve, so they must try to anticipate what abilities they might need and how often for the day. Because characters manifest them primarily on a personal level, some touch spells like cat's grace, protection from evil, and resist energy have their range and target reduced to “personal” and “you” in spell-like ability form (marked with “p”; see Chapter 8: Spells). While some abilities permit characters to transmute themselves, they usually cannot alter the size or form of another. Certain other spells are dropped to better reflect the interpretation and concept for the respective classes, such as reduce animal for rangers, as well as curative spells since they are solely the purview of Earth magic.

Characters still need all material components listed for the original spell in order to activate it as a spell-like ability. For example, a cleric must have powdered diamond worth at least 25,000 argents to activate miracle, a small loop of leather is still requisite for bards to use displacement, and so on.

ARCANE/DIVINE SPELLS

Although magical energies come from the gods, the Sovereign Stone setting makes no strict distinction or division to classify spells as either arcane or divine. For purpose of ease, all spells and class spell-like abilities retain their status from standard Pathfinder® rules. Thus, spells for elemental wizards and sorcerers as well as the bard's class spell-like abilities are considered arcane, while the class spell-like abilities of clerics, druids, and paladins remain divine.

ELEMENTAL ENERGY TYPES

The types of energy each magical element usually produces are shown below. As well, the elements can replicate force effect, though the spells retain their elemental appearance. (For example, fire magic missile is a force spell that manifests as energy darts sheathed in flame.)

Air: Cold or sonic; sometimes physical damage.

Earth: Rarely does an Earth magic spell inflict damage other than the physical type.

Fire: Purely fire damage.

Water: Acid or cold; sometimes physical damage.

Void: Negative energy, which in this setting is a composite energy consisting of shadow, death, unlife, and incomprehensible dark, unholy forces. No spell other than death ward offers energy defense against the Void, although the damage can be recovered normally.

ELEMENTAL ESSENCE

The energy of a magic spell is drawn primarily from the environment surrounding the spellcaster. Magical energy pervades Loerem, invested in it by the gods during the world's creation. Magic normally manifests from one of the four natural elements: Fire, Earth, Air, and Water. Every spell requires a bit of its primary element to serve as a material component, or "spark," when the spell is cast. Without at least a pinch of the required element, no spell can ever take effect.

The Void is the fifth element, often called the "unnatural" element. Instead of using a material spark for its spells, Void magic is believed to draw its energy from "death." Void magic consumes the very life force of the caster in order to power its spells. Casting Void magic is very dangerous, since it drains the caster's own life.

The material component of a spell, commonly known as "essence," must always be present for a spell's casting. Only a small amount of the essence is needed, but it must be within the spellcaster's magical aura.

Normally, a pinch of soil or a stone is used as the catalyst for Earth magic spells; a drop of water is needed to cast Water magic spells; a spark must be generated to power a Fire magic spell, although an open flame or embers will serve just as well; Air magic spells merely require clean air within the caster's aura to initiate.

The essence is always consumed during spellcasting in the first round. Elemental essences also replace all material components required for a spell.

ESSENCES OF QUALITY

A quality essence improves a spell's potency. There are three levels of essences of quality: fine, exceptional, and holy.

A fine essence of quality adds +1 to effective caster level and the spell's save DC. Fine essences of quality are purified water, air of a crisp winter day, ember of high-grade charcoal, etc. These are fairly common and may be purchased from Temples and scriptoriums for 5 argents, or 3 argents for members of the faith in good standing and repeat clientele.

Exceptional essences add +2 to effective caster level and the spell's save DC. An exceptional essence is more difficult to obtain. It might be a spark from the Holy Fires of Dwarfdom or air from the top of the highest mountain in the Divine Lands of the Tromek. Cost for such essences is what the market will bear, though they are seldom for sale.

A holy essence is immensely valuable and rare in the extreme, adds +5 to effective caster level and the spell's save DC. An essence of this level might be water from the Ork's holy mountain, Mount Sa 'Gra, or a relic from the ruined Temple of the Magi in Old Vinnengael. Holy essences are closely guarded and never for sale (at least not on the open market).

As with normal essences, essences of quality are consumed by the magical force on the first round of spellcasting. Powerful spells, such as polymorph any object or time stop, may demand essences of the corresponding quality as deemed by the GM. (For example, casting stone to flesh may require an essence of at least exceptional quality, such as the soil from a Temple garden. The quest for the essence can be an adventure in itself.)

CONTAMINATED ESSENCES

Elemental mages usually prefer to use the purest available sample of the element for their spells. It is assumed that a mage is using fresh air, pure spring water, rich soil/pure stone, or clean-burning fire when spellcasting. In time of need, a mage may resort to contaminated essences. These are the opposite of essences of quality. Essences of subpar quality incur a -1 penalty to effective caster level (to minimum 0) and the spell's save DC; -2 for poor essences; -5 for corrupted essences.

Example: While in a stable Triana is forced to cast an Earth magic spell using manure-ridden dirt on the filthy floor. The essence is impure, making the channeling and shaping of magic more difficult. Its poor quality reduces her effective caster level for the spell by 2. Casting an Air magic spell with the waft of a smoke-filled tavern would face the same disadvantage.

CASTING VOID MAGIC SPELLS

A Void mage, whether wizard or sorcerer, sacrifices his own life force to power his spells, so he can never be deprived of his elemental essence. The Void mage loses an amount of hit points equal to the level of the spell he is casting; it costs 1 hit point each time to cast a 1st-level Void spell, 2 hit points per 2nd-level Void spell, and so on. For 0-level spells, the Void mage takes 1d6 nonlethal damage per casting and is still considered tainted by Void.

Void wizards can also sacrifice hit points instead of spell slots when boosting a Void spell with metamagic feats. They can sacrifice hit points instead of spell slots when augmenting a Void spell with metamagic feats, doing so at the cost of 1d6 hit point damage per spell slot level substituted. They can do this even if they do not normally have a slot of sufficiently high level to accommodate the metamagic feat. They may choose whether to sacrifice life force for each metamagic feat applied, but can never suffer fewer damage dice than the requisite spell slot level for any one. The Void mage suffers the damage after the spell takes effect or when he fails to cast the spell.

TAINTED BY VOID

A Void mage becomes tainted by Void as soon as he attempts to cast a Void spell. Upon that moment lesions and pustules form on his body as it reacts to the unwholesome touch of Void magic. These symptoms continue or worsen so long as he persists to cast Void magic. These ugly marks are hard to conceal and can be very painful. They cannot be healed by magic, but must heal all wounds naturally, and will not fade completely until the mage ceases to be tainted. Regardless of when a Void mage actually becomes tainted by Void, the final point of damage healed is always considered the one that lifts the taint.

Void mages can face the problem of contaminated essences if they are wasting with disease or suffering from the ill effects of poison.

Example: Maligoth, a Void wizard, is struck by a sword for 14 points of damage. To cover his escape, he casts darkness, a 2nd-level Void spell. He loses 2 more hit points from the casting and is now tainted by Void. He must heal all damage (16 so far from the sword wound and casting a Void magic spell) naturally to remove his taint. Even though he took the sword damage prior to his becoming tainted by Void, that damage may not be healed magically but normally because of the Void taint.

MAGIC AND THE RACES

The many races and cultures of Loerem have very different views of magic and its role in the world. But because of the difficulty as well as time-consuming nature of studying magic, the dangers involved, and certain cultural aspersions cast upon the use of magic, those who have persevered with their learning to become even semi-proficient casters are relatively few in number.

Only about one in every two hundred individuals has become a full-fledged spellcaster, devoting entire life solely to the advancement of the art. These casters are typically Revered Magi from the Temple of the Magi, guild mages, elven Wyred, or orken shamans.

About one in every three hundred people has been indoctrinated in the ways of magic, but does not actively strive to hone his skills. Such a person has other duties, and considers his magic a tool to facilitate tasks. A stonecutter, for example, might use Earth magic to make his daily work easier.

Self-taught mages are the scarcest. Perhaps only one out of five hundred persons has the means and latent talent to pursue magical studies alone. Those who do often find the process quite slow and arduous, and either surrender the endeavor or locate a mentor to assist their learning.

DWARVES

Dwarves take note that the wolf, from which they descended, fears only one element: Fire. Because the wolf reveres Fire, the dwarves have also come to revere Fire, an element that can both sustain life and take it.

Throughout the centuries the dwarves have become adept of Fire magic, but they by no means rely on it. To them, magic is a tool to complement their labors. Neither the clan dwarves nor the unhorsed have schools for teaching magic to aspiring mages. Clan dwarves are uniformly self-taught mages and very few ever rise to high levels of expertise.



Those who do become very powerful, often gaining the ear of the clan chieftain. Skill with the arcane is more prevalent among the unhorsed dwarves. The unhorsed are commonly self-taught as well, for they view learning magic a deeply personal endeavor. Lately, however, certain Fire-mage groups have dedicated themselves to the wide dissemination of the magical art among the unhorsed. A recent religious movement that reveres the Sovereign Stone is gaining momentum with the unhorsed, its priestly ranks rapidly filled by Fire mages.

The dwarves hold only one task sacred — the nightly lighting of the clan fire. This is always performed by the eldest Fire mage in the clan, who must carry with him a sacred flame from the previous night's fire. He must not let the flame die, for the dwarves believe this fire is a part of the first fire ever built by the clan. If it should extinguish, terrible fate will fall upon the clan. If the keeper fails his task, there is but one way to rectify the situation: he must rekindle the flame from a wild fire started by lightning. The ceremonial rite is passed down from one Fire mage to the next. This is the sole tradition perpetuated among dwarven mages.

Since Fire magic includes past divination, dwarven Fire mages are the historians for their clans, utilizing their spells to gleam into the past for truth and information. This can be important in determining which clan was at fault in a blood feud, for example, or uncovering the origin of a dispute. Such divinations can start a war as easily as stop one. When these spells are lost, it can put a clan at risk. As precaution, dwarven Fire mages have taken to replicating divination spells on more than one garment.

Because clan dwarves spend most time on horseback, mages have little chance to develop new spells. The unhorsed have the time to devote to magic and they are the ones expanding dwarven magic into new frontiers. Despite a steel resolve characteristic of all dwarves, unhorsed mages are not bound by clan royalties and will freely compare notes, sometimes assisting one another in research. Some unhorsed mages follow tradition by sewing their spells into their garments, while others have adopted spellbooks, and perhaps even small libraries.

Dwarves are always searching for new ways to maintain a ready supply of elemental essences for their Fire magic.

A flame is hard to transport on horseback; constantly bearing a torch or lantern is dangerous at a full gallop. Instead, dwarven Fire mages carry small censers with lasting incense or ceramic pots of dried dung that will smolder for a long while. Since only a small portion is used to instigate the spell, such essence will normally last up to five or six hours before replenishment.

Dwarves hold all spellcasters untrustworthy, even their own. Clan mages are regarded somewhat askance by the rest of the clan and are the first to be blamed for any wrong. The exception to this is the eldest Fire mage, keeper of the sacred flame, who is accorded high esteem. Dwarves have no place for non-dwarven mages and will just as soon slay them as not.

ELVES

To the elves, magic springs from the gods, termed the Mother and the Father, divine beings from whom all elves are descended. According to elven lore, magic is what the Mother and the Father used to create the world. For mortals to tamper with such a divine tool is highly dangerous, almost sacrilegious. Magic's workings are unfathomable, chaotic, and destructive to the well-ordered elven mind.

That said, elves understand that magic is highly useful in warfare and in everyday life. Since other races use magic, the elves would be foolish to leave themselves vulnerable to an enemy by renouncing magic. Faced with this conundrum, the elves had to devise a means to harness the power of magic without appearing to use it. Thus was created the mysterious elven order of mages known as the Wyred (pronounced "weird"). Every House within the Divine Lands of the Tromek retains Wyred in service, though no elf will openly admit the presence of elven mages. An elf will die defending a House's honor against charges of connection with the Wyred.

Although they operate outside the bounds of elven society, the Wyred are expected to conform to the rigid elven society, honor and serve their families, but all the while remain secret and distant. Because the elves consider it dishonorable for any member of the House to seek or accept help from the Wyred, all requests made to the Wyred are kept confidential. The Wyred must always put up the air of acting on their own volition.

Should an elf be found seeking assistance from a Wyred, that elf may be expelled from the House, or even finds himself so dishonored that he "requests death."

The Wyred have their own stronghold on a clandestine, fortified site. No Wyred is permitted to reveal the location, and no Wyred has ever broken this most sacred oath — one that has lasted throughout the cabal's centuries-long existence.

No one ever volunteers to become a Wyred. They replenish their ranks in their own mysterious ways. When an elven child gifted in magic turns three years old, the Wyred arrive and take the child — forcibly, if necessary. It's futile to hide the child or try to conceal the child's talents. Through unknown arcane means, the Wyred know if a child is magically gifted and will take him or her, whether the child is highborn or lowborn.

These children are taken to the hidden Wyred fortress, where they receive training in magic until the age of eighteen. Then, they are permitted to return to their House. The asymmetrical additions to the family marking tattooed on the face of every elf identify the Wyred. From then on, the Wyred are loyal to their own House. All Wyred meeting on a battlefield will fight to the death for the honor of their respective House, even if they are or have been friends in the past.

Of all mages on Loerem, the Wyred undoubtedly pay the highest price for their magic in terms of personal comfort and relationships. The life of a Wyred may be lonely and barren, for Wyred are deemed unsuitable for marriage. Mitigating such objection, the Wyred has taken to offering a substantial dowry, one so tempting it often appeases even noble families to permit the union of a fifth or sixth child lacking other prospects and a mysterious mage. The Wyred have a good reason for such generosity, for they have discovered that skill in the magic art runs in families. Since having also discovered breeding among the Wyred tends to damper the innate potential for magic, the Wyred usually reject marriage proposals between mages.

Also, every elven family has an honored ancestor who voluntarily leaves the eternal estate of the Father and Mother, returning to the living to offer counsel and guidance. Every elven household has a shrine to venerate this ancestor.

Even when traveling, an elf may construct a makeshift shrine and sometimes be seen consulting with a ghostly presence. Since the elf would regard this as spying, a witness to this ceremony should slip away and make no mention of it.

Other races meet this custom with curiosity, suspicion, or outright hostility. The Temple of the Magi is divided on the practice — some see it as consorting with the undead; others take a lenient view, pointing out, rightly, that an elven ancestor returned not by magical means but of free will. Orks consider it rude to keep pester someone who has passed on. The elves clarify that an honored ancestor is free to rejoin the Father and Mother. Another ancestor usually volunteers to fill the vacancy.

Because the honored ancestors are a well of wisdom and valuable experiences, their counsel is highly revered by the living. Reliance on the ancestor's words may or may not be justified. The honored ancestor may sometimes have private agenda and may suggest a course of action not in the elf, the family, or the House's best interest. One can always ignore the advice, but at the risk of the ancestor's ire and probable departure.

Honored ancestors cannot see into the future. Since an honored ancestor cannot physically interact with the living world, it cannot cast magic or perform any physical action. Never, to anyone's knowledge, has there been an honored ancestor who was a member of the Wyred. Rumor has it that the spirits of dead Wyred return to the mysterious, secret palace of the Wyred, but what it is they do there is unknown.

HUMANS

The human perspectives of magic derive from each culture's history, political stance and religious movements. Generally, the humans of Loerem have an affinity for shaping and channeling Earth magic. Most humans believe that magic comes from the gods and therefore they combine magic with religion. Although Earth magic feature healing and protection, not all spells born of Earth magic are benign. Like any tool, magic is neither good nor evil. The good or ill for which magic is used comes from the will of the caster. Because of the potential misuse of magical power for evil ends, each culture has established laws and ethics to govern the use of magic. Each human culture's regulations and attitude toward magic may differ from the rest, but all are linked to some degree.

Vinnengaeleans: Adolescent men and women join the Church of Vinnengael and become acolytes. They learn the rites, procedures, and spells as Temple members. Some do leave, but most remain until they die, devoting their life's work to magic.

There are mages in Vinnengael who secretly study Void magic. There are also those of a very independent mindset who do not abide by the rules of the Church and choose to learn the art of spellcasting on their own. Such "hedge wizards" exist outside of the Church and therefore outside the law. Lawful Vinnengaeleans are wary of such people, and are quick to report those men or women casting spells who do not wear the robes and trappings of a Revered Magus from the Temple. An apprehended hedge wizard is usually turned over to the local Revered Magus of highest rank or to Church authorities. The Church then either tries to recruit the offender (if a skilled caster) or recommend a suitable punishment. The Church estimates that hedge wizards comprise ten percent of all mages in Vinnengael.

Hedge wizards sometimes congregate in secret to buy and sell components and artifacts, exchange spells and techniques, and arrange safe haven for those (except Void mages) fleeing persecution.

Foreign non-Church mages must report to the nearest Temple of the Magi upon arrival in Vinnengaelean lands to obtain the proper documents, which permit them to practice magic while within the empire.

Dunkargans: Dunkargan religion is separate from magic. Some Dunkargan priests cast spells, but magic expertise is not a requirement. The King of Dunkarga is also the nominal head of the Dunkargan religion. Some Dunkargan kings have taken on both tasks, while others — most notably their current ruler, King Moross — leave religious leadership to advisers. Unlike most of his subjects, Moross is a believer in the tenets presented by the Temple of the Magi, and thus values the counsel from the head of the Temple in Dunkarga, Revered High Magus el'Kabir.

During the time of King Tamrond II of Vinnengael, the Temple of the Magi sent missionaries to Dunkarga and established a foothold there. Never fully accepted by the Dunkargans, the Church worked hard to gain a following. The universities and mage-guilds contested the Church over the teachings of Dunkargan mages, as well as whether someone was qualified to use magic.



Dunkargan mages believe that whoever wanted to practice magic should be permitted to do so without mandatory Church enlistment. Dunkargan mages affiliated with the mage-guilds were offended by the “hedge wizard” label that Revered Magi and the Church put on unsanctioned practitioners. For their part, the Temple of the Magi pointed out, with some justification, that magic was being misused for evil ends in Dunkarga and very little was done to stop it.

The mage-guilds were forced to concede this point, and for many years an uneasy truce existed between the Dunkargan government and Church officials. During the reign of the legendary Vinnengaelian king, Tamaros, and the creation of the magical Portals, the Church made considerable headway in changing the opinions of Dunkargan mages toward magic, for the gods obviously favored Tamaros and his subjects. The Dunkargan people at large were not so easily convinced, however. When Old Vinnengael fell, Church presence in Dunkarga collapsed as the Church leadership in Dunkar spiraled into turmoil. The Dunkargans noted the gods had not come to Old Vinnengael’s rescue, nor did the gods come to save the Church officials in Dunkarga.

Currently, hedge wizards operate independently of the mage-guilds. Although this is perfectly acceptable, a mage without guild affiliation finds it hard to land work.

The present Dunkargan king, Moross, is a devout man and under his rule the Temple of the Magi has risen in stature once again. Illiem el’Kabir, the current Revered High Magus, a Dunkargan by birth, refined his craft at the Temple of the Magi in New Vinnengael. A calculating man with a forceful personality, the Revered High Magus holds considerable sway over King Moross, so much so that some whisper the High Magus is the true ruler of Dunkarga.

Dunkargan commoners care little about any of this. They are aware of magic’s existence, but do not see it as something impacting their daily life and certainly think nothing mysterious of it. Dunkargans do not discriminate between one type of magic and another. They do not outlaw the practice of Void magic, though they generally disdain or scrutinize those who use it. Void mages who work in the open remain rare, but they are more plentiful in Dunkarga than anywhere else in Loerem.

Karnuans: All the power of the Karnuan religion rests with the caliph. Like their Dunkargan cousins, Karnuans do not associate the use of magic with gods. Gods may have created the world and magic, but it was the Karnuans who learned to apply it correctly. Just as the gods may have provided Karnuans with iron, it was the Karnuans who used the iron to make swords. The way the Karnuans see it, the gods have done nothing for Karnu that the Karnuans have not already done for themselves. Besides, no evidence exists to confirm great mystical beings are affecting the destiny of mortals. The orks merely babble about superstitious omens as their proof. Nimrans and Nimmoreans have deluded themselves that quiet prayers to the divine will improve their trade negotiations. The elves never speak plainly, so it is impossible to ever tell what their true beliefs are. The Vinnengaelians will lie about anything simply to save their own hides.

Karnuans are happy to embrace magic, believing it to be one of the most powerful weapons they can level against their enemies — and if that weapon can be taken out of the hands of the foe, so much the better. Thus, Karnu is known to welcome hedge wizards, in a rare exception to both Karnuans’ usual xenophobia and how hedge wizards are persecuted on the continent.

Karnuan mages are trained for war. To this end, some are versed in the healing arts, others excel at combat. It is not unusual to see Karnuan mages brandishing swords or hammers, sometimes with as much efficiency as their command of magic. The Karnuans have made a focused study of warfare and magic, along with two important conclusions: (1) war wizards cannot lend magical support if they are dead, and (2) it is wasteful to hold a force in reserve just to protect spellcasters. Therefore, mages must be able to defend themselves on the battlefield.

Karnuan war-wizards are some of the most feared mages in Loerem. Some thought they are even more powerful than the famed battlemages fielded by the Temple of the Magi during the reign of King Tamaros of Vinnengael. While this is debatable, Karnuan war-wizards are skilled in the use of arms as well as magic, and can unleash a vast array of devastating magic before charging headlong into hand-to-hand combat.

Rumors abound that one entire regiment of Karnuan war wizards is dedicated to Void magic.

Karnuans insist it is an unfounded accusation started by the bitter Vinnengaeleans after the disastrous battle of Delak 'Vir. They contend that the goal of battle is to win and preserve your forces in doing so. Casting Void magic can severely weaken a mage's usefulness on the battlefield, considering any damage suffered cannot be magically healed.

Karnu permits neither mage-guilds nor temples, deeming both divisive and counter to the unification of one strong Karnuan state. Temples that existed before the civil war with Dunkarga have been battered down, replaced with barracks. Like all Karnuans, war wizards who do leave the service are expected to keep themselves fit for possible return to active duty. The profession of choice for retired war wizards is to teach at one of the Academies for the Study of Magic.

In Karnu, anyone discovered using magic without the knowledge of the Karnuan government or for selfish gain is conscripted into military service, or executed for treason. Mages working outside Karnuan law are scarce indeed.

Nimoreans: Nimoreans are receptive to various types of magic, but because their life intertwines closely with the elves', Nimorean mages are less inclined to resort to spellcasting.

Practitioners of the arcane art are numerous in Nimorea, making life easier for those living in the harsh climate of this mountainous region. While the Nimoreans tolerate destructive magic, they still disdain Void magic and are far less gentle in their interactions with Void practitioners.

Nimoreans typically equate devotion to the gods with magic, but the majority still worships the Earth Mother exclusively. Entrance into Nimorean temples is restricted to Nimoreans only, except under extreme or special circumstances. They do not wish to try the gods' patience and risk defiling their holy sanctuaries with the presence of foreigners. Magical texts in the temples are revealed only to the priests and priestesses. No one else, not even other Nimoreans, are permitted access. Because Nimoreans tend to travel the world more frequently than do the Nimrans, their temples are said to have collected a veritable treasure trove of knowledge pertaining to all forms of magic. Nimorean priests and priestesses will pay well for arcane tomes. The largest of these libraries is at the temple in Myanmin.

Recently, under the influence of their Dunkargan neighbors, mage-guilds have proliferated in Nimorea. Mages not affiliated with the traditional Nimorean faith founded the guilds as places to exchange ideas, buy and sell magic paraphernalia, and find resource materials. The mage-guilds are very good about policing their own, and have not yet come into conflict with the priests.

As more Nimoreans travel abroad, the presence of Void magic is becoming a growing concern. The Nimorean temples, along with mage-guilds, endeavor to expel Void cultists and practitioners. They show little tolerance to any mage, native or foreign, caught using Void magic. The accused is tried before a tribunal of priests, and put to death if found guilty.

Visiting elemental mages are treated with courtesy in Nimorea, so long as they respect Nimorean customs, particularly the privacy of their temples.

Nimrans: A Nimran priest or priestess reaching adulthood may choose to leave for the outside world. Many become semveci—or “watchers.” Semveci are the only Nimrans appointed to prestigious governmental positions, with women occupying the highest ranks. The Nimrans, as a nation, have always been ruled by a queen, and she serves as the highest ranking semveci.

While many Nimran priests and priestesses live cloistered lives within their temples, the semveci travel about Nimra and into other lands, helping the injured, comforting the infirm, serving as teachers, advisers, historians, and storytellers. Although most Nimran mages are semveci, magic is not restricted solely to their ranks. Anyone in Nimra may study magic. Most Nimran mages concentrate on the healing and construction aspects of Earth magic. Nimrans see learning magic as beneficial to the community and therefore consider it a pious act.

One of a semveci's duties is to visit non-semveci mages to ensure they have not been corrupted by malign influences (namely, Void practices), or that they have not used their magical powers to harm others. The Nimrans cherish all life, even of those who cause pain to others. Rarely does a Nimran spellcaster stray from the beliefs and turn to evil. The semveci will not punish fallen spellcasters, but try to bring them back into the fold, diverting the offenders off a path that ultimately leads to sorrow and death.

Exile and banishment are the alternative for the staunch individuals who persist; they are branded on the face with a skull symbol to warn those meeting them.

Many remote Nimran tribes have never seen, or may be unaware of, the great cities of Neyshabur and Kaltay built centuries ago. For these isolated Nimrans, time stands still. Their lives have not changed in the last thousand years. It is among these isolated communities that practices of ancient Earth magic can still be found. Tribal rulers rely on strong wizards to aid them in battle. Because they hold all magic in awe and do not realize the gods abhor the use of evil magic, forbidden spells are more likely seen in such remote parts, including Void magic.

A semveci will come to greet a foreign mage in Nimra almost immediately upon arrival. This is customarily a social visit, possibly with gifts to welcome the mage to Nimra. Meanwhile, the semveci observes the visitor for any signs of Void taint or knowledge of forbidden magic. Upon detection, the mage is escorted to the city's edge by armed guards and ordered not to return.

Hedge wizards are encouraged to practice magic on their own, for this is a sign that they honor the gods, but they are under a strict vigil to prevent them from committing crimes with magic or succumbing to the temptations of the Void.

Trevenici: Unlike other human cultures on Loerem, Trevenici mages are the rarest of the breed. The Trevenici approve magic as logical for those with no other means of defending themselves, but it is not right for a Trevenici to resort to such cowardly tactics.

Even healing magic is seldom practiced among the Trevenici. They are a hardy people, but the entire culture and their way of life might have ceased if not for the mutually beneficial relationship they developed with the pecwae. Trevenici protect the pecwae, at home and abroad. In return, the pecwae provide magical aid to the Trevenici tribes whenever it is needed. The Pecwae spells are almost universally healing or constructive in nature, usually regarding plants and animals or the creation of the marvelous pecwae jewelry so highly prized in Loerem. The Trevenici would never request the pecwae for any sort of martial magic.

Trevenici are usually cool toward non-pecwae mages. Trevenici befriending mages of other races tend to ask awkward and embarrassing questions about spellcasting. The Trevenici may loudly criticize the mage's reliance on spells and constantly attempt to wean the mage off magic, urging the perfection of skills in other, more acceptable professions.

Generally, mages among the Trevenici are not seen as productive individuals, but as parasites living off others' labor. Some do leave their native lands to find acceptance in foreign nations.

Trevenici who discover a mage using spells to do harm will not ask questions. They will simply kill him.

ORKS

Orks liken magic to the sea. Magic is unpredictable and can be very dangerous. Magic can also be bountiful, helpful and beneficial. Orks gladly reap the rewards magic can bestow, but are continually wary of the perils lurking beneath its surface.

Shamans are highly revered among the orks, not just for their magical skills but also interpreting omens — for while any ork can try to read an omen, shamans provide the only accurate translation. Shamans are the orken mages and holy men. Every orken ship has at least one shaman aboard, if not more. Omens may foretell fortune or forewarn evil. If recognized and interpreted in time, it is possible to take advantage of the good and circumvent the bad.

An aspiring orken shaman learns magic from a mentor. A young ork intent on following the arcane path must seek out a shaman for teacher. The shaman tests the potential student (orks love tests of all sorts) before accepting him. Apprentice training entails memorizing common omens (for example, a vertical red streak running down a pregnant ork's belly prognosticates birth of twins). The apprentice shaman learns the proper ritual steps to avoid creating bad omens of one's own, and tries to master the various rites for casting magic safely.

The use of magic is very open in orken society. Uneducated orks can practice magic and may attempt to read omens, but the results are not trusted. Omen interpretations separate orken shamans from other orken spellcasters.

The shaman must interpret omens correctly, otherwise he is labeled a “fork-tongued crow,” a teller of falsehoods. Such an orken shaman is reviled and may be exiled or even slain. Thus, shamans will often remain with their mentors even after completing study to learn all they can, until the mentor’s death. The bond between a shaman and the mentor is firmer than that of a parent and a child. If they ever part ways, the pair will maintain contact, usually through magical means.

The current Captain of Captains (the leader of the orks) realizes all magic has value and is the only ork ever known to maintain a cadre of shamans, one for each element, even the Void. These shamans are respected among the orks solely out of loyalty to the Captain of Captains.

Orks generally tolerate other mages, even Void mages, so long as they leave the orks alone. Any foreign mage casting magic on an ork for any purpose, even healing, will find oneself in a great deal of trouble if the ork has not given permission. The ork, of course, must first consult the omens.

PECWAE

Pecwae are not religious, and do not attribute magic to the gods. They see every living thing as magical, believing that magic was in the world before the gods found it.

Magic lore is taught to pecwae from the time they are old enough to walk. Pecwae teach magic in the same leisurely manner that they do everything else. Spell-learning takes time, it is not rushed. Each spell must be mastered before proceeding to the next.

Since magical knowledge is passed down solely through word of mouth, some spells have become lost over time, but pecwae know there is wisdom in seeking and discovering forgotten magic. Since to most pecwae magic is as natural as eating or breathing, they rarely devote their lives to its perfection. Occasionally, one might come across the odd pecwae dedicated to magic, experimenting with and formulating new spells and rediscovering old ones.

Pecwae have a strong affinity for animals. They will not cast or teach spells that coerce plants or animals to do their bidding, except when those spells can benefit the target.

For example, a pecwae with a squirrel friend might cast summon nature’s ally if he is worried that the squirrel might be in danger. The pecwae would not use the same spell to keep a Trevenici house free of animals, even if they are annoying. Pecwae normally abhor lethal combat magic. Even spells causing nonlethal damage are cast only in the most dire circumstance (life or death), and are taught with great discretion.

OPTIONAL MAGIC SYSTEM

The Sovereign Stone setting presents an original magic system in all previous editions. Here, we offer an abbreviated alternative to the Pathfinder® magic system. The full version, including mechanics for spell creation, is featured in the Codex Mysterium magic sourcebook.

Using this optional magic system makes spellcasting less predictable, since mages accumulate die rolls to complete the task and there is no set casting time for any spell. As usual, apply all rules for spellcasting from the Pathfinder® Core Rulebook as well as prior rules in this chapter unless stated otherwise.

PREPARATION AND SPELLS PER DAY

In this system, there is no limit to how many spells you can cast per day. Mages can attempt to cast whatever spells they know at any time. (If you plan to use this system, the GM should consider banning highly unbalancing spells like greater spell immunity, time stop and wish.)

CASTING SPELLS

Instead of fixed casting time, every spell has a Casting Threshold (CT). A wizard or sorcerer selects a spell, rolls one spellcasting roll each round as a standard action and add it to all previous results. The spell takes effect when the total of these rolls equals or exceeds the spell’s CT.

A spellcasting roll is:

1d20 + Spellcasting Modifier
(Spellcasting Bonus + Special Modifiers)

Spellcasting Bonus: This is equal to the caster's elemental wizard/sorcerer level in the appropriate element; for example, an elemental wizard of Air 5/Water 2 gets a +5 spellcasting bonus to every one of his rolls to cast Air magic spells, but just +2 when casting Water magic spells.

Special Modifiers: These are circumstantial modifiers and include the following.

Essence: Using a fine essence grants a +2 bonus to all spellcasting rolls, +4 for exceptional essence, and +10 for holy. Conversely, a subpar essence incurs a -2 penalty, -4 for poor, and -10 for corrupted essence.

Metamagic Feat: Using feats such as Empower Spell and Quicken Spell increases or decreases a spell's Casting Threshold.

Racial: Pecwae excel in Earth magic. They gain a +1 bonus to spellcasting rolls when casting Earth magic spells.

Miscellaneous: Any condition ruled by the GM to help or hinder the casting, from another mage's assistance (aid another) to minor distractions.

Example: Dugal, a dwarven Earth 3/Fire 7 elemental wizard, decides to launch a fireball at taan warriors from a considerable distance. The spell has CT 66. On his initiative, Dugal uses a small ember from his campfire as essence and begins casting. He rolls 1d20 and adds +7 as the spellcasting bonus for his elemental wizard level in Fire. Dugal tallies a 22 this round. On next round, he rolls again and gets a total of 12. He is at 34 after two rounds, or just a tick above half of what he needs to finish the spell. Dugal gets 16, 8, and 10 over the next three rounds, so he finally exceeds the CT on the fifth round with a combined sum of 68 for the fireball to take effect.

BOTCH

A natural roll of 1 on the d20 for a spellcasting roll indicates a botch. If the caster is advantaged or neutral in the spell's magic element, he may attempt a concentration check at DC 12 for advantaged, DC 15 for neutral. A successful check lets the caster apply the 1 he just rolled, plus any bonuses, toward the accumulated CT and to continue casting on the following round. A mage who fails the concentration check or is casting a spell of a disadvantaged element must abort immediately and start all over again. If the botch occurs on the final round of casting but the caster succeeds in the concentration check, the spell takes effect normally.

Example: Dugal is casting bear's endurance (CT 24), an Earth magic spell. On the first round of casting he rolls a 1. He is a 3rd-level Earth wizard and receives a +3 spellcasting bonus to his roll, but it is still a botch because he rolled a 1. Fortunately, Earth is a neutral element to dwarves so he can try to salvage the casting. Dugal rolls 17 for concentration check against DC 15. He is able to apply 4 points (1 + 3 spellcasting bonus) toward the spell's CT and continues casting next round.



HOLDING A SPELL

A mage may choose not to discharge a spell on the round in which she completes casting. Each round that a mage holds a spell, she must succeed in a concentration check at DC 10 + 1 per round on hold. On a failed check, she loses the spell and takes a number of d6 in nonlethal damage equal to the rounds she held the spell. For example, Triana completes an Earth magic spell and decides to hold it. She has to pass a DC 11 concentration check the next round or lose the spell and take 1d6 damage. On the following round, the DC increases by 1 to 12 and potential damage goes up to 2d6. The difficulty and damage continue to rise every round thereafter until she finally releases the spell and lets it take effect.

SACRIFICING LIFE ESSENCE TO THE VOID

Since Void magic is powered by the very life force of the spellcaster, it is possible for a Void mage to sacrifice hit points to the Void to complete a spell in shorter time. The Void mage suffers damage equal to the difference between the spell's CT and his current spellcasting total. The spell is activated in the same round that the Void mage voluntarily sacrifices his life essence; this is not a free action, but replaces the casting roll. Spells cast in this manner activate on the same round as the life essence's sacrifice.

It is possible for desperate Void mages to cast entire spells by sacrificing their life essences to the Void. However, the Void is a greedy partner. Void mages cannot parcel out life essence a little bit at a time. To use this ability, the Void mage must either give all his life essence at the beginning of casting or make up the remainder at the end. He cannot sacrifice life essence here and there in between spellcasting rolls. If a Void mage dies from sacrificing life essence to the Void, the spell is ruined and does not take effect.

Example: Maligoth is casting chill touch (CT 26). Thanks to feeble die rolls, he has accumulated only 15 points after two rounds and decides to finish the spell in round three. Maligoth opens himself up to the Void and voluntarily sacrifices life essence. He does not roll for spellcasting, takes 11 points of damage but the spell takes effect immediately. Maligoth could have also chosen to sacrifice 26 hit points to complete the spell in the first round.

SPELLCASTING IN ARMOR

Armor interferes with a mage's ability to make precise somatic movements, while visors can sometimes make it difficult for the mage to speak clearly and succinctly. Because of this, mages who cast spells while wearing armor incur a penalty to their spellcasting rolls every round. Light armor causes a -2 penalty to all spellcasting rolls; medium armor, -4; heavy armor, -6. A mage with the Still Spell or Silent Spell feat may halve the armor penalty for casting. Using both feats eliminates the modifier completely.

INTERRUPTING SPELLCASTING

Any action or effect (such as injury, grappling, violent motion) that would normally cause a mage to lose the spell applies for spellcasting rolls as well, disrupting the act and forcing the caster to start over.

METAMAGIC FEATS AND SPELLCASTING ROLLS

A metamagic spell is usually harder to cast because extra Casting Threshold is added to the spell. A mage can use multiple metamagic feats for a single spell; all modifiers to the spell's CT stack.

Elemental Counter: An elemental counter spell's CT must exceed the target spell's CT by 1 or more.

Empower Spell: An empowered spell adds 30 points to its CT.

Enlarge Spell: An enlarged spell adds 15 points to its CT.

Extend Spell: An extended spell adds 15 points to its CT.

Maximize Spell: A maximized spell adds 45 points to its CT.

Quicken Spell: The caster gains a temporary +5 quicken bonus on spellcasting roll each round until the quickened spell has been cast. However, the mage suffers 1d6 nonlethal damage (or 1d6 lethal damage for a Void spell) every round in the meantime. Once you begin casting a quickened spell, you cannot "turn off" this feat. All its effects last until the end of spellcasting.

Quiet Spell: A quiet spell adds 15 points to its CT.

Silent Spell: A silent spell adds 15 points to its CT.

Still Spell: A still spell adds 15 points to its CT. An elemental essence must still be available to initiate the spell.

Widen Spell: A widen spell adds 45 points to its CT.



CHAPTER EIGHT: SPELLS & CLASS SPELL-LIKE ABILITIES



EDGAR, HUMAN MERCENARY

So his Lordship shouts, "Aim for their wizard!"

Me, like a fool, shoots a crossbow at the feller. Whanged off his helm and angered him. His moustache was all a-twitchin' and his face all screwed up in a scowl.

Next thing I know, the little dwarven runt is starin' right at me and there's this burnt hair smell all around.

It's not like I dove behind his Lordship deliberately, it's just where the puddle of water happened to be at the time.

This chapter includes all but two spells from the Pathfinder® Core Rulebook. *Raise dead* and *resurrection* are omitted because in this setting, only the gods have the power to return dead to life. On rare occasions, they may permit their most devout follower, a cleric of very high level, to perform such a miracle in form of true resurrection.

SPELLS

A mage is restricted to spells from his chosen magical element of present level and those designated as “All Elements,” which is open to casters of any element. His chosen element also determines the energy effect of any spell with the “Elemental” or “Air/Earth/Fire/Void/Water” addendum. He may take those spells more than once in different elements, each time in an element matching his choice for the level and applying the appropriate elemental and energy effects.

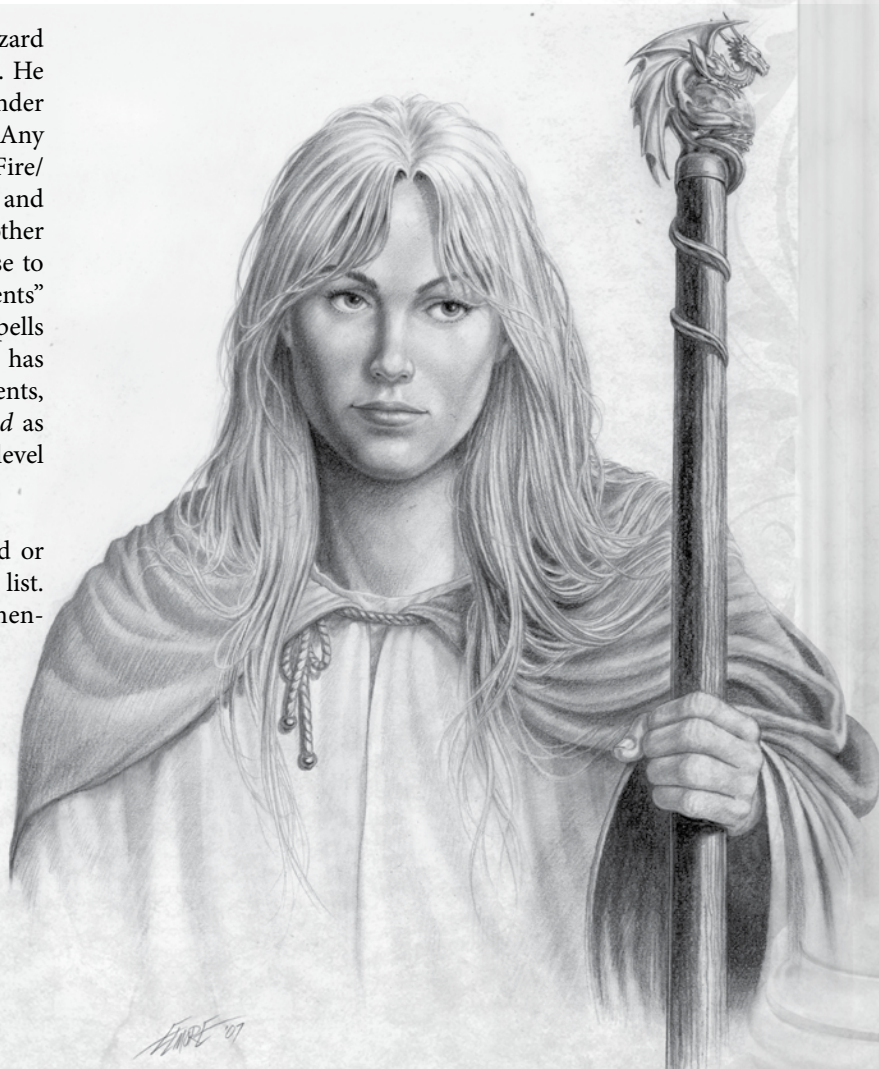
For example, an Earth 5/Fire 2 elemental wizard gains a level and decides to advance to Earth 6. He must choose new spells from only those listed under “Earth” and “All Elements,” up to 3rd spell level. Any spells he learns with “Elemental” or “Air/Earth/Fire/Void/Water” as an addendum is considered Earth and will manifest as that element. Later, he gains another class level and improves his Fire magic expertise to 3. This gives him access to “Fire” and “All Elements” spells of up to 2nd spell level, and all chosen spells will adopt fire energy and effects. Assuming he has selected *spectral hand*, *elemental* for both elements, he is now able to cast Earth-effect *spectral hand* as a 6th-level caster and a fiery version as a 3rd-level caster.

Several spells from other lists have been moved or added to the elemental sorcerer/wizard spell list. Change all references in their descriptions to elemental sorcerer/wizard as appropriate.

SPELL-LIKE ABILITIES

Certain class spell-like abilities such as *endure element* and *protection from energy* have their range reduced to “personal” and target changed to “you.” They are marked in the lists of spell-like abilities with “p” (superscript P). A spell-like ability may be listed as either for different classes; for example, while a cleric in this setting may beseech her deity to provide the benefit of guidance on another character, a druid receives the insight as a glimpse directly from nature and is therefore unable to share the bonus.

As mentioned in Chapter 7: Magic, any material components listed are still required for characters to activate a spell-like ability.



BARD SPELL-LIKE ABILITIES

Bards must still include a verbal component (song, recitation, or music) to activate their class spell-like abilities. Otherwise, treat all bard spell-like abilities as spell-like abilities normally.

0-Level Bard Spell-Like Abilities

Daze
Detect Magic
Ghost Sound
Know Direction
Lullaby
Mage Hand
Message
Prestidigitation
Read Magic
Resistance

1st-Level Bard Spell-Like Abilities

Charm Person
Comprehend Languages
Confusion, Lesser
Detect Secret Doors
Disguise Self
Expeditious Retreat
Hideous Laughter
Hypnotism
Identify
Remove Fear
Undetectable Alignment^P
Ventriloquism

2nd-Level Bard Spell-Like Abilities

Animal Messenger
Animal Trance
Calm Emotions
Cat's Grace^P
Daze Monster
Delay Poison^P
Detect Thoughts
Eagle's Splendor
Enthrall
Fox's Cunning^P
Heroism
Locate Object
Misdirection
Rage^P
Scare
Shatter

Sound Burst
Suggestion
Summon Swarm
Tongues^P
Whispering Wind

3rd-Level Bard Spell-Like Abilities

Charm Monster
Confusion
Crushing Despair
Deep Slumber
Dispel Magic
Displacement^P
Fear
Geas, Lesser
Glibness
Good Hope
Haste
Sculpt Sound
See Invisibility
Sepia Snake Sigil
Slow
Speak with Animals

4th-Level Bard Spell-Like Abilities

Break Enchantment
Detect Scrying
Dominate Person
Freedom of Movement^P
Legend Lore
Locate Creature
Modify Memory
Repel Vermin
Shout
Speak with Plants

5th-Level Bard Spell-Like Abilities

Dispel Magic, Greater
Dream
Heroism, Greater
Nightmare
Song of Discord
Suggestion, Mass

6th-Level Bard Spell-Like Abilities

Analyze Dweomer
Cat's Grace, Mass
Charm Monster, Mass
Eagle's Splendor, Mass
Eyebite
Find the Path^P
Geas/Quest
Irresistible Dance

Shout, Greater
Sympathetic Vibration



CLERIC SPELL-LIKE ABILITIES

0-Level Cleric Spell-Like Abilities

Detect Magic
Detect Poison
Guidance^P
Light
Mending
Purify Food and Drink
Read Magic
Resistance
Virtue

1st-Level Cleric Spell-Like Abilities

Bane
Bless
Bless Water
Command
Curse Water
Detect Chaos/Evil/Good/Law
Detect Undead
Divine Favor
Doom
Hide from Undead^P
Inflict Light Wounds
Magic Weapon
Protection from
Chaos/Evil/Good/Law^P
Remove Fear
Sanctuary^P
Shield of Faith^P

2nd-Level Cleric Spell-Like Abilities

Aid
Align Weapon
Augury
Consecrate
Delay Poison
Desecrate
Enthrall
Gentle Repose

Inflct Moderate Wounds

Resist Energy^p
Shield Other
Spiritual Weapon
Zone of Truth

3rd-Level Cleric Spell-Like Abilities

Animate Dead
Bestow Curse
Daylight
Deeper Darkness
Glyph of Warding
Inflct Serious Wounds
Magic Circle against
Chaos/Evil/Good/Law
Magic Vestment
Prayer
Protection from Energy^p
Remove Curse
Searing Light
Water Breathing^p
Water Walk^p

4th-Level Cleric Spell-Like Abilities

Death Ward^p
Discern Lies
Divination
Divine Power
Holy Smite
Inflct Critical Wounds
Neutralize Poison^p
Planar Ally, Lesser
Spell Immunity^p
Unholy Blight

5th-Level Cleric Spell-Like Abilities

Atonement
Blade Barrier
Break Enchantment
Commune
Dispel Chaos/Evil/Good/Law
Dispel Magic
Disrupting Weapon
Flame Strike
Hallow
Inflct Light Wounds, Mass
Mark of Justice
Righteous Might
Slay Living
Spell Resistance^p
Symbol of Pain
Symbol of Sleep
Unhallow

6th-Level Cleric Spell-Like Abilities

Antilife Shell
Banishment
Create Undead
Forbiddance
Geas/Quest
Glyph of Warding, Greater
Harm
Inflct Moderate Wounds, Mass
Planar Ally
Scrying
Symbol of Fear
Symbol of Persuasion
Undeath to Death

7th-Level Cleric Spell-Like Abilities

Blasphemy
Control Weather
Destruction
Dictum
Holy Word
Inflct Serious Wounds, Mass
Repulsion
Scrying, Greater
Symbol of Stunning
Symbol of Weakness
Word of Chaos

8th-Level Cleric Spell-Like Abilities

Cloak of Chaos
Create Greater Undead
Dimensional Lock
Holy Aura
Inflct Critical Wounds, Mass
Planar Ally, Greater
Shield of Law
Spell Immunity, Greater^p
Scrying, Greater
Symbol of Death
Symbol of Insanity
Unholy Aura

9th-Level Cleric Spell-Like Abilities

Energy Drain
Etherealness^p
Gate
Implosion
Miracle
Soul Bind
Storm of Vengeance
True Resurrection



DRUID SPELL-LIKE ABILITIES

0-Level Druid Spell-Like Abilities (Orisons)

Create Water
Detect Magic
Detect Poison
Guidance^p
Know Direction
Purify Food and Drink
Read Magic
Resistance^p
Stabilize
Virtue^p

1st-Level Druid Spell-Like Abilities

Calm Animals
Charm Animal
Detect Animals or Plants
Detect Snares and Pits
Disguise Plant*
Endure Elements
Entangle
Faerie Fire
Goodberry
Hide from Animals
Jump^p
Longstrider
Magic Fang
Magic Stone
Pass without Trace
Produce Flame
Shillelagh
Speak with Animals
Summon Nature's Ally I

2nd-Level Druid Spell-Like Abilities

Allergy*
Animal Messenger
Animal Trance
Barkskin^p
Bear's Endurance^p
Bull's Strength^p
Cat's Grace^p
Chill Metal

Darkvision^P
Delay Poison
Fog Cloud
Gust of Wind
Heat Metal
Hills of Water⁺
Hold Animal
Owl's Wisdom^P
Reduce Animal
Resist Energy
Soften Earth and Stone
Spider Climb^P
Summon Nature's Ally II
Summon Swarm
Warp Wood
Wood Shape

3rd-Level Druid Spell-Like Abilities

Call Lightning
Contagion
Diminish Plants
Dominate Animals
Magic Fang, Greater
Neutralize Poison^P
Plant Growth
Poison
Protection from Energy
Quench
Sleet Storm
Snare
Speak with Plants
Spike Growth
Stone Shape
Summon Nature's Ally III
Water Breathing
Wind Wall

4th-Level Druid Spell-Like Abilities

Air Walk
Antiplant Shell
Blight
Command Plants
Control Water
Freedom of Movement
Ice Storm
Reincarnate
Repel Vermin
Rusting Grasp
Summon Nature's Ally IV

5th-Level Druid Spell-Like Abilities

Awaken
Call Lightning Storm

Commune with Nature
Control Winds
Death Ward^P
Hallow
Insect Plague
Stoneskin^P
Summon Nature's Ally V
Transmute Mud to Rock
Transmute Rock to Mud
Tree Stride
Unhallow
Wall of Fire
Wall of Thorns

6th-Level Druid Spell-Like Abilities

Antilife Shell
Find the Path
Fire Seeds
Ironwood
Liveoak
Move Earth
Repel Wood
Spellstaff
Stone Tell
Summon Nature's Ally VI
Transport via Plants
Wall of Stone

7th-Level Druid Spell-Like Abilities

Animate Plants
Changestaff
Control Weather
Creeping Doom
Fire Storm
Summon Nature's Ally VII
Sunbeam
Transmute Metal to Wood
True Seeing^P
Wind Walk

8th-Level Druid Spell-Like Abilities

Animal Shapes
Control Plants
Earthquake
Finger of Death
Repel Metal or Stone
Reverse Gravity
Summon Nature's Ally VIII
Sunburst
Whirlwind

9th-level Druid Spell-Like Abilities

Antipathy
Elemental Swarm

Foresight
Shambler
Shapechange
Storm of Vengeance
Summon Nature's Ally IX
Sympathy

PALADIN SPELL-LIKE



ABILITIES

1st-Level Paladin Spell-Like Abilities

Bless
Bless Water
Bless Weapon
Detect Poison
Detect Undead
Divine Favor
Endure Elements^P
Hide from Animal^P
Magic Weapon
Protection from Chaos/Evil^P
Resistance^P
Restoration, Lesser^P
Virtue^P

2nd-Level Paladin Spell-Like Abilities

Bull's Strength^P
Delay Poison
Eagle's Splendor^P
Owl's Wisdom^P
Resist Energy^P
Shield Other
Undetectable Alignment^P

3rd-Level Paladin Spell-Like Abilities

Discern Lies
Heal Mount
Magic Weapon, Greater
Prayer
Remove Curse

4th-Level Paladin Spell-Like Abilities

Break Enchantment
Death Ward^P

Dispel Chaos
Dispel Evil
Dispel Magic
Holy Sword
Neutralize Poison^P
Restoration^P

RANGER SPELL-LIKE



ABILITIES

1st-Level Ranger Spell-Like Abilities

Animal Messenger
Calm Animals
Charm Animal
Delay Poison
Detect Animals or Plants
Detect Poison
Detect Snares and Pits
Endure Elements^P
Entangle
Hide from Animals^P
Jump^P
Longstrider
Magic Fang
Pass without Trace^P
Resist Energy^P
Speak with Animals
Summon Nature's Ally I

2nd-Level Ranger Spell-Like Abilities

Barkskin^P
Bear's Endurance^P
Cat's Grace^P
Owl's Wisdom^P
Protection from Energy^P
Snare
Speak with Plants
Spike Growth
Summon Nature's Ally II
Wind Wall

3rd-Level Ranger Spell-Like Abilities

Command Plants
Darkvision^P

Magic Fang, Greater
Repel Vermin
Summon Nature's Ally III
Water Walk^P

4th-Level Ranger Spell-Like Abilities

Commune with Nature
Freedom of Movement^P
Nondetection
Summon Nature's Ally IV

SORCEROR/WIZARD



SPELLS

Below is a complete list of spells for the elemental sorcerer and elemental wizard classes. The spells are grouped by elements rather than schools for easy reference. For those using the optional magic system (see Chapter 7: Magic), the Casting Threshold (CT) is in parenthesis following the spell name.

Asterisk (*) denotes new or revised spell.

0-Level Sorcerer/Wizard Spells (Cantrips)

All Elements
Arcane Mark (6)
Daze (10)
Detect Magic (24)
Prestidigitation (10)
Read Magic (10)

Air
Ghost Sound (10)
Mage Hand (9)
Message (24)
Open/Close (7)
Ray of Frost (6)
Wallflower* (10)

Earth
Detect Poison (10)
Hail of Pebble* (6)
Mage Hand (9)
Mending (20)
Open/Close (7)
Purify Food and Drink (30)
Resistance (10)
Stabilize (10)
Virtue (5)

Fire
Dancing Lights (16)
Flare (6)
Light (12)
Ray of Heat* (6)
Singeing Flicker* (6)
Warning Singe* (9)

Water
Acid Splash (6)
Create Water (17)
Kick* (13)
Mage Hand (9)
Message (24)
Open/Close (7)
Purify Food and Drink (30)
Ray of Frost (6)
Spitball* (8)

Void
Bleed (10)
Dancing Lights (16)
Disrupt Undead (12)
Pierce Soul* (6)
Shadow'd Visage* (22)
Touch of Fatigue (18)

1st-Level Sorcerer/Wizard Spells

All Elements
Alarm (50)
Detect Secret Doors (26)
Endure Elements (28)
Identify (17)
Magic Missile, Elemental* (20)
Remove Fear (23)
Shatterblast, Elemental* (18)
Shield (25)
Summon Monster I (30)

Air
Animate Rope (16)

Cause Fear (15)
Charm Person (18)
Command (13)
Disguise Self (32)
Expeditious Retreat (12)
Feather Fall (8)
Floating Disk (40)
Hold Portal (18)
Hypnotism (13)
Jump (11)
Longstrider (12)
Magic Aura (14)
Silent Image (12)
Sleep (26)
Unseen Servant (27)
Ventriloquism (14)

Earth

Charm Animal (16)
Cure Light Wounds (14)
Deathwatch (13)
Disguise Plant* (27)
Enlarge Person (35)
Entangle (22)
Entropic Shield (13)
Eyes of the Leopard* (20)
Goodberry (28)
Hide from Animals (15)
Hold Portal (18)
Mage Armor (40)
Magic Fang (17)
Magic Stone (8)
Mount (55)
Pass without Trace (44)
Protection from
Chaos/Evil/Good/Law (25)
Reduce Person (35)
Speak with Animals (40)

Fire

Burning Hands (18)
Cause Fear (15)
Charm Animal (16)
Eyes of the Leopard* (20)
Magic Weapon (17)
Mount (55)
Produce Flame (4)
Shocking Grasp (12)
True Strike (15)

Water

Amplify Voice* (12)
Color Spray (18)

Comprehend Languages (29)
Detect
Chaos/Evil/Good/Law (27)
Disguise Plant* (27)
Eavesdrop* (65)
Erase (30)
Grease (16)
Hold Portal (18)
Hungry Water* (15)
Magnify* (15)
Obscuring Mist (26)
Speak with Animals (40)
Spying Eye* (65)
Ventriloquism (14)

Void

Cause Fear (15)
Chill Touch (16)
Curse Water (39)
Deathwatch (13)
Detect Undead (16)
Erase (30)
Hide from Undead (21)
Inflict Light Wounds (14)
Ray of Enfeeblement (28)

2nd-Level Sorcerer/Wizard Spells

All Elements

Arcane Lock (20)
Daze Monster (14)
Find Trap (30)
Glitterdust (23)
Knock (18)
Protection from Arrows (21)
Resist Energy (30)
Rope Trick (47)
See Invisibility (31)
Spectral Hand, Elemental* (12)
Summon Monster II (40)

Air

Alter Self (46)
Blur (13)
Cat's Grace (24)
Detect Thoughts (34)
Eagle's Splendor (24)
Enthrall (28)
Gust of Wind (16)
Hideous Laughter (27)
Hypnotic Pattern (17)
Invisibility (25)
Levitate (26)

Lightning Rod* (64)
Magic Mouth (21)
Minor Image (24)
Mirror Image (38)
Misdirection (22)
Obscure Object (23)
Phantom Trap (30)
Shatter (14)
Sound Burst (22)
Undetectable Alignment (40)
Whispering Wind (54)

Earth

Allergy (44)
Animal Messenger (40)
Barkskin (35)
Bear's Endurance (24)
Brittle* (27)
Bull's Strength (24)
Cat's Grace (24)
Cure Moderate Wounds (22)
Delay Poison (16)
Eagle's Splendor (24)
Fox's Cunning (24)
Gentle Repose (32)
Hold Animal (25)
Make Whole (47)
Owl's Wisdom (24)
Remove Paralysis (21)
Restoration, Lesser (53)
Soften Earth and Stone (36)
Spider Climb (25)
Spike Growth (17)
Summon Swarm (37)
Tree Shape (34)
Warp Wood (32)
Web (26)
Wood Shape (33)

Fire

Continual Flame (102)
Bull's Strength (24)
Cat's Grace (24)
Chill Metal (12)
Darkvision (34)
Eagle's Splendor (24)
Flame Blade (30)
Flaming Sphere (26)
Heat Metal (23)
Hold Animal (25)
Lightning Rod* (64)
Locate Object (59)
Pyrotechnics (27)

Scorching Ray (25)
Shatter (14)

Water

Acid Arrow (15)
Allergy (44)
Animal Messenger (40)
Augury (68)
Blindness/Deafness (19)
Calm Emotions (18)
Chill Metal (12)
Darkvision (34)
Detect Thoughts (34)
Eagle's Splendor (24)
Fog Cloud (33)
Fox's Cunning (24)
Hills of Water* (44)
Locate Object (59)
Magic Mouth (21)
Obscure Object (17)
Owl's Wisdom (24)
Silence (22)
Status (40)
Whispering Wind (54)

Void

Blindness/Deafness (19)
Brittle* (27)
Command Undead (25)
Darkness (14)
Death Knell (13)
Desecrate (56)
Dissipate Life* (16)
False Life (27)
Gentle Repose (32)
Ghoul Touch (24)
Inflict Moderate Wounds (18)
Pass as Shadow* (33)
Scare (21)
Shatter (14)
Silence (22)
Touch of Idiocy (27)

3rd-Level Sorcerer/Wizard Spells

All Elements

Arcane Sight (33)
Dispel Magic
 (20 + target spell CT)
Glyph of Warding (289)
Invisibility Purge (47)
Protection from Energy (40)
Summon Monsters III (65)

Air

Beast Shape I, Aerial* (77)
Blinding Rage* (47)
Blink (36)
Coldburst* (66)
Deep Slumber (38)
Displacement (25)
Fly (44)
Gaseous Form (59)
Haste (37)
Helping Hand (73)
Heroism (28)
Hold Person (25)
Illusory Script (140)
Invisibility Sphere (37)
Major Image (36)
Phantom Steed (31)
Secret Page (224)
Slow (37)
Suggestion (44)
Water Breathing (26)
Wind Wall (21)

Earth

Beast Shape I, Land* (77)
Create Food and Water (58)
Cure Serious Wounds (30)
Diminish Plants (107)
Dominate Animals (29)
Magic Circle against
 Chaos/Evil/Good/Law (44)
Magic Vestment (34)
Meld into Stone (41)
Neutralize Poison (53)
Plant Growth (107)
Remove Blindness/Deafness (80)
Remove Disease (266)
Sepia Snake Sigil (236)
Shrink Item (39)
Speak with Plants (12)
Stone Lance* (25)
Stone Rain* (66)
Stone Shape (47)
Tiny Hut (54)

Fire

Call Lightning (89)
Circle of Flame* (39)
Daylight (45)
Dominate Animals (29)
Explosive Runes (72)
Eyes of Fire* (45)
Fireball (66)

Flame Arrow (14)
Heroism (28)
Keen Edge (22)
Lightning Bolt (25)
Magic Weapon, Greater (50)
Rage (47)
Ray of Exhaustion (23)
Searing Light (24)

Water

Acid Bomb* (66)
Beast Shape I, Aquatic* (77)
Blaststream* (25)
Clairaudience/Clairvoyance (70)
Gaseous Form (59)
Illusory Script (140)
Nondetection (57)
Plant Growth (107)
Quench (65)
Secret Page (224)
Sepia Snake Sigil (236)
Sleet Storm (44)
Stinking Cloud (51)
Speak with Dead (50)
Speak with Plants (12)
Tongues (55)
Water Breathing (26)
Water Walk (30)

Void

Animate Dead (84)
Bestow Curse (307)
Contagion (75)
Deeper Darkness (24)
Feign Death* (40)
Halt Undead (22)
Hold Person (25)
Inflict Serious Wounds (22)
Mouth of the Void* (66)
Ray of Exhaustion (23)
Speak with Dead (50)
Vampiric Touch (30)

4th-Level Sorcerer/Wizard Spells

All Elements

Dismissal (90)
Freedom of Movement (37)
Imbue with Spell Ability (108)
Mnemonic Enhancer (241)
Planar Ally, Lesser (255)
Spell Immunity
 (40 + total CT of warded spells)

Summon Monster IV (75)

Air

Air Walk (42)
Beast Shape II, Aerial* (82)
Charm Monster (23)
Confusion (29)
Dimension Door (66)
Dimensional Anchor (48)
Discern Lies (34)
Elemental Body I, Air* (101)
Geas, Lesser (76)
Hallucinatory Terrain (219)
Illusory Wall (38)
Invisibility, Greater (45)
Phantasmal Killer (68)
Rainbow Pattern (44)
Shout (27)
Solid Fog (106)

Earth

Beast Shape II, Land* (82)
Cure Critical Wounds (27)
Death Ward (54)
Elemental Body I, Earth* (101)
Enlarge Person, Mass (64)
Giant Vermin (57)
Globe of Invulnerability, Lesser (71)
Minor Creation (32)
Reduced Person, Mass (64)
Repel Vermin (27)
Resilient Sphere (80)
Restoration (61)
Secure Shelter (65)
Spike Stones (25)
Stoneskin (60)

Fire

Elemental Body I, Fire* (101)
Fire Scry (91)
Fire Shield (14)
Fire Trap (39)
Repel Vermin (27)
Scrying Tool* (74)
Wall of Fire (42)

Water

Arcane Eye (153)
Beast Shape II*, Aquatic (82)
Control Water (46)
Detect Scrying (37)
Discern Lies (32)

Divination (281)

Elemental Body I, Water* (101)
Ice Storm (84)
Locate Creature (79)
Sending (190)
Solid Fog (106)
Scrying (91)
Wall of Ice (48)
Water Knows All* (87)

Void

Black Cloud (45)*
Black Tentacles (88)
Chaos Hammer (32)
Crushing Despair (24)
Enervation (77)
Fear (51)
Inflict Critical Wounds (27)
Order's Wrath (32)
Shadow Conjuration (72)
Phantasmal Killer (68)
Poison (25)
Unholy Blight (44)

5th-Level Sorcerer/Wizard Spells

All Elements

Break Enchantment (53)
Interposing Hand, Elemental* (41)
Mage's Private Sanctum (166)
Permanency (100)
Planar Binding, Lesser (349)
Secret Chest (128)
Spell Resistance (71)
Summon Monster V (85)
True Seeing (56)
Wall of Force (50)

Air

Beast Shape III, Aerial* (88)
Command, Greater (20)
Cone of Cold (65)
Control Winds (33)
Crushing Armor* (104)
Dominate Person (38)
Dream (27)
Elemental Body II, Air * (110)
False Vision (24)
Hold Monster (57)
Mind Fog (60)
Mirage Arcana (252)
Nightmare (53)

Overland Flight (105)

Persistent Image (72)
Plane Shift (181)
Seeming (37)
Symbol of Sleep (147)
Telekinesis (50)
Teleport (89)
Tree Stride (31)

Earth

Animal Growth (48)
Awaken (156)
Baleful Polymorph (137)
Beast Shape III, Land* (88)
Breath of Life (20)
Commune with Nature (93)
Cure Light Wounds, Mass (28)
Elemental Body II, Earth * (110)
Fabricate (57)
Insect Plague (34)
Mage's Faithful Hound (62)
Major Creation (133)
Passwall (66)
Plant Shape I (79)
Polymorph (97)
Transmute Mud to Rock (28)
Transmute Rock to Mud (28)
Tree Stride (31)
Wall of Stone (36)
Wall of Thorne (30)

Fire

Animal Growth (48)
Baleful Polymorph (137)
Call Lightning Storm (100)
Candle of Past Vision* (71)
Commune with Nature (93)
Crushing Armor* (104)
Disrupting Weapon (56)
Elemental Body II, Fire * (130)
Flame Strike (68)
Insect Plague (34)
Polymorph (97)
Wave of Fatigue (42)

Water

Beast Shape III, Aquatic* (88)
Cloudkill (77)
Commune (246)
Commune with Nature (53)
Cone of Cold (45)
Contact Other Plane (64)
Control Winds (33)

Elemental Body II, Water * (130)
False Vision (24)
Prying Eyes (85)
Telepathic Bond (35)
Water Speak* (44)

Void

Blight (16)
Disrupting Weapon (56)
Feeblemind (88)
Inflict Light Wounds, Mass (24)
Magic Jar (145)
Shadow Evocation (70)
Slay Living (46)
Symbol of Pain (153)
Unhallow (128)
Wave of Fatigue (42)

6th-Level Sorcerer/Wizard Spells

All Elements

Analyze Dweomer (44)
Antimagic Field (108)
Contingency (450)
Dispel Magic,
 Greater (40 + target spell CT)
Forceful Hand, Elemental* (50)
Guards and Wards (826)
Mage's Lucubration (n/a)
Planar Ally (303)
Planar Binding (390)
Spellstaff (204)
Summon Monster VI (95)
Transformation (77)
Undeath to Death (181)

Air

Animate Objects (58)
Beast Shape IV, Aerial* (95)
Cat's Grace, Mass (35)
Eagle's Splendor, Mass (35)
Elemental Body III, Air* (150)
Form of the Dragon I, Air* (189)
Forbiddance (217)
Freezing Sphere (93)
Geas/Quest (371)
Heroism, Greater (44)
Mislead (64)
Permanent Image (232)
Programmed Image (159)
Suggestion, Mass (66)
Symbol of Fear (140)
Symbol of Persuasion (188)

Transport via Plants (48)
Veil (76)
Wind Walk (52)
Word of Recall (30)

Earth

Bear's Endurance, Mass (35)
Bull's Strength, Mass (35)
Beast Shape IV, Land* (95)
Cat's Grace, Mass (35)
Cure Moderate Wounds,
 Mass (34)
Eagle's Splendor, Mass (35)
Elemental Body III, Earth* (150)
Flesh to Stone (115)
Form of the Dragon I,
 Earth* (189)
Fox's Cunning, Mass (35)
Globe of Invulnerability (80)
Glyph of Warding, Greater (306)
Heal (112)
Hero's Feast (348)
Move Earth
 (300 per 150-foot square)
Owl's Wisdom, Mass (35)
Plant Shape II (85)
Repel Wood (17)
Repulsion (61)
Stone to Flesh (115)
Transport via Plants (48)
Wall of Iron (45)

Fire

Bull's Strength, Mass (35)
Cat's Grace, Mass (35)
Chain Lightning (66)
Disintegrate (94)
Elemental Body III, Fire* (150)
Form of the Dragon I, Fire* (189)
Fire Seeds (56)
Flame Barrier* (109)
Heroism, Greater (44)
Legend Lore (397)
Stone Tell (133)

Water

Acid Fog (128)
Beast Shape IV, Aquatic* (95)
Elemental Body III, Water* (150)
Find the Path (149)
Form of the Dragon I,
 Water* (189)
Freezing Sphere (93)

Fox's Cunning, Mass (35)
Owl's Wisdom, Mass (35)
Transport via Plants (48)

Void

Antilife Shell (18)
Circle of Death (666)
Create Undead (587)
Disintegrate (94)
Eyebite (54)
Gaze of the Void (96)
Inflict Moderate Wounds,
 Mass (34)
Harm (112)
Shadow Walk (16)
Symbol of Fear (140)

7th-Level Sorcerer/Wizard Spells

All Elements

Arcane Sight, Greater (53)
Banishment (166)
Forcecage (54)
Grasping Hand, Elemental* (60)
Limited Wish (777)
Mage's Magnificent
 Mansion (380)
Mage's Sword, Elemental* (49)
Prismatic Spray (130)
Repulsion (68)
Spell Turning (77)
Statue (92)
Summon Monster VII (105)
Symbol of Stunning (135)

Air

Control Weather (556)
Elemental Body IV, Air* (170)
Ethereal Jaunt (58)
Form of the Dragon II,
 Air* (200)
Giant Form I, Frost Giant* (124)
Hold Person, Mass (38)
Insanity (247)
Instant Summons (62)
Invisibility, Mass (65)
Phase Door (41)
Project Image (191)
Shadow Conjunction,
 Greater (99)
Simulacrum (812)
Teleport, Greater (126)
Teleport Object (89)

Earth

Animate Plants (60)
Creeping Doom (67)
Cure Serious Wounds, Mass (54)
Elemental Body IV, Earth* (170)
Form of the Dragon II, Earth* (200)
Giant Form I, Stone Giant* (116)
Plant Shape III (95)
Polymorph, Greater (141)
Regenerate (155)
Restoration, Greater (157)
Reverse Gravity (38)
Transform Metal to Wood (128)

Fire

Delayed Blast Fireball (93)
Destruction (114)
Elemental Body IV, Fire* (170)
Form of the Dragon II, Fire* (200)
Giant Form I, Fire Giant* (124)
Power Word Blind (169)
Sunbeam (180)
Vision (45)

Water

Animate Plants (60)
Control Weather (556)
Elemental Body IV, Water* (170)
Form of the Dragon II, Water* (200)
Giant Form I, Frost Giant* (124)
Scrying, Greater (46)
Sequester (40)
Vision (45)

Void

Control Undead (43)
Creeping Doom (67)
Destruction (114)
Finger of Death (92)
Inflict Serious Wounds, Mass (44)
Insanity (247)
Power Word Blind (169)
Shadow Conjunction, Greater (99)
Simulacrum (812)
Symbol of Weakness (255)
Word of Chaos (253)

8th-Level Sorcerer/Wizard Spells

All Elements

Clenched Fist, Elemental* (70)
Mind Blank (135)
Planar Ally, Greater (409)
Planar Binding, Greater (461)
Power Word Stun (82)
Prismatic Wall (60)
Protection from Spells (61)
Repel Metal or Stone (65)
Spell Immunity, Greater (60 + total of spell CT)
Summon Monster VIII (121)
Temporal Stasis (348)

Air

Animal Shapes, Aerial* (117)
Antipathy (84)
Binding (495)
Charm Monster, Mass (43)
Demand (226)
Dimensional Lock (282)
Form of the Dragon III, Air* (250)
Giant Form II, Cloud Giant* (185)
Irresistible Dance (30)
Maze (71)
Scintillating Pattern (93)
Screen (266)
Shout, Greater (57)
Symbol of Insanity (357)
Sympathy (84)
Telekinetic Sphere (90)
Whirlwind (94)

Earth

Animal Shapes, Land* (117)
Antipathy (84)
Cloak of Chaos (96)
Control Plants (53)
Cure Critical Wounds, Mass (65)
Earthquake (89)
Form of the Dragon III, Earth* (250)
Giant Form II, Mountain Giant* (152)
Iron Body (141)
Polymorph Any Object (196)
Sympathy (84)

Fire

Antipathy (84)
Discern Location (77)
Fire Storm (72)
Form of the Dragon III, Fire* (250)
Giant Form II, Storm Giant* (165)
Incendiary Cloud (149)
Sunburst (202)

Water

Animal Shapes, Aquatic* (117)
Control Plants (53)
Demand (226)
Discern Location (77)
Form of the Dragon III, Water* (250)
Giant Form II, Storm Giant* (165)
Moment of Prescience (61)
Polar Ray (88)
Prying Eyes, Greater (143)

Void

Cloak of Chaos (96)
Clone (687)
Create Greater Undead (711)
Horrid Wilting (223)
Inflict Critical Wounds, Mass (55)
Shadow Evocation, Greater (154)
Symbol of Death (700)
Symbol of Insanity (357)
Trap the Soul (285)

9th-Level Sorcerer/Wizard Spells

All Elements

Crushing Hand, Elemental* (80)
Mage's Disjunction (172)
Prismatic Sphere (60)
Shapechange (250)
Summon Monster IX (144)
Time Stop (466)
Wish (999)

Air

Astral Projection (800)
Dominate Monster (55)
Elemental Swarm, Air* (283)
Etherealness (91)
Hold Monster, Mass (77)

Gate (209)
Refuge (312)
Shades (156)
Sympathy (84)
Teleportation Circle (168)
Wail of the Banshee (72)
Weird (88)

Earth

Elemental Swarm, Earth* (283)
Freedom (99)
Heal, Mass (127)
Imprisonment (199)

Fire

Elemental Swarm, Fire* (283)
Implosion (175)
Meteor Swarm (144)

Water

Elemental Swarm, Water* (283)
Foresight (56)
Storm of Vengeance (179)

Void

Energy Drain (94)
Implosion (175)
Power Word Kill (239)
Shades (156)
Shambler (113)
Soul Bind (37)
Wail of the Banshee (72)
Weird (88)



NEW AND REVISED SPELLS

The following is a list of new and revised spells for the Sovereign Stone setting. "Element" has also been added as new category to indicate availability; for example, "Element: Air" spells are accessible for learning only to Air mages of the appropriate level.

ACID BOMB

School: evocation [acid]

Level: sorcerer/wizard 3

Element: Water

This spell functions like *fireball*, except the caster produces a large exploding glob of acid that deals acid damage. All creatures of Large or smaller size in the affected area failing their Reflex saves continue to take 1d6 acid damage each round for 1d4 rounds.

ALLERGY

School: transmutation

Level: druid 2, sorcerer/wizard 2

Element: Earth/Water

Casting Time: 1 standard action

Components: V, S, M (a pinch of pollen)

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

Target: one creature

Duration: 1 day/level

Saving Throw: Fort negates

Spell Resistance: yes

You initiate a curse that affects the targeted air-breathing creature for a number of days equal to your caster level (maximum 5 days). During this time the creature is oversensitive to the natural scents, spores, and pollen of all plant life. A creature failing the saving throw suffers continual fits of sneezing and coughing whenever it is exposed to plant life. The slightest exposure, even a pot of geraniums on a window sill, will set off the allergy, giving the creature a -2 circumstance penalty to all attack rolls, ability and skill checks, and saving throws.

AMPLIFY VOICE

School: transmutation

Level: sorcerer/wizard 1

Element: Water

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

This spell amplifies the volume of a creature's voice so it can be heard under any natural conditions (such as heavy windstorm, but not inside a silence spell). The range for all voice-dependent powers and abilities — such as bard's inspire courage or ranger's hunter's bond — possessed by the creature is increased by 50% for the spell's duration in normal environments.

ANIMAL SHAPES, AERIAL

School: transmutation (polymorph)

Level: sorcerer/wizard 8

Element: Air

These spell functions like *animal shapes*, except targets are limited to assuming the form of flying creatures of the animal type.

ANIMAL SHAPES, AQUATIC

School: transmutation (polymorph)

Level: sorcerer/wizard 8

Element: Water

These spell functions like *animal shapes*, except targets are limited to assuming the form of water creatures of the animal type.

ANIMAL SHAPES, LAND

School: transmutation (polymorph)

Level: sorcerer/wizard 8

Element: Earth

These spell functions like *animal shapes*, except targets are limited to assuming the form of land-based creatures of the animal type.

BEAST SHAPE I-IV, AERIAL

School: transmutation (polymorph)

Level: sorcerer/wizard 3-6

Element: Air

These spells correspond to and function like *beast shape I-IV*, except the caster is limited to assuming the form of flying creatures of the animal type.

BEAST SHAPE I-IV, AQUATIC

School: transmutation (polymorph)

Level: sorcerer/wizard 3-6

Element: Water

These spells correspond to and function like *beast shape I-IV*, except the caster is limited to assuming the form of aquatic creatures of the animal type.

BEAST SHAPE I-IV, LAND

School: transmutation (polymorph)

Level: sorcerer/wizard 3-6

Element: Earth

These spells correspond to and function like *beast shape I-IV*, except the caster is limited to assuming the form of land-based creatures of the animal type.

BLACK CLOUD

School: evocation [darkness]

Level: Sorcerer/Wizard 4

Element: Void

Casting Time: 1 standard action

Components: V, S

Range: personal

Area: 5 ft. radius

Duration: 1 round/level (D)

Saving Throw: Will (see text)

Spell Resistance: no

You surround yourself and everything within 5-foot radius of you in a dome of dense, black cloud. No one outside the dome can see into it (even with darkvision), but anyone inside can see out. Creatures must make a Will save to enter the cloud, but are free to leave.

BLASTSTREAM

School: evocation

Level: sorcerer/wizard 3

Element: Water

This spell function like *lightning bolt*, except the caster projects a powerful stream that deals bludgeoning damage. All creatures of Medium or smaller size in the affected area failing their Reflex saves are also knocked down by the force. The water disappears after the spell has taken effect.

BLINDING RAGE

School: enchantment [mind-affecting]

Level: sorcerer/wizard 3

Element: Air

Casting Time: 1 standard action

Components: V, S

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

Target: 1 creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: yes

This spell causes a creature to lose all reason and fly into a fury, immediately attacking the closest creature in sight. If the creature cannot find a target, it lashes out blindly at any object within reach. The creature cannot communicate and is unable to recognize friends from foes.

Elven Wyred are known to use this spell to disrupt the ranks of enemy infantry or render a commander completely ineffective.

BRITTLE

School: transmutation

Level: sorcerer/wizard 2

Element: Earth/Void

Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 inanimate object up to 30 lbs.

Duration: 1 minute (D)

Saving Throw: see text

Spell Resistance: yes (object)

This spell weakens one inanimate object (maximum 30 lbs.) so it is much easier to break. The object's hardness and hit points are halved (to minimum of 1). It reverts to normal durability when the spell ends.

Normal objects receive no saving throws against brittle. Magic items are entitled to saves based on the item itself or the creature possessing it (whichever is better).

CANDLE OF PAST VISION

School: divination [past]

Level: sorcerer/wizard 5

Element: Fire

Casting Time: 1 minute

Components: V, S, DF

Range: personal

Target: you

Area: 10-ft. radius centered on flame

Duration: 10 minutes/level (D)

The caster is able to see events that have occurred up to 1 year back within a 10-foot radius of a lit candle flame.

CIRCLE OF FLAME

School: evocation [fire]

Level: sorcerer/wizard 3

Element: Fire

Casting Time: 1 standard action

Components: V, S

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

Area: 10-ft. radius circle

Duration: 1 minute/level (D)

Saving Throw: none

Spell Resistance: yes

You conjure a 5-foot high ring of magical fire. The ring is immovable so non-flying creatures usually must pass through the flame to enter or exit the circle. The fire deals 1d6 points of fire damage per 2 caster level (maximum 10d6). The fire continues until the duration expires or the caster dismisses the spell.

Fire mages use this spell offensively and defensively, protecting themselves from attackers or trapping enemies inside a fiery circle.

CLENCHED FIST, ELEMENTAL

School: evocation [force]

Level: sorcerer/wizard 8

Element: all

Treat this spell as *clenched fist*, except it manifests in the form of caster's chosen element for the level when this spell is taken.

COLDBURST

School: evocation [cold]

Level: sorcerer/wizard 3

Element: Air

This spell functions like *fireball*, except the caster discharges a sudden burst of frosty air that deals cold damage. It also disperses fog or gas in the area for 1d4 rounds.

CRUSHING ARMOR

School: transmutation

Level: sorcerer/wizard 5

Element: Air/Fire

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Target: 1 creature in metal armor

Duration: 1 round/level

Saving Throw: none

Spell Resistance: yes

You summon an intense magnetic field around the metallic armor of a creature, causing the armor to start crushing the wearer. While the spell is in effect, the target must succeed in a combat maneuver roll versus the field's CMD (10 + caster level + spell's key ability modifier + armor's base armor bonus) each round to avoid becoming pinned by the armor and taking 1d6 points of damage per its base armor bonus (i.e., not including enchantment bonuses).

CRUSHING HAND, ELEMENTAL

School: evocation [force]

Level: sorcerer/wizard 9

Element: all

Treat this spell as *crushing fist*, except it manifests in the form of caster's chosen element for the level when this spell is taken.

DISGUISE PLANT

School: illusion (glamer)

Level: druid 1, sorcerer/wizard 1

Element: Earth/Water

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: 1 plant up to Huge size

Duration: 1 day (D)

Saving Throw: none

Spell Resistance: yes (harmless)

This spell alters the appearance of a plant to look like a completely different type of plant. You can make harmless plants appear dangerous and vice versa. It is usually cast to make nobles' gardens seem more exotic than they really are. Some unscrupulous mages take advantage of this spell to pass off common weeds as rare herbs and swindle money.

DISSIPATE LIFE

School: necromancy
Level: sorcerer/wizard 2
Element: Void
Casting Time: 1 standard action
Components: V, S
Range: touch
Target: 1 creature
Duration: concentration (up to 1 minute)
Saving Throw: Will negate (see text)
Spell Resistance:

This spell lets you drain the life force from a helpless target and disperses that force. You cannot take the hit points nor can they be used for any other purpose. It deals 1d6 points of damage per caster level (up to 5d6) each round as long as you concentrate on the spell (up to 1 minute). You must be touching the creature's bare flesh and remain contact throughout. The spell ends when contact is broken.

EAVESDROP

School: divination (present)
Level: sorcerer/wizard 1
Element: Water
Casting Time: 1 minute
Components: V, S
Range: touch
Area: 20 ft. radius around touched object
Duration: 1 hour/level (D)
Saving Throw: none;
Spell Resistance: yes (object)

You enchant an object to let you hear any sound within 20 feet of it, wherever it is. You must draw a circle on the object with a water essence, then designate a body of water as the "receiver" through which you listen in, which can just be an ordinary basin or pail full of water. The spell ends if the receiver is less than half full. Only the caster can hear through the receiver.

ELEMENTAL BODY I-IV, AIR

School: transmutation (polymorph)
Level: sorcerer/wizard 4-7
Element: Air
These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming the form of an air elemental.

ELEMENTAL BODY I-IV, EARTH

School: transmutation (polymorph)
Level: sorcerer/wizard 4-7
Element: Earth
These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming the form of an earth elemental.

ELEMENTAL BODY I-IV, FIRE

School: transmutation (polymorph)
Level: sorcerer/wizard 4-7
Element: Fire
These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming the form of a fire elemental.

ELEMENTAL BODY I-IV, WATER

School: transmutation (polymorph)
Level: sorcerer/wizard 4-7
Element: Water
These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming the form of a water elemental.

ELEMENTAL SWARM, AIR

School: conjuration (summoning)
Level: sorcerer/wizard 9
Element: Air
This spell functions like *elemental swarm*, except the caster is restricted to summoning air elementals.

ELEMENTAL SWARM, EARTH

School: conjuration (summoning)
Level: sorcerer/wizard 9
Element: all
This spell functions like *elemental swarm*, except the caster is restricted to summoning earth elementals.

ELEMENTAL SWARM, FIRE

School: conjuration (summoning)

Level: sorcerer/wizard 9

Element: all

This spell functions like *elemental swarm*, except the caster is restricted to summoning air elementals.

ELEMENTAL SWARM, WATER

School: conjuration (summoning)

Level: sorcerer/wizard 9

Element: all

This spell functions like *elemental swarm*, except the caster is restricted to summoning water elementals.

EYES OF THE LEOPARD

School: transmutation

Level: sorcerer/wizard 1

Element: Earth/Fire

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: 1 creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

This spell grants low-light vision to the target creature. Normal light sources are twice as effective for the creature in the spell's interim.

EYES OF FIRE

School: divination (past)

Level: sorcerer/wizard 3

Element: Fire

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: 1 inanimate object

Duration: 1 minute/level

Saving Throw: none

Spell Resistance: yes (object)

To cast this spell, you must be able to see and touch the object. Eyes of fire provides insight into an object's past, such as the name of its last owner, the object's age, where it was made, how it came to be where it is and so on. You can glean information within 100 years per caster level into the past (up to 1,000 years).

FEIGN DEATH

School: necromancy

Level: sorcerer/wizard 3

Element: Void

Casting Time: 1 round

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: 2 hours/level (D)

Saving Throw: none

Spell Resistance: yes (harmless)

You can make one willing creature appear dead. The creature's heart beats only once every 10 minutes and it does not breathe. It can see and use its other senses, but cannot interact with or react to its surrounding. This spell does not negate the creature's sense of pain, so injuries to the "corpse" may betray the presence of the spell.

This spell is sometimes used to move people through hazardous regions or smuggle them inside sealed containers (such as coffins).

FIRE SCRY

School: divination (past)

Level: sorcerer/wizard 4

Element: Fire

Casting Time: 10 minutes

Components: V, S

Range: personal

Target: you

Duration: 10 minutes + concentration

Saving Throw: none

Spell Resistance: yes (object)

You can see and hear as if you were standing in a fire at any time in the past when the fire was burning. To cast this spell, you must be in the location of a fire near or within the area you wish to scry. This might be a campfire, a torch, or a candle on a table, as long as you know where and when it was burning, and you are in that spot when you cast the spell. You can maintain fire scry for as long as you concentrate, and view events within 10 years per caster level (up to 100 years in the past). You cannot move while the spell is in effect.

If you have the same materials as the original fire (candle, pile of firewood, etc.), you can use it to "record" the vision and burn it later to play the event back for you and any other viewers.

FLAME BARRIER

School: evocation [fire]

Level: sorcerer/wizard 7

Element: Fire

This spell functions like *blade barrier*, except as a curtain of swirling blazes that deals fire damage rather than whirling force blades.

FORCEFUL HAND, ELEMENTAL

School: evocation [force]

Level: sorcerer/wizard 6

Element: all

Treat this spell as *forceful hand*, except it manifests in the form of caster's chosen element for the level when this spell is taken.

FORM OF THE DRAGON I-III, AIR

School: transmutation (polymorph)

Level: sorcerer/wizard 6-8

Element: Air

These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming only air dragon form (see Chapter 14: Bestiary).

FORM OF THE DRAGON I-III, EARTH

School: transmutation (polymorph)

Level: sorcerer/wizard 6-8

Element: Earth

These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming only earth dragon form (see Chapter 14: Bestiary).

FORM OF THE DRAGON I-III, FIRE

School: transmutation (polymorph)

Level: sorcerer/wizard 6-8

Element: Fire

These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming only fire dragon form (see Chapter 14: Bestiary).

FORM OF THE DRAGON I-III, WATER

School: transmutation (polymorph)

Level: sorcerer/wizard 6-8

Element: Water

These spells correspond to and function like *elemental body I-IV*, except the caster is limited to assuming only water dragon form (see Chapter 14: Bestiary).

GAZE OF THE VOID

School: necromancy

Level: sorcerer/wizard 6

Element: Void

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 round/level (D)

Saving Throw: Fort partial

Spell Resistance: yes

Upon completing this spell your eyes become black wells of darkness that channel the power of the Void through your gaze. Upon meeting your gaze, any living creature of 3 HD or less must make a saving throw or is instantly slain and become a zombie under your control. Otherwise it deals 1d6 points of damage per 2 caster level (maximum 10d6) to those successfully saved or creatures of 4 HD or greater. The creatures can still die due to damage from this spell, but they do not become zombies.

Because death is instantaneous and there is no decay, the victim's companions may not realize he is dead; the only signs are the slow, clumsy movement of a zombie and its vacant stare. Survivors of this spell claim they feel the chill of the grave as they look into the Void mage's ebon eyes.

GIANT FORM I, FIRE GIANT

School: transmutation (polymorph)

Level: sorcerer/wizard 7

Element: Fire

These spells correspond to and function like *giant form I*, except the caster is limited to assuming the form of a fire giant.

GIANT FORM I, FROST GIANT

School: transmutation (polymorph)

Level: sorcerer/wizard 7

Element: Air/Water

These spells correspond to and function like *giant form I*, except the caster is limited to assuming the form of a frost giant.

GIANT FORM I, STONE GIANT

School: transmutation (polymorph)

Level: sorcerer/wizard 7

Element: Earth

These spells correspond to and function like *giant form I*, except the caster is limited to assuming the form of a stone giant.

GIANT FORM II, CLOUD GIANT

School: transmutation (polymorph)

Level: sorcerer/wizard 8

Element: Air

These spells correspond to and function like *giant form II*, except the caster is limited to assuming the form of a cloud giant.

GIANT FORM II, MOUNTAIN GIANT

School: transmutation (polymorph)

Level: sorcerer/wizard 8

Element: Earth

These spells correspond to and function like *giant form II*, except the caster is limited to assuming the form of a mountain giant.

GIANT FORM II, STORM GIANT

School: transmutation (polymorph)

Level: sorcerer/wizard 8

Element: Fire/Water

These spells correspond to and function like *giant form II*, except the caster is limited to assuming the form of a storm giant.

GRASPING HAND, ELEMENTAL

School: evocation [force]

Level: sorcerer/wizard 7

Element: all

Treat this spell as *grasping hand*, except it manifests in the form of caster's chosen element for the level when this spell is taken.

HAIL OF PEBBLE

School: conjuration (creation) [earth]

Level: sorcerer/wizard 0

Element: Earth

This spell functions like *acid splash* but it deals earth damage instead. The pebbles vanish after the spell has taken effect.

HILLS OF WATER

School: transmutation

Level: druid 2, sorcerer/wizard 2

Element: Water

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: 1 water vessel

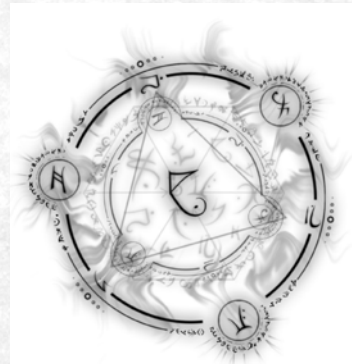
Duration: 1 hour (D)

Saving Throw: none

Spell Resistance: yes (object)

This spell causes the water behind a touched vessel to rise, sending the ship sliding down the slope of the trough and driving the ship ahead, enabling it to travel four times faster than normal. The vessel sails forward in a straight line, though it can move off the slope (and end the spell) by turning the rudder.

Wind-powered boats generally pull down sails when this spell is in effect, as the shifting wind patterns make movement difficult and even potentially dangerous. Hills of water is particularly useful in sea battles or when a ship is becalmed.



HUNGRY WATER

School: transmutation
Level: sorcerer/wizard 1
Element: Water
Casting Time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 one-gallon container or smaller
Duration: 1 minute/level (D)
Saving Throw: see text
Spell Resistance: yes (object)

This spell transforms the ordinary liquid (such as water, milk, or alcohol) in a small container into an equal amount of acid. The container must be artificial, not natural — a bowl, cup, or bucket is acceptable, a coconut shell is not. Each round of direct contact with the new content causes 1d6 point of acid damage. The fumes are considered inhalant poison, dealing 1 point of temporary Con damage if inhaled (DC 13 Fort save negates). The liquid reverts to what it was after the spell expires. This spell cannot convert liquid in multiple containers (regardless of total volume).

INTERPOSING HAND, ELEMENTAL

School: evocation [force]
Level: sorcerer/wizard 5
Element: all
Treat this spell as *interposing hand*, except it manifests in the form of caster's chosen element for the level when this spell is taken.

KICK

School: transmutation
Level: sorcerer/wizard 0
Element: Water
Casting Time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 Tiny container of liquid
Duration: 10 minutes/level
Saving Throw: none
Spell Resistance: yes (object)

This spell changes half the liquid in a glass into alcohol or, alternatively, turns only the water in the glass into alcohol, enabling it to keep its full flavor while still adding a punch. Anyone drinking the liquid suffers the normal consequences of consuming alcohol.

Orken healers frequently use this spell on boiled water to make an excellent disinfectant.

LIGHTNING ROD

School: transmutation
Level: sorcerer/wizard 2
Element: Air/Fire
Casting Time: 1 round
Components: V, S
Range: touch
Target: 1 steel or iron object
Duration: 10 minutes/level (D)
Saving Throw: none
Spell Resistance: yes (object)

This spell lets you enchant an object made of steel or iron. While the spell is in effect, all electrical effects, both normal and magical, occurring within a radius of 10 ft. + 5 ft. per caster (maximum 50 ft. radius) of the enchanted object are grounded. The electricity is dissipated through the object and does not harm it. However, any creature in physical contact with it while it is absorbing the energy takes electricity damage as normal.

Some Air and Fire mages take time to prepare a dedicated rod for this spell, while others improvise with a sword. Once enchanted, you must thrust the object into earth, and removing it ends the spell immediately.

Mages favor this spell to stay safe in intense thunderstorms, or as precaution against enemies and creatures that use lightning.

MAGE'S SWORD, ELEMENTAL

School: evocation [force]
Level: sorcerer/wizard 7
Element: all
This spell functions like *mage's sword*, except the sword appears as a shimmering blade of the caster's chosen element for the level when this spell is taken.

MAGIC MISSILE, ELEMENTAL

School: evocation [force]
Level: sorcerer/wizard 1
Element: all
This spell functions like *magic missile*, except the missiles appear as force energy darts of the caster's chosen element for the level when this spell is taken.

MAGNIFY

School: transmutation
Level: sorcerer/wizard 1
Element: Water
Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 minute/level (D)

Saving Throw: none

Spell Resistance: yes (harmless)

You gain a magnified view of anything you see through this spell. Distant objects from up to 50 ft. + 10 ft. per caster level away (maximum 200 ft.) become as clear to you as if they were right in front of you. You are still limited to what you are able to discern naturally; for example, you still cannot see details in the dark if you do not have darkvision. Magnify enables Perception checks for locations and things out of your normal sighting range.

MOUTH OF THE VOID

School: evocation [void]
Level: sorcerer/wizard 3
Element: Void

This spell functions like *fireball*, except the caster creates a swirling portal to the Void that suck the life force from all living creatures in the affected area, dealing negative energy damage but does not “heal” undead.

PASS AS SHADOW

School: transmutation
Level: sorcerer/wizard 2
Element: Void
Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 minute/level (D)

Saving Throw: none

Spell Resistance: yes (harmless)

You become one with the shadows. This is not an illusion so it cannot be disbelieved. You are still considered corporeal, but can move in complete silence and are invisible as long as you remain in shadow or darkness large enough to accommodate you. If you move into the light, you appear as a living shadow (attracting considerable attention).

PIERCE SOUL

School: evocation [void]
Level: sorcerer/wizard 0
Element: Void

Treat this spell as *ray of frost* but it deals negative energy damage instead. This spell does not work against constructs or undead.

RAY OF HEAT

School: evocation [fire]
Level: sorcerer/wizard 0
Element: Fire

Treat this spell as *ray of frost* but it deals fire damage instead.

SCRYING TOOL

School: divination (past)
Level: sorcerer/wizard 4
Element: Fire
Casting Time: 10 minutes
Components: V, S
Range: touch
Target: 1 Tiny object
Duration: 1 day/level (D)
Saving Throw: none

Spell Resistance: no

You transform an object of Tiny size or smaller into a scrying device. You must remain in physical contact with the object throughout casting time. The object then can be left anywhere (such as in a room or a hallway) to record impressions of events occurring in the immediate surrounding (within 10' radius of the object) up to one month into the past. You can retrieve the object at any time before the spell expires, then burn it to see and hear the “recording” in the flame.

Mages usually sneak the enchanted object into private meetings to record secret dealings with this spell. Scrying tool can bypass most wards that might interfere with long-range scrying attempts because it is often right there under the participants' noses.

SHADOW'D VISAGE

School: illusion (glamer)

Level: sorcerer/wizard 0

Element: Void

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 hour/level

Saving Throw: none

Spell Resistance: yes (harmless)

This spell cloaks your face in constant deep shadow to render you virtually unrecognizable even in broad daylight. Creatures with darkvision can see vague features but not telling details without a Perception check (DC 20).

Most Void practitioners wear a hood while using this spell to disguise its effect. Shadow'd visage also projects a brooding, menacing presence that grants you a +2 circumstance bonus to Intimidate checks.

SHATTERBLAST, ELEMENTAL

School: evocation [force]

Level: sorcerer/wizard 1

Element: all

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Target: one inanimate object

Duration: instantaneous

Saving Throw: none;

Spell Resistance: yes

You unleash a blast of magical energy that cracks, weakens or demolishes a solid, inanimate object. You hit the target (which must be an inanimate object) on a successful ranged touch attack, dealing 1d6 points of elemental damage per caster level (maximum 5d6). This spell has no effect on living or undead creatures.

SINGING FLICKER

School: conjuration (creation) [fire]

Level: sorcerer/wizard 0

Element: Fire

This functions like *acid splash* but deals fire damage instead.

SPECTRAL HAND, ELEMENTAL

School: necromancy

Level: sorcerer/wizard 2

Element: all

Treat this spell as *spectral hand*, except it appears in the form of caster's chosen element for the level when this spell is taken. The hand itself cannot do damage, regardless of its form (e.g., a fiery spectral hand will not burn anything it touches unless it is delivering a spell doing fire damage).

SPITBALL

School: transmutation

Level: sorcerer/wizard 0

Element: Water

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: instantaneous

Saving Throw: none

Spell Resistance: no

This spell amplifies the velocity and mass of a glob of your own spit, enough to deal 1d6 points of subdual damage on a successful ranged touch attack against a target up to 100 feet away.

Spitball is a staple drinking game among orken shamans, with candle flames for targets.

SPYING EYE

School: divination (present)

Level: sorcerer/wizard 1

Element: Water

This spell functions like *eavesdrop*, except this version provides sight instead of hearing.

STONE LANCE

School: evocation

Level: sorcerer/wizard 3

Element: Earth

This spell functions like *lightning bolt*, except the caster projects a giant magical stone lance that deals piercing damage. The lance vanishes after the spell has taken effect.

STONE RAIN

School: evocation

Level: sorcerer/wizard 3

Element: Earth

This spell functions like *fireball*, except the caster launches a shower of rocks that deals bludgeoning damage. The rocks disappear after the spell has taken effect.

WALLFLOWER

School: enchantment (charm)

Level: sorcerer/wizard 0

Element: Air

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 minute/level

Saving Throw: see text

Spell Resistance: no

With this spell you are anonymous to all who see or hear you. They notice nothing interesting or unusual about you, allowing you to maintain a low profile. Those who are alert (such as sentries on watch) or have reasons to suspect trickery get a Will save immediately. If successful, they realize that someone attempted to beguile them magically, though not necessarily able to identify the culprit; it also immunize them to this spell for the next 24 hours.

WARNING SINGE

School: evocation [fire]

Level: sorcerer/wizard 0

Element: Fire

Casting Time: 1 standard action

Components: V, S

Range: 100 ft.

Target: you

Duration: instantaneous

Saving Throw: none

Spell Resistance: no

You create a diffuse ball of flame and throw it at the target creature up to 100 feet away as a ranged touch attack, dealing 1d6 points of fire subdual damage upon a hit. The flame generated by this spell feels hot, but does not set objects on fire. Dwarves often use this spell to herd animals.

WATER KNOWS ALL

School: divination (present)

Level: sorcerer/wizard 4

Element: Water

Casting Time: 10 minutes

Components: V, S

Range: unlimited

Target: 1 container filled with water

Duration: 10 minutes + concentration

Saving Throw: none

Spell Resistance: yes (object)

This spells let you see and hear everything occurring within 50-ft. radius of a container filled with water (or liquid composed mostly of water). You must know the exact location of the container, and the water must be in an artificial container; for example, a washbasin, fountain, or a goblet, but not a pond, stream, or cloud. You must also remain in one location throughout the spell's duration, though you may change your scrying point of view at any time.

WATER SPEAK

School: transmutation

Level: sorcerer/wizard 5

Element: Water

Casting Time: 1 minute

Components: V, S

Range: unlimited

Target: 1 willing humanoid creature

Duration: 1 minute/level + concentration

Saving Throw: none

Spell Resistance: yes (harmless)

This spell lets you exchange visual images and conversation over any distance with a willing humanoid creature. The spell requires both you and the person to gaze into a container filled with water. The water then serves as a communication conduit that provides both sight and hearing for you two. Both of you must concentrate to maintain the spell beyond the normal minute-per-level duration.

Mages using this spell usually arrange a mutually agreed-upon time with the person beforehand, so he knows when to get to a water container.





CHAPTER NINE: PRESTIGE CLASSES



MISSIVE FROM SAHIM DUSHAALA, AHZ'QUA LIBRARIAN

...The next morning, when the Karnuan patrol woke with the dawn, they found one of their members had been murdered during the night. They were astonished, for they had heard nothing. Yet the man was dead of a single stab wound. The blade had pierced his heart, leaving only a small hole and little blood. He must have died instantly. He had seen his death coming, for his face was so contorted by terror that his fellows could not recognize the well-known features of their comrade in the twisted writhe of the corpse.

Such was the feat this silent attack engendered among them that the Karnuans buried the man in haste and did not mark his grave. They rode all day and well into the night, fearful of halting. It would be many, many nights before any of them could sleep again.

Loerem offers a range of intriguing prestige classes for you to choose from, providing such avenues for characters to explore as a skilled artisan spy, a knight of honorable order, an underwater killing machine with the brutality of a shark, and many more.

AHZ'QUA LIBRARIAN

The Ahz'Qua librarians are more than simple scholars; they have become one of the foremost information gatherers in Loerem. With agents in every major city across the continent, they are able to keep an eye on world events as they unfold. They compile this information for the day that Dunkarga will eventually rule Loerem, but many also have more private and personal agendas in mind.

Role: Many Ahz'Qua librarians are scholars in the various fields of magical study, particularly focused on magic that enables them to easily gain information. There is also an equal number of former rogues and thieves amongst the ranks, individuals who have turned from using their abilities to perpetuate a life of crime toward pursuing a quest for knowledge.

Alignment: Ahz'Qua librarians are loyal to the Library and each other, but otherwise willing to do nearly everything to accomplish their missions and agendas, and so tend to be lawful neutral.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Ahz'Qua librarian, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Bluff 5 ranks, Disguise 5 ranks, Diplomacy 5 ranks, Knowledge (any) 6 ranks, Sense Motive 5 ranks.

Spells: Able to cast 2nd-level spells.

CLASS SKILLS

The Ahz'Qua librarian's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

CLASS FEATURES

All the following are features of the Ahz'Qua librarian prestige class.

Armor and Weapon Proficiencies: The Library of Imaf retains Ahz'Qua librarians with multitudes of backgrounds, but all are self-reliant enough to have a certain degree of combat ability. Thus, Ahz'Qua librarians have proficiency with all simple weapons and light armor.

Alias (Ex): Whether it is because they are taught to gather information in disguise or just have a frequent need to slip away into another identity, agents of the Library quickly learn to become another person. At 1st level, and at every other level thereafter, an Ahz'Qua librarian can either learn a new language or establish a new identity with complete, believable background history and documentations that stand up to scrutiny, enabling him to undertake long-term espionage when necessary. (Any such identity must meet GM's approval).

Bonus Feats: At 2nd level, and at every even level thereafter, an Ahz'Qua librarian gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Adopted Culture, Alertness, Deceitful, Magical Aptitude, Learned, Journeyman, Persuasive, Scholar, Self-Sufficient, Skill Focus, and Skill Mastery.

Upon reaching 6th level, and every two levels thereafter (8th and 10th), an Ahz'Qua librarian can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the librarian loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A librarian can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

First Impression (Ex): As he tends to be a quick and accurate judge of character, at 2nd level, an Ahz'Qua librarian can assess anyone immediately with the Sense Motive skill without having to observe for at least one minute.

TABLE 9-1: AHZ'QUA LIBRARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Alias	+1 level of existing class
2nd	+1	+0	+0	+3	Bonus feat, first impression	+1 level of existing class
3rd	+2	+1	+1	+3	Alias	+1 level of existing class
4th	+3	+1	+1	+4	Bonus feat, wisdom of the library	+1 level of existing class
5th	+3	+1	+1	+4	Alias	+1 level of existing class
6th	+4	+2	+2	+5	Bonus feat, perfect memory	+1 level of existing class
7th	+5	+2	+2	+5	Alias	+1 level of existing class
8th	+6/+1	+2	+2	+6	Bonus feat, favor	+1 level of existing class
9th	+6/+1	+3	+3	+6	Alias	+1 level of existing class
10th	+7/+2	+3	+3	+7	Ally, bonus feat	+1 level of existing class

Wisdom of the Library (Ex): While working for the Library, an Ahz'Qua librarian has ample opportunity to dig deep into the largest depository of knowledge on Loerem. Starting at 4th level, he gains a bonus equal to one-half his class level to all Knowledge skills in which he has at least one rank.

Perfect Memory (Ex): The Library of Imaf trains its agents to quickly and accurately absorb and recall information. Starting at 6th level, an Ahz'Qua librarian gains a bonus equal to 2 + 1/2 class level to any roll relevant to memory or memorization (such as recalling what a voice sounds like when attempting to mimic it, reciting the complete text of a page only seen for a moment, precisely repeating a lengthy overheard conversation, etc.). This class feature does not enable him to better recall any information prior to gaining perfect memory, nor does it affect spell-casting in any way.

Favor (Ex): Once per month, an Ahz'Qua Librarian of 8th level or higher can make requests for specific information from the Library. The Librarian must be able contact the Library somehow to make the request, though the Library may dispatch agents to collect and deliver the information in return. The information requested can be worth up to 1000 x class level in argents.

Ally (Ex): At 10th level, an Ahz'Qua librarian is trusted and experienced enough to know how to locate other agents of the Library and issue orders to them. When in a locality of more than 500 people, a successful Diplomacy or Perception check (character's choice) at DC 30 lets him locate another agent of the Library of 5th level or less (other details are left to GM discretion).

While he remains in the vicinity, the ally will follow all reasonable orders unless they run contrary to those already issued by the Library or would endanger their lives (the GM may add any other conditions as well). Only one ally is available per population of 5000.

GESHLYNWYR

Some in the elven society have devoted themselves to becoming living works of art. These are the glynwyr, or "beautiful people." The glynwyr are of the artisan caste and part of the service industry. Their job is to be pleasing in all ways. Their bodies are honed to physical perfection. They know how to sing, play instruments, tell stories, and entertain in many ways.

While they are well-paid, the glynwyr are often regarded by elves merely as fancy prostitutes. However, several of the truly exceptional and talented glynwyr have transcended the stigma to find a home in the manors of nobles from Houses both major and minor. Dubbed the geshlynwyr ("beautiful prodigies"), they serve their lords as resident entertainers, enthralling valued visitors with unparalleled ease and, if necessary, as personal hostesses and companions to engage the private whims of particularly esteemed guests (who perhaps own certain privileged information...)

Role: Geshlynwyr's primary duty is as a house spy as much as an entertainer, pinning an eye and ear to any visitor piquing the elven lord's interest. Several geshlynwyr are rumored to have escaped the system and are offering their services to the highest bidder (and new "lord"). They will surely ensnare more than a few marks for their employers.

Alignment: While under employment, geshlynwyr may paint their faces. They, along with the glynwyr, are the only ones allowed to obscure their clan or family tattoos. That fact illustrates how, unlike regular servants in a House, a geshlynwyr's loyalty is often strictly brought with argents (and sometimes coercion), not by any bound of honor. Therefore, they tend to be neutral, chaotic neutral, and even chaotic evil.

Hit Die: d8.

REQUIREMENTS

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

Race: Elf.

Ability: Charisma 14.

Skills: Bluff 4 ranks, Craft (any one artistic pursuit) 6 ranks, Diplomacy 4 ranks, Perform (any two) 6 ranks, Sense Motive 4 ranks.

Feats: Deceptive Melee, Enthralling.

CLASS SKILLS

The geshlynwyr's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks Per Level: 6 + Int modifier.

CLASS FEATURES

All the following are features of the geshlynwyr prestige class.

Armor and Weapon Proficiencies: A geshlynwyr is proficient in all simple weapons and light armor.

Adaptive (Ex): At 1st level, and every level thereafter, a geshlynwyr can choose to replace a feat she has already learned for a new feat. In effect, the geshlynwyr swaps out an old feat for a new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A geshlynwyr can only change one feat at any given level and must choose whether or not to exchange a feat upon attaining a new level.

Secrets (Ex): Everyone has secrets and a geshlynwyr knows many of them. Starting at 1st level, she gains a bonus equal to 2 x her class level to all Knowledge (history), Knowledge (local), and Knowledge (nobility) skill checks to see if she is aware of any "not publicly known" information.

Bonus Feats: At 2nd level, and at every level thereafter, a geshlynwyr gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Acrobatic Dodge, Adopted Culture, Alertness, Athletic, Deceitful, Learned, Journeyman, Magical Savant, Martial Savant, Persuasive, Skill Focus, and Skill Mastery.

Intoxicating Personality (Ex): Experienced geshlynwyr understands how to manipulate their clients (and anyone else) and put them at complete ease. She knows how to read body language and be aware of a person's mannerisms enough to be the perfect listener, asking questions at the right times and just listening during others.

At 2nd level, a geshlynwyr has mastered the art of listening and exudes an intoxicating personality. When using her Bluff or Diplomacy skill, she can opt to have the opponent oppose the attempt with a Will saving throw instead (DC = geshlynwyr's check result). This is mind-affecting (charm) effect. A geshlynwyr can use this ability a number of times per day equal to 3 + her Charisma modifier. Anyone successfully resisting the effect is immune to the ability for the next 24 hours.

Read Person (Ex): Elven proverbs said that it is easier to endure the wrath of a thousand ancestors than to hide intents from a geshlynwyr, whose disarming demeanors are known to pry loose truths — even without any word exchanged.

A number of times per day equal to her Charisma modifier, the geshlynwyr can sense and decipher what an individual is thinking. After spending at least 1 minute observing or in a target's presence, the geshlynwyr can make an opposed Sense Motive check. If successful, she is able to "read" that individual's surface thoughts (identical to using *detect thoughts* for three rounds) for up to 1 minute. Regardless of outcome, the geshlynwyr may use this ability only once on the same person per 24 hours.

Lucid Dreaming (Ex): Lucid dreaming is when an individual attempts to remain consciously aware of his dreams in order to control them. This is often used to solve a problem the conscious mind is struggling with, although a skilled geshlynwyr can often lure an unsuspecting individual into spilling out his dreams, without ever being aware that they are doing so.

At 4th level, a geshlynwyr can help to induce a state of lucid dreaming in another by manipulating pressure points and speaking softly to the sleeper. She can then plumb the depths of an individual's mind for deeply hidden secrets or even buried memories.

The geshlynwyr must wait for at least an hour after the individual has fallen asleep before dreaming can begin, and then must spend 10 uninterrupted minutes to administer the technique. At that point, she may ask any question she wishes and the sleeper must make a Will saving throw against the geshlynwyr's Diplomacy check. If the individual fails her saving throw, he softly responds to her question to the best of his ability. Otherwise, he refuses to answer, but the geshlynwyr can ask the question again. A tie results in the answer being unintelligible. When the individual wakes up, he must make another Will saving throw (DC 10 + geshlynwyr class level + her Charisma modifier) to remember any of what has occurred.

The geshlynwyr may ask a number of questions equal to her class level + her Charisma modifier before the sleeper becomes too tired to respond any further.

Irresistible Allure (Su): The most proficient geshlynwyr are legends throughout Tromeek, for their skill is such that they can wrap generals, priests, and even kings around their finger at a whim. Their charismatic abilities have attained such a level that they may exercise a hypnotic control over others, if they put forth the effort.

At 5th level, a geshlynwyr gains the ability to charm others simply with a glance. Treat this as a *charm person* spell, with Will save DC = 10 + geshlynwyr's class level + her Charisma modifier). Failure causes the individual to become infatuated with her. The person is considered Helpful to the geshlynwyr, for as long as he remains in her presence and a number of days afterward equal to the her Charisma modifier. After that time, the infatuated individual is no longer charmed but nevertheless remembers the geshlynwyr fondly. If the geshlynwyr, at any time, attempts to abuse the relationship, the individual is entitled to another saving throw. If successful, his attitude becomes Hostile toward the geshlynwyr. (Unfortunately, what counts as abusive may vary from individual to individual, leaving it to the GM's discretion.)



TABLE 9-2: GESHLYNWYR

	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+0	+2	+2	+0	Adaptive, secrets +2
2nd	+1	+3	+3	+0	Bonus feat, intoxicating personality, secrets +4
3rd	+1	+3	+3	+1	Bonus feat, read person, secrets +6
4th	+2	+4	+4	+1	Bonus feat, lucid dreaming, secrets +8
5th	+2	+4	+4	+1	Bonus feat, irresistible allure, secrets +10

KNIGHT OF THE FOX

The Knights of the Fox, under the banner of the Learned Order of the Fox, are one of the two prominent chivalric orders in the Vinnengael Empire. Unlike their heavy-hitting griffin knight counterparts, the fox knights are disciplined in a variety of subjects and thus more versatile in general. Every fox knight excels in least one specialty from his study at one of the six chapter houses, and places top priority on refining that expertise.

A character entering this prestige class must select a chapter, each with its own prerequisites he must fulfill before becoming a member. He may choose a new chapter every time he advances a level in this class, as long as he meets the new prerequisites. Changing chapters does not affect a fox knight's overall level or ability progression in this class, only his class skills.

Role: Depending on individual allegiances, fox knights can cover a variety of roles from diplomats and engineers to explorers, lead officers and battle mages.

Alignment: Because they belong to a chivalric order of long tradition, fox knights are never evil, chaotic neutral, or true neutral in alignment. Most tend to be chaotic good.

Hit Dice: d8.

REQUIREMENTS

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

Skills: Primary chapter house skills (any two) 6 ranks.

Spells: Characters selecting the Chapter House of War Magic must be able to cast at least 1st-level spells.
Language: Able to speak Elder Speak.

CLASS SKILLS

A Knight of the Fox's class skills are predicated on the character's chosen Chapter House upon choosing (and advancing in) this prestige class, with the primary skills shown in italics.

Skill Ranks Per Level: 4 + Int modifier.

House of Diplomacy: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (history), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

House of Engineering: Appraise (Int), Craft (Int), Disable Device (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Perception (Wis), and Profession (Wis).

House of Exploration: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

House of Navy: Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Knowledge (local), Knowledge (Nature) (Int), Linguistics (Int), Profession (sailor) (Wis), Survival (Wis), and Swim (Str).

House of Strategy and Leadership: Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nobility), Linguistics (Int), Profession (Wis), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

House of War Magic: Bluff (Cha), Climb (Str), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

CLASS FEATURES

All the following are features of the Knight of the Fox prestige class.

Armor and Weapon Proficiencies: Knights of the Fox are proficient in all simple weapons, all light melee martial weapons, longsword, longspear, and all ranged martial weapons, with all types of armor (heavy, medium, and light) and shields.

Spells Per Day (Ex): This is available only if the character chooses House of War Magic as his chapter for the current level. He adds +1 level to an existing spellcasting class for purpose of gaining new spells per day.

Survey (Ex): Ten years ago, Fox Knight Sir Berren Kllery improved the techniques for cartography and cataloging environs. These methods were quickly adopted by the Order to render the first significantly accurate map of the Empire. Since then, they have been utilized from reconnoitering to castle constructions. All beginning fox knights learn this science. With a successful Survival skill check, the character is able to produce correct, detailed maps of an area, and to gauge measurements such as elevation and distance. Tools are often essential to complete a survey, though the knight may still ascertain approximations in their absence at a slightly higher DC.

Fox's Curiosity: At 2nd level, a fox knight's scholarly curiosity helps him gain insight into subjects normally out of his expertise. He can designate a number of skills equal to his Intelligence modifier that he may attempt checks untrained for as long as he remains in this prestige class.

Bonus Feats: Starting at 3rd level, and every three levels thereafter (6th and 9th), the fox knight gains a bonus feat selected from the following list (he must meet all prerequisites): Acrobatic Dodge, Agile Maneuver, Armor Focus (heavy, medium, or light), Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Elemental Counter, Empower Spell, Enlarge Spell, Mobility, Nimble Moves, Quick Draw, Stealthy, Weapon Finesse.

Fox's Speed (Ex): At 4th level, a fox knight gains the Improved Initiative feat, or the Greater Initiative feat if he already has Improved Initiative even if he does not meet the Dex prerequisite.

Fox's Charm: At 5th level, a fox knight is sufficiently witty to offer another alternative instantly to persuade (or probe) his query. For a number of times per day equal to his Charisma modifier, he may retry a failed Bluff, Diplomacy, Intimidate, or Sense Motive check immediately. He cannot take 10 or 20 on this new check.

Fox's Finesse: A 6th-level fox knight can substitute his Dexterity for Strength in an ability or skill check. He can do this a number of times per day equal to 1/2 his class level.

Fox's Guile: At 7th level, a fox knight is both resourceful and a scavenger. He can acquire any mundane item worth up to 10 argents for free, given 1d4 hours to locate each item and a successful Intelligence check (DC10 + item value).

Fox's Mastery: If an 8th-level fox knight has the Leadership feat, those under his command within 30' gain a morale bonus equal to the knight's Charisma modifier to all skill checks, ability rolls, and saving throws versus all fear and mind-affecting effects. The fox knight can use this ability a number of times per day equal to 1/2 his class level, and each time lasting a number of rounds equal to his Charisma modifier.

Fox's Triumph: At 10th level, a fox knight receives credit for an endeavor in his chosen field that earns him recognition throughout the Empire. For example, an engineer may have devised the new siege machine responsible for a major victory, or an explorer may finish charting a previously untouched territory. He doubles his Charisma modifier (if positive) for checks during social interactions with those interested in the exploit.

KNIGHT OF THE GRIFFIN

Knights of the Griffin are members of one of the two chivalric orders in the Vinnengaelean Empire. They generally have a background in the upper class and are seldom commoners. For nearly two centuries, the griffin knights represented the Honorable Order of the Griffins as the paragon of valor and cavalry skills.

TABLE 9-3: KNIGHT OF THE FOX

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+2	Spells per day*, survey
2nd	+1	+0	+0	+3	Fox's curiosity, spells per day*
3rd	+2	+1	+1	+3	Bonus feat, spells per day*
4th	+3	+1	+1	+4	Fox's speed, spells per day*
5th	+3	+1	+1	+4	Fox's charm, spells per day*
6th	+4	+2	+2	+5	Bonus feat, fox's finesse, spells per day*
7th	+5	+2	+2	+5	Fox's guile, spells per day*
8th	+6/+1	+2	+2	+6	Fox's mastery, spells per day*
9th	+6/+1	+3	+3	+6	Bonus feat, spells per day*
10th	+7/+2	+3	+3	+7	Fox's triumph, spells per day*

* Available only to current House of War Magic members.

They were the beacon of ideals, noble protectors who trampled injustice against the Empire and its people under the thundering hooves of their war steeds. The lack of admission standard enforcement has opened the order to a less-committed roster and a decline in public sentiment. In the present-day Empire, a knighthood into the order may be earned for gallantry on a tournament field just as easily as the battlefield. A prospect may also qualify solely on an excellent academic record at the Imperial Academy of Cavalry, without any actual fighting experience.

Role: Griffin knights excel in mounted combat, and at higher levels exhibit a greater proficiency than normal mounted warriors. When paired with their mounts they can truly be an unstoppable force, leading the charge to victory.

Alignment: New initiates to the order should not be one of the complacent lot, but actively adhering themselves to the Griffin Oath, taken at their knight-ing ceremony. They should strive to be the champions of the Empire, faithful defenders of every Vinnengae-lean, and a terrible bane to all imperial oppositions, as decreed in the order's founding. Therefore, mem-bers faithful to the ideal tend to be lawful good.

Hit Dice: d10.

REQUIREMENTS

To qualify to become a Knight of the Griffin, a char-acter must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Diplomacy 3 ranks, Ride 6 ranks.

Feats: Mounted Combat.

Special: Must have an income of at least 100 argents or equivalent per month, or currently own properties exceeding 10,000 argents in value.

CLASS SKILLS

The griffin knight's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (no-bility) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the Knight of the Griffin's prestige class.

Armor and Weapon Proficiencies: Griffin knights are proficient in all simple and martial weapons, and all armor (heavy, medium, and light) and shields.

Mounted Warrior Training: Starting at 1st level, and every level thereafter, a griffin knight also adds 1 level in the mounted warrior fighter archetype and gains all class features corresponding to that new level. For example, a 1st-level griffin knight with no level in mounted warrior gains all 1st-level class features of that archetype, and at 2nd level, all 2nd-level mount-ed warrior class features. If the 1st-level griffin knight already has 3 levels in mounted warrior, he gains all class features of a 4th-level mounted warrior, then 5th-level mounted warrior class features when he reaches 2nd level in this prestige class.

TABLE 9-4: KNIGHT OF THE GRIFFIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Mounted warrior training
2nd	+2	+3	+0	+3	Mounted warrior training, squires, weapon focus +1
3rd	+3	+3	+1	+3	Mounted warrior training
4th	+4	+4	+1	+4	Mounted warrior training, weapon focus +2
5th	+5	+4	+1	+4	Dislodge foe, mounted warrior training
6th	+6/+1	+5	+2	+5	Mounted warrior training
7th	+7/+2	+5	+2	+5	Battlecry, mounted warrior training
8th	+8/+3	+6	+2	+6	Mounted warrior training
9th	+9/+4	+6	+3	+6	Mounted warrior training
10th	+10/+5	+7	+3	+7	Consummate equestrian, mounted warrior training

Weapon Focus: At 2nd level, a griffin knight chooses one martial weapon usable on horseback (such as a polearm) and gains +1 to all attack rolls with that selected weapon. At 4th level this bonus increases to +2.

Squires: At 2nd level, a griffin knight may take under his service up to two squires. He may gain additional squires each level thereafter, but is able to retain no more than 2 x his character level in number of squires at any one time.

Dislodge Foe: At 5th level, a griffin knight's jousting experience has taught him the nuances in knocking an enemy off horseback. After successfully hitting an opposing rider, he may make a free trip attack that does not provoke an attack of opportunity to separate the target from the mount. Unless the opponent also possesses this ability, the knight cannot be knocked prone from failing the attempt by 10 or more.

Battlecry: The reputation of the Empire's devastating cavalry is surpassed only by the griffin knights staffing the elite force. At 7th level, a knight can utilize that renown on a battlefield to intimidate the enemy.

A knight may use this ability only with a charge maneuver, and only if it is his first attack action in the battle, whether on foot or horseback. All foes hearing the battlecry must succeed in a Will save (DC = 10 + 1/2 class level + griffin knight's Cha modifier) or drop their initiative to the one behind the knight's initiative. Creatures of animal intelligence or lower or those without sufficient knowledge of the Empire (such as elementals and most outsiders) are immune to this ability.

Consummate Equestrian: A griffin knight reaches the pinnacle of horsemanship at 10th level, when his mount is practically an extension of his body. Any horse he rides takes on his AC (excluding enhancement bonuses), base attack bonus, and save bonuses. The mastery is even stronger when it happens to be the knight's personal mount. In addition to the aforementioned effect, the horse receives benefits from all applicable feats and abilities (Power Attack and natural healing, for example, but not Weapon Proficiency or spellcasting) when ridden by or under the direct command of its master. When in combat together, the knight may transfer any and all damage received to his personal mount and vice versa, up to each other's remaining hit points.

SALVER

Fire is not a gentle magic; it is a magic of passion and intensity, one that is more inclined toward destruction instead of healing. However, there are a few dwarven Fire mages who have managed to curb the more destructive edge of Fire and hone it into a tool that can be used to heal. These fire-healers are known as salvers, a rather ironic name for though they can heal, their treatments are anything but painless.



Salvers are almost always important members of clans or unhorsed cities. Threatening a salver is almost as serious a “crime” as threatening a horse or a wolf, and woe to the individual who hurts one. Salvers are particularly revered amongst the dwarves, for the healing gift of a salver may just be enough to prevent a dwarf from being cast out of his clan. Unwise individuals who believe that salvers are helpless, though, are in for a rude awakening, for the ability to tame Fire into a healing tool requires a great understanding of the more destructive side of Fire.

Role: Salvers are all experienced Fire mages, but because of the general disdain dwarves hold for magic, particularly the “human” Earth magic of healing, they have taken the grueling path to learning how to use Fire as a tool of healing.

Alignment: Because the healing art requires a certain degree of compassion, salvers are seldom anything but of good alignment.

Hit Die: d6.

REQUIREMENTS

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

Race: Dwarf.

Skills: Craft (alchemy) 6 ranks, Heal 8 ranks, Knowledge (arcana) 6 ranks.

Feats: Magical Attunement (Fire), Quicken Spell.

Spells: Able to cast 3rd-level Fire magic spells.

CLASS SKILLS

The salver’s class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the salver prestige class.

Armor and Weapon Proficiencies: Salvers gain no new proficiency in weapons or armor.

Cauterize Wound (Ex): At 1st level, the salver is able to cauterize wounds.

For a number of times per day equal to her class level, she can make a Heal check and convert lethal damage on a creature to nonlethal damage equal to the check result. The nonlethal damage may still render the individual unconscious, and the wounds leave vivid scars. A salver cannot use this ability on those Tainted by the Void.

Fast Healing (Ex): Beginning at 2nd level, the salver’s body automatically channels Fire to heal herself, gaining the fast heal ability that enables her to regain 1 hit point per round. At 4th level, the rate increases to 2 hit points per round.

While the salver is fast-healing, her body is uncomfortably hot to the touch, and her eyes burn with barely banked fires.

Cleanse Blood (Su): At 3rd level, the salver can cleanse poisons from a creature’s bloodstream. Once per day by focusing her energy, she can “burn” the creature’s blood to burn to kill any nonmagical poison. She must succeed in a Heal check vs. the poison’s save DC, and she may retry the check, but the creature takes 1d8 nonlethal damage per attempt (including the first). She cannot use this ability on those Tainted by the Void.

TABLE 9-5: SALVER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cauterize wound	+1 level of existing class
2nd	+1	+0	+0	+3	Fast healing 1	+1 level of existing class
3rd	+2	+1	+1	+3	Cleanse blood	+1 level of existing class
4th	+3	+1	+1	+4	Fast healing 2	+1 level of existing class
5th	+3	+1	+1	+4	Purification	+1 level of existing class

Purification (Su): At 5th level, the salver can burn away diseases in a creature's body. Once per day she can channel her energy and send tendrils of Fire weaving through the creature to burn away the disease. She must succeed in a Heal check vs. the disease's save DC, and she may retry the check, but the creature takes 2d8 nonlethal damage per attempt (including the first). She cannot use this ability on those Tainted by the Void.

SHARK BROTHER

Orks share a great kinship with sharks, seeing in them many admirable qualities. Sharks are fearless; they take what they will with no apology; they are ferocious and clever predators — all traits highly valued in ork society. During a sea voyage, particularly just before or just after a major battle, ork sailors make offerings of fresh meat including, in some extreme instances, their own fingers, to sharks to inspire in themselves some measure of those great predator's killing instincts.

Shark brothers take this admiration to the ultimate degree. They are not satisfied with simply emulating a shark's ferocity. Instead, they wish to become sharks themselves, using a harrowing magical ritual to charge their bodies with mystical energy that twists and evolves them into powerful aquatic hunters.

Role: Almost all shark brothers began their lives as sailors in the great fleets, and, once the process is begun, no shark brother ever willingly leaves the comfort of the waves, though they can breathe air without effort. Most shark brothers end up as elite enforcers and warriors on the largest ork warships and trading vessels, enforcing the will of their captain and wreaking bloody havoc on the crews of enemy vessels.

Alignment: Like their racial element, the water, shark brothers enjoy a measure of fluidity in their morality, and thus tend to be chaotic in nature. And like their obsession, the sharks, they can be unrelentingly vicious, so shark brothers of evil alignments are not unheard of.

Hit Die: d10.

REQUIREMENTS

To qualify to become a shark brother, a character must fulfill all the following criteria.

Race: Ork.

Base Attack Bonus: +4

Skills: Swim 8 ranks.

Feats: Improved Unarmed Strike, Skill Focus (swim).

Special: The character must slay a shark in the water using nothing but his bare hands, devour the heart and eyes of the corpse, and then feed the remainder to other sharks.

CLASS SKILLS

The shark brother's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (sailor) (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the shark brother prestige class.

Weapon and Armor Proficiencies: Shark brothers gain no weapon proficiencies, nor is he proficient with armor or shields.

TABLE 9-6: SHARK BROTHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Blood scent, water breathing
2nd	+2	+3	+3	+0	Gaping maw, hammer fist, natural swimmer
3rd	+3	+3	+3	+1	Predator's eye, shark skin
4th	+4	+4	+4	+1	Boneless, rend
5th	+5	+4	+4	+1	Shark brother

In fact, most shark brothers disdain the use of weapons and armor, preferring to rely on their “natural” gifts, especially when armor and shields incur penalties on many Str- and Dex-based skills.

Blood Scent (Ex): A shark brother has a keen nose for the scent of spilled blood. At 1st level, he gains the ability to detect creatures by scent to a range of 180 feet while underwater, and half that distance on land. In addition, he can detect the scent of blood up to 1 mile away underwater and 1/2 mile away on land.

Water Breathing (Ex): A shark brother breathes water as easily as he breathes air. At 1st level a shark brother grows small gills just below the ears. This enables him to breathe normally underwater.

Gaping Maw (Ex): As a shark brother’s body continues to evolve to a more perfect form, he gains the powerful jaws and razor teeth of his namesake. Starting at 2nd level, when making a full-attack action in melee combat, he can bite as an extra attack at his highest attack bonus and deal damage equal to 1d8 + Str modifier. On a successful critical hit, wounds caused by his bite bleed at the rate of 1 hit point per round for 10 rounds or until treated. He can also attempt a bite attack at the end of a charge.

Hammer Fist: A shark brother’s unarmed attacks are viciously powerful, with a single blow sufficient to stave in a barrel or dent plate armor. Starting at 2nd level, each of a shark brother’s unarmed attacks deals 1d6 + Str modifier in damage.

Natural Swimmer (Ex): By this point, a shark brother is completely at home in the water, and other swimmers look clumsy and slow by comparison. A 2nd-level shark brother can swim through water at a rate of 50 feet per round. At 4th level, his swim speed increases to 60 feet per round.

In addition, he can make Acrobatics checks underwater without penalty (such as to move through a threatened square).

Predator’s Eye (Ex): Shark brothers are consummate, enthusiastic predators, and the specter of death is always in their eyes. Starting at 3rd level, a shark brother gains a bonus equal to his level in this prestige class to all saves against fear effects, as well as to all Intimidate skill checks. Double this bonus when opposing intimidation attempts.

Sharkskin (Ex): Like a shark, a shark brother’s skin is both highly resistant to damage and painful to the touch. Starting at 3rd level, a shark brother gains a natural armor bonus equal to his class level. Furthermore, opponents without a natural armor bonus of at least +3 or not wearing medium or heavy armor automatically suffer 1 point of damage each round in a grapple with a shark brother.

Boneless (Ex): At 4th level, a shark brother’s bones take on some of the malleable composition of a shark’s cartilage. He gains damage reduction 5/+1 against bludgeoning attacks.

Rend (Ex): A shark brother gains the rend ability at 4th level, dealing extra 1d4 + Str modifier in damage.

Shark Brother (Su): A 5th level shark brother is at one with all sharks, commanding their loyalty and their friendship. He can communicate telepathically with all sharks within 500 feet and can detect their presence up to 5 miles away. Once a week, a shark brother can summon a number of sharks equal to his class level + Cha bonus (if any), so long as there are sharks within 5 miles of his location. The sharks come at fastest possible speed and obey the shark brother’s commands for 1 + Cha bonus in hours (minimum 1). They fight to the death on his behalf.

STORMBRINGER

The stormbringer is master of the winds and waves, and the lightning above. Those who would follow this path, though, have looked the storm head-on, nearly losing their lives in the process. Yet the storm transforms them in the process.

Role: With their mastery over the storms, one of the most destructive forces in nature, stormbringers can literally rain doom and destruction upon their opponents, from close and afar.

Alignment: Any neutral.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any neutral.

Skills: Fly 3 ranks, Knowledge (nature) 6 ranks, Swim 3 ranks.

TABLE 9-7: STORMBRINGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Lord of lightning	+1 level of existing class
2nd	+1	+1	+0	+1	Electricity resistance 10	+1 level of existing class
3rd	+2	+2	+1	+2	Storm rider	+1 level of existing class
4th	+3	+2	+1	+2	Electricity resistance 20	+1 level of existing class
5th	+3	+3	+1	+3	Waverunner	+1 level of existing class

Spells: Able to use 2nd-level druid or ranger class spell-like abilities.

Special: The character must have been caught in a storm of at least hurricane intensity.

Waverunner (Su): At 5th level, a Stormbringer gains a swim speed equal to twice his base land speed. He may breathe water for a number of hours per day equal to his class level. This time need not be consecutive, but must be spent in 1-hour increments.

CLASS SKILLS

The stormbringer's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

All the following are features of the stormbringer prestige class.

Armor and Weapon Proficiencies: Stormbringers gain no new proficiency in weapons or armor.

Lord of Lightning (Sp): The Stormbringer can call upon the power of the storm, channeling the power of lightning. At 1st level, he may cast *call lightning* as a spell-like ability for a number of times per day equal to his Constitution modifier.

Electricity Resistance (Su): The Stormbringer becomes increasingly attuned to the power of lightning. At 2nd level, he gains electricity resistance 10. The resistance is increased to 20 at 4th level.

Storm Rider (Sp): The Stormbringer gains control of the winds, enabling him to command them to take him wherever he wishes. At 3rd level, he can use the *fly* spell as a spell-like ability for a number of times per day equal to his Charisma modifier. While in a storm, the duration of the spell lasts until the storm ends.

WARSINGER

Not all Karnuans sent to the military academy prove to have the potential to be a full-robed war wizard. It is, in fact, more common that those with more limited abilities are instructed in a more focused practice of magic, one that concentrates on offering support to nearby troops on the battlefield. As many of these students use songs and chants as a focus for their abilities, they quickly became known as "warsingers." Warsingers don't wear the tunics of a full war mage, but they do wear a black and silver sash that indicates their status. Occasionally, a Karnuan who didn't initially show any affinity for magic will begin to display raw talent. Rather than lose a good soldier to retraining at the academy, these soldiers are often trained in the field to become warsingers.

Role: Warsingers are excellent combat support, able to lend hefty bonuses to others in vanquishing a common foe. By their lonesome they are still very capable spellcasters who, like all Karnuans, can handle swords when the occasion demands.

The combination makes them a terrific choice for combat.

Alignment: Warsingers come in all alignments, though it is rare to find one of lawful good leaning among them.

Hit Die: d8.

REQUIREMENTS

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

Race: Karnuan.

Base Attack Bonus: +3.

Feats: Mobility

Spells: Able to cast 3rd-level spells.

CLASS SKILLS

The warsinger's class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Perception (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

CLASS FEATURES

All the following are features of the warsinger prestige class.

Weapon and Armor Proficiencies: Warsingers are proficient in the use of all simple and martial melee weapons, as well as light armor and shields.

Rally (Ex): Once per day, a 1st-level warsinger with 3 or more skill ranks in Perform may perform a heroic ballad to rally all allies within 30 feet, giving each (including himself) a +1 morale bonus to all attack and damage rolls, saving throws, and skill checks. This effect lasts for a number of minutes equal to the warsinger's class level + his Charisma modifier.

Sprinter (Ex): It is imperative that a warsinger gets to where he is needed most. At first level, a warsinger gains the Fleet and Run feats.

Banshee's Wail (Su): Sometimes the best defense is a good offense. Once per day, a 2nd-level warsinger may emit a banshee's wail, affecting all enemies within 100 feet who must succeed in a Will save (DC 10 + 1/2 class level + warsinger's Cha modifier) or become terrified and must spend 2d4 rounds fleeing from the warsinger.

Those who make the save are staggered for one round, and suffer -1 to all rolls for 1d6 rounds while they recover from the horror of the wail. Enemy spellcasters who succeeds must also make a concentration check each round to cast spells during the recovery period. Enemy spellcasters interrupted mid-spell by the wail must succeed in a concentration check prior to the Will save or their spell is broken. Thus, this is a particularly effective method of disrupting a group of enemy spellcasters. This is a mind-affecting ability.

Battle Chant (Su): At 3rd level, warsingers with at least 5 skill ranks in Perform may sing a chant in combat that enhances the prowess of all allies within earshot. This is in effect a mass aid-another action, allowing each ally to choose between a +2 bonus to attack roll or AC. They may also use sneak attack ability as if they were flanking. Lastly, they gain a +4 bonus to all endurance and morale checks and all saves. Battle Chant lasts as long as the warsinger continues it. A warsinger engaging in combat or other strenuous activities while using this ability must make a concentration check each round, starting at DC 15 and increasing by +1 every 2 rounds thereafter (i.e., DC 17 at third round, DC 19 at fifth round, and so on).

Overwhelm (Su): Twice per day, a 4th-level warsinger with 7 or more skill ranks in Perform can inspire his allies to make a ferocious attack on nearby foes. All allies within 20 feet can attack as though they had the Whirlwind Attack feat for a number of rounds equal to the warsinger's Charisma modifier.

Light Targets (Sp): To bolster a troop's effectiveness in a concerted assault, a 5th-level warsinger may project a ball of fire over a selected target. Those attacking the lit opponent gain a +2 bonus to attack rolls. The target also suffers a -2 penalty to ranged attack rolls and a -4 to morale checks. This ability lasts for a number of rounds equal to 2 x class level and may be used a number of times per day equal to the warsinger's Intelligence modifier. The warsinger may direct the light to a new target once per round as a move action.

TABLE 9-8: WARSINGER

	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+2	+2	Rally, sprinter	+1 level of existing class
2nd	+1	+0	+3	+3	Banshee's wail	+1 level of existing class
3rd	+2	+1	+4	+3	Battle chant	+1 level of existing class
4th	+3	+1	+4	+4	Overwhelm	+1 level of existing class
5th	+3	+1	+4	+4	Light targets	+1 level of existing class



CHAPTER TEN: MAGIC ITEMS

SILWYTH, TO DAGNARUS, PRINCE OF VINNENGAEL

“Then I suggest a small brooch made of the rare turquoise, which is known for its magical power to protect from harm those who wear it. Such a gift will express your admiration, also your thoughtfulness. It will be a gift she can wear openly, with honor. One that her husband could not fault, nor prevent her from accepting.”

Magic items in Loerem are rare and unique. Each magical object has a story, whether it is a simple amulet that protects the wearer against mosquito bites or a gilded coach that can fly through the air. Magic items are costly for the wizard in money and XP, and they take a lengthy amount of time to enchant. Thus, even the simplest is treasured.

No magic item is ever found scattered about on the street in Loerem; all have a reason for existence and the gamemaster is encouraged to develop stories for them. Sometimes the story will drive the campaign, other times the plot can be so compelling that players will want to get involved. Have fun with magic items in your game, but remember, few people in Loerem have magic swords or suits of armor. Those who do are loath to give them up.

While magic items are rare, there is a possibility that some may be purchased from black marketers, fences, or mageware shopkeepers. Usually the items on sale are the least expensive to produce, such as potions. More valuable items may become available from time to time, but then "market price" means virtually nothing when considering how much one might charge for such items. The true market value of a magic item must take into account the perils faced to retrieve it, its powers, and the demand for it. Often, the prices for artifacts of great power are astronomical.

Although all races of Loerem take advantage of magic, the creation of magic items is rare and exclusive. Most magically crafted items are not as useful as having a spellcaster available in the first place. The truly potent artifacts that are exception to this rule are coveted or guarded by some of the most powerful entities in Loerem.

In most cultures, there will always be a few hedge wizards who make a modest living by brewing potions and enchanting small amulets, but these items always duplicate existing minor spells and are temporary at best. The permanent, more powerful items are extremely scarce and often jealously protected. These artifacts are usually created by a cabal of mages to achieve a specific goal. They have a greater story than simply their power, and heroes who find and use one forever link their names to the artifact's legacy.



MAGIC ARMS & ARMOR

ASSASSIN'S CROSSBOW

Aura moderate evocation; **CL** 11th Earth
Slot none; **Price** 5,720 argents; **Weight** 4 lbs.

DESCRIPTION

A favorite weapon of Dunkargan cutthroats, thieves, and assassins during the height of the Dunkargan Empire, these sorts of crossbows were often employed with the best wishes of the guild mages who created them, since they were almost impossible to trace back to the creator. The mages constructed them with a built-in life expectancy in order to force the buyer to return to have it re-enchanted. Once the bows had been used a number of times, they lost their ability to cause unusual amounts of damage.

Such crossbows are much rarer now, and are destroyed by the authorities when found - especially in Vinnengael.

An *assassin's crossbow* acts in all respects like a normal light crossbow, except it has a +1 enhancement bonus to attack rolls. In addition, the magic sharpens the bolt to a vicious point when it is fired. If the bolt hits, it does normal damage +2d6 points of additional damage. The assassin's crossbow may be used 50 times before it loses this power (but still retains the +1 enhancement bonus).

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** 2,810 argents

AXE OF KILVAN

Aura strong transmutation; **CL** 20th Earth
Slot none; **Price** 15,770 argents; **Weight** 3 lbs.

DESCRIPTION

Axes of kilvan are named for the Vinnengaelean warrior who first commissioned an axe of this type to be crafted. Upon the utterance of a command word, an *axe of kilvan* may change from the size of a hand axe to that of a battleaxe and vice versa. The axe has a +2 enhancement bonus to attack and damage rolls in both of its forms. The axe deals damage according to its size when it is used.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shrink item*; **Cost** 7,885 argents

BLAZING JAVELIN

Aura moderate evocation; **CL** 15th Fire
Slot none; **Price** 5,000 argents; **Weight** 2 lbs.

DESCRIPTION

With a shaft of reddish wood, carved with an intricate design of twisting flames, and a copper head, *blazing javelins* are a common weapon amongst the Red Clan dwarves, though a few have managed to find their way into other hands.

When the command word is spoken, the javelin ignites with crackling flames that do not harm the wielder. When thrown, it grants a +1 enhancement bonus to attack and damage rolls and explodes upon impact. The explosion creates a fiery burst that inflicts 5d6 points of fire damage to all within a 20-foot radius (Reflex DC 14 half).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fireball*; **Cost** 2,500 argents

COWARD'S CLUB

Aura moderate evocation; **CL** 15th Earth or Void
Slot none; **Price** 14,868 argents; **Weight** 3 lbs.

DESCRIPTION

This rust-colored weapon looks like a simple wooden club, except it is constantly shedding a light coating of dust and rust from its surface. It has been rumored that the *coward's club* was originally seen in the Unhorsed dwarven city, Saudamos, and has since slowly made its way west. The club causes all metal it touches to turn to rust. Stories abound of warriors who contended with the wielder of the club, only to see their weapons and armor turn to piles of rust at their feet.

The *coward's club* is a wooden club with a +1 enhancement bonus to attack and damage rolls. Three times per day a user can make a touch attack with it to corrode a struck metal object instantly. The size of the object does not matter - full-plate rusts as quickly as a dagger. Magic armor, weapons, and other enchanted items made of metal must succeed at a Reflex save (DC 20) or rust away.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *brittle*; **Cost** 7,434 argents

EFLAN'S MAUL

Aura moderate evocation; **CL** 15th Earth
Slot none; **Price** 12,310 argents; **Weight** 5 lbs.

DESCRIPTION

Eflan is a famous Trevenici hero who led the Trevenici armies at the fall of Yeskin, the only known city of Trevenici.

Although Yeskin fell to a formidable army of giants, ogres, and trolls, the battle put up by the Trevenici was so heroic that it sapped the creatures' will to move south, thus saving the Trevenici homeland.

Eflan's maul is a mighty warhammer with a massive square iron head and a haft made of ironwood. The head has the image of a pegasus engraved upon either side, and Eflan's outsider name, Cold Lion, etched along the haft.

Eflan's maul was supposedly buried with the Trevenici warrior in or near Yeskin. The exact location of the burial mound has never been confirmed. There have been rumors that the maul was found many years ago, but, if so, no one has been able to confirm them. A Trevenici encountering a treasure chamber often leaves all else to search for this magical artifact that is one of the few a Trevenici warrior would deign to use.

This weapon has a +2 enhancement bonus to attacks and damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater magic weapon*; **Cost** 6,155 argents

HEARTHUNTER BOW

Aura strong evocation; **CL** 30th Fire
Slot none; **Price** 76,680 argents; **Weight** 4 lbs.

DESCRIPTION

The *hearthunter bow* is thought to have been constructed for Grunnar, chieftain of the Mountain Clan, about sixty years ago. Grunnar had an alleged nemesis, a giant leopard that roamed Mount Vaben. It proved too agile for Grunnar and took delight in flaunting its speed whenever the two met. To avenge his humiliation, Grunnar commissioned this potent weapon and carried it with him into Mount Vaben alone. No one knew the fate of either chief or creature, only that neither has been seen since.

This bow grants a +2 enhancement bonus to attack and damage rolls. Three times per day, with the proper command word the wielder is able to fire a single arrow with a +6 bonus to attack and damage, dealing 2d6 points of damage on a successful strike, and x4 damage on a critical hit.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater magic weapon, true strike*; **Cost** 38,340 argents

HUNTER'S FRIEND

Aura moderate abjuration; **CL** 10th Earth
Slot armor; **Price** 3,180 argents; **Weight** 15 lbs.

DESCRIPTION

This is an ancient set of leather armor, well-worn, covered with blotches of green and yellow.

It is rumored that *hunter's friend* was originally made by a Nimorean mage for a wealthy patron who had a penchant for hunting, but wasn't very good at it and sought magical assistance.

The armor has changed hands many times over the years, and no one knows now who owns it or even if it still exists.

This suit of leather armor lends a +1 enhancement bonus to AC. The wearer also gains a +10 circumstance bonus to Stealth checks when in natural surroundings.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *hide from animals*; **Cost** 1,590 argents

KELLAN'S FANTASTIC FLOATING PLATE

Aura moderate abjuration and transmutation; **CL** 16th Water
Slot armor; **Price** 6,750 argents; **Weight** 45 lbs.

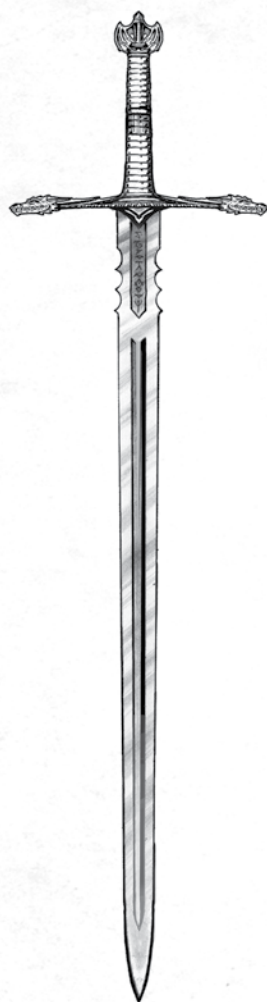
DESCRIPTION

This suit of half-plate has a fearsome insignia of a diving bird of prey on the breastplate. It is in excellent condition and always retains a mirror-like shine, even when its wearer is wallowing in mud and blood. While the mage who fashioned the fantastic floating plate is unknown, it was made famous by Kellan the Dark, a notorious Nimran pirate who preyed upon human and orken ships alike. Kellan was easy to spot in battle, for he was the only sailor courageous (or mad) enough to wear heavy metal armor on a ship. The enemy who knocked Kellan over the side of his ship, the *Revenge*, expecting to see nothing but bubbles, was always astounded to view Kellan — armor and all — floating calmly in the water.

Kellan's fantastic floating plate grants a +2 enhancement bonus to the wearer's AC (total +10 AC). The armor never interferes with swimming and reduces its armor check penalty for all Swim checks to 0. Magically buoyant, the armor always keeps the wearer safely afloat.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *prestidigitation, water walk*; **Cost** 3,375 argents



KINGSBLADE

Aura strong evocation; **CL** 63rd combined Air + Earth

Slot none; **Price** 198,202 argents; **Weight** 4 lbs.

DESCRIPTION

What we know of the early days of Vinnengael we know mostly through legend and song. The early days were days of battle and romance, violent death and passionate living. Among the many mysteries coming out of that dark and shadowy time is how King Tharin Ildurel truly met his end. Sages hope to one day uncover the truth about the death of Tharin Ildurel, second King of Vinnengael. Treasure-seekers, however, are more interested in the king's sword.

Kingsblade was commissioned by King Verdic Ildurel for his son Tharin when the boy was still quite young. Legend has it that Verdic's advisor, Tarras Weldar, enchanted the sword himself, with the help of trusted colleagues. The sword was presented to Tharin on his twelfth birthday.

As the sword is pictured on surviving tapestries of that age, *kingsblade* was both beautiful and functional, serving the warrior-king well until he was lost at sea. The sword is a longsword with magical runes engraved down the length of the blade on both sides. The cross-piece resembles two roaring lions and the hilt and pommel are inset with precious jewels. The songs of King Tharin tell that when he used the sword in battle, he fell upon his enemies with blinding speed, while the pommel stone glowed with an eerie light.

The sword of King Tharin is enchanted to be magically sharp and is extremely well-balanced, giving it a +4 enhancement bonus to both attack and damage rolls. Despite its weight and size, the sword can also be used with remarkable speed. The wielder gains one extra attack each round with the sword at his highest bonus.

Finally, once per day at the command of the wielder, the lion heads on the cross-piece can roar with the fury of a thunderclap, inflicting 4d6 points of sonic damage to anyone within the area of a 100-foot cone.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater magic weapon*, *haste*, *sound burst*; **Cost** 99,101 argents

MYRO'S SHIELD

Aura moderate abjuration and evocation; **CL** 10th Fire

Slot shield; **Price** 10,514 argents; **Weight** 5 lbs.

DESCRIPTION

This small, round shield is made from a wood with a distinctly reddish tint. Those near it feel the heat radiating off of its surface. *Myro's shield* is hot to the touch at all times, but never scorches the bearer, not even when hot flames lick its surface.

Generations ago, Myro was a dwarven chieftain of the Red Clan. A skilled Fire mage in his own right, he crafted a shield that he could use to unleash his magic even while he was mounted, armed, and armored.

This light wooden shield carries a +1 enhancement bonus. It can cast searing light spell three times per day at CL10.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *searing light*; **Cost** 5,257 argents

SHIELD OF GENERAL AQUAL IMMIN SIFION IQUAR

Aura strong divination; **CL** 22nd Earth
Slot shield; **Price** 12,540 argents; **Weight** 10 lbs.

DESCRIPTION

This large shield is fashioned from the tusks of an elephant with elephant hide stretched between them. The elephant hide is as strong as steel, while the ivory tusks cannot be chipped or damaged by ordinary weapons.

Aqual immin Sifion Iquar was a Karnuan general who distinguished himself during the civil war that established the Caliphate. He also had a passion for hunting large game. The caliph commissioned his personal mages to craft the shield using the carcass of a bull elephant that the general killed. The general carried the shield into many successful campaigns before his death as an old man. The shield was passed on to his heirs, who carried it in Karnuan military campaigns. The family died out and the shield has since been lost to history.

The *shield of general aqual immin sifion iquar* functions as a +2 large steel shield. It also grants the user a +1 resistance bonus to all saving throws versus Fire magic, and a +2 enhancement bonus to the user's Strength.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bull's strength*, *resistance*, *shield*; **Cost** 6,270 argents

SWORD OF SIGHT BEYOND SIGHT

Aura strong divination; **CL** 19th Water
Slot none; **Price** 29,380 argents; **Weight** 4 lbs.

DESCRIPTION

This longsword has had many masters, for it never remains with one person for more than a year. The fact that most of its owners have met violent and bloody ends has led people to believe the sword of sight beyond sight is cursed.

The sword itself is plain looking, except for the large polished tiger eye agates embedded on either side of the blade in the center of the sword's crossbars. Upon command, the sword may be held before the wielder and a vision will unfold along the flat of the blade. The sight can be of any one person or creature that the wielder wills, so long as he has had interaction with that individual within the past 30 days. He can see what the target is doing and has some sense of the target's surroundings (whether he is in a castle, outdoors, in a tavern, etc). The vision lasts only 1 minute. The wielder cannot communicate with the target, and the target has no notion of being watched. The sword can perform this feat 3 times per day. It also has a +1 enhancement bonus for attack and damage rolls.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *scrye*; **Cost** 14,690 argents

TELIDHRAF MARDH (BOON FOR THE WANDERER)

Aura faint illusion; **CL** 7th Air
Slot none; **Price** 12,304 argents; **Weight** 9 lbs.

DESCRIPTION

Although crafted by the Nimoreans, these magical weapons are considered extremely rare and hard to come by. Or it may be that they are more common than supposed. Because they look like simple wooden walking sticks, an owner may not realize what it is that he owns.

Telidhraf mardh are actually longswords enchanted to appear as walking sticks. Each has a +1 enhancement bonus to attack and damage rolls. Those attacked by anyone wielding a *telidhraf mardh* get a Will save (DC 15) to disbelieve the illusion.

A successful save lets the opponent see the longspear for what it really is. However, once 24 hours have passed, the illusion is in effect again. Anyone who may have seen through the spear's illusion sees only a walking stick, until attacked and the subsequent save is successful.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *silent image*; **Cost** 6,152 argents

TIGER FANG STILETTO

Aura faint illusion; **CL** 14th combined Earth + Void
Slot none; **Price** 18,302 argents; **Weight** 1 lb.

DESCRIPTION

This long thin-bladed dagger has a large yellow tiger tooth imbedded into its pommel. It was the preferred weapon of a once-famous thief in Forden known simply as Tiger Fang. Tiger Fang retired some years ago, and it is said that the dagger now belongs to one of his pupils. If this is true, none of them are talking.

This is a +1 dagger that also grants the wielder a +2 Dexterity enhancement bonus. The most dreaded of the stiletto's powers is that when it damages a creature, the wound it creates bleeds for 1 additional point of damage per round. Multiple wounds result in cumulative bleeding loss. The bleeding can only be stopped by a successful Heal skill check (DC 15) or healing magic.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bleed, cat's grace*; **Cost** 9,151 argents

WIZARD'S BANE

Aura strong evocation; **CL** 18th Air
Slot none; **Price** 138,500 argents; **Weight** 1 lb.

DESCRIPTION

Wizard's bane is a hirglaif of extraordinary craftsmanship. The elephant tusk scabbard is scrimshawed with the images of lotus blossoms and the elongated serpentine body of a dragon snaking its way through the flowers. The sword's hilt is a graven image of the Mother and Father entwined in an embrace, and the hand guard is the open lotus flower. The blade emerges from the center of the flower. The blade is forged from bright, shining steel, its edge unblemished with no nicks or imperfections of any kind.

Wizard's bane was forged and enchanted many centuries ago by the Wyred at Ergil Amdissyn for the Divine Issilyn of House Trovale. Because the Wyred knew that the Divine would never accept the sword if he knew it was magic, the origins of the sword were disguised. A lord of a lesser house, who needed a gift to show his allegiance to the Divine, obtained the blade. The "craftsman" who sold him the sword for a pittance of its worth advised the lord that the weapon would honor the Divine, and would be a boon to both he and his liege.

Divine Issilyn accepted the gift and so taken was he with the sword's craftsmanship and beauty that he made it his personal weapon. Dark days engulfed Issilyn's rule. Attempts were made on his life, many of them magical. War erupted with the Dunkar-gans, and he led many campaigns to rid Tromeek of the invaders and their powergulf war-wizards. Issilyn was known for prowess in battling spellcasters and was lauded for his victories. After twenty-five years of campaigning, he and the Tromeek nation finally knew peace. Not long after the treaties were signed, the sword, *wizard's bane*, disappeared from the Divine's palace. The Divine was shocked and outraged to think that a thief would dare steal such a valuable weapon from his home. He ordered the land scoured but the sword was never found. The sword was safe with those who had made it. *Wizard's bane* has served its purpose. Peace prevailed and the Divine lived a long life, governing his people wisely.

Under normal circumstances, *wizard's bane* is a +2 hirglaif. When used in melee combat against a mage, magical beast, or magic-wielding creature, the enhancement bonus increases to +6 and deals +2d6 points of damage on each hit. The wielder also gains SR 20.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater magic weapon, spell resistance*; **Cost** 69,250 argents

RINGS, RODS & STAVES

RING OF ZIMIR EL'TIMIR

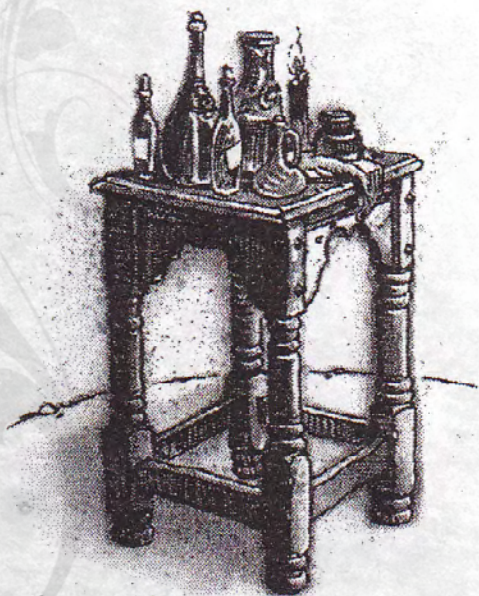
Aura strong transmutation; **CL** 8th Earth or Water
Slot ring; **Price** 12,000 argents; **Weight** —

DESCRIPTION

The *ring of zimir el'timir* is a large, gold ring inset with a faceted, square-cut garnet. The ring was created by el'Timir, the master of the Crypt Openers mage-guild. El'Timir was known for his prowess as a mage and even more for his incredible breadth of knowledge. He adventured throughout Loerem, as the members of the Crypt Openers are wont to do, investigating old burial sites, ancient ruins, and following the rumors of magical treasures hidden within old delvings or long dead cities. His favorite sites were in Karnu.

El'Timir finally met his doom during the civil war between the Karnuans and Dunkargans. No one is quite certain what happened to him. Some claim he was on a special mission for the Dunkargan king when he was slain. El'Timir's detractors say that he was taking advantage of the war to loot Karnuan burial sites.

Whichever is true, the powerful magical ring that he had forged for himself was not among the blood-stained possessions that were mysteriously returned to the Crypt Opener's headquarters in Dunkar.



The most likely conclusion is that the ring went to one of the war-wizards responsible for el'Timir's death. No one knows where the ring is now. It could be in some warwizard's possession or lying lost in the desert sands.

The *ring of zimir el'timir* grants its wearer a +4 enhancement bonus to Intelligence.

CONSTRUCTION

Requirements Int 16, Forge Ring, *fox's cunning*; **Cost** 6,000 argents

ROD OF THE WOLF

Aura strong transmutation; **CL** 25th Fire
Slot none; **Price** 37,500 argents; **Weight** 7 lbs.

DESCRIPTION

Crafted long ago by the unhorsed dwarven Fire mages tending to the Holy Fires of Dwarfdom, this rod was given to the chief of the White Clan to aid them in their survival upon the plains of Grak. So valuable is this rod, clans fought wars for its ownership. Allegedly, the rod has a will of its own and will bring about a war if it is not happy with its current owner. Some dwarves believe that to possess the rod of the wolf is to curse one's clan with misfortune.

The rod is constructed from dragon tree wood, traced with the image of flames all along its length. At one end is the carved image of a wolf's head, howling.

No one knows who has the *rod of the wolf* these days. The new Chief of Clan Chiefs has been quoted as saying that he would like to own the rod himself and it is rumored that he is offering an immense reward to any who will bring it to him.

Once per round, the *rod of the wolf* enables a Fire mage to augment the casting of a Fire spell with one choice of the following metamagic feats: Empower Spell, Enlarge Spell, Heighten Spell, Quicken Spell, and Widen Spell. To activate this ability, the caster must be holding the rod while casting, and still must use the necessary elemental essence as well.

CONSTRUCTION

Requirements Craft Rod, Empower Spell, Enlarge Spell, Heighten Spell, Quicken Spell, Widen Spell; **Cost** 18,750 argents

STAFF OF KHALID EL'ZHIEF

Aura strong evocation; **CL** 26th Fire
Slot none; **Price** 47,000 argents; **Weight** 5 lbs.

DESCRIPTION

Khalid el'Zchief was a Dunkargan mage of no small reputation during the reign of King Tamrond of Vinengael. Though born attuned to Earth magic as all humans are, his passion was the magic of Fire. The methods he used to construct and enchant his famous staff are now buried in history, but the stories told of the staff and its wondrous powers are not. Khalid traveled to dwarven lands to learn the ultimate secrets of Fire magic.

Neither he nor his staff was ever seen in human lands again. Tales of his staff continue to intrigue human battlemages, who would love to truly harness the power of fire.

Crafted from oak and carved with the likeness of leaping flames, this staff grants the use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (2 charges)
- *Flaming sphere* (1 charge)
- *Magic missile, Fire* (2 charges)
- *Wall of fire* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *burning hands, fireball, flaming sphere, Fire magic missile, wall of fire*; **Cost** 23,500 argents

WONDROUS ITEMS

BOOTS OF IRWEN

Aura moderate abjuration and transmutation; **CL** 15th combined Earth + Fire
Slot feet; **Price** 10,000 argents; **Weight** 1 lb.

DESCRIPTION

These alligator-skin boots were made for the famous explorer and ranger Irwen Sephonston. On one of his many adventures he encountered one of the largest and most dangerous alligators to have lived in the jungles of Nimra. It is said that he leaped out of his boat, leaving his wife to protect their supplies, and plunged into the water to get a better look at the beast.

The alligator had other ideas, and decided that it was going to have Irwen for dinner.

Irwen wrestled the alligator ashore and was able to dispatch it, although he was loath to do so since he knew that it was he, not the alligator, who had instigated the fight. In any event, his wife, an able wizard and ranger in her own right, skinned the animal and made Irwen a pair of enchanted boots.

Irwen had an insatiable curiosity about gurgers. He dove into a gurger's mouth head first. His comrades tried to save him by hanging onto his boots. In the end, all they were left with was enchanted footwear.

The *boots of irwen* grant the wearer a +2 natural armor bonus. However, wearing the boots also turns the owner's skin a deep green in color. The color abates when the boots are removed.

CONSTRUCTION

Requirements Craft Wondrous Item, 5 ranks in Craft (cobbling); **Cost** 5,000 argents

G'TAR'S SCRYING BOWL

Aura strong divination; **CL** 18th Water
Slot none; **Price** 43,250 argents; **Weight** ½ lb.

DESCRIPTION

This ceramic bowl is plain, without decoration and misshapen. It was created by an orken shaman who had a penchant for spying on his friends, family, his shipmates and other citizens of his hometown. He was a gossip and if anyone needed to know anything about local news or events, they would contact G'Tar.

One day G'Tar made the mistake of spying on his ship's captain. The captain tossed the bowl overboard. G'Tar was never able to make another and, to his dying day, he scoured the shores for the bowl in hopes that the sea might give it up. He never found it and lamented the loss of the bowl in the Sea of Edam Nar until he died.

G'tar's scrying bowl must be filled with water for activation. Upon uttering the command word, it conjures up a visual image of an area no more than 10 feet across centered on an item or creature that the user has previously touched, up to 1 month ago. The image lets the user see other creatures and objects within the viewing area. The image is silent and does not permit communication with any creature in view.

The vision fades immediately if the bowl is disturbed while in use. These powers can be used 5 times per day. The vision lasts for as long as the user concentrates.

CONSTRUCTION

Requirements Craft Wondrous Item, *water knows* all; **Cost** 6,000 argents

GWYNDEN'S CIRCLET

Aura moderate abjuration and transmutation; **CL** 15th Air

Slot head; **Price** 12,000 argents; **Weight** —

DESCRIPTION

Gwynden was an elven general and noble to whom family and honor were of paramount importance. Unknown to Gwynden, he had attracted the affection of one of his house Wyred. Fearful he would be slain in battle, she crafted a magical circlet and enchanted it with Air magic to protect the person who wore it. She planned to give Gwynden the circlet, but never tell him that he was under the circlet's magical protection, for she knew he would be furious upon discovery.

During the item's creation, civil war flared in the Divine Lands of the Tromeek and Gwynden was called into service. His anonymous lover completed the gift and worked out an elaborate ruse to bring it to him at his field pavilion, under the guise of a messenger from his wife.

The story told that the next day, at dawn, battle was joined. Gwynden appeared wearing a thin circlet of shining metal upon his head. He fought valiantly and won many battles, coming through them all unscathed. Weapons could not touch him. One of the Wyred, watching this, realized that Gwynden was under some sort of enchantment and, upon investigation, uncovered the nature of the circlet. When he found out, Gwynden was deeply shamed. He cast off not only the circlet, but also his armor and his shield. He was almost immediately felled from his horse with a mortal wound.

The circlet's Wyred creator disappeared. It is believed that her fellow Wyred had arrested her and brought her before whatever mysterious tribunal the Wyred hold. She was never seen again.

This is a thin circlet of woven platinum and gold. A modest example of jewelry, it is suitable to be worn by a man or a woman. The wearer of the circlet in combat is surrounded with strong breezes that push away and retard attacks. *Gwynden's circlet* grants a +2 deflection bonus to AC. Moreover, the airy shell, while active, also protects the wearer from all harmful vapors and gases. Under normal circumstances (outside of combat), the air about the wearer remains at rest.

CONSTRUCTION

Requirements Craft Wondrous Item, *alter self*, *shield of faith*; **Cost** 6,000 argents

HELM OF THE PUMA

Aura strong transmutation; **CL** 32th combined Air + Earth + Fire

Slot head; **Price** 38,640 argents; **Weight** 3 lbs.

DESCRIPTION

Helm of the puma was originally a gift from an unnamed Vinnengaelean noble to a wealthy Nimran merchant, whose passion for gambling led him to lose the helm within weeks of acquiring it. The helm has had a steady stream of owners, each one losing it through theft or misfortune. Despite its reputation for being cursed, many warriors and hunters covet the helm and the abilities it grants the wearer.

The helm is fashioned in the style of most Vinnengaelean helms. Made of high-quality steel, it is adorned with a horse-hair tassel. The visor of the helm resembles a predatory cat. In lowlight conditions, a wearer's eyes seem to glow green from within the helm.

Anyone wearing the *helm of the puma* is granted lowlight vision. The helm also grants the wearer the ability to run with incredible speed. When running, the wearer's base speed becomes 40 feet and receives the benefits of the Run. Finally, the helm gives the wearer a +2 enhancement bonus to Dexterity.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *expeditious retreat*, *eyes of the leopard*; **Cost** 19,320 argents

KARVAL'S FINGER

Aura moderate abjuration; **CL** 10th Earth
Slot none; **Price** 6,000 argents; **Weight** —

DESCRIPTION

Karval's finger is a long troll finger, yellowed and browned with age, suspended on a fine silver chain.

The story goes that before the eastern oceans had been seen by human eyes and the name Vinnengael had been uttered in central Loerem, the feared trollocking, Karval, was slain by a stout-hearted party of adventurers.

The leader, a mighty warrior, took Karval's index finger as a souvenir, cleaned it and made a pendant of it.

The pendant passed from father to son for many years. It was reputed that the pendant had protective properties, for the owners would often wear little in the way of armor into combat.

Karval's finger was lost in the wars fought against the proliferating might of Verdic Ildurel, the first King of Vinnengael. It has been rumored that the grisly pendant has been seen worn by orks, but this can't be confirmed, since members of that race often adorn themselves with such trophies.

Karval's finger grants its wearer a +2 natural armor bonus, as though he were wearing armor. The magic of the finger surrounds the wearer with an invisible barrier that hampers the effectiveness of attacks.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin*; **Cost** 3,000 argents

LAVA BOOTS OF ALADON

Aura strong transmutation; **CL** 30th combined Air + Fire

Slot feet; **Price** 32,800 argents; **Weight** —

DESCRIPTION

Lava boots of aladon appear as normal dwarven riding boots, except for their boot soles, which are covered in dried red, crusted lava. This sole of lava rock is impossible to chip away or cut into. The first pair of lava boots was said to have been made more than 600 year ago. A dwarven scout had to dismount his horse so he could explore a section of cliffs in the Dwarf Spine Mountains.

Angry at having to leave his horse behind, he paid no attention to where he was going. In a very short time, he crossed several highly active volcanic vents. He discovered the cliff face was actually the edge of an extremely effervescent volcano. He tried rushing down the side of the mountain, but fate took a hand and in seconds, expelling lava flowed all around to completely encircle him. As the air rushed from his lungs, he knew he had no choice but to try leap over the lava. Other scouts at the edge of the pool found his body much later.

His boot soles had been burned away completely, leaving only a thick crusting of dried, reddish lava. In an attempt to honor his effort, his older brother, the clan's Firemage, decided to imbue the boots with magic, creating the first pair of lava boots. Since that time, only a few other pairs of lava boots have been created. Each one has a slightly different story, and seems to imbue its wearer with slightly different effects, but they were all created in honor of a dwarf who braved a volcano and was killed for his or her efforts. Rumors abound that a pair of lava boots were created to honor the Dwarven Dominion Lord, Barek Forgetouch, and that they must possess incredible magic.

Wearing the boots for more than twenty-four hours has an unusual effect on dwarves, though they are powerless on the feet of other races. It's believed that there are special minerals in the red lava of the boots. These minerals enter the body of the wearer through the soles of their feet, stoking the inner flame of the Fire-advantaged dwarves. The effects of the boots will last for 24 hours after they're taken off.

The *lava boots of aladon* grant the wearer a +2 enhancement bonus to Dexterity, low-light vision up to 120 feet, and 10 fire resistance. However, while worn, a curious redness infuses the skin of the wearer. This redness casts a very slight ruddy glow only noticeable in the dark. Only dwarves benefit from these boots.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *darkvision*, *resist energy*; **Cost** 16,440 argents

MIDNIGHT INCENSE

Aura moderate necromancy; **CL** 5th Void
Slot none; **Price** 1,020 argents; **Weight** ½ lb.

DESCRIPTION

Midnight incense comes in unremarkable, charcoal-black balls. Each ball is enchanted with the power of the Void and gives off a strong, acrid odor when burned. In addition to burning the incense, a user must utter a short phrase that acts as a trigger.

The use of *midnight incense* is frowned upon in most human kingdoms, yet some Void mages are able to make small fortunes by selling it to rich noblemen desperate to communicate with the dead.

For the enchantment to function, the user must burn midnight incense within an hour of midnight (either before or after), in the presence of a humanoid body that has not been dead for more than 500 years, accompanied by a simple ritual phrase. If burned at any other time under any other condition, nothing happens.

The spirit of the dead appears within smoke of the incense. The spirit is completely insubstantial and has no awareness of anyone except the its summoner. The spirit may be questioned in any language the spirit understood in life, although the spirit is under no obligation to tell truth unless challenged. If the summoner challenges the spirit to tell the truth, they must both make opposed Charisma rolls. If the summoner's roll is higher, the spirit is wracked with pain and must answer the question truthfully. The spirit stays for 10 minutes (when the incense burns out), though burning another midnight incense extends the duration another 10 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *speak with dead*; **Cost** 510 argents

PECWAE FRIENDSHIP TOKEN

Aura faint abjuration; **CL** 5th Earth
Slot none; **Price** 1,125 argents; **Weight** —

DESCRIPTION

These tokens of friendship, given by pecwae Earth mages to trusted Trevenici, appear to be nothing more than a few feathers and beads woven together. A token is usually tied into the wearer's hair, though it could be worn almost anywhere.

The wearer of a *pecwae friendship token* receives a +1 enhancement bonus to all saving throws against magical effects and spells.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*; **Cost** 562 argents

PECWAE SWEET BREAD

Aura faint conjuration (healing); **CL** 5th Earth
Slot none; **Price** 60 argents; **Weight** ½ lb.

DESCRIPTION

Pecwae sweetbread was originally made by pecwae to help keep the strength of their wandering brethren from flagging on long trips. The loaves are small and may be eaten in three or four bites (five or six for a pecwae). The bread has a pleasant cinnamon aroma and a sweet taste.

Eating an entire loaf of pecwae sweetbread heals 1d4 hit points of damage on a living creature.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (baking) 5 ranks, *cure light wounds*; **Cost** 30 argents

PECWAE TURQUOISE PENDANT

Aura faint abjuration; **CL** 10th Earth
Slot neck; **Price** 7,500 argents; **Weight** —

DESCRIPTION

Pecwae believe that the power of Earth magic lies dormant in turquoise. The other races of Loerem have come to respect pecwae-enchanted turquoise. It is said that the pecwae worked stones have special powers. Such stones are highly coveted among both humans and elves.

Pecwae turquoise pendants take on a variety of shapes, depending upon what the pecwae had in mind when he made it. They often like to shape the stones into birds, trees, or small woodland animals. They never use fish as a motif for their stone carving, since they considered fish stupid and uninteresting. Not every turquoise stone shaped by a pecwae has magical properties, and there are many unsavory types who try to replicate the look of pecwae-shaped stones in order to capitalize upon their reputed properties.

A *pecwae turquoise pendant* grants the wearer a +1 luck bonus to AC and Fortitude saves.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (gemcutting) 8 ranks, *resistance*; **Cost** 3,750 argents

SHADOW GLOVES

Aura moderate transmutation; **CL** 12th Void
Slot hands; **Price** 13,500 argents; **Weight** —

DESCRIPTION

It is reputed that there are perhaps five or six pairs of shadow gloves in existence. They are favored by thieves and assassins, who are often the targets of spells and traps that require quick thinking and even quicker movement to survive.

A pair of *shadow gloves* looks like ordinary black gloves, except that they are made of an almost weightless cloth. They fit the wearer's hands perfectly, no matter how big or small, and do not hamper his sense of touch. They are as comfortable as the wearer's own skin. He won't know they are there, except for the fact his hands turn as black as pitch.

The wearer gains a +4 enhancement bonus to his Reflex saves and ability and skill checks involving manual dexterity (such as Disable Device and Sleight of Hand). Both gloves must be worn for the enchantment to work.

CONSTRUCTION

Requirements Craft Wondrous Item, *shadow'd visage*; **Cost** 6,750 argents

THUNDER BEAD

Aura moderate evocation; **CL** 5th Air
Slot none; **Price** 1,020 argents; **Weight** —

DESCRIPTION

A *thunder bead* is a small glass or ceramic bead that appears to be innocuous until it is thrown at an opponent. They were created by the Wyred, who often wear them as jewelry, either as bracelets around their wrists or bound up in their hair.

The user throws a bead at an opponent and on a successful ranged attack, the bead unleashes a shattering blast of air upon impact, dealing 4d6 points of damage (Fort save for half damage, DC = 10 + caster level). The opponent must then make another Fort saving throw at the same DC to avoid deafness for 1d6 rounds. Each thunder bead has a range increment of 5 feet.

CONSTRUCTION

Requirements Craft Wondrous Item, *sound burst*; **Cost** 510 argents

TOROK'S TUBE

Aura moderate divination; **CL** 10th Earth
Slot none; **Price** 13,440 argents; **Weight** —

DESCRIPTION

This magical device was created by the dragon, Torok, when he was a man and had not yet undergone his transformation. *Torok's tube* is a small, hollow, ivory cylinder, about six inches in length. The cylinder is unremarkable, devoid of any writing or carving, and is smooth to the touch.

After his transformation into a dragon, Torok left his home and wandered aimlessly across Loerem. He enjoyed nothing more than watching a good battle and he was especially interested in the border skirmishes between the fledgling Kingdom of Vinnengael, the Dunkargan Empire, and the Divine Lands of the Tromek. He became the preeminent pundit on those battles, and has remained so down through the centuries. He made his home atop a great flat outcropping in the mountains east of Seithmorae and has lived there for as long as anyone can remember. He is reclusive, though, and is hard to find.

It is believed that *torok's tube* was given by Torok himself to a party of adventurers on a mission of peace for the Vinnengaelean empire. Supposedly, this group traveled with a dragon-friend of their own. The truth of this tale has yet to be confirmed.

Torok's tube enables the user to sense the presence of any active Earth magic or items enchanted by Earth magic while looking through the tube.

CONSTRUCTION

Requirements Craft Wondrous Item, Magical Attunement (Earth), *detect magic*; **Cost** 6,720 argents





CHAPTER ELEVEN: CHAMPIONS OF LIGHT AND DARKNESS



GUSTAV, LORD OF KNOWLEDGE

I was an orphan, a child of the streets, a thief. Sixty years later, the people of Vinnengael still speak of the bold robbers of Gustav's Band who terrorized the dark alleyways. We fell victim to the City Guard. As punishment, we were sent to the military. Our heroism, born of reckless bravado, impressed our commander, a valiant and wise man. I recognized his worth and saw him in contrast to myself. I asked, as my reward, that he teach me to read and to write.

I was made a Knight of Vinnengael and later, with the blessing of the gods, a Dominion Lord, the Lord of Knowledge.

I have spent the years of my long life searching for the Sovereign Stone.

Throughout the land I quested, all in vain.

And then, at last, I found the blessed artifact.

I brought doom upon myself. But I brought hope to the world.

For every light, there is darkness.

In a Sovereign Stone campaign, light and darkness are epitomized respectively by the Dominion Lords and Vrykyl. The former approved by the gods themselves, the latter selected to embrace the Void as its elite warriors by Dagnarus; both wielding powers rivaling those of the mightiest creatures prowling Loerem.

In game terms, Dominion Lords and Vrykyl are considered mythic characters. Thus, they follow the rules (with additional abilities) from the Mythic Adventures book for creation and play regarding mythic tiers.

DOMINION LORDS

Dominion Lords are the champions of honor and truth on Loerem. In the days of Old Vinnengael, King Tamaros prayed to the gods to grant him the ability to bless those who were courageous and noble so that they would become champions of the people. The gods granted their blessing to the chosen heroes, first to humans, and then to the elves, orks, and dwarves through the Sovereign Stone.

Each Dominion Lord embodies an ideal, granted to them by the gods at the time of the hero's blessed Transfiguration.

Among the current human Dominion Lords are:

Sir Tarbrand Correndar, Lord of Change
Lord Gerald Elkstone, Lord of Strength
Vironique Cadwall, Lord of Duty
Lord Gaelin Stewick, Lord of Courage
Revered Magus Lorn Engrinham, Lord of Healing
Sir Michel Ardencoure, Lord of Freedom
Gustav Whoreson, Lord of Knowledge

Dominion Lords of other races represent different ideals. Elven Dominion Lords include the Green Lord, the White Lord, the Elk Lord, and the Raven Lord. Orken Dominion Lords boast the Lord of Calm, the Lord of the Shark, the Lord of Cunning, and the Lord of the Test.

Dwarves have, as far as anyone knows, chosen only one Dominion Lord. He was Dunner, of the Unhorsed. Dunner was transfigured in the time of King Tamaros and Old Vinnengael, but disappeared shortly after his ascension to Dominion Lord.

The passage of over two hundred years ensures that Dunner is dead, but no one has ever found his body. From time to time, dwarves who serve the Sovereign Stone have vanished. According to dwarven legend, these dwarves have gone to join Dunner in a hidden location, where he trains them to become Dominion Lords so they can return to their people at the time of greatest need.

Candidates for Dominion Lords of all races are chosen from among the best educated, wisest, and most virtuous people. They may be male or female, of high birth or low. They must pass tests of courage, virtue, honor, compassion, loyalty, wisdom, and endurance. Only ten Dominion Lords are permitted for each race, and must meet the approval of both the Council of Dominion Lords and the gods themselves. If a position as a Dominion Lord should become vacant, candidates are proposed to fill it. If none is deemed suitable, the opening remains vacant until someone of the requisite virtues is found.

When a Dominion Lord secures the gods' blessing through the magical Transfiguration, he is granted magical armor. This armor is a magical extension of the soul and reflects each lord's values and personality. (The Lord of Courage wears a helm crafted in the image of a lion. The Lord of Freedom has the visage of an eagle emblazoned upon his breastplate.)

A Dominion Lord's armor is activated (a free action) by means of an amulet worn by the Dominion Lord. The amulet may be in the form of a necklace, magical gauntlets, bracers, or whatever is chosen by the gods. When attacked or facing physical peril, a Dominion Lord's armor instantly materializes to protect him.

Dominion Lords do not live in their armor, but activate it only in times of need. In daily life, they wear a tunic emblazoned with the symbol of the Dominion Lords—two blue griffins holding a golden, radiating disk. Dominion Lords have the utmost respect of all races. Even in times of distrust between nations, the bond between Dominion Lords remains firm. They work continually to bring about unity and peace.

Human Dominion Lords are usually given an enchanted sword. The sword is passed on at the time of the lord's death to a deserving younger member of the knight's own order. Each one of these magical weapons has a name. Stories associated with such swords and their warriors' brave deeds are nothing short of legendary.

GUSTAV, LORD OF KNOWLEDGE

Gustav was born in Krammes to a streetwalker and abandoned as a baby in an alleyway. Someone from the local thieves guild found the infant, raising him to be a pickpocket as well as a skill. Gustav proved quite adept at thieving and was well on his way down a path that would lead him to the gallows, when he made the mistake of robbing the wrong person. He stole the purse of a dignitary of the Cavalry School. The officer chased down the twelve-year old boy and was going to have him arrested, but, seeing that the young Gustav was on the verge of starvation, the man took him home to dinner instead. Impressed with Gustav's intelligence and courage, the officer took the boy on as his servant.

Gustav had always loved watching the soldiers. His private dream was to join the military, an aspiration he thought he would never achieve. Now here was his chance. The officer made repeated tests of Gustav's loyalty and honesty. Gustav never failed one. Eventually, the officer adopted the boy as his son. Gustav entered the army at age sixteen, rising through the ranks to become an esteemed officer himself. Gustav always honored the man who adopted him and, no matter where he is, always makes an annual pilgrimage to the gravesite of his "father."

An act of heroism brought Gustav to the attention of the King of New Vinnengael, who knighted Gustav and granted him a mansion and lands. Shortly after receiving his title, Gustav fell deeply in love with Adela, the daughter of a neighboring baron. Adela's father agreed to the marriage, for although Gustav was of low birth, he was high in the king's favor. The two were immensely happy, but their joy was brief. Adela died only a few years after their matrimony.

At her death, Gustav plunged into grief. Life held nothing for him. He was about to commit suicide by poison when Adela's spirit appeared and knocked the cup from his hand. She divulged that he had an important mission to fulfill in life and must not dishonor himself or her by ending his life before its completion.

Gustav traveled to New Vinnengael. Coming before the king, Gustav asked for a chance to become a Dominion Lord. His request was granted. He passed the tests and endured the Transfiguration to become the Lord of Knowledge. He was gifted with a blessed sword which he named Bittersweet Memories.

Gustav had always been fascinated by tales of the missing portion of the Sovereign Stone. As a thief, he had imagined someday going in search of this invaluable artifact. Now, as a Dominion Lord, he realized the gods have set to him this very task, except he would not seek the Stone for his gain, but for that of his people. Gustav has quested for the Sovereign Stone for many years now. The Vinnengaeleans mock his futility with jokes and silly tunes in taverns. He pays little attention to any of this, except to chuckle at some of the songs.

GUSTAV, LORD OF KNOWLEDGE

CR 10/MR 2

Male Vinnengaelean rogue 3/mounted warrior 9/
guardian 3

LG Medium humanoid (human, mythic)

Init +4; **Senses** detect magic 50-ft. radius;

Perception +12

Aura good (10 ft.)

DEFENSE

AC 36, touch 11, flat-footed 35 (+1 Dex, +25

Dominion Lord armor)

hp 56 (3d8+9d10)

Fort +7, **Ref** +9, **Will** +7

Defensive Abilities evasion, guardian's call

(sudden block)^{MA}, hard to kill^{MA}, remain in saddle, rogue talent (stand up), swift cavalry +2, trap sense +1; **Immune** diseases, mind-affecting magic, paralysis

OFFENSE

Speed 30 ft., speed training +20'

Melee masterwork longsword +16/+11/+6

(1d8+3)

Special Attacks blessed weapon, cavalry training

+4, expert mounted combat, mythic power (9/day, surge +1d6)^{MA}, sneak attack +2d6

STATISTICS

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

Base Atk +12; **CMB** +13; **CMD** 24

Feats Iron Will, Learned (Know. history, Know.

nobility)*, Lightning Reflexes, Mounted Combat, Ride-By Attack, Scholar*, Spirited Charge, Subduing Strike*, Trample, Trample (Mythic)^{MA}, Unseat, Vital Strike, Weapon Focus (longsword)

Skills Acrobatics +5, Appraise +15, Bluff +7,

Climb +5, Diplomacy +12, Handle Animal +6, Knowledge (arcana) +11, Knowledge (geography) +12, Knowledge (history) +15, Knowledge (local) +12, Knowledge (nobility) +15, Perception +12, Ride +10, Sense Motive +5, Sleight of Hand +5, Stealth +8

Languages Elder Speak, Karna, Sanki
SQ amazing initiative^{MA}, blessings, direct
mount, expert trainer +4, knowledgeable guard-
ian^{MA}, mount, trapfinding +1

SPECIAL ABILITIES

Blessed Weapon (Su): A weapon with which a
Dominion Lord is proficient counts as a +2 mag-
ic weapon while wielded by the Dominion Lord.
This is a Major Blessing.

Blessings (Su): A character gains 3 Minor
Blessings and 2 Major Blessings upon becoming
a Dominion Lord. (The effects are included in
appropriate entries unless otherwise noted.)

* Feat from this book.

^{MA} Mythic Adventures

DAMRA, RAVEN LORD

Damra was one of many children born to a noble elven family. The family was not wealthy and could not afford servants. The frail mother was ill much of the time. The father was constantly away on behalf of the master of his noble House. The children raised themselves, with the eldest looking after the younger. One of the youngest, Damra was a rebellious child, defying her elder siblings and reducing her mother to tears. At a young age, Damra horrified the family by announcing her intention to become a wizard. Elves abhor magic of all kinds and only the mysterious Wyred are free to use magic in elven society, but they are shunned by all right-thinking elves. Damra knew the Wyred came to houses at night to steal children gifted in magic and she often slept outdoors, as to make it easy for them when they came for her. The Wyred did not come, however. Damra may not have been gifted in magic, but she was gifted in the ability to use a sword and excelled at her lessons in combat, which are given to all elven children of noble birth. She decided to become a warrior.

Hoping to drive thoughts of magic out of her head, her father agreed and enrolled her in the martial school of his House, attended by sons and daughters of the nobility. Damra performed so well that she was accepted into the ranks of the House guard. During a battle, in which her House was fighting alongside the forces of the Divine, Damra saw the Divine surrounded by his enemies. His own guards fought valiantly, but they were losing the battle. Damra rushed to aid them and fought side-by-side with the Divine. The day was saved and she and the Divine became firm friends.

The Divine offered her anything her heart desired as a reward. Damra chose to be a Dominion Lord.

Damra's family was shocked, for Dominion Lords are gifted with magic and thus considered among the elves to live outside of society, as do the Wyred. Damra was adamant, and the family dared not defy the will of the Divine. Damra passed the tests and endured the Transfiguration, becoming the Raven Lord. Her family also regretted not ever marrying her to a man of influence or wealth, so when the Wyred offered a substantial dowry if one of their children would marry a Wyred, the family immediately thought of Damra.

As a Dominion Lord, Damra might have refused, but she loved her family and wanted to help them financially. Besides, if she could not be a wizard, she could at least marry one. She was introduced to her husband, Griffith, on their wedding day. The two fell in love on sight. Although the two are often separated by their duties, they remain deeply affectionate and are never happier than when in each other's company.

DAMRA, RAVEN LORD

CR 8/MR 1

Female elf noble 2/fighter 8/champion 1

NG Medium humanoid (elf, mythic)

Init +8; **Senses** detect magic 50-ft. radius; low-
light vision, **Perception** +14

Aura good (10 ft.)

DEFENSE

AC 42, touch 15, flat-footed 35 (+2 deceptive
melee, +4 Dex, +1 dodge, +25 Dominion Lord
armor)

hp 72 (2d8+8d10+20)

Fort +8, **Ref** +7, **Will** +2; +2 vs. fear

Defensive Abilities bravery +2, deceptive melee,
hard to kill^{MA}; **Immune** blindness, mind-affect-
ed magic effects

OFFENSE

Speed 30 ft.

Melee hirlaif +17/+12 (1d10+4/19-20)

Special Attacks champion's strike (sudden attack)
^{MA}, clean blade^{MA}, mythic power (5/day, surge
+1d6+1)^{MA}, weapon training 1 (hirlaif)

Spell-Like Abilities (CL 6th) (Major Blessing)

At will—*daze, mage hand, open/close, ray of frost*
2/day—*jump, silent image*

STATISTICS

Str 13, **Dex** 19, **Con** 12, **Int** 13, **Wis** 9, **Cha** 15

Base Atk +10; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Countercharge Strike*, Dazzling Display, Dodge, Improved Initiative, Mobility, Pinpoint Strike*, Potent Surge^{MA}, Weapon Finesse, Weapon Focus (hirlaif)

Skills Acrobatics +8, Bluff +17, Diplomacy +12, Handle Animal +6, Intimidate +13, Linguistics +5, Perception +14, Ride +8, Sense Motive +8, Stealth +8; Heightened Expertise +5 competence bonus to Bluff, Perception, Intimidate

Languages Elder Speak, Naru, Tomagai

SQ armor training 2, blessed weapon, blessings, inspiration +1, region of influence (Tromek), resources, starting money

SPECIAL ABILITIES

Blessed Weapon (Su): A weapon with which a Dominion Lord is proficient counts as a +2 magic weapon while wielded by the Dominion Lord. This is a Major Blessing.

Blessings (Su): A character gains 3 Minor Blessings and 2 Major Blessings upon becoming a Dominion Lord. (The effects are included in appropriate entries unless otherwise noted.)

* Feat from this book.

^{MA} Mythic Adventures



VRYKYL

Rumors of a huge army made up of strange and fearsome creatures are spreading throughout Loerem. The army is reported to be somewhere around Dunkarga, moving slowly across the continent from west to east. Strange and unbelievable as this may seem, rumors have it that the leader of the army is Dagnarus, Lord of Void. This must be impossible, because Dagnarus has been dead for two hundred years!

The reason for believing Dagnarus has returned from the dead is that a Vrykyl known as Shakur is leading the army. Long ago, Shakur was a criminal murdered by Dagnarus with the Dagger of the Vrykyl. He became the first Vrykyl and Dagnarus' senior general. Shakur is loyal to Dagnarus, the person who, through the Void, gave him the magical powers of the Vrykyl. He will see his master's will done.

Other Vrykyls are known to exist. It is rumored they serve as commanders under Shakur. Mages who have studied Void magic warn that the Vrykyl must kill to remain alive, stealing the souls of their victims with their blood knives. Many mysterious murders committed throughout the last two hundred years now begin to make horrifying sense.

Vrykyl are vampiric, undead creatures of immense power, created by Dagnarus, Lord of the Void. To become a Vrykyl, the subject agrees to willingly serve the Void. Once Dagnarus hears this vow, he murders the unsuspecting person with the Dagger of the Vrykyl, a powerful Void artifact. The dagger draws out the victim's life essence and transfers it to Dagnarus. In return, the victim is given a terrible "unlife" by the Void. The Vrykyl must now feed off souls of other living beings to maintain his existence.

Mage theologians argue over whether the Dagger of Vrykyl is an ancient artifact or if it came to existence when King Tamaros received the ability to create the paladins known as Dominion Lords, the antitheses of the evil Vrykyl. Whatever their origin, Vrykyl are the masters of Void magic. Rigiswald, a renegade mage in the service of Baron Shadmehr, has been studying old stories and legends about the Dagger and the Vrykyl with some startling findings, though he is not yet ready to share. All he would say for the moment is that the number of Vrykyl in the world mirrors that of the Dominion Lords. Because the four races may create ten Dominion Lords each, the rank of Vrykyl is limited to forty.

Like their counterparts, the Dominion Lords, Vrykyl have magical armor that both protects them and grants them special powers. The armor is as black as a starless night and can retract or raise upon command (a free action). A Vrykyl must dismiss his armor to feed, permitting the target one fleeting glimpse of the Vrykyl as it truly appears; the victim of a Vrykyl often dies with a look of horror frozen on his face. Whenever a Vrykyl is attacked or in physical danger, its armor instantly reacts to protect the Vrykyl.

Vrykyl can create images to snare unwary victims or to infiltrate enemy ranks and political circles. Vrykyl can appear as extraordinarily beautiful or incredibly handsome, charming and winning. They can mimic the trait of an innocent child or a temptress. The illusion is very convincing.

Vrykyl have no need of food or water. They feed off the souls of living beings. A Vrykyl kills with his blood knife, a weapon he fashions from his own bone. The knife is then enchanted with Void magic. The blood knife drains the living essence of a person and transfers that essence to the Vrykyl. Victims of a blood knife have two things in common: a small puncture wound directly to the heart and a countenance of frozen terror. Few have ever been known to survive a wound from a blood knife.

Heroes of Loerem are currently searching for Vrykyl. Rumors of their whereabouts abound, but only another Vrykyl and his creator, Dagnarus, know exactly where a Vrykyl is stationed, his objective and orders.



JEDASH

Jedash was one of many children of an itinerant tinker, who drank away any money he managed to earn. Jedash ran away at an early age to escape abuse. He wandered from place to place, living by his wits (which weren't all that helpful to him). Clumsy and a coward at heart, he was thrown out of the thieves guild in Dunkar. He became a beggar, but lacked charm and so never received much. He enjoyed prison life, because they actually fed him, but he whined and sniveled so much that the guards invariably grew tired of him and threw him out.

Shakur literally stumbled upon Jedash in an alleyway. Shakur needed a living person to handle a matter for him and Jedash seemed perfect for the job. Jedash performed to satisfaction and Shakur kept him around.

When Dagnarus was in need of another Vrykyl, Shakur took Jedash to him. It is said that Jedash was the only one of Dagnarus' victims who died without a murmur of protest. Jedash had known so much horror in life, being undead held no terror for him.

JEDASH

CR 8/MR 1

Male Dunkargan rogue 7/trickster 1

CE Medium undead (mythic)

Init +5; **Senses** darkvision 90 ft., detect magic 50-ft. radius; **Perception** +11

Aura frightful presence (sight, DC 17)

DEFENSE

AC 33, touch 13, flat-footed 30 (+3 Dex, +20 natural)

hp 82 (7d12+21); +7 (resiliency rogue talent); destruction at 0 hp

Fort +2, **Ref** +9, **Will** +11

Defensive Abilities evasion, hard to kill^{MA}, trap sense +2, uncanny dodge; **DR** 10/+2; **Immune** undead traits; **SR** 15

OFFENSE

Speed 30 ft.

Melee longsword +11 (1d8+6) or blood knife +13 (1d4+8) or slam +11 (1d8+6)

Special Attacks bleeding attack, feeding, mythic power (5/day, surge +1d6)^{MA}, sneak attack +4d6, surprise attack

Spell-Like Abilities (CL 3rd)

At will—*bleed* (DC10), *detect undead*, *disrupt undead*, *touch of fatigue* (DC10)
3/day—*cause fear* (DC11), *false life*, *inflict light wounds*

STATISTICS

Str 23, **Dex** 11, **Con** —, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 21

Feats Cleave, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Power Attack (Mythic)^{MA}

Skills Climb +16, Disable Device +9, Intimidate +10, Knowledge (local) +9, Perception +11, Ride +7, Sleight of Hand +6, Stealth +10

Languages Elder Speak, Karna, Sanki

SQ feeding, rogue talents (bleeding attack, resiliency, surprise attack), shadow stealth^{MA}, tainted by Void, trapfinding +3, trickster attack (surprise strike)^{MA}

SPECIAL ABILITIES

Ability Increases (Ex) Vrykyl gain the following ability increases: +10 Strength, +2 Intelligence, +2 Wisdom, Charisma +2.

Exceptional Coordination and Tenacity (Ex) All Vrykyl gain a +4 Void bonus to Reflex saves and a +8 Void bonus to Will saves.

Feeding (Su) A Vrykyl must feed to maintain its existence and to heal damage. This is accomplished through use of the blood knife. The blood knife is used to perform a coup de grace on an opponent. If successful (indicating the knife has stabbed into the victim's heart), the Vrykyl has fed and gains 1d10 points of healing that may not exceed its maximum hit points. Every week a Vrykyl does not feed, it suffers 1d10 points of damage. A Vrykyl that has not fed in one month is considered fatigued, and exhausted if not fed in six months. A Vrykyl whose hit points drop to 0 due to starvation is destroyed, its body crumbling to dust.

Frightful Presence (Ex) This ability activates immediately when a Vrykyl not in shadow disguise or has its illusion disbelieved. The save DC is 10 + Vrykyl's HD + Vrykyl's Charisma modifier.

Shadow Disguise (Su) Vrykyl may cloak themselves in a semi-real illusion. They may appear in the form they once had while alive, or in the form of anyone they have killed with their blood knife. To disbelieve the disguise requires a successful Will save (DC 30). Only Dominion Lords may automatically save against a Vrykyl illusion - all other creatures must have a reason to suspect a trick.

SPECIAL POSSESSION

Blood Knife All Vrykyl possess a blood knife, which they construct from one of their own bones within a week of their creation. The blood knife is a dagger consecrated in Void magic and constructed from a Vrykyl's own body. It carries a +2 enhancement bonus. Anyone struck with the blood knife is considered tainted by Void and cannot be healed through magical means. The Vrykyl may use the blood knife to feed. The blood knife is also used to communicate telepathically with the wielder of the Dagger of the Vrykyl (currently owned by Dagnarus) with unlimited range. If a living person takes possession of a Vrykyl's blood knife, he immediately becomes tainted by Void. Other Vrykyl may be able to detect the presence of the knife, use its energy to track its general location, as can the wielder of the Dagger of the Vrykyl. A bone knife can bypass another Vrykyl's damage reduction.

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SUETLANA

Svetlana was the only child of a wealthy, widowed landholder. Pampered by her father and lacking a mother, she grew up believing that all Loerem revolved about her. Stunningly beautiful, she had long red hair that fell in curls to the waist of a voluptuous figure.

Engaged to be married to another man, the teenage Svetlana was seduced by an itinerant Void mage, who used his magical arts to impress impressionable young women. He promised her marriage, all the while taking large sums of money from her. Enamored with her lover, Svetlana sold her jewels and eventually ended up stealing from her father to give her lover every luxury and comfort. When she found out she was pregnant, she begged her lover to marry her, as he had promised. When she woke up the next morning, he was gone.

Svetlana's fiancé broke off their marriage and threatened to expose her shame. Her father committed suicide rather than face public disgrace. Svetlana left her home. The only aim she had in life was to avenge herself on the man who had brought ruin to her.

Svetlana found her way to New Vinnengael. She gave birth to her baby and took it to the Temple, saying she didn't want it. The Church gave the newborn a home and offered to help Svetlana find employment.

Discovering that she was gifted in magic, they accepted her into the ranks of the Revered Magi.

Svetlana soon discovered that working with elemental magic was slow and laborious. Years would pass before she gained power enough to exact her revenge. She began to study Void magic in secret. Her studies led her to the story of Dagnarus, Lord of the Void. She became fascinated with him and, hearing rumors of his return to Loerem, she set out to find him. By now a formidable Void mage, she traveled nearly the length of the continent before she attained her desire.

She sought to seduce Dagnarus, but the Lord of the Void had no need for lovers; he did have a need for Vrykyl. He murdered Svetlana with the Dagger of the Vrykyl, stealing her life essence and turning her into one of his undead minions. Svetlana has never forgotten the man who led her to this state, however, and now she has the power for a full retribution.

SVETLANA

CR 13/MR 2

Female Vinnengaelean elemental sorcerer (Earth)

2/elemental sorcerer (Void) 10/archmage 2

LE Medium undead (mythic)

Init +3; **Senses** darkvision 90 ft., detect magic 50-ft. radius; **Perception** +14

Aura frightful presence (sight, DC 27)

DEFENSE

AC 32, touch 12, flat-footed 30 (+2 Dex, +20 natural)

hp 90 (12d12)

Fort +4, **Ref** +10, **Will** +18

Defensive Abilities hard to kill^{MA}; **DR** 10/+2;

Immune undead traits; **SR** 15

OFFENSE

Speed 30 ft.

Melee longsword +10/+5 (1d8+4) or blood knife +13/+8 (1d4+6)

Special Attacks feeding, mythic power (7/day, surge +1d6)^{MA}

Bloodline Spells (CL 12) *dimension door, dispel magic, identify, invisibility, overland flight*

Spell-Like Abilities (CL 6th)

3/day—*detect secret doors, hide from undead, ray of enfeeblement* (DC 16)

2/day—*darkness, desecrate*

1/day—*speak with dead*

Earth Spells Known (CL 2nd)

1st level (3/day)—*entropic shield*

0 (at will)—*detect poison, mage hand, open/close, resistance*

Void Spells Known (CL 10th)

5th level (5/day)—*magic jar* (DC 20), *overland flight* (bloodline spell), *slaying living* (DC 20)

4th level (7/day)—*dimension door* (bloodline spell), *phantasmal killer* (DC 19), *shadow conjuration* (DC 19), *spell immunity*

3rd level (8/day)—*animate dead*, *bestow curse* (DC 18), *dispel magic* (bloodline spell), *mouth of the Void* (DC 18), *protection from energy*, *vampiric touch*

2nd level (8/day)—*blindness/deafness* (DC 17), *ghoul touch* (DC 17), *inflict moderate wounds*, *invisibility* (bloodline spell), *touch of idiocy*, *Void spectral hand*

1st level (8/day)—*chill touch* (DC 16) *deathwatch*, *detect undead*, *identify* (bloodline spell), *inflict light wounds*, *shield*, *Void magic missile*

0 (at will)—*arcane mark*, *bleed* (DC 15), *daze* (DC 15), *detect magic*, *disrupt undead*, *pierce soul*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)

Bloodline arcane

STATISTICS

Str 19, **Dex** 15, **Con** —, **Int** 18, **Wis** 15, **Cha** 21

Base Atk +6; **CMB** +10; **CMD** 22

Feats Combat Casting, Elemental Counter*, Empower Spell, Improved Critical, Martial Weapon Proficiency, Quiet Spell*, Weapon Focus (blood knife)

Skills Appraise +14, Bluff +16, Diplomacy +15, Fly +7, Intimidate +16, Knowledge (arcana) +15, Knowledge (history) +12, Perception +14, Spellcraft +14, Use Magic Device +13

Languages Elder Speak, Karna, Naru

SQ amazing initiative^{MA}, arcane bond, archmage arcana (arcane surge)^{MA}, bloodline arcana, competent caster^{MA}, eldritch breach^{MA}, metamagic adept, new arcana (animate dead), tainted by Void

SPECIAL ABILITIES

Ability Increases (Ex) Vrykyl gain the following ability increases: +10 Strength, +2 Intelligence, +2 Wisdom, Charisma +2.

Exceptional Coordination and Tenacity (Ex) All Vrykyl gain a +4 Void bonus to Reflex saves and a +8 Void bonus to Will saves.

Feeding (Su) A Vrykyl must feed to maintain its existence and to heal damage. This is accomplished through use of the blood knife. The blood knife is used to perform a coup de grace on an opponent.

If successful (indicating the knife has stabbed into the victim's heart), the Vrykyl has fed and gains 1d10 points of healing that may not exceed its maximum hit points. Every week a Vrykyl does not feed, it suffers 1d10 points of damage. A Vrykyl that has not fed in one month is considered fatigued, and exhausted if not fed in six months. A Vrykyl whose hit points drop to 0 due to starvation is destroyed, its body crumbling to dust.

Frightful Presence (Ex) This ability activates immediately when a Vrykyl not in shadow disguise or has its illusion disbelieved. The save DC is 10 + Vrykyl's HD + Vrykyl's Charsima modifier.

Shadow Disguise (Su) Vrykyl may cloak themselves in a semi-real illusion. They may appear in the form they once had while alive, or in the form of anyone they have killed with their blood knife. To disbelieve the disguise requires a successful Will save (DC 30). Only Dominion Lords may automatically save against a Vrykyl illusion - all other creatures must have a reason to suspect a trick.

SPECIAL POSSESSION

Blood Knife All Vrykyl possess a blood knife, which they construct from one of their own bones within a week of their creation. The blood knife is a dagger consecrated in Void magic and constructed from a Vrykyl's own body. It carries a +2 enhancement bonus. Anyone struck with the blood knife is considered tainted by Void and cannot be healed through magical means. The Vrykyl may use the blood knife to feed. The blood knife is also used to communicate telepathically with the wielder of the Dagger of the Vrykyl (currently owned by Dagnarus) with unlimited range. If a living person takes possession of a Vrykyl's blood knife, he immediately becomes tainted by Void. Other Vrykyl may be able to detect the presence of the knife, use its energy to track its general location, as can the wielder of the Dagger of the Vrykyl. A bone knife can bypass another Vrykyl's damage reduction.

* Feat from this book.

^{MA} Mythic Adventures





CHAPTER TWELVE: THE LAND OF LOEREM



THE VRYKYL

I am Shakur. Two hundred years ago, I was given the chance for immortality. All I had to do was let myself be killed. It seemed like a good deal at the time.

I knelt before Dagnarus, Lord of the Void, and pledged my allegiance to the Void. In his treachery, he took my life with the Dagger of the Vrykyl and gave me in return the unholy life of a Vrykyl. A creature of the Void, I am the dark counterpart of the Dominion Lords. My black armor, accursed and magical, disguises a body that is rotting and decaying. I maintain my cursed life by feeding off the souls of the living.

I have left behind a trail of corpses—man, woman, elf, human, old, young. All of them die of a single puncture wound to the heart, a wound made by the dagger I carry, the Soul-stealer.

The faces of my victims are contorted in terror.

Before they die, they see me for what I am.

Dagnarus, the Lord of the Void, leads a mighty army that is sweeping across Loerem from west to east, although few in Loerem yet realize this. The shock troops for this army are taan warriors. Only a handful in Loerem has ever seen taan before and those who have do not want to see them again. The forces seem to head east, but no one, save Dagnarus himself, is certain of their final destination.

Riding with the taan, though not yet wish to fully reveal themselves, are the evil undead knights known as Vrykyl. These fearsome creatures are men and women murdered by Dagnarus, who uses the Dagger of the Vrykyl to steal their lives to lengthen his own. Through the Dagger, an artifact of the Void, Dagnarus brings his victims back as undead warriors who must in turn steal living souls to sustain their own unholy existence. The only sign to the Vrykyl's atrocity is rumors of entire families dying by a single stab to the heart, the face of the corpses frozen in terror.

The Vrykyl wear black armor to conceal their rotting countenance beneath. They call upon powerful Void magic and are loyal only to Dagnarus. The Lord of the Void has planned his return for more than two hundred years, commanding the taan and the Vrykyl to both serve him and revere him as a god. Now he is ready to make his move. His first goal is to recover the human portion of the Sovereign Stone, said to have been found after being lost for two hundred years. His Vrykyl are searching for it far and wide but have nothing more substantial than hearsay. Meanwhile, Dagnarus proceeds with his war of conquest.

And the people of Loerem have no idea this threat looms over them...

THE VINNENGELEAN EMPIRE

Currently ruled by King Hirav I, the Vinnengaelean Empire is the largest of all the human realms. It is comprised of baronies and duchies, all owing allegiance to the king, who resides in the capital city of New Vinnengael.

Vinnengael maintains a standing army, paid for and trained by the monarchy. The army has presence in every major city and in all but the smallest villages throughout the empire.

The stations range from enormous barracks hosting entire regiments to simple way-stops for the Imperial Cavalry. The Vinnengaelean army features primarily heavy cavalry and longbowmen, but it has grown complacent from the lack of a significant war in years. Much of their gear border on obsolete. Knights train for jousts and parades, not battle.

The Vinnengaelean Empire relies heavily on its strong fortifications for protection, confident that no enemy exists who is powerful enough to penetrate the massive stonewalls of its cities. Those arguing against the belief are quick to point out the barriers of Old Vinnengael did not safeguard that city from Prince Dagnarus.

Merchant guilds control Vinnengaelean commerce, regulating prices and labor conditions. The merchants wage a bloodless war with the nobility for the king's ear. Many of them are wealthier than a good number of nobles, enough to demand similar status and recognition. Some impoverished nobles, burdened with immense debts accrued from the upkeep of their estates, seek to marry their sons and daughters into affluent merchant families, trading titles for tams, as the saying goes. Consequently, the empire's economics are slowly coming to center on the rising middle-class.

The empire boasts the largest religious institution on Loerem in the Church of Vinnengael. Its prominence and influence pervade the entire realm, from the biggest Temple of the Magi to the makeshift shrine on an outback road. The old incarnation of the Church was a glorious, continental entity whose heart beat righteously in Old Vinnengael, until that city fell. While still a shell of its former self, the Church has laboriously rebounded to stand once again at the spiritual and political forefront of Loerem.

The Church has nine orders: Art, Battle, Diplomacy, Hospitaliers, Inquisition, Instructors, Portals, Scribes, Watch. Each order has specific responsibilities and its own leader, the Magus Provost. The Magus Provosts also review Church policies as a general council and oversee the election of the highest official in the Church, the Most Revered High Magus.

In Vinnengael, only the Church or Church-sanctioned tutors may provide lawful magical training. Those wishing to study magic must join the Church and learn at the feet of the Revered Magi.

Anyone practicing magic outside of Church authority are branded “hedge wizards” and considered outlaws.

Vinnengaeleans mete out justice swiftly. Most judges and magistrates are impartial, for the Church watches over them. (Any unfair collusion should be reported to the nearest Temple.) Alleged criminals receive a fair hearing and the punishment usually fits the crime. Sentences are never waived, however, and the convicted must serve them to the fullest extent.

Vinnengaeleans celebrate many holidays, but the most important days of the year belong to the Imperial Fair. Every major city runs its own variant, financed by an affluent baron, duke or, in certain regions, the merchant guild. Revelers trek great distances to attend these fairs, where one can find all types of goods for sale. The venues attract minstrels, troupes and, unfortunately, petty thieves as well. Swindlers trick unwary visitors out of their money and pickpockets relieve the careless of their purses. One may even see members of another race carousing about an Imperial Fair, a rare sight away from New Vinnengael. There is no shortage of dwarven, elven, and orken vendors at these gatherings.

The humans of the Vinnengaelean Empire are prosperous and complacent. They couple Earth magic with their stonemasonry expertise to erect fantastic structures, but while the fortifications are impressive, Vinnengaeleans’ stubbornness in relying chiefly on them has cost them more than one defeat, the latest causing the devastating loss of a Portal in the southern part of the empire to the Karnuans.

NEW VINNENGAEL

On the confluence of the Vir and Arven rivers stands the most glorious city of the world — New Vinnengael. Adored by many, envied by scores, loathed by some, traveled to and fro by all, this jewel of civilization holds the pulse and fate of not just the Vinnengaelean Empire, but Loerem as well. The city has never failed its intention to awe those who see it. The Temple of Magi’s spires twinned with a crystalline Royal Palace to pierce the clouds, melding into one giant gleaming beacon at a distance seen as far away as three day’s journey.

New Vinnengael is the capital city and the seat of government for the Vinnengaelean Empire. The outer walls of New Vinnengael are formidable.

Their multi-tier design enables archers to concentrate their fire down on any attackers from tremendous covers and different heights. Catapults, mangonels, and other war engines stand ready to rain death to any foolhardy enough to lay siege to the city. The dwarves found the defenses to be more than they could handle in Year 526, and the walls have been strengthened considerably since then.

The gates, through which traffic enters and exits New Vinnengael, set at the inner vertices all around the city laid out in the shape of an eight-point star. The concept further improves the city’s defensibility, as invaders must run a gantlet between two high walls to reach any of the portcullises. The gates take names after the eight commanders of the original divisions that fought The Battle of the Plains, in clockwise order from the northeastern point: Brafton, Aeelon, Nedry, Olimar, Voss, Heigl, Torrik, and Shanwood.

New Vinnengael’s grandest section perches in the exact center of the city, a two-mile-wide dais elevated by magic and towering some fifty feet above all other districts. Aptly termed the Imperial Height, this mesa boasts fabulously opulent estates overlooking the entire population of New Vinnengael, symbolic of the upper nobles’ might, power, and wealth over their subjects. Two famous landmarks also grace the flat: The Royal Palace and the Temple of the Magi.

The Royal Palace poises majestically in the shape of a crescent moon, its wings extending toward the facing Temple of the Magi across the way. Looming at seven stories tall with seven rows of seven hundred crystal windows, the Palace impresses upon the viewers of the notion that this is the center of man’s power on earth, the temporal and the political made manifest.

The Temple was designed to lift the hearts of all who viewed it, raising the spirit to see the clouds much as the elegant spires seemed to stretch high enough to support them. Huge double doors of beaten gold are always open to the worshipful. The immense cathedral and university are the heart of the Temple of the Magi. Its Bibliotheca houses the most extensive collection of books on the continent and occupies an entire wing of the complex.

New Vinnengael was carefully arranged right from its inception. The buildings nearest to the gates are shops catering to new and frequent visitors, offering knickknacks from porcelain souvenirs and candied ginger to maps and umbrellas.

Assuming average sense, visitors should begin to differentiate the various districts as they venture further into the city. The districts are spread across New Vinnengael by race, class, and profession.

The city has of late been combating the rise of the Shadow Mask Cult, a secret anarchic society of Void mages and disciples. They operate gambling houses and non-legitimate businesses to fund their sinister plans, plaguing New Vinnengael with sabotages and ritual sacrifices. It is unclear why, how, and quite when the Shadow Masks adopted their eponymous facewear — a grayish dark mask sometimes shrouded in Void energy (presumably conjured by the more proficient mages). A few high members have hinted connections to their leader's supposed former Temple training, a treasured heirloom, and profound symbolisms derived from his desire to topple the High Magus and the Church. No explanation is concrete, save for the cultists first appeared donning black, shadowy masks and that they continue to do so.

OLD VINNENGAEL

This former capital attained its exalted status through factors including magic, terrain, climate, and politics. Through the years, as Vinnengael expanded and its population increased, dwellings and businesses were built on the three massive cliffs. This was done with the help of magic, as great stairs and ramps were cut into the cliffs' faces to permit access from one level to another. Only after Vinnengael finally encompassed Orkton, on the shores of the Lake Ildurel, did her rulers find a need to build a rampart to protect the city from enemy forces.

Currently, Old Vinnengael is nothing but a ghost town in ruins. The battle during Prince Dagnarus' invasion released a massive mystical energy never before seen — and probably will never be seen again — on Loerem that leveled the splendid city, ending its reign as the Crown Jewel of Man.

Spirits of the dead are thought to haunt the broken streets they wandered when living, eager to lash out at anyone intruding upon their resting place. The collapse of the original Church took much precious magical secrets with it. Vile magical elements intermingle unchecked with untold treasures buried underneath the debris, seeking to infect and corrupt looters. Still, many individuals venture into the ruins, some intending to recover lost knowledge and others less altruistic.

Very few ever survived Old Vinnengael's perils.

DELAK 'VIR

A small city once called Romdemer, Delak 'Vir is located in the south-central plains. The city, once a farming community, is surrounded by rich, fertile lands. After the shattering of the Portals, the Karnuans found a rogue Portal inside their borders that led to within fifty miles of Romdemer. The Karnuans dispatched a force through the Portal to invade the city. Romdemer quickly fell and most residents fled north. Myriad of Karnuans migrated into the near-abandoned city and renamed it Delak 'Vir. King Hirav I has vowed to retake Romdemer, but has done nothing further since to make good on his commitment.

FORDEN

This is a trade hub on the eastern border of the Empire, just across the Sea of Sagquanno from Dwarven lands. Most goods from the east come through this city.

Before the raid by the infamous ork pirate Captain Kvee 'ed, Forden was a picturesque port town. After the charred piers, the toppled statue and the broken lighthouses, ships began abandoning Forden. Only through then-Duchess Idaunni Eromal's grace was Forden spared the final humiliation of dissolution. Her passionate pleas stirred the king and saved Forden. Her reconstruction campaign would once again impress His Majesty three years later that a fleet from the new Royal Navy was awarded to the rebuilt Forden port.

The makeover lent Forden a militant appearance and attitude. There are now Navy bays off-limit to non-soldiers opposite the civilian marina at the southern end. Even the market district has given way to a denser-than-usual presence of constables.

Tourists may find the security details overbearing, especially when one considers the shops often tend to little more than marine gear and ocean delicacies.

KRAMMES

Krammes stood to the south of Old Vinnengael, at the maw of the estuary leading to Lake Ildurel and the erstwhile capital. A fortress, Faulkendor Keep, intended to guard that estuary was the sole reason for Krammes's existence.

Those surviving the destruction of Old Vinnengael took refuge at this outpost, turning it into a large city overnight. Today, Krammes is a center of trade with the orks and Nimrans. Nearly everything begins and ends with commerce in Krammes. For that reason, the local Merchant's Guild holds a tight reign over the city; so much so, one could say the guildmasters virtually run Krammes. The Guild can determine the fate of any single trader or venture with a quill stroke.

It is whispered, too, that the Guild runs the black market, perhaps the most all-inclusive on Loerem in terms of contrabands, from counterfeit signets to Void magic fetishes. If the Guild is not directly involved, it certainly chooses to turn a blind eye.

Krammes is also the home to The Royal Cavalry Academy, far from the interference of politicians. Only the best and brightest soldiers in Vinnengael are admitted for study and training.

The institution continues to develop innovative military techniques and weaponry.

The Krammes Festival is a joint effort of the Dukes of Ildurel and Davanen duchies, most barons from both duchies, and the Royal Cavalry Academy with assistance from the Merchant's Guild. The fair, in mid-autumn, is the second largest in size and attendance, but rivals the leader (New Vinnengael's Royal Spring Revel) in profits, if not actually surpassing it.

MARDURAR

The folk of Mardurar can be best summed up as rough and tough, like the iron and other raw ore this mining town is known for. Loud, brawny, and quick-tempered, the Mardurar miners do not much discuss the finer aspects of culture such as art and literature. Rather, respect is earned by downing two full mugs of Demon Scourge at the Hammer and Tongs and throwing a good right hook.



Soldiers of the Eastern Royal Army stationed in Mardurar ensure that the gold, silver, and other precious extraction do not pass from the mines into the pockets of corrupt barons or bandit lords. Called the Bastions of Mardurar but rudely referred to by locals as the Bastion Bastards, the soldiers are a match for their unruly charges in fistfights. In fact, brawling between the two factions is a part of the daily routine.

But just as the dislike is mutual, so is respect (grudgingly, of course). When a crisis arises, typically a collapsed mine tunnel, both sides work side-by-side to resolve it.

Mardurar is home to perhaps the best blacksmiths in the Empire. It is an open secret among skilled warriors that the sturdiest armors, and the steeliest swords, are born of the scorching forges in this city. Indeed, many a human Dominion Lord bears or bore weapons signed by a Mardurar smith.

TINNAFAH

The key defensive outpost in northern Vinnengael, the fort of Tinnafeh keeps the elves from pushing their borders farther south. The city holds a love-hate relationship with the Tromeek elves. On one hand, the city owes its prosperity to the elves; without their silk there would be no rise to Tinnafeh's growing sartorial industry, and consequently nothing to support a large population. On the other, the elven marauders still pillage the nearby towns (and make an occasional ruckus around Tinnafeh on dares), sometimes taking as much as their trading brethren give.

A Tromeek Divine signature released elven merchants to freely offer silk and other unique fabrics in Vinnengael. Tinnafeh quickly capitalized on its proximity to that realm, culling favorable deals with elven traders for exceptional materials. The elves in return believed they got the better end of the bargain, exporting from Tinnafeh an abundance of gelatinous sweet rice, which they found to be a delightfully delicious treat.

The heavy association with Tromeek is a big change from the previous guarded attitude, when Tinnafeh was primarily a defense point against elven expansion. There's now quite an elven influence in Tinnafeh. Several buildings feature the regal, reverent characteristics of elven architectures. Taverns have added elven dishes and wines to their menu.

Elven expressions, translated or in original Tomagi, have crept into local speech. It is already acceptable to integrate elaborate patterns typical of elven designs into costumes. At best, the assimilation does much to comfort the elven traders upon whom the city relies greatly for its ledgers. At worst, it is ammo for the envious to disparage Tinnafeh as "Little Glymrae."

THE KINGDOM OF DUNKARGA

The kingdom of Dunkarga is just now recovering from a civil war originated two hundred years ago. Although the Dunkargans won that war, the price was heavy, for their alliance with Prince Dagnarus, avowed Lord of the Void, proved costly.

Professing publicly that he was shocked to hear of a liaison between the Dunkargan royal family and the Lord of the Void, a rebel military leader, Ebu ibn Emal, usurped. He was aided by a large segment of the Kingdom's nobility and military. The coup failed, but it sparked decades of battles, betrayals, and assassinations. When the chaos stopped twenty years later, two bitter rival rulers stood in the Kingdom's ashes. Unable to come to terms yet too exhausted and impoverished to continue fighting, they split the land into the Kingdoms of Karnu and Dunkarga. A formal cessation of hostilities has existed between the two realms for nearly two centuries now, although border skirmishes are frequent and each expects the other to launch a full assault any day.

Dunkarga is ruled from the Lord City of Dunkar by a king, who inherits the throne upon his predecessor's death. Provinces are each governed by a Counselor appointed by the king. Since the earliest meetings on the shores of the Kaldus, the elders from each of Dunkarga's families have gathered to guide the path of the people. The largest of these gatherings was always held just before the Festival of the Sun in a blue-striped pavilion erected just for that purpose. Upon the official founding of the Kingdom of Dunkarga, this gathering formally enters the new government as the Dunkargan Council.

For nearly three centuries, the Council continued the tradition of meeting in a series of ever-larger pavilions constructed before each Festival of the Sun. Business concerning all of the tuul was conducted during these meetings, with smaller gatherings held in tuul households throughout the remainder of the year.

DUNKAR

Religion in Dunkarga is an arm of the state. The King of Dunkarga is considered the Head of the Church. He is not necessarily a priest, however, and in former days kept the Church in line with Dunkarga's political aspirations, a practice that has proven useful in maintaining unity since the civil war.

The current king, Moross, is a devout man rumored to be under the Church's control, for the king is often seen in the company of the Revered High Magus of the Temple in Dunkar.

The Seraskier commands the Dunkargan military. Although the military is ineffective from years of corruption, the reigning Seraskier, an intelligent and honest officer, has worked hard to bring about change and is only now starting to show success. He is probably the only person in Dunkarga concerned about reports from the west regarding destruction of outposts by unknown and hideous monsters. Everyone else in Dunkar, including King Moross, is far more occupied with the threat that lies to the east — Karnu. The Dunkargan army consists primarily of lightly armored cavalry. Dunkarga makes extensive employment of Trevenici mercenaries for manpower, particularly in keeping Karnu from foraying deep into Dunkargan lands.

Dunkarga is largely self-sufficient, although it actively trade with neighboring realms, including the Trevenici. Goods from Nimra and the lands of the orks flow into Dunkargan ports, while Nimorean caravans arrive in Dunkarga from the north. Dunkarga rarely trades directly with either elves or Vinnengaeleans (at least not openly).

Dunkarga's most valuable asset is knowledge. The Lord City of Dunkar hosts the largest repository of annals on the continent, outside of the Monastery of the Order of the Keepers of Time. Dunkarga also boasts an unmatched collection of scientific and magical tomes. Most Dunkargans, particularly those living in the cities, are well-educated, able to read and write because the state runs schools that all children must attend.

When the nation of Dunkarga was founded, there was no argument as to where its palace would be constructed. Despite centuries of political intrigues, coups, assassinations, and popular uprisings, the capital city of Dunkar continued to flourish and has become a center for both trade and politics in western Loerem. Only Old Vinnengael was ever larger, and since its destruction, Dunkarga succeeded as the largest city in all of Loerem, with almost sixty thousand citizens living in the now sprawling city along the Kaldus delta.

Officially known as the "Lord City of Dunkar," though few Dunkargans call it anything more than "Dunkar," foreigners who do the same risk being considered disrespectful.

Dunkar is both the cultural and military center of the kingdom. Once a great port, the city of Dunkar has found its sea trade considerably reduced since Karnu began raiding the high seas from its western shores. Visitors to Dunkar typically find it to be a friendly, yet oddly foreboding city. Every intersection of the city's curving and narrow streets is choked with the carts of merchants willing to sell their goods or offer directions, but it is soon discovered that they are equally full of pickpockets and thieves lying in wait for the unwary. Even the opulent feasts held in the glittering Palaces of the Tuul along the river are dens of machinations where tuul elders greet each other with one hand while holding a dagger at the ready beneath their robes in the other.

The Dunkargan Royal Palace is one of the most opulent structures in all of Loerem. Atop the central dome, covered in hammered gold leaf during the reign of King Armrah, is the contribution of Tuul Echnea, an immense opal weighing more than two hundred pounds — the Eye of Dunkar. The hallways of the palace are hung with fine tapestries depicting scenes from the history of the kingdom; the chandelier in the Great Hall is made from more than four thousand shards of crystal; even the main doors of the castle have been intricately carved and decorated with precious stones.

Unlike many other cities with central marketplaces, the Market of Dunkar stretches out like a grapevine from the city's central square to the streets of the city with stands, tents, and carts selling everything imaginable. This includes drugs and narcotics of all sorts, available in the ubiquitous rhat'dan.

Nearly the only thing customers of the Market cannot find are slaves, and rumors speak of mid-night auctions held beneath the docks.

ARMRAH 'LIN

Located to the north of Dunkar, the provincial capital of Armrah 'Lin begins at its lakeside harbor and sprawls in rows of family homes up the surrounding hills. The tulgyr, a solid stone and wood building that is home to the elders of Tuul Armrah, sits atop the highest hill.

Other important landmarks in the city are the iron-plated walls of the Armorsmiths' Guildhouse, the ancient planks of Lakeboat Wharf, and Kings-fall — the street on which three Dunkargan rulers have perished, one by assassination, another by natural causes, and the only Dunkargan king to leave the throne by suicide — though foul play and magic have always been speculated. Much of the farming, fishing, logging and mining is done in this region, and transported or traded from Armrah 'Lin.

DULLIFED

As a small trade nexus, Dullifed has done quite well. Isolated and far from the front lines, Dullifed and its people generally ignored the civil war and improved trade relations with Dunkarga's traditional enemy, the Vinnengaeleans, and their current enemy, the Karnuans. Those interested in magical supplies from Vinnengael or the fine quality weapons of Karnu do their shopping in the thriving bazaars of Dullifed.

THE CALIPHATE OF KARNU

Karnu is a military dictatorship. Caliph Krana 'Dhur is supreme ruler of Karnu, continuing the Kanuan national focus on military might. Service in the Karnuan army is the greatest achievement any man or woman can attain. All major cities in Karnu are run by high-ranking officers, and the military barracks are considered the heart. Consequently, the Karnuan army is the best trained, best outfitted, largest, and most disciplined fighting force fielded anywhere on Loerem.

At the age of fifteen, all men and women are required to enter the military, where they serve until the age of twenty.

Then, only the best warriors are chosen to remain in service. Making the cut is not only a tremendous honor but assures a livelihood. Those retiring from duty at age thirty-five (if they live that long) receive generous pensions and free land. After mustering out, Karnuan men become craftsmen or farmers, the women might also pick up a trade, bear children, and defend their homes.

The Karnuan military is as diverse as it is large. Excellent cavalry regiments complement a vast infantry, supported by engineers, siege machines, and battle-trained mages. Karnuan footsoldiers have provided the nation's greatest successes. Very little can stand before the powerful legions of Karnu.

After the fall of Old Vinnengael, the Karnuans were overjoyed to discover a rogue Portal linking the Vinnengaelean Empire to their realm. Through the Portal they invaded and occupied a sizeable territory, among it the city of Romdemer, which the Karnuans renamed Delak 'Vir. The Vinnengaeleans were building a new capital at the time and opted to pay tolls to use the Portal over fighting a bloody war to reclaim their land. Not surprisingly, Karnu has continued to turn a deaf ear to all Vinnengaelean diplomatic efforts while the Portal fills the Caliphate coffers.

In another audacious move, Karnu sent troops south and seized the orks' land. The soldiers entered without permission, raided several coastal towns for ships and supplies and disguised themselves as Vinnengaeleans, long-time allies to the orks. The tactic enabled thousands of Karnuan warriors to storm the orken shoreline, taking a large chunk, including the holy Mount Sa 'Gra, by surprise. The orks now blame not only the Karnuans for this transgression, but the Vinnengaeleans for sitting idly by.

DALON 'REN

The capital city of the Caliphate is a modern city that sees history with disdain. An impregnable fortress more than a mile wide, Dalon 'Ren is the Karnuan vision of the ideal city: conquered, razed, and rebuilt all under strict Karnuan control. As successive Caliphs and the War College devise new defensive plans and means to improve the efficiency of the Caliphate, all are first tested on the Karnuan capital. Of the original city erected after the defeat of Tuul Dalon, nothing remains.



No building in the city is more than a century old, block after block demolished and reshaped as the Karnuan Caliphate perfects its utopia.

At the center of the city, across a drawbridge over a moat more than forty feet deep and beyond gates manned by the soldiers of the royal Syr'uti, lies the Imperial Palace of the Karnuan Caliphate. Unlike the glittering towers of palaces in Vinnengael and elsewhere, the Karnuan palace is a squat, stone structure atop Caliph's Hill, the tallest rise in the city, giving it a clear view across the entirety of Dalon 'Ren and the surrounding countryside.

Constructed during the rule of Caliph Krana Swift-knife ul'Dhur, the palace is more than simply a home to the Caliph and his family. The offices of the Caliph's Circle are also inside, along with the armory and barracks for the Syr'uti. Though a steady stream of messengers and foreign delegates pass through the gates each day, all are questioned and searched before they are permitted entry.

The largest and oldest building in Dalon 'Ren is the Imperial Archives, storehouse of the history of the Karnuan Caliphate.

In its immense libraries are the records of every military campaign the Karnuan Army has ever undertaken, the largest collection of works on strategy and tactics in all of Loerem, bound volumes of every order and edict issued by the War College, and a treasury of knowledge on a multitude of subjects from geography to engineering.

When Tuul Karnu declared its independence, one of the first acts of the newly-formed Karnuan Caliphate the construction of a massive wall that would separate the Caliphate from Dunkarga. Though built along the border between Dunkarga and Karnu, today the Western Wall lies on the edge of territory contested by the two nations. When Karnuan invasion forces fall back from incursions into Dunkarga's Qok Province, they retreat only as far as the Western Wall, where they rearm, resupply, and are quickly prepared for a return to battle against the most hated enemies of the Karnuan Caliphate.

KARFA 'LEN

If Karnuans see Dalon 'Ren as the closest thing Karnu has to a utopia, Karfa 'Len is its precise opposite: Ancient where Dalon 'Ren is new, dirty where the capital is clean.

Worse, it is a city where the presence of foreigners and non-humans is not only tolerated, but also encouraged!

Karfa 'Len is the economic hub of the Karnuan Caliphate. Members of nearly every race walk its streets, and so many merchants have gathered in the city over the years that marketplaces — the Ironmonger's Market, Vintner Square, Shipwright's Row — have come to specialize in particular items or services. The Spice Market, in particular, is famed across all Loerem as the best on the continent.

When the Karnuan Caliphate first opened the gates of the city to outlanders, soldiers of the Karnuan Army patrolled its streets to keep the peace and collect taxes. But when Karnuan soldiers slaughtered the horses of a dwarven trading caravan and rumors arose of other atrocities committed by the city constabulary, merchants threatened to boycott the city unless Karfa 'Len was patrolled by a neutral force. Ever since, Trevenici mercenaries have kept peace among the many races that come to do business.

THE KARNUAN PORTAL

Fifteen years after the destruction of Old Vinnengael, a Karnuan caravan traveling from Dalon 'Ren to Tifyn 'Dan stopped for the night in the foothills of the Ank'ar Mountains. When sentries were set around the encampment, a junior soldier named Yarnu Thirdsword was ordered to climb halfway up a nearby cliff and stand watch. Nearing his assigned position, the soldier felt a strange breeze coming from a nearby cave. Entering, he found the walls of the cave were preternaturally smooth and regular. When the Karnuans investigated, they found the young soldier had inadvertently discovered one of Old Vinnengael's lost Portals... which now belonged to the Caliphate of Karnu.

Nearly two hundred years later, the Karnuan military camp of Taldan 'Cor sits at the base of an enormous stone ramp reaching up into the grey maw of the Karnuan Portal. Decades of labor by Karnuan slaves had cleared away the rock hiding the magical gate inside the cliffside, allowing caravans and military units to regularly pass through the Portal to and from the far end in Delak 'Vir, a formerly Vinnengaelean city in central Loerem captured by the Karnuans.

All traffic through the Portal is strictly observed by the Karnuan Army, who watch from a pair of towers — named Yarnu's Watch in a rare fit of Karnuan sentimentality — just outside the Portal.

The Portal is a source of pride and provides a steady stream of wealth for Karnu. The Caliph encourages commerce through the Portal, even ensuring the safety of all foreign caravans using it. The tolls charged are fair to those who use the "magic highway through rock." A garrison guards each end of the Portal and collect passage fees.

DELAK 'VIR

Once the Vinnengaelean city of Romdemer, Delak 'Vir is now under Karnuan occupation and martial law. The Karnuans used Delak 'Vir as a springboard for their advance and capturing of the orken holy mountain, Mount Sa 'Gra. Presently, it is a trade point between Vinnengael and Karnu.

MOUNT SA 'GRA

An enormous volcano that elevates from the Sea of Orkas, Mount Sa 'Gra is sacred to the orks. Caliph Krana 'Dhur insists it's his agitation over the orks' ritual of tossing sacrifices into the volcano and the desire to stop this heinous practice that led him to seize the mountain. It is commonly known that Mount Sa 'Gra hosts vast, rich mineral veins, and that money, not outrage, was the Caliph's impetus. Strip mines now flourish at the foot of the orken holy volcano, while the island is a base for the largest war fleet manned by humans. The Grand Karnuan Navy here has never yet been tested in battle.

NIMOREA

Originally citizens of the ancient realm of Nimra, the Nimoreans broke away to found their own sovereignty a century before the fall of Old Vinnengael.

The Queen's power to rule Nimra traditionally passes from mother to eldest daughter (or closest female kin). Queen Adros had to render a tough decision when she uncovered that Hykael, the Crown Princess, had not only led a rebel movement in Nimra but masterminded a plan to assassinate King Horthos of Vinnengael to achieve her dream of purification through isolationism.

The revelation brought Hykael to Adros, who summarily disowned and exiled the princess, naming her second daughter as successor to the throne.

Hykael left Nimra with her band of adherents, traveling north in search of a new home. Dunkar permitted them passage through its eastern provinces (which would one day become the Caliphate of Karnu), but refused them sanctuary because of Nimran pressure. They trekked on and, after many perils and hardships, arrived at the Tromek boundary.

House Kinnoth oversees the elven border. The lord of the House was more open-minded than other elves; it is also said that he knew a good bargain when he saw one. He had first detained and interrogated the princess, but became so impressed with her demeanor — and supposedly her plight as well — that he offered the western portion of his holdings to the exiled Nimrans.

Of course, the lord lost nothing with his generosity. The land was rocky, barren, of little use to anyone. Northern winters are cruel, particularly to those accustomed to the perpetual summers of the southern climes. Hykael consulted the gods, who approved, specifying the Nimrans settling there would be blessed.

At first, their blessings seemed sparse, for the Nimrans could not farm in the craggy soil. They could still produce the wondrous silk gowns for which they were known and found the elves willing to pay dearly for them, as well as for other skills. Nimran wood-carvers were brought into elven lands to shape noble estates and shrines. Other with wilderness proficiency became scouts for the elven military.

The two races have developed a tight bond over the years. The banished humans adopted a new name, calling themselves the Nimoreans — “Exiled of Nimra.” They adapted elven customs into their culture. Nimoreans favor elven-style garment and armor, are versed in elven weapons, and even share the same view regarding the dishonorable act of spellcasting.

The Nimorean territory is small, yet boasts a military disproportionate to its size. Most are light infantry, working closely with the elven forces loyal to the Shield of the Divine.

Queen Enuishna maintains a major contingent at Myanmin and keeps the troops at the highest level of readiness, for the Trevenici and other savage barbarians have more than once threatened the capital city.

Myriads of small towns and villages have sprouted across Nimorea. The Nimoreans believe one must live in a place to claim it, therefore have pioneered and established settlements in every corner within the Nimorean boundary. Life on these remote communities can be rough. Queen Enuishna, in particular, prefers culling her scouts and soldiers from them, reasoning that if these habitants can survive there, they can survive anywhere.

MYANMIN

The buildings in Myanmin, the Nimorean capital, are made of stone and wood. The temples are still below ground, but, unlike the simple designs of their southern brethren, the Nimorean versions include elaborate tunnel systems with many underground chambers. Foreigners are denied entrance into the temples, a rule enforced by the Nimorean elite guards. Despite their laws not including punishment by death, these defenders do not hesitate to kill anyone defiling a temple. The largest of these temples is located under the largest building in Myanmin, the House of Rulership.

The elves have stationed a small military detachment inside Myanmin, along with a sizeable community; they're the only race to do so. No other nation has any significant presence, or even full-time ambassadors, in Nimorea.

AINLANNIS

On the eastern border of Nimorea and originally founded by elves, Ainlannis is a city of canals. It is a mix of stone houses and wooden public buildings built in the elven style, with gardens and carefully crafted waterways.

NIMRA

Nimra was powerfully affluent even during the Old Vinnengael era. The two kingdoms were frequent trading partners, and the Nimran Queen Ianna swore allegiance to the Vinnengaelean Empire. Relations between the two countries stagnated with the presence of the Sovereign Stone. King Tamaros of Vinnengael hoped that the Stone would unite the races, and while it appeared to do so for a time, the Stone eventually caused a rift between Vinnengael and Nimra.

Queen Ianna was alarmed to learn that a portion of the Stone was to go to the orks, old rivals of the seafaring Nimrans. She insisted one for Nimra as well to match and counter her enemies. King Tamaros was forced to deny Ianna's request, stating, quite rightly, that the Nimrans would have a share of the human portion. Queen Ianna threatened to sever relations at first, but was persuaded to soften her stance, helped in great part by generous trade concessions from the Vinnengaeleans. However, the two nations were never quite as intimate afterward.

Old Vinnengael's downfall affected Nimra rather harshly, forcing it to seek other commercial avenues. Nimra formed a reluctant alliance with the orks, both sides agreeing to cease piratical raids on the other's ships. The Nimrans and the orks have since reach an accord, and Nimra has ended all ties with the Caliphate in protest of the Karnuan occupation of orken territory.

The Nimrans have long been sailors, owing to the nation's coastal geography. They have a healthy regard for the sea, and while not as deeply rooted in sea-lore as orks, the ocean is a part of their culture. Unlike the orks, a majority of Nimrans do not reside by the sea, nor have they ever seen it. Most Nimrans live inland away from the water, and specialize in the textile goods valued by people throughout the continent. The Nimrans are popularly known for their brightly dyed silks and fine woven cloth.

Over three hundred years ago, several Nimran dissidents attempted to assassinate the visiting Vinnengaelean King Horthos. Queen Adros was mortified to discover her own daughter, Princess Hykael, leading the dissidents. Because Nimrans abhor capital punishment, the princess and her followers were exiled. They traveled north to found the nation of Nimorea. The resulting bitterness lasted many centuries, but the two countries eventually came to amicable terms.

Nimran buildings are characterized by wood poles thatched with palm fronds. Priests and priestesses head the government in a slightly matriarchal hierarchy. The monarch doubles as the Nimran religious leader. Queen Paelani is the current ruler and High Priestess.

Laws tend to be lax in Nimra, for Nimrans respect both property and fellow man. Thievery is uncommon in Nimra and committed mostly by outsiders. The only time the Nimrans react with swift severity is to protect their borders, their ships, or their temples.

The Nimrans retain a small army, but they have not engaged in war for nearly three hundred years. Light infantry proficient with jungle warfare is the backbone of the Nimran force. Cavalry is virtually unheard of, since the Nimran landscape is predominately forest and seashore with hardly a plain big enough for horseback charges. The capital city has a squadron of two hundred cavalry, but these are the only known horse soldiers in the nation.

The Royal Navy is the Nimran military's greatest strength. A force of forty warships, with complements of naval soldiers, ensures that trading lanes stay unobstructed. Sea battles are now a distant memory since the alliance with the orks, though there have been a few clashes with Karnuan ships.

NEYSHABUR

Nimra's capital features immense wooden lodges that grace the waterfront, housing the bureau offices and the Nimran Church. The Queen's Lodge is the largest wooden structure on Loerem, spanning nearly a quarter mile in length and standing four stories tall. Much of the warehouses and finest homes are beneath ground level where they are sheltered from the blistering heat. Neyshabur's Earth mages are adept at sculpting fantastic underground habitats.

KALTAY

A trading and fishing city, Kaltay is on the eastern shores of the Sea of Edam Nar. A small detachment of the Royal Navy and a countless plethora of shrimping vessels cram the shoreline and waterways across Kaltay. Only here can one find Nimran temples situated above ground, as the water level is too high and often floods underground structures.

KALKA

This agricultural settlement is some two hundred miles inland from Kaltay. Rice and water buffalo meat are the chief commodities of Kalka, as is the proliferation of Earth magic.

The Oden-Klidip Temple is the home to the Order of Klidip, a religious circle devoted to the study of and experimentation with Earth magic. About half of all known Earth spells have originated from the Order of Klidip.



TREVENICI LANDS

Once upon a time, the Trevenici roamed unobstructed throughout Loerem. When the advent of civilization led to stone walls that moat the cities, the Trevenici fought to tear them down. Failing that, they withdrew to secluded forests. Now, most Trevenici call the tract to the west of Nimorea and north of Dunkarga home. They are not nomadic. Once they have locate a land they like, they set up tents and mud huts, plant their crops, herd their animals and live there for as long as it will sustain them. When a Trevenici tribe becomes too large, young Trevenici will set off to find a new land, or the tribe will expand its territory, often to the ire of their non-Trevenici neighbors.

Elders run a Trevenici tribe. The Trevenici loyalty is hardly paralleled, as often demonstrated to the elders and those else who have earned their trust. They are swift to exact retribution for betrayals and from those harming or insulting their friends. They have a symbiotic relationship with the diminutive pecwae. Trevenici have no inclination for the arcane, whereas the pecwae are gifted in Earth magic, which they use to assist the barbarians. Conversely, the pecwae, known for their laziness and cowardliness, rely on the hard-working, hard-fighting Trevenici for food and protection.

The Trevenici once fought each other, for they are born warriors and relish nothing more than a good fight. Upon realizing how it depleted their population, they chose to hire themselves out and fight other people. Two large regiments of Trevenici serve in the Dunkargan military and these comprise the largest concentration of Trevenici warriors on the continent. Those offering their prowess as mercenaries can usually send home enough to double the tribe's annual earnings from trade. In effect, the Trevenici are themselves their best asset.

The recent reports of a hostile army of monsters emerging from the west have the tribal elders recalling the Trevenici soldiers abroad. "After the last warrior is killed, who will defend the tribes?" they argue. Most northern tribes have also begun to follow this decision.

VILDA HARN

The largest settlement in Trevenici lands. The Trevenici claim it, but no Trevenici actually live there. Vida Harn expanded on a popular trading ground used by the Trevenici for centuries.

Every year, tribes gathered to trade with each other. Learning this, traders of all races began to congregate there as well and eventually built a city. Twenty human residences, two orken households, and an Unhorsed dwarf hut were purportedly the first to settle Vilda Harn. Every year, every Trevenici village sends a delegation to Vilda Harn for the annual event known as the Great Come-Together. This is a time of wild celebration, with the festivities lasting over three weeks. Traders surviving the merriment leave Vilda Harn with wagons full of fur pelts, hand-woven rugs, and pecwae jewelry.

WILD TOWN

A small town of ramshackle buildings and semi-permanent hovels. Like Vilda Harn, no Trevenici reside in Wild Town, but it is a trade hub for merchants and the northern barbarians.

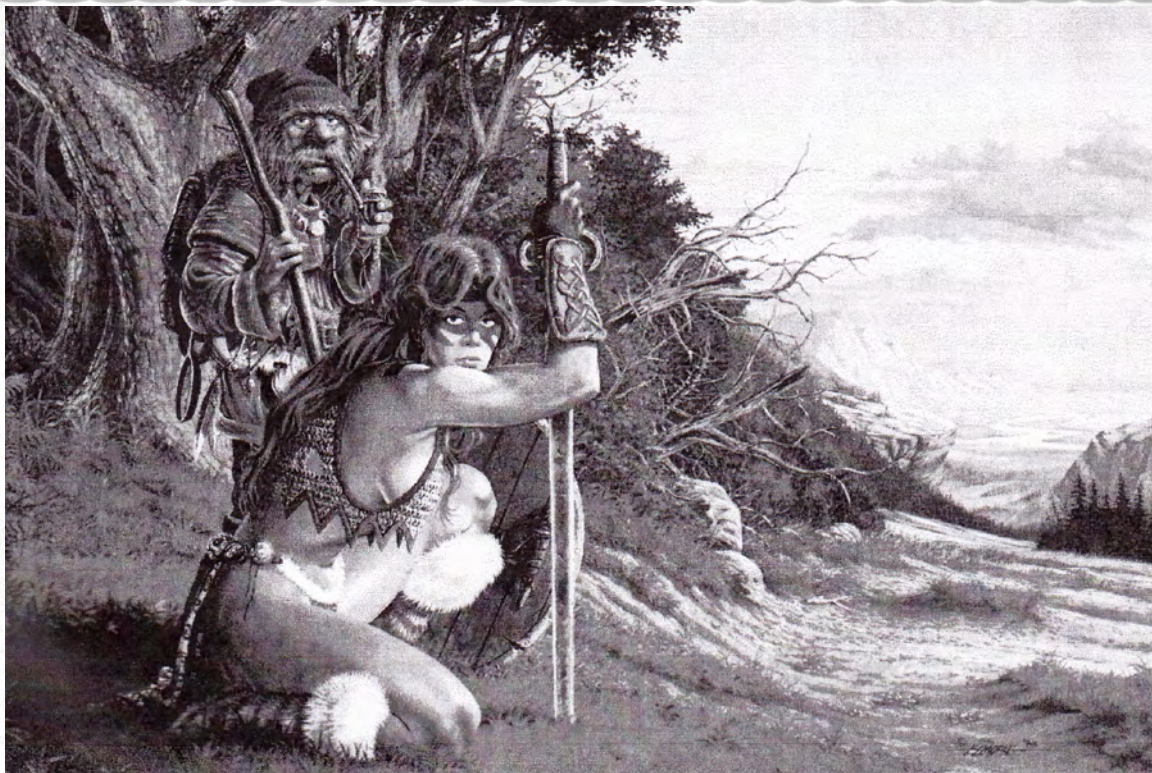
YESKIN

A ruined city shunned by the Trevenici, alleging a powerful undead witch dwells within, who dooms warriors with her terrible magic and curses. Legends, though, persist of great wealth in Yeskin, one of the oldest known cities in Loerem and popularly believed to date back to the time of the Ancients.

PECWAE VILLAGES

There are some pecwae villages in the secluded parts of Trevenici lands. Although well-hidden, these pecwae hamlets are never far from a Trevenici tribe. Pecwae do not build houses, for they have better things to do, such as create beautiful jewelry, daydream, or snooze. Pecwae live as one with nature and are not finicky about creature comforts. They frequently dwell in exposed tree roots along riverbeds, or in crude shelters improvised from anything handy.

Often, the pecwae use Earth magic and their knack for architecture to redirect a river or stream to create habitats. Pecwae villages were formerly quite a common sight throughout the continent, until three hundred years ago when humans took to the notion of keeping pecwae as pets.



The helpless humanoids became a commodity, spurring an epidemic of pecwae children's abductions. Such practice is presently outlawed, but the underground slave market for pecwae is still lucrative, so much as to drive the pecwae far north, seeking refuge in the wilderness. Now, few people on Loerem have ever seen a pecwae, let alone spoken with one.

THE DIVINE LANDS OF THE TROMEK

Elves have a legend of how the Father and Mother gifted the elves the land they now inhabit: From the first coupling of the Divine Parents came the nine great gods of the elves, known as the glydym. In order to keep the children united, the Father and Mother named the eldest child the Divine Child, who will be the spiritual leader of all the children. They gave to the youngest child the Shield of the Divine. With this Shield, the youngest was to stand shoulder-to-shoulder with the eldest and protect all children from their enemies. All the other children were to band together to swear loyalty to both the Divine and the Shield of the Divine.

The beautiful legend bears very little resemblance to the true political situation in TromeK, however. All too often in their long history, the Divine and the Shield have clashed over power, both on the battlefields and in the political arena.

Outsiders—particularly Vinnengaeleans — have frequently taken advantage of the discord and invaded TromeK. They've also found, to their chagrin, that although the elves may fight among themselves, they are swift to band together against a common foe.

The Divine Lands of the TromeK vary greatly in character across the breadth of the elven nation. The vast plains and forests to the south and west are lush and fertile, while the northern and eastern mountains are barren and inhospitable. The elves have occupied this land for as long as anyone can remember, even the dragons. The borders have changed somewhat over the years, as wars with neighboring nations either added or subtracted territory from the TromeK holdings. However, the core of the nation has remained intact for all of recorded history.

In the north and east, the land is so rocky and cold that only the hardest souls (such as dragons and bahk) can live there. It is also rumored that the wyred, elven wizards, have hidden strongholds and training grounds in the mountains. The wyred are known to favor forsaken locations for their communities. The suspected presence of the wyred is yet another reason for common elves to avoid such places.

Elves dislike traveling outside of their homeland. The people, the customs, and even the landscape of foreign countries grate on elven nerves.

Elves find other races to be uncivilized, their cities ugly, and their lands scarred almost beyond salvaging. It is spiritually painful for elves to be away from home. So, for the most part, the Tromek seem content to live in and tend the lands that the gods first gave them.

As a whole, elven roads are very different from those found in human kingdoms. Even in the most prosperous cities and countryside, elven roads are little more than well-worn earthen paths. This is because elves do not believe in paving over the gods-given earth with stone or other materials.

A communal people, elven cities have dense populations and, because of elves' longevity, they have also become increasingly crowded. Therefore, elves have developed a rigid conformist society in which every elf knows his exact place and can rarely alter that place.

Elven marriages are always arranged and generally political in nature, especially among the upper classes. Elves live in extended families, with great-grandparents, grandparents, parents, and children all sharing the same house.

Elves do not trust either magic or mages. They will not admit to using magic in warfare, as the act is dishonorable. Among them, magic belonged solely to the Wyred, a secret and mysterious cabal of wizards. There are tales abound of elves gone searching for Wyred hideouts to retrieve the young children they have abducted, but none was successful (or lived to tell of it).

Elves are loyal to their family, to the Divine and the Shield of the Divine. Sometimes the priorities come into conflict. While each House has its own forces, these are in turn beholden to the Shield or the Divine, as dictated by the constantly shifting political alliances.

In war against a common foe, the Shield of the Divine has the complete and sole reign of the elven military. Elves are best known for their heavy infantry regiments and longbowmen. Elven cavalry is a small but well-trained component of the forces, with members drawn exclusively from the nobility. The three elven cavalry regiments are the only ones in Loerem able to fight with spear, sword, and bow while mounted.

Traveling through Tromek lands can be difficult, due to the elves' disdain for "taming" the natural world. Moving along the unpaved roads is often arduous for caravans of merchants or other large parties, especially if the roads are muddy. If elves find these conditions bothersome, they do not reveal those feelings to others. Travelers can count on meeting elven patrols on the roads, in the wilderlands, and in the cities. Elves value order and stability, and frequent guard patrols are a good way to keep peace.

GLYMRAE

This is the ancient capital of the elves. Its name means "shining ray of light," and it was founded by the earliest of the elven leaders, Eriandal and Andala. Legend says that the city of Glymrae was formed from the dreams of the gods, and that the first Divine and Shield had only to find it.

The walls of the city are constructed of immense blocks of white marble. The battlements gleam with sunlight during the day, and shine in the moonlight at night. The stones are carved with legends, inscriptions, decorations, and the portraits of gods and heroes. Glymrae blends in well with the landscape around it. Its walls rise organically from the low hills of the local countryside. Its towers mimic the shapes of the tall forests nearby.

The palace of the Divine echoes the forms of the distant mountains. In accordance with the highest aspirations of elven design, it is a city living with the land rather than upon it.

Within the city walls lies a grid of well-ordered streets, punctuated frequently with beautiful maze-like gardens. Homes line the city's wide avenues, providing customers for the many businesses, students for the thriving schools, and worshipers for the numerous temples.

In the midst of all this glory sits the Divine Citadel. It is the only permanent set of government buildings in the capital, and is a city within a city. It houses the palace of the Divine and housing for all the Divine's servants and the many support services needed to maintain the emperor's power and dignity. Though it is the most impressive complex in Glymrae, the actual seat of power rests within the residence of the current Shield. Because the offices of Shield and Divine are not hereditary, the fortresses of their families are not much more impressive than the compounds of the other Great Houses.

Still, the banners of the seat do lend an extra measure of respect to the dwellings.

The most famous temples in Glymrae are the Temple of the Divine Mother and Father and the Shrine of the Ancestors. Both are set near the Divine Citadel, the Temple to the north and the Shrine to the south. They are also touched by the Great Gardens. Rumors say that the Divine may visit these sacred places at his leisure via secret passageways, though only the Divine himself knows for sure.

AINLANNIS

Ainlannis is the largest city in the western part of the realm. It watches the trade routes to the kingdoms east and guards shipping and travel into elven lands on the River of the Moon. It is the staging point for most travel to the Western TromeK Portal and is therefore important to commerce both within the elven lands and without.

The city has a large Nimorean population who share space with their elven landlords. One reason for this is the two live in separate districts of the city: the Nimoreans in the west, the elves in the east.

While the elves find the Nimorean part of Ainlannis to be chaotic and untidy, they put up with the inconvenience in favor of peace between humans and elves.

DAINMORAE AND SEITHMORAE

Located on the Silver River at the southern tip of Lake MaLinnae, Dainmorae is a key trade and manufacturing city. Raw materials are transported down the lake from Seithmorae. In Dainmorae, the goods are refined and crafted for shipping to the rest of the nation of the TromeK and export to Vinnengael and the lands beyond.

Dainmorae is the “twin” to the city of Seithmorae, which sits on Lake MaLinnae’s north end. The two cities were created from the same plans drawn by a famous elven architect.

Seithmorae’s position in the foothills at the northern end of Lake MaLinnae gives it access to vast resources. Mining and lumber are the pillars of the region’s economy, and many small villages dot the landscape outside the city. Migrant camps of peasant workers follow the trade, sometimes working in the forests, other times in the mines.

In addition to shipping and transport, Seithmorae also supports a lively fleet of fishing boats. The cool, clear waters of Lake MaLinnae provide a good source of fish for the workers and merchants common in the region, supplementing the grain brought east from the Golden Plains.

LORED

Once a military outpost on the Kronif River six hundred years ago, Lored has since grown into a center of commerce, specializing in trade with the Vinnengaelean Empire. The granaries of Lored are almost as large as the temples. The city is also one of the first lines of defense against invasion from the south. Hence, Lored is home to a large garrison of elven soldiers. Despite heavy military presence, the city is fairly open to travelers from other lands.

MYRLINETH

One of the most scenic landmarks in the elven realm, MyrLlineth sits on the western shore of the River Hammerdahl and winds its way up the face of the Hammerdahl canyon. The architecture of the city rises out of the cliff face like polished shells, shining in the sun.

The city also nurtures the mighty elven fishing fleet that calls MyrLlineth home. The docks are as beautiful as the dwellings lining the cliffs. Fine white mortar mixed with smooth shells is the preferred building material. All the unsightly and smelly jobs associated with fish are hidden from sight within caves in the palisade.

Karnuan merchants are the most frequent trading partners, but MyrLlineth’s position on the River Hammerdahl also makes it an ideal hub for Vinnengael and other southern kingdoms.

CYRH

Cyrh, the northernmost elven city, nestles in a wide valley on the shores of the Bay of Cyrh and oversees the northwestern reaches of the lands of the TromeK. The nearby forest-covered mountains shelter Cyrh from the worst of the local weather and moderate its climate.

The harbor of Cyrh is base to a large cold-water fishing fleet that provides the bulk of the indigenous economy. The fishermen of Cyrh are known for their fearless, almost reckless attitude.

Next to fishing and trade, the most common profession among the elves of Cyrh is soldier. The city and the surrounding woodlands boast many garrisons. These soldiers protect the elven borders from incursions by dwarves and other intruders. Their vigilance and constant patrolling protects the local mines, timber, and other elven resources from depredation.

THE TROMEK PORTALS

These are the only Portals whose beginning and end is within one nation (though on opposite sides). Thus, they have become a valuable asset for journeys across the Tromek realm, or over the Blue Mountains which nearly split the continent in half.

The Shield of the Divine controls access to the portals, and collects taxes and tariffs from those traveling through them. The Portals' location lets the elves trade easily with their neighbors, and also allows non-elves to cross the lands of the Tromek without setting foot near Glymrae.

Towns have sprouted up around both portals to cater to travel needs: food, lodging, guides, guards, etc. By Divine order, these towns may not grow too large, as the elves are wary that the portals may shift again; nor may the towns be given names, lest their inhabitants grow too fond of them.

THE DWARVEN TERRITORIES (GRAK)

Dwarves do not have a name for their land, because they do not consider it a nation. The continent of Lorerem is their nation and on the day they have conquered all the other races, they will claim it and name it. Until that day comes, they refer to their land as Grak, meaning "grassland." Not shockingly, none of the other realms have taken this threat seriously. The dwarves are not unified. They spend much of their time fighting each other. When they do raid border cities of the humans and the elves, the dwarves ride in by broad daylight, whooping and shouting. They raid and loot (stealing mostly livestock, but also anything they can carry off) and then set fire to what remains.

They never stay long enough to stake claim to the land. The humans and the elves return and rebuild and wait grimly for the next raid, which may come next month or in ten years.

Now, however, rumors are coming out of Grak that a new leader is arising among the dwarves. The son of an Unhorsed, he talks of a united dwarven state and of a concerted effort to expand dwarven territory. Those few outsiders who have met him say he is a force to be reckoned with, not lightly dismissed. Few are heeding their warning, however.

Each clan has its own hunting territory bounded by natural landmarks, which may alter, disappear, or be forgotten over time and cause disputes. One clan had used a grove of cottonwood trees to mark their ground. When that grove burned down, they argued it was an act of the Wolf and entered another clan's territory, setting off a long feud.

Dwarves distrust anyone of another race. Travel for outsiders is restricted in the Dwarven Territories, but more for the travelers' protection than for the dwarves'. Hapless visitors deep in dwarven lands may find themselves relieved of all supplies, equipment, horses, and perhaps even their lives. Despite the danger, intrepid merchants do dare venture, for dwarven ponies are highly valued breeding stock, and dwarven-forged weapons are among the finest in the world.

Clan dwarves are divided into major and minor clans, each commanded by a chieftain. The clans hail one clan as the master clan, its chieftain known as the Clan Chief of Clan Chiefs. Kolost, from the Gold Clan, is the current Clan Chief of Clan Chiefs.

Clan dwarves do not like cities. If forced by circumstance to enter one and remain there for some time (such as waiting for a shipment of weapons or having a horse reshod), they will move from one place to another within the limits, never staying in the same place for more than a day.

BEAR CLAN

The Bear Clan controls the northwestern Dwarven Territories, particularly the region around Saurgan.

Of all the dwarven peoples, dwarves in the Bear Clan tend to be much larger than their brethren, both in physical size and in presence.

Bear Clan dwarves are sly and very political. They can usually be identified not just by their physique, but by the bearskin cloaks worn by their greatest warriors, and by the mark of a black bear tattooed on the palm of the left hand.

Since the Bear Clan territory borders the elven lands of Tromeek, there is a long-standing rivalry between them, a rivalry colored by a mutual respect for the battle prowess of their enemy. The Bear Clan chieftain is also feuding with the Clan Chief of Clan Chiefs, and rumors float about of the Bear Clan working with the elves to overthrow the Gold Clan.

GOLD CLAN

The current master clan, the Gold Clan roams the mountains immediately to the north of Saumel, the City of the Unhorsed, though the region is in contest due to the rise of a new possible Clan Chief of Clan Chiefs.

Of all the clans, the Gold Clan is perhaps the wealthiest. Usually led by brilliant strategists, even when a Gold Clan Chieftain has not been Clan Chief of Clan Chiefs the Gold Clan has profited more from trade with outsiders than any other clan.

Members of the Gold Clan can easily be identified by the gold coin medallions they wear about their neck — a coin pierced by a braided plait of horsehair.

JADE CLAN

Jade Clan occupies a small section just south of Saumel that stretches along to the eastern side of the city, including parts along Saumel's docks. It is a major clan only by the Clan Chief of Clan Chiefs' decree.

The Jade Clan is the smallest of the major clans, consisting of just barely over a thousand members. Much of the clan is spread out along the coastline and given the task of learning to sail, practice standing on tossing decks instead of riding horses — something the dwarves aren't built to handle and can often be heard complaining about. But as the Clan Chief of Clan Chiefs has promised them the wealth of Rehn, a major Vinnengaelean colony and port city, if they succeed, the Jade Clan does have an incentive to overcome their innate dislike and distrust of the sea.

Members of the Jade Clan can be identified by their boots, which are dyed a dark sea-green.

That these green boots will bring a seafaring dwarf good luck is a superstition rife amongst the Jade Clan.

MOUNTAIN CLAN

Owning control of the vast Dwarf Spine Mountains, this Clan firmly believes in isolationism, and any one entering their territory is met with suspicion. They viciously protect their land, and woe to any man (or dwarf) running afoul of this clan.

Mountain Clan dwarves live a slightly different lifestyle than other clan dwarves. Although still nomadic, Mountain Clan dwarves tend to call a particular mountain home and work out from it. They do not raid each other, instead borrowing from each other, with payment due when the yearly trip from the mountain yields compensations to the lending clan.

Members of the Mountain Clan favor obsidian in their weapons and personal decoration. Obsidian arrowheads, daggers, beads, and pendants taken from the volcanic Mount Vaben are all marks of a Mountain Clan dwarf.

RED CLAN

This clan roams the Eastern Grak in the Crimson Hills, particularly around the Sea of Stiaga. No other clan is as well known for its archers or its mages than the Red Clan. It boasts numbers to rival almost any other major clan, and with the mages bolstering their fierce archers and warriors, the Red Clan is one of the strongest clans in Grak.

The meandering plains and rolling hills of the clan's territory are rich in livestock. For the most part, the Red Clan is content to watch over their herds as they graze the plains. The meat, wool, and leathers of the Red Clan fetch a hearty price in Karkara, enabling the clan to spend much of its time honing magical and archery expertise. The bloodleaf tree is unique to this region of Loerem, from which the Red Clan harvests the wood for their arrows and bows, giving their weapons the distinctive blood-red hue that lends the clan its name.

Many of the Red Clan dwarves have red-dish-hued hair (from fiery blond to deep auburn). All members wear a ruby that is prominently displayed, either a ring upon the left hand or a pendant around the neck.

SILVER CLAN

Along the northeastern borders of the Vinnengael-ean Empire and the southeastern borders of TromeK is where one can expect to find this clan. The Silver Clan has prospered from its Clan Chieftain's expert dealings with the elves of TromeK.

Forgoing traditions, members of the Silver Clan keep their faces clean-shaven, dressing in quality silks and expensive clothing, even adopting elven mannerisms. With the wealth they acquire from trading with the elves, and the relative security they hold as allies of the Gold and Mountain Clans, they continue as they have for more than 200 years. No other clan is as adept at diplomacy as the Silver Clan.

Besides their "elegant" garbs and kempt appearance, one can recognize a Silver Clan dwarf by the silver bracers worn upon each wrist. The bracers are earned through valor in battle, and though many believe that the Silver Clan has grown soft, the bracers and the hearts of the Silver Clan warriors say otherwise.

STEEL CLAN

The Steel Clan produces many of the best trackers of the Dwarven Territories. For many years, the Steel Clan survived by raiding the ork city of Enesh 'Sar (though they had little luck against Enesh 'Sar's sister city, Goresh 'Sar). Now, however, they had a new, broader objective. First, they would solidify control over the Dwarven Territories, then sweep like a wild-fire across Loerem to gain back the land that was rightfully theirs, as well as the fertile grounds they knew were waiting for them across the water.

All members of the Steel Clan wear distinctive red beads, carved from wood bartered (or stolen) from the Red Clan. The hooves of all Steel Clan horses are painted with a grayish substance ("hoof shield") that protects against harm, while the manes and tails are braided with the same red beads worn by their riders. Lastly, the leather armor favored by the Steel Clan warriors is painted a dull, dark gray and branded with the symbol of the Wolf, prominently displayed on the chest.

SWORD CLAN

The Sword Clan stalks the Northeastern border of Vinnengael. Easily the most militant of all the dwarven clans, the Sword Clan eagerly embraced Kolost as the new Clan Chief of Clan Chiefs, once they had seen his valor in combat and heard his plans of conquest.

Eager raiders constantly searching for the next battle, Sword Clan excursions have penetrated as deep as Dunkarga in recent years, but the majority of the Sword Clan's energy seems focused on the Vinnengaeleans.

The loyalty of Sword Clan dwarves is said to be unwavering, they would sooner die a slow, painful death than to betray their sacred vows. If one clan member gives his word, the rest of his clan are also sworn to uphold it. This can make for very tricky allegiances, and many are the tragic tales of Sword Clan dwarves who have had to sacrifice themselves to uphold oaths.

All Sword Clan dwarves are required to carry a sword. Another characteristic is the distinctive horse blankets. Each one is woven from horsehair harvested from soulmenders, giving the blankets an unmistakable pale ivory hue, then marked with a black "X" in all four corners. The blankets are said to be fire-proof and are a mark of honor amongst the Sword Clan dwarves.

WHITE CLAN

The White Clan wanders east of the Dwarven Spine Mountains. Now controlling the trade routes of Karkara, many of the Clan's warriors wield the famous Karkaran weapons to compensate for their low population (superior only to the Jade Clan).

Unfortunately, since Kolost's rise to power, shipments of the precious metals from the Dwarf Spine Mountains have decreased as the Mountain Clan began to reassert their domination of their territory. Without these metals, the great forges of Karkara may fall silent. This has forced the White Clan to make sporadic raids into the Dwarf Spine Mountains, looking to secure caravans of the metals and return them to Karkara — acts that have brought them into direct conflict with the Mountain Clan.

White Clan dwarves can be identified by their bleached-white leather armor, white tabards, and the distinctive red sash worn over the left shoulder (a reminder of their Red Clan origins). White Clan warriors also favor the lance, spear, and javelin. Their javelineers are as accurate with javelins as any other clan's archers.

WOLF CLAN

Known as the Cradle of Dwarfdom, Wolf Clan dwarves live in the grasslands of the northeast, the ancestral home of the dwarven race.

With numbers believed to equal the combined might of all other major clans, the Wolf Clan has always been known for its isolationistic and anachronistic temperaments. It showed a general disdain for the position of Clan Chief of Clan Chiefs, even when one of their own assumed the title. As far as the Wolf Clan is concerned, the Clan Chief of Clan Chiefs is the Wolf, and no mortal should dare to presume to usurp His place.

No one has ever been able to get an accurate count of Wolf Clan strength, for members of the Wolf Clan are known for their stealth in the wilds.

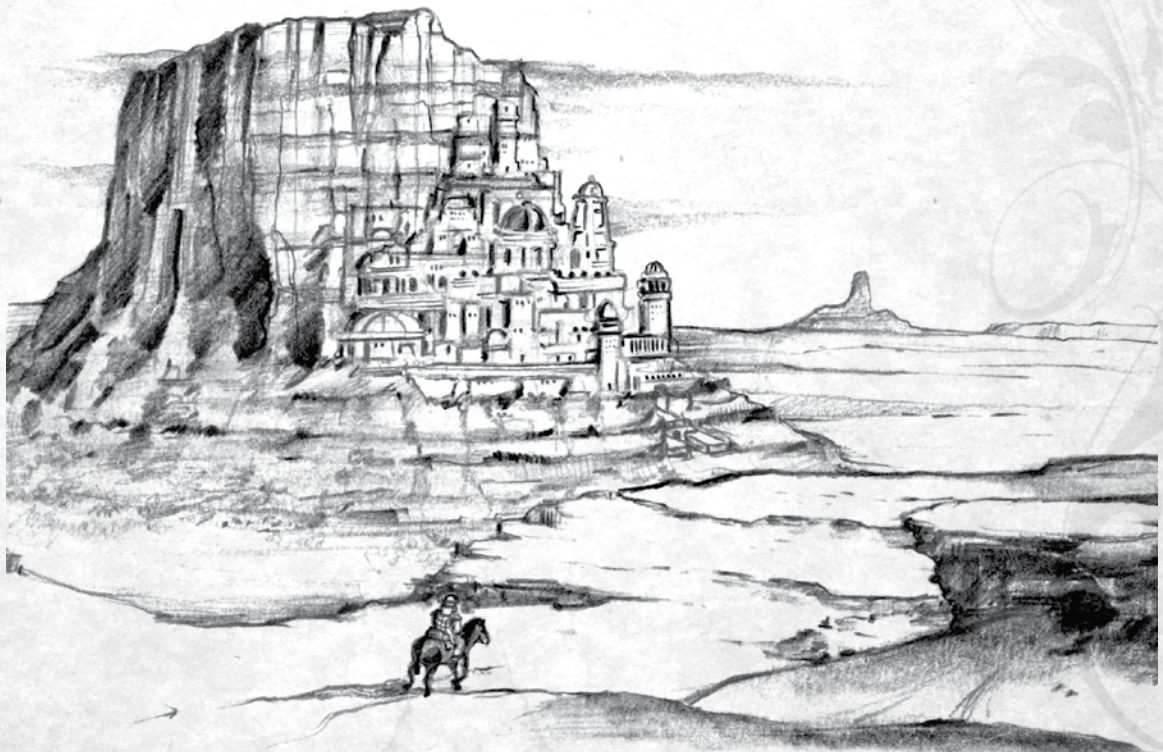
When a Wolf Clan dwarf moves, it is said to sound like the wind gently blowing through the grass.

They rely on surprise, sneaking up on unsuspecting preys and enemies. In war, Wolf Clan dwarves prefer to find a lone unit they can attack and pick off, striking like a pack of wolves bringing down the weakest quarry first.

The easiest way to identify a Wolf Clan dwarf is by the crude iron medallion of a wolf's head hanging from a heavy chain about the neck. Strangely, no one has seen a Wolf Clan dwarf in a hundred years. Some speculate that they are fortifying their ranks for a major assault. Others believe a terrible event has eradicated them all.

LESSER CLANS

Dwarves of all non-major clans owe allegiance to the lesser clans. These clans are small and sometimes allied with the larger clans, riding with them for protection and giving the bigger clan a share of any loot they get.



THE CITIES OF THE UNHORSED

Legend has it if a dwarf is forced to stay in one place longer than two sunsets, he will go mad. That is, of course, untrue. Unhorsed dwarves — those who have been banished from their clans because of their inability to ride or because they have committed a serious crime — see the sun rise and fall on their cities many, many times, yet do not go mad. The Unhorsed dwarves contribute a great deal to the dwarven culture. They are blacksmiths and weaponsmiths, traders and scribes. But deep within their eyes, the observer can see an overwhelming sorrow, a longing for the prairies and grasslands that are their true home, a longing to ride into the wind, trampling cares beneath the hooves of their horses.

The vast majority of the Unhorsed find their way into one of the four major Unhorsed cities: Karkara, Saudamos, Saumel, Saurgan. However, there are also a number of smaller Unhorsed settlements, such as Ooden, north of Karkara, or the mining settlements dotting the Dwarf Spine Mountains.

Only one, though, is referred to as the “City of the Unhorsed” and the seat of government for all the Dwarven Territories — Saumel. Although the Clan Chief of Clan Chiefs is the nominal leader of all dwarves, the unhorsed of Saumel are the government.

SAUMEL

The center of the unhorsed society and the metaphorical heart of the Dwarven Territories (particularly to those who are not natives to the region), Saumel is an ancient city that is slowly becoming one of the most important cities in the world.

It is located in the southern reaches of Grak, seven hundred miles to the west of the orken city of Enesh ‘Sar, its closest trading partner. Built a thousand years ago with the Nimran Earth mages sent by the Queen to pay a debt of honor, Saumel is a truly peculiar sight. It is a strange combination of beautiful Nimran architecture mixed with the much simpler unhorsed elements, and sprinkled with influences of Vinnengaelean, orken, and even elven design.

Along the canyon walls the structures are primarily Nimran — marble pillars, graceful statues, fountains, and colorful mosaics.

To this day, however, unhorsed buildings tend to follow the same blueprint for the clan gers — circular, built with low outer walls that curve upwards to create a dome.

Saumel has become a curious melting pot of cultures and beliefs, as unhorsed from all the clans have migrated, bringing their own idiosyncrasies to the city. As the unhorsed traveled outside the Dwarven Territories, they returned with even more ideas, including such simple comforts as indoor outhouses (from the Vinnengaeleans), heated bathing chambers (from the Dunkargans), and many ork technologies such as the war engines atop the city gates.

There are only three “entrances” into the City of the Unhorsed. Two are gates located in the southern “wall,” the Dwarf Gate and the Outsider Gate. The third is the docks on the eastern side. Foreigners are typically only permitted inside the Outsider District, the district along docks, and the Merchant District. All other areas are off-limits.

The older districts are easily identifiable by the distinctively Nimran architecture, buildings designed like honeycombs into the walls of the valley, ambling upwards as well as into the depths of the mountains.

The Temple for the Holy Fire of Dwarfdom is one of the grandest buildings in all of Saumel, holding by far the largest “Holy Fire” in all of the Dwarven Territories. The Temple is much in the shape of an amphitheater, more than 50 feet down. The walls are lined with images of horses and wolves, with small doors leading back into chambers for the Fire mages who tend the flames. Viewing alcoves above overlook the Holy Fire, enabling dwarves visiting the Temple to pay reverence to the Holy Fire without interfering with the Fire mages.

KARKARA

Of the four major unhorsed cities, Karkara is the most “dwarven.” The unhorsed have claimed this town as their own and live in relative peace without the influence of outsiders. Very few travelers make the journey into Karkara, and those who do are treated very formally and briskly.

Far to the east and across the Spine Mountains, the terrain surrounding Karkara is flat with numerous rivers meandering throughout the area.

The buildings of Karkara, built in the typical ger-style from limestone and steel, are the tallest landmarks for miles in every direction.

The five main forges of Karkara are the largest in Loerem, although very few people west of the Spine Mountains have even heard of them. Stone walls are built in the center of the city to protect these great forges, instead of around the city proper. Those admiring or dealing in fine weaponry rate the arms of Karkara as some of the finest in existence, partly because of the skillful Karkaran smiths, and partly due to the high-quality Karkaran steel.

The Wolf Clan used to monopolize Karkaran goods, taking almost all for themselves. Since the Wolf Clan hasn't been seen for many decades, the Red and White Clans have moved in and filled the vacancy. Occasionally a Karkaran weapon will find its way into other lands, where it always fetches a high price. Because of this, Vinnengaelean, elven, and even Dunkargan traders have dared make the perilous journey to Karkara. The few who returned are now quite wealthy.

Karkara is laid out much like a spoked wheel, with stone streets leading to the forges, making it easier for caravans to move raw materials. The "spokes" divide the city into five districts, while a low wooden rampart surrounds the residential and business segments of the city. Outside this rampart, large fields are given to farming, livestock, and camp grounds for visiting clans.

Karkara houses the only barracks in all of Grak. Two thousand unhorsed have formed one of the most unique infantries in all of Loerem. The few fortunate enough to see the Karkaran Guards in action have all left with awe.

SAUDAMOS

Saudamos is the last refuge for anyone attempting to cross the formidable Spine Mountains in the north. The second largest city in the Dwarven Territories, Saudamos is built in a valley that funnels into a direct path east, through the mountains. Because of this, the population of Saudamos has exploded over the last two hundred years, as Saudamos became an acceptable alternative over Saumel.

Saudamos has gained the reputation as a mercenary hub. In fact, the Wildfire Mercenary Guild currently is the primary militia for Saudamos.

Specialized unhorsed units can be hired for the right price, along with independent contractors attempting to ply their trade. The quantity of professional sellswords, plus the surprising amount of taverns and gambling houses, has helped give Saudamos a somewhat shady reputation.

All races can be found in Saudamos, though only the unhorsed truly call it home. Everyone else considers it a temporary stop on the way to somewhere else. The transient nature enables the unhorsed to set up permanent shops with little competition. The common unhorsed industries of armory, craft, and other services thrive thanks to the massive influx of travelers.

SAURGAN

Saurgan is an oddity, for it is as much an elven city as it is a dwarven one, though it lies completely within the territory of the Bear Clan and has for many hundreds of years. Located near the elven border, large caravans regularly travel between Saurgan and the elven city of Cyrh.

Saurgan once belonged to the elves, but they realized it was much easier to deal with the clans if they just let the city be "run" by the unhorsed, rather than trying to fend off constant raids.

The elves who stayed, and the unhorsed who came to reside in Saurgan, have reaped great economic rewards, thanks to the trade agreements between Saurgan and Cyrh.

Saurgan is an interesting blend of the two cultures, offering both the best and the worst of each. The city is almost clearly divided in half, with the elves occupying the western half and the dwarves in the eastern half. There is constant conflict between the two races, but it is typically nonviolent and not overt. The elves try to gain leverage through sabotage, blackmail and other subterfuge, in which the unhorsed themselves have managed to acquire some modest proficiency.



THE TERRITORIES OF THE ORKS

Orken traders, fishermen, and pirates are seen sailing the coast of all races and nations except Karnu. The orks call their realm Po 'Gah, meaning "risen from the water." Because orks have a strong affinity for water, their cities and villages invariably skirt along the side of a coast, river, or lake. Although orks do not mind traversing inland, they are always more comfortable near water. No ork may be buried on land, but must return to the water from which he was born.

The ruler of the orks is The Captain. This title can be very confusing to other races, for the term "captain" encompasses the master of a ship, the commander of a squadron, the chief of The Fleet, the mayor of a city, and the grand leader of all orks. The orks speak their ruler's name with a subtle inflection and will often accompany it with a gesture of respect. A Captain can male or female. Every Captain must pass rigorous tests to attain that lofty rank and Captaincy is now chosen from among the orken Dominion Lords, a decision that started after King Tamaros gave orks their Sovereign Stone.

Orks are skilled engineers and all orken ships are heavily armed with siege weapons, including catapults and ballistae. Ork ships are fast, maneuverable, and built for ramming. A favorite orken tactic is to ram and disable an enemy vessel, then board it and overwhelm the crew. Every ship has at least one shaman and one apprentice. The larger ships have numerous shamans aboard, both to read the omens and practice magic. Sails may power the smaller orken boats, but the bigger warships have banks of oars to plow through the water. Rowers are not slaves but esteemed crewmembers. Because of their grueling job, rowers are big, brawny, and immensely strong.

Orks are savage fighters, but their joint might is not nearly as formidable on land as on the sea. They have little combat strategy on land, relying mostly on brute strength to wear down a foe.

QUESH 'GAAT

This city, at the crux of the Bay of Orkas on the Ayrkis subcontinent, is now the orken capital city simply because The Captain calls Quesh 'Gaat her home port. Those from other races requesting audience with The Captain must go to Quesh 'Gaat and wait for her ship to return.

Quesh 'Gaaf is also the homeport for many ship squadrons. From here, the orks are preparing to repel the Karnuans from their holy mountain.

THE FLEET

More orks live in The Fleet than in all ork settlements on land combined. The Fleet is composed of ships numbering from three to one hundred, ranging from large cargo haulers to juggernaut warships with fire throwers, catapults, and hundreds of orken warriors who are also experienced boarders.

Gatu 'Sar: On the uncontrolled lands southeast of Vinnengael, Gatu 'Sar was once the largest orken city. Since the war with Karnu, it has become a military outpost. Gatu 'Sar is the launching pad for any offensive to retake Mount Sa 'Gra.

GORESH 'SAR AND ENESH 'SAR

These are two sister cities. Enesh 'Sar trades exclusively with the unhorsed dwarves and wars exclusively with the clan dwarves. All goods coming to and going from Enesh 'Sar pass directly through Goresch 'Sar, which deals with the rest of the world. The largest orken army on land is stationed at Enesh 'Sar. The army garrisons the city and makes forays into the Dwarven Territory in response to dwarven raids upon Enesh 'Sar. The captain of the army is fascinated with field artillery, such as onagers and mangonels, and has instituted many new designs for improved firepower. Fields littered with dead horses and dwarves are testament to the effectiveness of orken ingenuity.

HARKON

The northernmost city on Ayrkis, Harkon is the destination for Nimran exports. Harkon was once a haven for pirate ships raiding Nimra, but commerce has proven to be far more profitable and less bloody.

RASH 'QUI

Rash 'Qui is situated to the southwest of Dunkarga, on the shores of the Sea of Edam Nar. The orks here trade with Dunkarga, Nimra, and even the Tromek elves, sailing north across the Polar Sea to the river network leading to Glymrae.

THE CURRENT AFFAIRS OF LOEREM

The stories of Dagnarus' army of fearsome reptilians marching from somewhere around Dunkarga certainly have the ear of those well-versed in history of the Sovereign Stone. But that is not the sole concern in land of Loerem. Each of the major realms is contending with unique issues and quandaries of their own.

VINNENGAEL

The loss of the Rodemer Portal to Karnuan invasion has angered many a Vinnengaelean, but apparently not intense enough for them to declare war. More recently, the Karnuans marched through Vinnengaelean lands unannounced to attack the orks in the south, a move that infuriated Emperor Hirav I but still remained largely unaddressed.

DUNKARGA

The Kingdom of Dunkarga is broiled in corruption and faction feuds. A civil war split the kingdom in two: Dunkarga to the north, Karnu to the south. The Dunkargan army is crooked and in disarray, though they have recently mobilized to retaliate against the taan on their western borders. Most Dunkargans attribute it all to Karnuan plot.

KARNU

The Karnuan Caliphate is very rich and powerful. The nation controls both ends of the Karnuan Portal, enabling Karnuans to levy hefty taxes and tariffs for usage. An expansion into Vinnengaelean lands appears permanent. The Karnuans are heavily fortifying their holdings and it is unlikely that Vinnengaeleans will exert the efforts necessary to regain what they have lost. The Karnuans have recently succeeded in capturing the coastal lands owned by the orks. The gold and silver mines in the volcanoes are proving to be every bit as rich as they anticipated. Karnu has received reports of strange creatures (the taan) attacking Dunkarga, but is dismissing them as ruse.

NIMOREA

The Nimoreans lead hard but rewarding lives in the northern climes. They and their elven neighbors are loyal friends with mutual defense and non-aggression pacts.

The Nimoreans have come to greatly admire elven culture and even emulate it, particularly the elven military hierarchy. Nimorean forces regularly train with the elves and although the units are kept separate, the two armies can fight in concert. The Nimoreans are the only humans the elves fully trust. The rumored taan sightings have increased the overall alertness in Nimorea.

NIMRA

The Nimrans are seafarers and traders finding their markets shrinking from the turmoil between the orks and the Karnuans. The Nimrans are allies of the orks and have broken off relations with Karnu. All Nimrans in ork lands during Karnuans' invasion have disappeared. Their fate is unknown but it is almost certain that they have been taken as slaves. With stolen ships crewed by slaves, Karnuans have assaulted Nimran vessels, forcing the Nimrans to heavily curtail their trade activities. The furious Nimrans are pondering war on Karnu.

TREVENICI AND PECWAE

No government or individual unifies the scattered civilizations of the Trevenici and pecwae. Relations are good between all villages and word of danger spreads quickly from one to another. Many Trevenici warriors offer their sword to the Kingdoms of Dunkarga and the Caliphate of Karnu for personal glory and earnings for their tribes, hence they were among the first to engage the taan in battle. The Trevenici and pecwae have secret caves and other safe shelters in event of a war. Although the tribes have not yet taken to these havens, they are busy stocking and fortifying them.

DWARVEN TERRITORIES

The dwarves control all the land from the eastern borders of Vinnengaelean Empire and Tromek to the eastern seas. The dwarves have dispatched marauders into both nations to stake the land as their own only to ride on the next day, leaving the inhabitants to rebuild their lives. Lately, the raids have been executed with a much greater precision, coupled with rumors of a new leader organizing the dwarves. Consequently, Vinnengael and Tromek have bulked up their forces along the borders.

THE DIVINE LANDS OF THE TROMEK

Elven and Nimorean scouting parties have confirmed reports of an army of ferocious creatures intruding Dunkarga. The creatures pose no present threat to the elves, but the Divine does not like what he is hearing and has been garnering support to reinforce the military. The Shield of the Divine has thus far stifled the Divine, countering that the creatures obviously intent on attacking the humans and they are of no concern to the elves.

ORKEN TERRITORIES AND THE SEA

The orks are a people divided. Appalled by the Karnuan assault and distraught by the loss of their most holy site, Mount Sa 'Gra, many orks are urging The Captain to expel the invaders. The Captain and her advisers, though, think the orks are not yet sufficiently strong to challenge the powerful Karnuan army on land.

THE ORDER OF THE KEEPERS OF TIME

The monks of the Order of the Keepers of Time continue to wander the world, recording events on their skin as magical tattoos. When these monks die, their bodies are preserved in a great vault in the monastery, much as a library stores books.

Revered by all races, the monks travel with their stalwart bodyguards, the Omarah. The monks are rarely in danger, however. It is popular knowledge that the five heads of the Order are, in reality, powerful dragons that have made graphic of their terrible retribution upon anyone dare to harm a monk.

Many have noticed an increase in the monks' presence and activities of late. Some fear this foretells a significant upheaval, for these keepers of history are aroused only by great imminent, often cataclysmic, events. Scholars who observe the monks' routes have reached an ominous prognostication: Whatever it is, it will involve and affect the whole continent.



CHAPTER THIRTEEN: CREATURES OF LOEREM



UISARITI, THE DRAGON OF THE FORESTS

You truly are a brave soul, to come all this way to ask me about dragons. No armor, no sword, no magic protecting you from harm, and yet you are here. I am impressed, human, so I will answer your questions.

We dragons are the living embodiment of the elements. What? Yes, the Void is an element, and if you humans weren't afraid of your own shadows, you'd realize that destruction is a catalyst for change. You cannot escape the Void, for all things must eventually confront the Void. Now shut up and listen, or I will satisfy that craving for Vinnengaeleans I've been harboring for weeks now.

Dragons are all that is wild and primal, which is why as children many of us go insane — mortal bodies are ill-equipped to deal with all that energy. But why are we raised as mortals, then? Because we have to be. Mortals are closer connected to the world than we are, and without that mortal essence, we would be naught but raw elemental force.

Ah, now I see where your curiosity stems from. You have felt a strange burning in your dreams, haven't you? A strangely shaped mark on your body that you've hid? A yearning that drove you from your city, and into the wild?

The answer is simple, my child... You were looking for your mother. Your true mother.

Perhaps, you have found her.

Loerem is land of breathtaking beauty and unexpected dangers. Between the orken islands, the mighty cities of Vinnengael, the dwarven mountains and the elven glades lie untamed wilds, forgotten ruins, bleak deserts — all limitless potential for adventure. Populating the land are the creatures of Loerem, as varied as the world and its people.

All creatures (with the exception of undead and some magical creatures) have a natural habitat and place in the ecology. The animals and monsters met in an evening's play should be present for a logical reason beyond being another combat encounter. Indeed, some might be too lethal for the party to face. Adventure might be found as the party tries to escape with their lives!

With great risk, however, comes great reward. Bragging rights come with slaying any dangerous creatures. Some have valuable pelts or tusks, while still others might guard valuable treasure in their lairs. A few have young that can be tamed or trained. Wealthy nobles might pay adventurers willing to raid the nest of an exotic critter.

The creatures featured in an adventure should add to the story. If you use them in moderation, play up the creatures' most memorable traits and provide difficult challenges to your group. Your campaign will be all the better for including them.

CREATURE TYPES

Because of the unique qualities of magic in Loerem, various creature types and subtypes are slightly different from those found in typical Pathfinder® campaign worlds. Below, you will find annotations on each type and subtype introduced in the Bestiary that place them within the framework of Sovereign Stone. New subtypes and special qualities, based upon the nature of Elemental and Void magic, have been included.

Aberration: With bizarre anatomies, strange abilities, and alien mindsets, aberrations are usually the result of magical alteration (typically the realms of Earth and Fire or Void magic). Some date back to time of the Ancients, while others defy classification.

Animal: Animals in Loerem are much like those found on Earth, but a rare few have continued along a completely different evolutionary path.

Construct: Artificially constructed and animated through the use of magic, constructs do not have a place in the natural order. Constructs typically lie within the domain of Earth, Fire, or Void magic.

Dragon: Dragons of Loerem are much different than dragons found in other fantasy campaign worlds. Smaller in size, their innate connection to the elemental aspects of magic gives them incredible magical powers that far outstrip those of mortals. What truly makes Loerem dragons unique, however, is that all dragons are born humanoid, and some never realize their true nature.

Elemental: Elementals in Loerem are composed of one (or more) of the four primary elements: Air, Earth, Fire, or Water, or are of the Void. The four natural elements and the Void are each equally capable of creating elemental spirits.

Fey: Fey in Loerem are reclusive, so much so they have been relegated to the realm of myth and legend. Of all the races, only the pecwae truly have much interaction with the fey.

Humanoid: In addition to hosting humans, dwarves, elves, orks, and pecwae, Loerem is home to a number of other humanoid races, though their numbers are so small that many are near extinction.

Magical Beast: Void magic and Elemental magic are equally capable of manipulating living creatures to create magical beasts. Usually, magical beasts are the result of magical experimentation or are remnants from the Age of the Ancients, but occasionally some creatures become natural receptacles of the magic that infuses everything in Loerem.

Monstrous Humanoid: Whether born of an ancient curse or altered by their own will, monstrous humanoids bear little resemblance to any of the dominant races in Loerem. Some have forms only vaguely reminiscent of humanoids, with animalistic or unnatural characteristics. Others are living embodiments of the Elemental or Void magic that has distorted their forms over the ensuing centuries.

Ooze: Amorphous creatures, oozes are a classification in and of themselves. Some are clearly the result of Void magic — the magic of decay and destruction — while others are non-magical entities that have gained mobility, driven by a need to devour.

Though not all oozes are of the Void, they are all typically perceived as such by the humanoids of Loerem. Because only Void magic can create or control oozes, it lends even more credence to the belief that all oozes are Void by nature.

Outsider: Some terrifying or beatific creatures defy classification by the sages of Loerem. Even the monks of the Order of the Keepers of Time are reticent to disclose whether they are indigenous to Loerem or from some other worlds entirely.

Plant: In Loerem, Plant magic comes from the combination of Earth and Water magic, so it is natural that plant creatures display properties of one or both of those elements. Any creature with the Plant type is susceptible to Plant spells.

Shapechanger: Creatures capable of assuming other forms are relatively rare in Loerem, made even more so by their innate ability to blend in with other creatures. Like fey and giants, shapechangers are considered to either be the staple of legend and fable or were created by Elemental magic.

Undead: Be it the ghost of a little girl looking for her lost parents or the ghoulish form of a powerful mage who has embraced the Void, undead in Loerem are connected to the Void. All undead creatures automatically has the tainted by Void special characteristic.

Vermin: Vermin, including scorpions, spiders, and insects, are creatures of decay, death, and poison — the purview of Void magic. Unlike oozes, vermin can be affected by Animal magic, but it is much easier to summon or control them using Void magic, which compels common people to see them as “of the Void,” despite their relatively mindless, simple instincts.

CREATURE SUBTYPES

The unique nature of magic in Loerem affects creatures differently than those found in other worlds. The common subtypes unique to Loerem’s creatures are given below, along with the changes to some common subtypes listed in the Pathfinder® Roleplaying Game Bestiary.

Air: An Air creature is immune to the damaging effects of Air magic. It takes double damage from Earth spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

Air creatures can only be controlled, summoned, or altered by Air magic spells (regardless of primary type).

Cold: A cold creature is immune to the damaging effects of cold. Unless otherwise noted, it takes double damage from Fire spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. In Loerem, cold magic can be the result of Air magic, Water magic, or even Fire magic (when it is used to remove heat), which is why some cold creatures may be unaffected by Fire magic.

Earth: An Earth creature is immune to the damaging effects of Earth magic. It takes double damage from Air spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Earth creatures can only be controlled, summoned, or altered by Earth magic spells (regardless of primary type).

Fire: A Fire creature is immune to the damaging effects of Fire magic. It takes double damage from Water spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Fire creatures can only be controlled, summoned, or altered by Fire magic spells (regardless of primary type).

Void: A Void creature is immune to the damaging effects of the Void. It is also automatically considered to have the tainted by Void special quality. Void creatures can only be controlled, summoned, or altered by Void magic spells. Some creatures and their special abilities can taint their victims with Void magic. The affected suffer the same penalties to healing and spellcasting as Void mages who are tainted by Void.

Water: A Water creature is immune to the damaging effects of Water magic. It takes double damage from Fire spells unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. Water creatures can only be controlled, summoned, or altered by Water magic spells (regardless of primary type).



ARBRAGER

Arbragers are six-legged creatures often mistaken for enormous furry spiders.

ARBRAGER

CR 3

XP 800

CN Medium aberration

Init -1; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 14, **touch** 9, **flat-footed** 15 (-1 Dex, +5 natural)

hp 21 (4d8+4)

Fort +6, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft., **leap** 20 ft.

Melee bite +4 (1d10+2), 2 rakes +2 (1d8+2), 2 slaps +2 (1d6+2)

STATISTICS

Str 14, **Dex** 9, **Con** 12, **Int** 2, **Wis** 7, **Cha** 2

Base Atk +4; **CMB** +6; **CMD** 15 (23 vs. trip)

Feats: Improve Critical (bite)

Skills Intimidate +4, **Perception** +3

ECOLOGY

Environment temperate and warm forest

Organization solitary, pair, or family (1-4)

Treasure none

SPECIAL ABILITIES

Leap (Ex): An arbrager's spring-like leap can propel it 20 ft. in any direction. The leap is physically draining and requires the arbrager to rest for at least one minute between attempts.

Arbragers feed on the older trees of the forests in which they live. They have been known to devour houses, barns, and outposts — anything to satiate their appetite for wood. Arbragers are extremely fond of the manner in which elves cut and treat wood, and will go out of their way to consume wooden objects of elven manufacture.

Arbragers live in family groups, consisting of as many as five to ten family members. Arbragers prefer family-style dining, which means that anyone coming upon arbragers during meal time will always find the entire family together. Arbragers are very loyal to each other; if one is attacked, the rest will rush to its defense.

Arbragers will attack anything or anyone who comes between it and a meal. They are motivated only by eating, and will fight only if disturbed while dining. Otherwise, they will always attempt to scare off those who are bothering them. Once an arbrager has concluded its meal it will depart, searching for another tasty morsel. In combat, an arbrager tends to rear up on its hind legs, thrashing at its enemies with its other legs and tearing with its vicious bite.

Arbragers are burrowers, sleeping in shallow holes that they dig beneath the roots of larger trees. Since arbragers do only two things in life — eat and sleep — they are in these holes when they are not feeding. Arbrager holes are very difficult to locate, for they are cunningly hidden (DC25 Perception check).

The head of an arbrager is wide and appears to be all fangs and jaws. The jaws are akin to a saw blade and are shaped for cutting down the trees that are the arbrager's food.

BAHK

Vaguely humanoid in appearance, bakh have huge, dense bones and thick, tight muscles all over their bodies.

BAHK

CR 15

XP 51,200

N Huge humanoid (giant)

Init +4; **Senses** darkvision 100 ft., scent, sense magic 400 ft. radius; Perception +10

Aura frightful presence (60 ft., DC 23)

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size)

hp 237 (25d8+125); fast healing 5

Fort +19, **Ref** +8, **Will** +8

Immune frightful presence; **Resist** cold 30, electricity 20, fire 50; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +33 (1d8+10), 2 claws +35 (2d6+10 plus rend)

Space 15 ft.; **Reach** 15 ft.

Special Attacks dragon fighting, rend (2 claws, 1d8+15)

STATISTICS

Str 31, **Dex** 10, **Con** 21, **Int** 7, **Wis** 11, **Cha** 12

Base Atk +23; **CMB** +35 (+39 vs. dragons); **CMD** 45 (49 vs. dragons)

Feats Alertness, Improved Critical (claws), Improved Initiative, Iron Will, Multiattack, Power Attack

Skills Climb +15, Intimidate +7, Jump +13, Perception +10, Swim +13; Racial Modifiers +3 Perception

Languages Bakh

ECOLOGY

Environment any land

Organization solitary, pair

Treasure double

SPECIAL ABILITIES

Dragon Fighting (Ex) When fighting dragons, bakh gain +4 to CMB and CMD.

Bakh are among the most feared and misunderstood creatures that walk Loerem. They are not native to the continent, but appeared shortly after the fall of Old Vinnengael. Their origin is unknown, but scholars conjecture that when the magical Portals were sundered and scattered during the fall, a Portal opened that led from their land to ours. Since bakh are attracted to magic, they would be drawn to the Portal and thus find their way to Loerem.

Enigmatic, bestial and violent, bakh can also be predictable, cunning and serene. The common people of Loerem believe that the bakh are simple-minded brutes, prone to unprovoked rampages, understanding neither mercy nor pity. Certainly bakh have earned this notoriety through inexplicable acts of aggression and violence against those who have done the creatures no harm.

The bakh, like humans, are complex and individual. While the beasts' reputation may never change on Loerem, those who are willing to look beneath the surface will realize there is far more to the bakh than horror tales would lead one to believe.

Bakh uses its massive claws and bite and sometimes crude weapons to kill its foe.

PHYSICAL DESCRIPTION

Bakh are huge creatures, among the largest in Loerem. Born large, even the youngest bakh towers over the tallest ork. Young bakh stand twice the height of a tall human. An elder bakh can grow up to thirty-five feet in height. (Rumors persist of a larger bakh roaming the ruins of Old Vinnengael, but these have never been verified.)

Bakh walk upright on two enormous legs. Their massive shoulders are hunched, their backs are rounded. This compels their horned heads to jut forward, giving them a threatening, leering appearance. Bakh are extremely strong and tough. Even young bakh are strong enough to uproot small trees or fell an ogre with a single blow of a mighty fist. A bakh's thick, tough hide varies between tan and gray color. The bakh's spine and shoulders are protected by a bony carapace.

A bakh's head is bestial in appearance, with two deep-set eyes (often amber or yellow in color), a bulbous nose, and curving horns on each side of its head. It has a protruding snout and a gaping mouth filled with sharp teeth, seems to be constantly frozen in a smirk because of its jaw structure.

The creature's massive hands possess three fingers and an opposable thumb, with each digit ending in long, tough claws strong enough to rake through stone. The bakh's legs are thick, with wide feet that have equally strong claws to grip the terrain.

A bahk's skin is bare and hairless, but extremely thick and intended to protect the creature from the elements.

Male and female bahk are similar in appearance. A female bahk's breasts are apparent only immediately after birth. A male bahk's reproductive organs are kept retracted and hidden underneath thick layers of muscle to protect them.

Young bahk have a very low intelligence. They wander the world for decades as naked as the day of their birth, having no concept of clothes or armor. As they mature, a process that takes hundreds of years, bahk grow more intelligent. They begin collecting weapons, armor, and adornments.

An old bahk might carry a huge battle axe and wear piecemeal armor in various places, and adorn himself with objects that serve no purpose other than decoration. Bahk who have slain dragons often wear teeth or claws as hand-crafted jewelry, exhibiting pride in their kill.

While dragons are creatures of extraordinary powers, spells and innate magic, the bahk are unable to cast a single spell. They adore magical objects but cannot make use of them. Their intimidating power stems from their size, strength, and resistance to energy both magical and mundane.

The very sight of a bahk has been known to drive humanoids and other creatures into a panic. This can be attributed to their size, appearance, and notoriety rather than any magical fear power. Their senses are amazingly sharp, able to hear and smell as well as (or better than) a bloodhound.

Dragons are a bahk's natural enemies. Since they have been battling dragons for centuries, bahk know instinctively how to fight a wyrm. A bahk can track a dragon by the scent of its magic. The bahk have an innate strategic sense to give them an advantage. Bahk are largely immune to spells and magical effects, even the powerful magic cast by a dragon.

INTELLIGENCE & LEARNING

A bahk's level of intelligence is subject to much debate among scholars. The uninformed assume that all bahk are dim-witted and incapable of thought or feeling.

The bahk themselves are largely responsible for this view, for when crossed in any of their desire, they lash out in what appears to be irrational fury.

Those few scholars who have studied bahk have discovered the young bahk are indeed ignorant. A bahk's intelligence increases slowly throughout its very long life. A newborn, freshly-bonded bahk is no more intelligent than an animal. A young bahk relies on its elders for survival. Although immensely strong, a young bahk has no idea how or when to fight. The elders must find food for the young and defend it from enemies. Young bahk are slow learners, and must stay with an elder bahk for ten years before considered truly ready to enter the world on their own. Those bereft of their elders will starve to death unless they encounter a surrogate adult, one who will feed and care for them. Some scholars theorize from this that young bahk taken from their parents at an early age might be trainable.

An adult bahk has the equivalent intelligence of a human child. The elder and ancient bahk are quite intelligent, guided by both the reasoning of its increased mental capacity and the experience of centuries of life.

Older bahk learn to craft their own weapons and armor, and they teach the rudiments of these skills to younger bahk. The oldest bahk will not only be well-equipped, but could conceivably have an arsenal of tricks and traps it can use to combat unsuspecting enemies.

Elder bahk have been known to make crude weapons. They build shelters and wear clothing for additional protection from the elements. Some adventurers claim that bahk have a language of their own. A roving elf reported encountering two bahk that appeared to engage in a conversation, exchanging guttural words and grunts, all with varying inflections. The elf did not linger to figure out what they were discussing. Elder bahk appear to have a strong instinct for survival. They have learned to be leery of warriors with their bright swords, spears and arrows, as well as to avoid human encounters with one exception — if the person possesses a magical artifact or enchanted object, the bahk will seek him out.

OBSESSION WITH ALL THINGS MAGIC

Magic holds a particular fascination for the bahk. They crave magic and want to be near it. A bahk can smell magic like a bloodhound on a rabbit's trail. A bahk spends its life in search of magic. The very presence of magic gives the bahk a sensation that humanoids can't comprehend. Magic is comforting to them, who can never make use of their prizes, yet spend their lives in pursuit of magic trinkets and artifacts.

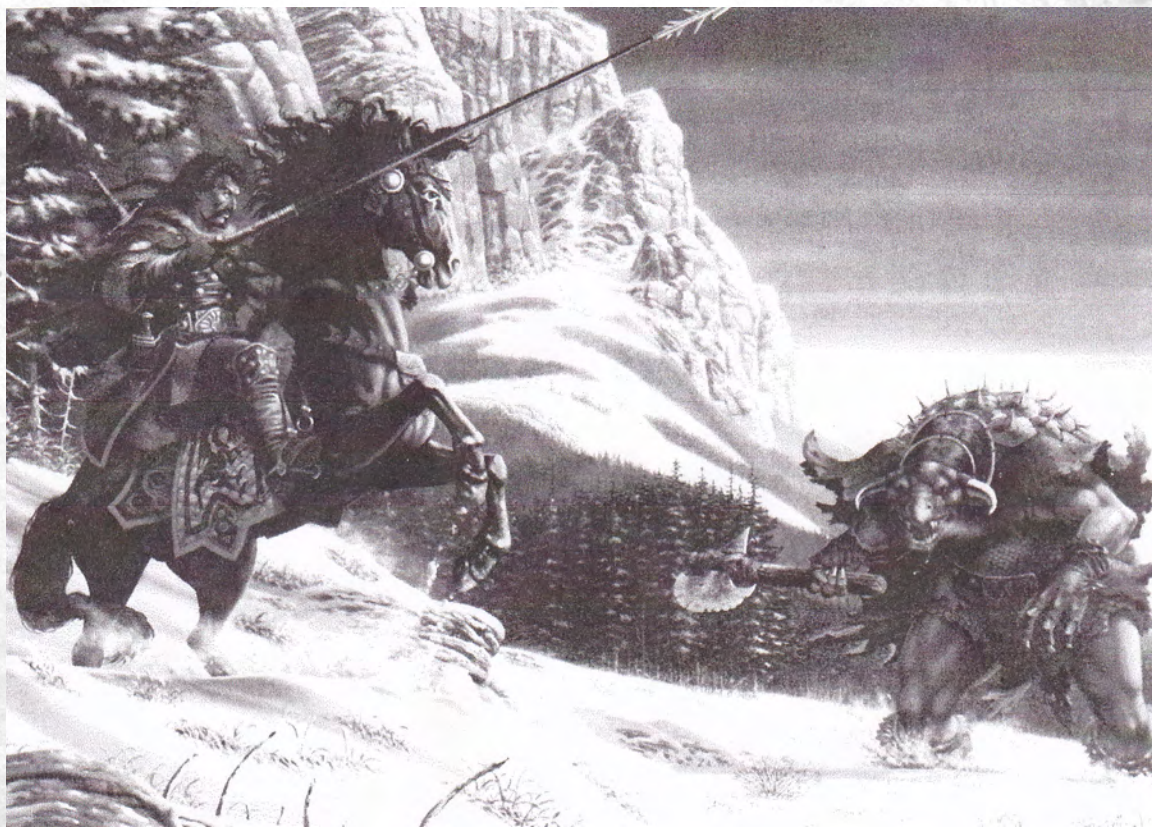
The desire for magical items always overcomes a bahk's instinct for survival. If an artifact is guarded by an army of a thousand orks, the bahk will smash into their lines to seize it. Bahk do not kill wantonly. Once they have what they want, they leave to enjoy their prize in peace. Many an adventurer has saved himself from pursuing bahk by tossing his magical items on the ground as he flees.

When a bahk has more magical objects than even it can carry, it stores them in a lair. Such stashes are treasure troves for the lucky adventurer, but one should be aware that a bahk never ranges far from its lair and will fight to the death against all intruders, including other bahk.

Spells happen so quickly that a bahk can't really seek out mages, though the beasts might eventually track down powerful mages who cast lingering, powerful spells. Magical items such as swords, amulets, rings, and potions are what the bahk truly prize. They seem to be able to smell magical energies and are compelled to seek them out. A bahk is not interested in the rightful ownership of a magical item, and it will gladly plunder a grave, church, home, or any other sanctuary to gain its treasure. However, an intelligent, older bahk is not unreasonable, and a clever owner can sometimes negotiate "visiting privileges" between the bahk and its magical treasure.

Bahk keep their collection of magical objects hidden away from the prying eyes of even other bahk.

For all their craving of magic, bahk are incapable of casting spells themselves. They do not become mages, cannot brew potions or craft enchanted items. Even the oldest, wisest bahk, whose intelligence is far greater than the smartest elven and human wizards in the land, cannot muster a single spell.



MORTAL ENEMIES

A bahk's love for magic is equaled only by their hatred for dragons. A bahk who senses a dragon pursues and attacks it with unrelenting fury. This enmity appears inherent and ingrained in all bahk.

Scholars think that perhaps in their native land, young bahk are a dragon's natural prey, thus accounting for the strong reaction.

Dragons on Loerem have come to respect the bahk, for the bahk are very effective dragon-slayers, using trees like clubs to knock them out of the sky and then tearing at their wings with strong paws to cripple them. The bahk will then attempt to seize the dragon by the throat and attempts to break its neck. Dragon teeth and scales are as highly valued as the most potent amulet among a bahk's treasures.

SOCIETY & REPRODUCTION

Though solitary by nature, bahk are drawn to one another during time of mating (which does not appear to follow any fixed pattern of time or seasons). Bahk mate just as humans do, and after an eighteen-month gestation period, the mother gives birth to her enormous child. A full-grown bahk mother can be as large as a two-story house, and her child emerges already four-feet tall and nearly as round. The mother, exhausted from long and painful labor, begins an intense breastfeeding ritual known as the bonding. The bonding is continuous for five to six days, during which the mother sacrifices much of her own energy and life, while the baby doubles in size and becomes physically capable of defending itself from normal threats.

After the bonding, the mother and child separate without emotion. The newborn lumbers off through the wilderness, while the mother drags herself away to a quiet refuge to recuperate. There are no bahk families, not by the definition of most humanoids. A bahk father, mother, or offspring does not recognize the others in its immediate bloodline. A bahk's mentor is the significant individual in a young bahk's life, not the mother or father.

Abandoned by its parents, a young bahk requires and receives instruction from others of its kind. An older bahk will take a young bahk under his or her protection, teaching it the basics of survival, including how to find shelter and to hunt. Young bahk cannot fashion their own weapons; any they carry are pro-

vided by their mentors. Gifting of weapons between a mentor and youth creates a tie stronger than blood. A young bahk may have just one mentor or many between the bonding and its eighth year.

A parent will sometimes mentor its own child, though the relationship is almost the result of an accidental meeting. The two probably do not realize they are related.

Bahk may sometimes be encountered in what humanoids term as "families." These are not familial units, but bahk who have accidentally come together for some purpose, either for hunting food or drawn by magical items. (Bahk "families" have been seen scavenging for magic in the ruins of Old Vinnengael, for example.) Such bahk have little to do with one another. They might join to battle a common foe (such as a tribe of taan or an army of soldiers), but they do not cooperate with each other in any other way.

All bahk, young and old, are addicted to magic. Bahk have a nose for magic, much as orks have a nose for fried fish or humans for a sizzling beef-steak. The presence of a magical artifact draws Bahk like iron to a lodestone. Bahk are incapable of using magic. They cannot cast spells. If they come into possession of an artifact or an enchanted object, they are not able to use it. But they do keep it with them always, never relinquishing it, even when they sleep, holding it fast in their enormous hands. They will often gaze lovingly at an artifact, stroking it and rubbing it, as if delighting in the very feel of the magic.

Bahk become dangerous creatures mere days after they are born, and with age grow to be among the most feared creatures in Loerem. They are capable of understanding the speech of others, but are incapable of speaking any language except their own (bahk).



BLUEROOT

The body of this creature is pink and purple, bulging and distended. It has a gaping maw and twelve bright blue feelers that sprout from its head and back.

BLUEROOT

CR 4

XP 1,200

N Huge magical beast

Init -2; **Senses** swampsense* 30 ft.; **Perception** +5

DEFENSE

AC 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size)

hp 57 (6d10+24)

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft., burrow 20 ft., swim 30 ft.

Melee bite +10 (2d6+6 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (2d6+6 bludgeoning damage plus 1d10 acid damage, AC 19, 7 hp)

STATISTICS

Str 22, **Dex** 7, **Con** 18, **Int** 1, **Wis** 10, **Cha** 4

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** 20 (can't be tripped)

Skills Perception +5, Stealth +5, Swim +12

ECOLOGY

Environment temperate and warm marsh

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Gas—inhale; area 10-ft radius centered on self; save Fort DC 18; frequency 1/round for 2 rounds; effect 1d6 Constitution; cure 1 save. The save DC is Constitution-based.

Swampsense (Ex) Blueroot can automatically sense the location of anything within 30 feet that is in contact with the ground or swimming.

Blueroots are enormous worms that inhabit muddy land near ponds and swamps. They burrow deep in the wet ground, sending their feelers up to the surface. These feelers let a blueroot breathe and sense the approach of creatures on the surface. The feelers resemble blue roots, which is how the blueroot comes by its name. An old folk rhyme warns, "Where the ground is damp and the roots are blue, run for you life or it will eat you too."

Solitary carnivores, blueroots prefer to dine on deer and similar fare, but are known to attack humanoids. They rise out of the ground to eat prey or render them unconscious with poison to be devoured later.

BONECRUSHER

A frightening humanoid standing over 8 feet tall. Its frame is thickly muscled, with unusually long hands that curl into massive fists.

BONECRUSHER

CR 5

XP 1,600

CE Large humanoid (giant)

Init +5; Senses darkvision 120 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 68 (8d8+32)

Fort +8, Ref +5, Will +4

Defensive Abilities

OFFENSE

Speed 30 ft.

Melee Slam +17 (1d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks Bonesnap (2d10+8)

STATISTICS

Str 29, Dex 12, Con 18, Int 4, Wis 8, Cha 9

Base Atk +8; CMB +18; CMD 19

Feats Improved Initiative, Power Attack

Skills Perception +5, Stealth +7

Languages Ogrish

SQ sunblind

ECOLOGY

Environment any underground

Organization solitary, pack (2-6), or meet (3-12)

Treasure incidental

SPECIAL ABILITIES

Bonesnap (Ex) Following a successful grapple against a Huge or smaller creature, a bonecrusher can try to break one of the opponent's limbs (determined randomly). The opponent must make a Fortitude saving throw (DC = 1d20 + bonecrusher's Str modifier) each round he remains grappled. Failure means the opponent suffers 2d10+8 damage and the limb is pulverized.

Sunblind (Ex) Bonecrushers suffer the blinded condition in direct sunlight.

Cousin to the surface-dwelling ogre, a bonecrusher is an enormously strong creature that lives deep underground. Its eyes are large and black. The hairless body is grayish yellow in color, usually clothed in skins or ponchos of tattered cloth. Bonecrushers enjoy inflicting pain. They wander caves, dungeons, old tombs, and other subterranean locations in search of victims, setting ambushes for their prey.



Their exceptional eyesight lets them see victims in the dark, long before their victims see them. Bonecrushers never go above the surface if they can help it. They hate every being that lives in sunlight, but show extreme loyalty to other bonecrushers. A bonecrusher in a losing battle has only to give out a single yell to bring the entire complement of its kin into the fray. They kill slowly, snapping bones, while laughing at their victims' pain-filled screams.

Bonecrushers do not eat their maimed and slain victims. They thrive on dirt and stone. Worms and grubs are a delicacy to them.



CESSRAT

These foul-smelling members of the rat family are covered with black fur. They have thick whiskers and beady black eyes.

CESSRAT

CR 1/2

XP 200

N Small animal

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

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 1d8+2 (6), 3d8+6 (18) swarm

Fort +3, **Ref** +4, **Will** +0

Defensive Abilities swarm traits

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite -1 (1d6-2 plus disease), swarm (1d6 plus disease)

Special Attacks disease

STATISTICS

Str 6, **Dex** 16, **Con** 14, **Int** 2, **Wis** 10, **Cha** 2

Base Atk -1; **CMB** -1; **CMD** 11 (15 vs. trip)

Skills Climb +11, Perception +5, Stealth +9, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

ECOLOGY

Environment any land or underground

Organization solitary or swarm (3-12)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Cess blight: Bite—injury; *save* Fort DC 18; *onset* 1d4 days (incubation); *frequency* 1/day; *effect* 1d6 Strength damage and 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Cesserats live in the sewers or garbage dumps of large cities or in the holds of ships. They can be nearly as big as a cat and are vicious killers, with a hunger for flesh, particularly canine. Cesserats are swift runners and fast swimmers. They can flatten their bodies to squeeze through holes no larger than a man's fist. The smell of blood or the scent of freshly killed meat will draw them immediately. Woe betide anyone left wounded and unconscious in an alley after a tavern brawl.

Cats are exceptionally adept at hunting cesserats, which usually flee at the sight of a cat. Orks train cats to hunt cesserats on their ships.

Recently, the Nimrans are experiencing problems with cesserats invading their underground temples, and will pay dearly for an ork-trained cat. Since orks revere cats, considering them lucky, an orken ship's captain will not often part with his cats. If he does, the price is extremely high. Cesserat skin is used as clothing in poorer sections of large cities. To say "He's covered in cess fur," is to say someone is very poor, indeed.

Cesserats always try to fight in swarms.



CHOMPFIES

A chompfly is about 12 inches long and covered with thick black hair. The swollen abdomen is bright orange or deep red. It has green multifaceted eyes.

CHOMPFY

CR 1/2

XP 200

N Tiny vermin

Init +4; Senses Perception +6

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 1d8+1 (5), 2d8 (10) swarm

Fort +2, Ref +6, Will +0

Defensive Abilities swarm traits

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +6 (1d6-4)

Special Attacks choke, eyebite

STATISTICS

Str 3, Dex 18, Con 12, Int —, Wis 9, Cha 5

Base Atk +2; CMB +5; CMD 10

Feats Agile Maneuver, Weapon Finesse (bite)

Skills Fly +20, Perception +6

ECOLOGY

Environment temperate and warm forest and marsh

Organization swarm (2-8) or murder (3-30)

Treasure none

SPECIAL ABILITIES

Choke (Ex) On a successful attack, a chompfly can make a CMB check.

Success means the chompfly works its way into the creature's throat, causing 1d4 points of suffocation damage plus 1d6-4 points of bite damage per round. Once the chompfly is lodged in its victim's throat, only a successful Strength check (DC 20) or the death of the chompfly will dislodge it.

Eyebite (Ex) If a chompfly hits with a bite attack, the target must make a Reflex save (DC 10) or the chompfly bites the target's eye for an additional 1d4 points of damage. The victim suffers the dazzled condition for 1d3 round afterward. Should a victim receive two or more eye-bite attacks he is blind for 1d3 days or until healed.

The deadly chompfly resembles its cousin, the housefly, but is much larger. Their wings make a loud buzzing sound that can be heard for miles if a swarm of chompfies have gathered.

Chompfies can be found throughout Loerem. They eat the decayed flesh of fallen animals. They do not disdain fresh meat, however, and if hungry, will swarm to feed off a living victim.

Chomp-or-chomp: To play this orken drinking game, the person who is "it" takes a mouthful of ale, holds it, and then must do battle with a chompfly. The object is to smash the chompfly before it takes out an eye, with extra points earned for not spilling, spitting or swallowing the ale.

DRAGONS

The elves say when the gods first discovered Loerem and walked in admiration through its forests, the dragons were there to welcome them and pledge their allegiance.

The dwarves are firmly convinced that the blazing fires which wreck such havoc on their grasslands are started by dragons.

The orken believe that the scale of a Water dragon is one of the luckiest charms in all the world. The scale of a Void dragon is cursed and the unfortunate creature who comes into possession of one must throw it into the fires of Mount Sa 'Gra to free itself of the curse.

Humans have different beliefs about dragons, predicating on their heritage. Everyone on Loerem has heard myths, legends, and stories about dragons. Many noted scholars have written great tomes on the subject, not one of which agrees with any other.

Current scholarly thought in New Vinnengael holds that dragons are the product of myth and legend and are, in fact, over-large, semi-intelligent lizards. The Nimrans and Nimoreans have many lovely legends about dragons. One in particular relates that if a person wins the trust of a dragon, the dragon will grant the person his heart's desire. Karnuans and Dunkargans, for all their differences, are united in their fear and hatred of dragons. If a dragon is spotted in their territory, the Karnuans and Dunkargans will go to great lengths to either destroy it or drive it out.

Dragons are usually credited as the most ancient trace of Loerem. The image of a winged fire-breathing beast is depicted on aged elven scrolls, carved in dwarven runes, and colored the oldest tales of the orks. Dragons themselves have little care what others think of them. They are aloof, solitary, with their own view of their place in the world, a view that may be known to the gods, but is unknown to mortal.

Those trained in magic understand dragons better than the mundane. Dragons are the most magical beasts of Loerem, possessing natural magical skill that an elven Wyred might pursue for a century and never achieve. A dragon's bones and scales are coveted by the bahk, its blood sought after by warlocks eager to include them in powerful potions. The very image of a dragon is a potent symbol in each culture, entering dreams as portents of great good or evil.

Those possessing the most knowledge on the subject of dragons are those most circumspect regarding that knowledge. The Monks of Dragon Mountain live with five of the most powerful dragons in Loerem. Four of the five are aligned to each of the four natural elements, the fifth to the Void. These dragons have taken it upon themselves to act as guardians to the monks and to the monastery. Woe betide the person who kills one of the traveling monks, for the dragons have sworn swift retribution to any doing harm to the monks. Thus it is that the monastery has never been attacked in its long history.

Dragons are individuals and unique. Some covet treasure and harbor a fortune in their lairs. Others detest clutter and refuse to keep so much as a phennig lying around. People who have actually encountered a dragon and lived to tell of it relate vastly different experiences. An elven Wyred reported meeting an unusually sociable dragon with penchants for waylaying startled travelers to hear the news of the world. Those who complied left with rich reward. Those who attacked were thought rude and were killed. Dwarves tell of a particularly vicious dragon that attacked caravans, burning and looting and carrying off hapless dwarves to be eaten at the dragon's leisure. Orks speak of a dragon that enjoyed terrorizing sailors by blowing ships off course. These sightings are rare. Most dragons avoid having anything to do with people, beyond keeping an eye on them if they venture into the dragon's territory.

Dragons are extremely intelligent and wise to the ways of the peoples of Loerem. If a person encounters a dragon, it is because the dragon has willed it so. Their lifespan is a topic of endless speculation for scholars. Only the elusive wyrms themselves know the truth.

DRAGON-CHILDREN

The union between two dragons is brief. Dragons do not even bear or raise their own young. When a mother dragon's egg is fertilized, she magically places that egg within a female human, elf, ork or dwarf, but she has only a few weeks to find a surrogate. Driven by the urge to safely transfer the unborn, the dragon usually does not concern herself with the details of the surrogate. Only brief physical contact is required, which the dragon always performs while disguised; just a simple touch and the dragon-child is implanted in the woman.

When the dragon-child, or changeling, is delivered, the child takes on the physical appearance of the surrogate race, with one exception: a birthmark somewhere on the body resembling the shape of a dragon. A changeling child is unaware of its origins and destiny. The mother dragon's potent magic shields its identity completely. Only the most intense magical probing reveals the child is not a natural humanoid.

Outwardly, dragon-children are indistinguishable from their adopted siblings, but do grow up with the notion that they are different from their peers. This feeling may be vague in some, who realize solely that they do not fit in. Others feel their differences strongly and will roam the world to try to discover the truth about themselves. Only the truly strong dragon-children will come to realize who and what they are. When this epiphany occurs, they will discard their frail humanoid body, take on their true form and learn dragon magic. Dragon-children may have no magic or may have only those magical skills corresponding to average members of their surrogate race. Weak dragon-children never discover their true natures and die without ever knowing who and what they were. Thus, the dragons ensure that only the strongest of their kind survive. Dragons do not mourn their lost children, because they know these children would never be content or happy as dragons.

No one knows how many dragon-children exist in the world, probably not even the dragons themselves. Aware that for every dragon-child conceived, only a very small minority will realize their true nature, dragons create many children, rarely troubling to keep track of what becomes of them.

Every race has legends of dragon-child changelings. Since most people could not imagine giving up a life they know to change into a beast, no matter how magnificent or powerful, most of these tales are tragic, with the unhappy ending of the transformation into a dragon. Children in Loerem want to grow up to be magi, great warriors, blacksmiths or cooks. Few ever want dragon as a choice. (Those who did would probably receive a good dose of caster oil and are hauled off to the local priest.)

The magic concealing dragon-children's true form also negates them from any thought of becoming a dragon. Those around the changelings are equally as oblivious, reacting sometimes as if they'd never heard of dragons nor have the desire to learn about these creatures.

A person going about proclaiming to be a dragon-child is almost certainly not one!

Dragons can always identify a dragon-child by sight, as can some Void creatures, such as Vrykyl. A dragon will not reveal the truth to these children unless they come specifically to seek the truth. Even then, the dragon may not answer, but send the children on a quest that will aid them in understanding their true heritage.

Changelings have no special powers or innate abilities. Dragon-children who study magic will not exhibit any special arcane skill or talent, though they are always more adept at the magical element of their dragon heritage).

AIR DRAGON

N dragon (Air)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., fly 60 ft. (poor), swim 30 ft.

Natural Armor +4; **Breath Weapon** cone, 2d6 cold

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 11

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Fog Vision (Ex) A young or older Air dragon can see perfectly well in fog and clouds.

Mirage (Su) An old or older Air dragon can make itself appear to be in two places at once as a free action for a number of rounds per day equal to its Hit Dice. This ability functions as project image but the dragon can use its breath weapon through the mirage.

Repel Metal (Su) Old or older Air dragons are able to generate a repelling magnetic field that affects all creatures in metal armor or using metal gear. This field halves the affected creatures' movement and imposes a -2 circumstance penalty to attacks made with metal weapons.

Shapeshift (Su) A young or older dragon may alter its shape to any animal or humanoid of at least Medium size (up to its natural size) 2/day as if using polymorph. When shapeshifting, the dragon restores hit points as if it had rested for one day.

Creatures with the Void subtype can sense that something is unusual about the dragon's new form, but are unable to discern further.

Sound Imitation (Ex) A very young or older Air dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Spell-Like Abilities (Sp) An Air dragon gains the following spell-like abilities, usable at will upon reaching these age categories: Very young—*disguise self*; Juvenile—*feather fall*; Adult—*detect thoughts*; Old—*control winds*; Ancient—*control weather*.

Water Breathing (Ex) An Air dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Weather Adaptation (Ex) Air dragons are immune to natural (but not magical) weather effects. Their movement is not impeded by nor do they suffer damage from inclement weather condition.



YOUNG AIR DRAGON

CR 8

XP 4,800

N Large dragon (Air)

Init +3; **Senses** dragon senses, fog vision; Perception +15

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 (9d12+27)

Fort +9, **Ref** +9, **Will** +9

DR 5/Magic; **Immune** Air magic, cold, nonmagical weather, paralysis, sleep; **Resistance** electricity 10; **SR** 15

Weakness vulnerability to Earth magic

OFFENSE

Speed 40 ft., fly 150 ft. (average), swim 40 ft.

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7)

Space 20 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 17, 6d6 cold)

Spell-Like Abilities (CL 11th)

At will—*disguise self*

Spells Known (CL 1st)

1st (4/day)—*charm person* (DC 12), *hypnotism* (DC 12)

0 (at will)—*detect magic*, *message*, *ray of frost*, *read magic*

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +9; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Alertness, Cleave, Great Cleave, Iron Will, Power Attack

Skills Bluff +10, Diplomacy +10, Fly +7, Intimidate +10, Knowledge (nature) +10, Perception +15, Spellcraft +13, Sense Motive +5, Stealth +9, Swim +15

Languages Draconic, original humanoid racial language plus any bonus languages

SQ sound imitation, water breathing, weather adaptation

ADULT AIR DRAGON

CR 13

XP 25,600

N Huge dragon (Air)

Init +7; **Senses** dragon senses, fog vision; Perception +25

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 30, touch 11, flat-footed 27 (+3 Dex, +19 natural, -2 size)

hp 172 (15d12+75)

Fort +14, **Ref** +12, **Will** +14

Defensive Abilities repel metal; **DR** 5/Magic;
Immune Air magic, cold, paralysis, sleep; **Resistance** electricity 15; **SR** 20

Weakness vulnerability to Earth magic

OFFENSE

Speed 50 ft., fly 250 ft. (average), swim 50 ft.

Melee bite +21 (2d8+12), 2 claws +21 (2d6+8), 2 wings +16 (1d8+4), tail slap +16 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 22, 12d6 cold), crush (Small creatures, DC 22, 2d8+12)

Spell-Like Abilities (CL 17th)

At will—*detect thoughts* (DC16), *disguise self*, *feather fall*

Spells Known (CL 7th)

3rd (5/day)—*hold person*, *wind wall*

2nd (7/day)—*enthrall* (DC 16), *fog cloud*, *invisibility*

1st (7/day)—*command* (DC 15), *charm person* (DC 15), *hypnotism* (DC 15), *silent image* (DC 15), *shield*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

STATISTICS

Str 26, **Dex** 16, **Con** 21, **Int** 18, **Wis** 17, **Cha** 18

Base Atk +15; **CMB** +25; **CMD** 38 (42 vs. trip)

Feats Alertness, Cleave, Combat Reflexes, Countercharge Strike, Flyby Attack, Hover, Improved Initiative, Iron Will, Power Attack

Skills Bluff +20, Diplomacy +20, Fly +15, Intimidate +20, Knowledge (arcane) +20, Perception +25, Sense Motive +11, Spellcraft +21, Stealth +15, Swim +25, Use Magic Device +15

Languages Draconic, original humanoid racial language plus any bonus languages

SQ sound imitation, water breathing, weather adaptation

ANCIENT AIR DRAGON

CR 18

XP 153,600

N Gargantuan dragon (Air)

Init +4; **Senses** dragon senses, fog vision; Perception +35

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 39, touch 8, flat-footed 37 (+2 Dex, +31 natural, -4 size)

hp 310 (23d12+161)

Fort +20, **Ref** +14, **Will** +22

Defensive Abilities repel metal; **DR** 10/Magic;

Immune Air magic, cold, paralysis, sleep;

Resistance electricity 20; **SR** 30

Weakness vulnerability to Earth magic

OFFENSE

Speed 50 ft., fly 250 ft. (poor), swim 50 ft.

Melee bite +31 (4d6+18), 2 claws +31 (2d8+12), 2 wings +29 (2d6+6), tail slap +29 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 28, 22d6 cold), crush (Medium creatures, DC 28, 4d6+18), tail sweep

Spell-Like Abilities (CL 25th)

At will—*control weather*, *control winds*, *disguise self*, *feather fall*, *fog cloud*

Spells Known (CL 15th)

7th (5/day)—*mass hold person* (DC 23), *prismatic spray* (DC 23)

6th (7/day)—*forbiddance* (DC 22), *freezing sphere* (DC 22), *mass suggestion* (DC 22)

5th (7/day)—*hold monster* (DC 21), *mind fog* (DC 21), *plane shift*, *teleport*

4th (7/day)—*charm monster* (DC 20), *dismissal* (DC 20), *dimension door*, *freedom of movement*

3rd (7/day)—*dispel magic*, *hold person* (DC 19), *major image* (DC 19), *suggestion* (DC 19), *wind wall*

2nd (8/day)—*daze monster* (DC 18), *detect thoughts* (DC 18), *enthrall* (DC 18), *invisibility*, *sound burst*

1st (8/day)—*Air magic missile*, *command* (DC 17), *charm person* (DC 17), *hypnotism* (DC 17), *silent image* (DC 17), *shield*

0 (at will)—*detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

STATISTICS

Str 34, **Dex** 15, **Con** 25, **Int** 22, **Wis** 22, **Cha** 24

Base Atk +23; **CMB** +39; **CMD** 49 (53 vs. trip)

Feats Alertness, Cleave, Combat Reflexes, Critical Focus, Countercharge Strike, Flyby Attack, Great Cleave, Hover, Improved Initiative, Iron Will, Multiattack, Persuasive, Power Attack, Snatch

Skills Bluff +30, Diplomacy +30, Fly +21, Intimidate +30, Knowledge (arcane) +30, Perception +35, Sense Motive +21, Spellcraft +30, Stealth +21, Swim +35, Use Magic Device +28

Languages Draconic, original humanoid racial language plus any bonus languages

SQ sound imitation, water breathing, weather adaptation

EARTH DRAGON

NG dragon (Earth)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 8d12

Speed 40 ft., burrow 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d6 fire

Str 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Camouflage (Ex) An adult or older Earth dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Climb Stone (Ex) An Earth dragon can climb on stone surfaces as though using the spider climb spell.

Fast Healing (Ex) An Earth dragon gains fast healing upon reaching these age categories: Young—1; Adult—3; Ancient—5.

Sandstorm (Su) As a standard action, an ancient or older Earth dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take 2d6 points of damage per round in addition to the normal sandstorm penalties (Pathfinder RPG Core Rulebook 431). The sandstorm lasts for up to 10 minutes, but can be dismissed by the dragon as a free action.

Shapeshift (Su) A young or older dragon may alter its shape to any animal or humanoid of at least Medium size (up to its natural size) 2/day as if using polymorph. When shapeshifting, the dragon restores hit points as if it had rested for one day. Creatures with the Void subtype can sense that something is unusual about the dragon's new form, but are unable to discern further.

Spell-Like Abilities (Sp) An Earth dragon gains the following spell-like abilities, usable at will upon reaching these age categories: Very young—*Speak with animals*; Juvenile—*Speak with plants*; Adult—*Stone Shape*; Old—*Commune with Nature*; Ancient—*Transmute Rock to Mud*.

Woodland Stride (Ex) A very young or older Earth dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.



YOUNG EARTH DRAGON

CR 11

XP 12,800

NG Large dragon (Earth)

Init +1; **Senses** blindsight 180 ft., dragon senses; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 150 (12d12+72); fast healing 1

Fort +13, **Ref** +11, **Will** +8

DR 5/Magic; **Immune** Earth magic, paralysis, sleep; **SR** 15

Weakness vulnerability to Air magic

OFFENSE

Speed 70 ft., burrow 50 ft., fly 100 ft. (poor)

Melee bite +17 (2d6+7), 2 claws +16 (1d8+5), 2 wings +14 (1d6+2), tail slap +14 (1d8+7)

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

Special Attacks breath weapon (40-ft. cone, DC 22, 5d6 fire)

Spell-Like Abilities (CL 8th)

At will—*Speak with animals*

Spells Known (CL 1st)

1st (4/day)—*charm animal* (DC 12), *endure elements*

0 (at will)—*detect magic*, *detect poison*

STATISTICS

Str 22, **Dex** 12, **Con** 22, **Int** 12, **Wis** 13, **Cha** 12
Base Atk +12; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Bleeding Critical, Critical Focus,
Multiattack, Power Attack

Skills Appraise +14, Fly +8, Intimidate +8,
Knowledge (local) +14, Perception +14, Stealth
+10, Survival +14

Languages Draconic, original humanoid racial
language plus any bonus languages
SQ woodland stride

ADULT EARTH DRAGON **CR 14**

XP 38,400

NG Huge dragon (Earth)

Init +0; **Senses** blindsight 180 ft., dragon senses;
Perception +22

Aura frightful presence (180 ft., DC 22)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural,
-2 size)

hp 243 (18d12+126); fast healing 3

Fort +17, **Ref** +10, **Will** +13

DR 5/Magic; **Immune** Earth magic, paralysis,
sleep; **SR** 20

Weakness vulnerability to Air magic

OFFENSE

Speed 70 ft., burrow 50 ft., fly 150 ft. (poor)

Melee bite +25 (2d8+12), 2 claws +24 (2d6+8), 2
wings +22 (1d8+4), tail slap +22 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC
26, 10d6 fire), crush, sandstorm (2d6 plus sand-
storm penalties)

Spell-Like Abilities (CL 15th)

At will—*Speak with animals*, *Speak with plants*,
Stone shape

Spells Known (CL 7th)

3rd (5/day)—*Cure serious wounds*, *Dominate
animals* (DC 16)

2nd (7/day)—*Bull's strength*, *Spider climb*, *Web*
(DC 15)

1st (7/day)—*Charm animal* (DC 12), *Earth magic
missile*, *Endure elements*, *Entangle* (DC 12), *Mage
armor*

0 (at will)—*Detect magic*, *Detect poison*, *Hail of
pebble*, *Purify food and drink*, *Prestidigitation*,
Read magic

STATISTICS

Str 28, **Dex** 10, **Con** 25, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Cleave, Bleeding Critical, Critical Focus,
Improved Bull Rush, Intimidating Prowess,

Multiattack, Power Attack, Staggering Critical

Skills Appraise +22, Fly +11, Intimidate +20,
Knowledge (geography) +22, Knowledge (local)
+22, Perception +22, Sense Motive +12, Stealth
+22, Survival +22

Languages Draconic, original humanoid racial
language plus any bonus languages
SQ camouflage, woodland stride

ANCIENT EARTH DRAGON **CR 19**

XP 204,800

NG Gargantuan dragon (Earth)

Init +3; **Senses** blindsight 180 ft., dragon senses;
Perception +32

Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 37, touch 5, flat-footed 37 (-1 Dex, +32, -4
size)

hp 390 (26d12+234); fast healing 5

Fort +23, **Ref** +13, **Will** +19

DR 10/Magic; **Immune** Earth magic, paralysis,
sleep; **SR** 30

Weakness vulnerability to Air magic

OFFENSE

Speed 70 ft., burrow 50 ft., fly 150 ft. (clumsy)

Melee bite +35 (4d6+18), 2 claws +34 (2d8+12),
2 wings +32 (2d6+6), tail slap +32 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC
32, 15d6 fire), crush, sandstorm (1200-ft. radius,
2d6), tail sweep

Spell-Like Abilities (CL 22nd)

At will—*Commune with nature*, *Speak with
animals*, *Speak with plants*, *Stone shape*, *Trans-
mute rock to mud*

Spells Known (CL 15th)

7th (4/day)—*Regenerate*, *Reverse gravity*

6th (7/day)—*Flesh to stone* (DC 21), *Move earth*,
Stone to flesh

5th (7/day)—*Break enchantment*, *Insect plague*,
Major creation, *Wall of stone*

4th (7/day)—*Cure critical wounds*, *Death ward*,
Spike stones (DC 19), *Stoneskin*

3rd (7/day)—*Cure serious wounds*, *Dominate
animals* (DC 18), *Protection from energy*, *Speak
with plants*, *Stone rain* (DC 18)

2nd (7/day)—*Bear's endurance*, *Bull's strength*,
Spider climb, *Web* (DC 17), *Wood shape*

1st (8/day)—*Charm animal* (DC 14), *Earth magic
missile*, *Endure elements*, *Entangle* (DC 14), *Hide
from animals*, *Mage armor*, *Protection from cha-
os/evil/good/law*

0 (at will)—*Detect magic*, *Detect poison*, *Hail*

of pebble, mending, purify food and drink, prestidigitation, read magic, resistance, stabilize

STATISTICS

Str 35, **Dex** 8, **Con** 29, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +26; **CMB** +42; **CMD** 51 (55 vs. trip)

Feats Awesome Blow, Cleave, Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Bull Rush, Intimidating Prowess, Multiattack, Power Attack, Staggering Critical, Stunning Critical

Skills Appraise +32, Fly +11, Intimidate +28, Knowledge (arcana) +22, Knowledge (geography) +32, Knowledge (history) +32, Knowledge (local) +32, Perception +32, Sense Motive +22, Stealth +32, Survival +32

Languages Draconic, original humanoid racial language plus any bonus languages

SQ camouflage, woodland stride

FIRE DRAGON

CN dragon (Fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 3d6 fire

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Circle of Fire (Su) At will, a young or older fire dragon can cause 1d6 point of fire damage to all creatures and items in a 100-ft. radius circle.

Lore Mastery (Su) A young or older fire dragon can divine the past of any item it touches. After examining an item for one minute, the dragon is able to identify its history (up to 1,000 years), magical properties, and any special qualities.

Manipulate Flames (Su) An old or older fire dragon can control any Fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. The ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new Fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell.

Repel Metal (Su) Adult or older fire dragons are able to generate a repelling magnetic field that affects all creatures in metal armor or gear. This field halves the affected creatures' movement and imposes a -2 circumstance penalty to attacks made with metal weapons.

Shapeshift (Su) A young or older dragon may alter its shape to any animal or humanoid of at least Medium size (up to its natural size) 2/day as if using polymorph. When shapeshifting, the dragon restores hit points as if it had rested for one day. Creatures with the Void subtype can sense that something is unusual about the dragon's new form, but are unable to discern further.

Spell-Like Abilities (Sp) A Fire dragon gains the following spell-like abilities, usable at will upon reaching these age categories: Very young—*produce flame*; Juvenile—*heat metal*; Adult—*speak with animals*; Old—*candle of past vision*;



Ancient—*legend lore*.

Smoke Vision (Ex) A fire dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

YOUNG FIRE DRAGON CR 10

XP 9,600

CN Large dragon (Fire)

Init +1; **Senses** dragon senses, smoke vision;

Perception +15

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +10

DR 5/magic; **Immune** fire, Fire magic, paralysis, sleep; **Resistance** Electricity 10; **SR** 15

Weakness vulnerability to Water magic

OFFENSE

Speed 40 ft., fly 100 ft. (poor)

Melee bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +12 (1d6+3), tail slap +12 (1d8+10)

Space 15 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 19, 10d6 fire)

Spell-Like Abilities (CL 8th)

At will—*produce flame*

Spells Known (CL 1st)

1st (4/day)—*shocking grasp*, *true strike*

0 (at will)—*dancing lights*, *flare*, *light*, *ray of heat*

STATISTICS

Str 24, **Dex** 12, **Con** 18, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Cleave, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Fly +9, Intimidate +15, Perception +15, Stealth +11, Survival +15

Languages Draconic, original humanoid racial language plus any bonus languages

ADULT FIRE DRAGON CR 14

XP 38,400

CN Huge dragon (Fire)

Init +1; **Senses** dragon senses, smoke vision; **Perception** +23

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 29, touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size)

hp 212 (17d12+102)

Fort +16, **Ref** +10, **Will** +15

Defensive Abilities repel metal; **DR** 5/magic; **Immune** fire, Fire magic, paralysis, sleep; **Resistance** Electricity 15; **SR** 20

Weakness vulnerability to Water magic

OFFENSE

Speed 60 ft., fly 150 ft. (poor)

Melee bite +25 (2d8+15), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 24, 14d6 fire), crush

Spell-Like Abilities (CL 14th)

At will—*heat metal*, *produce flame*, *speak with animals*

Spells Known (CL 7th)

3rd (5/day)—*lightning bolt* (DC 16), *rage*

2nd (7/day)—*hold animal* (DC 15), *pyrotechnics* (DC 15), *scorching ray*

1st (7/day)—*burning hands* (DC 14), *charm animal* (DC 14), *Fire magic missile*, *shocking grasp*, *true strike*

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *flare*, *light*, *ray of heat*, *singeing flicker*

STATISTICS

Str 28, **Dex** 12, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +17; **CMB** +29; **CMD** 40 (44 vs. trip)

Feats Cleave, Greater Vital Strike, Improved Iron Will, Improved Vital Strike, Iron Will, Multitask, Power Attack, Vital Strike

Skills Fly +13, Intimidate +23, Knowledge (arcane) +23, Perception +23, Spellcraft +23, Stealth +13

Languages Draconic, original humanoid racial language plus any bonus languages

ANCIENT FIRE DRAGON CR 19

XP 204,800

CN Gargantuan dragon (Fire)

Init +3; **Senses** dragon senses, smoke vision;

Perception +33

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 38, touch 5, flat-footed 38 (-1 Dex, +33 natural, -4 size)

hp 362 (25d12+200)

Fort +22, **Ref** +13, **Will** +21

Defensive Abilities repel metal; **DR** 10/magic;

Immune fire, Fire magic, paralysis, sleep;

Resistance Electricity 20; **SR** 30

Weakness vulnerability to Water magic

OFFENSE

Speed 60 ft., fly 200 ft. (clumsy)

Melee bite +35 (4d6+21/19-20), 2 claws +35 (2d8+14), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 30, 24d6 fire), crush, manipulate flames, tail sweep

Spell-Like Abilities (CL 28th)

At will—*heat metal, candle of past vision, legend lore, produce flame, speak with animals*

Spells Known (CL 18th)

7th (4/day)—*delayed blast fireball* (DC 22), *vision*

6th (6/day)—*chain lightning* (DC 21), *disintegrate* (DC 21), *flame barrier* (DC 21)

5th (7/day)—*baleful polymorph* (DC 20), *call lightning storm* (DC 20), *commune with nature, flame strike* (DC 20)

4th (7/day)—*fire shield, fire trap* (DC 19), *repel vermin, wall of fire*

3rd (7/day)—*heroism, lightning bolt* (DC 18), *rage, searing light*

2nd (7/day)—*hold animal* (DC 17), *locate object, pyrotechnics* (DC 17), *scorching ray, shatter*

1st (8/day)—*alarm, burning hands* (DC 16), *charm animal* (DC 16), *Fire magic missile, shocking grasp, true strike*

0 (at will)—*dancing lights, daze* (DC 15), *detect magic, flare, light, prestidigitation, ray of heat, read magic, singeing flicker*

STATISTICS

Str 38, **Dex** 8, **Con** 26, **Int** 21, **Wis** 21, **Cha** 20

Base Atk +25; **CMB** +43; **CMD** 52 (56 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Vital Strike

Skills Fly +15, Intimidate +33, Knowledge (arcane) +33, Knowledge (history) +33, Perception +33, Spellcraft +33, Stealth +15

Languages Draconic, original humanoid racial language plus any bonus languages

VOID DRAGON

NE dragon (Void)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 5d12

Speed 40 ft., fly 60 ft. (poor)

Natural Armor ; **Breath Weapon** cone, 2d6 negative energy

Str 14, **Dex** 10, **Con** 14, **Int** 15, **Wis** 15, **Cha** 17

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Entropic Touch (Su) A Void dragon's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a Void dragon's natural attacks deal the indicated amount of negative energy damage to the target in addition to any other damage dealt. This energy does not heal creatures healed by inflict spells.

Shadow Blend (Su) In any condition of illumination other than full daylight, a young or older Void dragon can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, does.

Shadow Jump (Su) A young or older Void dragon gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow.

Shapeshift (Su) A young or older dragon may alter its shape to any animal or humanoid of at least Medium size (up to its natural size) 2/day as if using polymorph. When shapeshifting, the dragon restores hit points as if it had rested for one day. Creatures with the Void subtype can sense that something is unusual about the dragon's new form, but are unable to discern further.

Spell-Like Abilities (Sp) A Void dragon gains the following spell-like abilities, usable at will upon reaching these age categories: Very young—*chill touch*; Juvenile—*darkness*; Adult—*curse*; Old—*contagion*; Ancient—*unhallow*.

Tainted by the Void (Ex) A Void dragon is always considered tainted by the Void.

Void Clutch (Su) If an adult or older Void dragon begins its turn with an opponent grappled in a claw, it can attempt a new combat maneuver check (as though attempting to pin the opponent).



If it succeeds, the opponent takes 1 level of energy drain immediately. The effect continues until the opponent breaks the hold.

Void Magic Channeling Strike (Su) An old or older Void dragon can channel any one of its Void magic spells through a bite or claw attack, discharging it upon a successful hit. This can be done once per round.

YOUNG VOID DRAGON CR 8

XP 4,800

NE Large dragon (Void)

Init +5; **Senses** dragon senses; **Perception** +12

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 85 (9d12+27)

Fort +9, **Ref** +7, **Will** +10

DR 5/magic; **Immune** cold, death effects, energy drain, paralysis, sleep, Void magic; **SR** 15

Weakness tainted by the Void

OFFENSE

Speed 60 ft., fly 120 ft. (poor), shadow jump 150 ft.

Melee bite +12 (2d6+5 plus entropic touch), 2 claws +12 (1d8+4 plus entropic touch), 2 wings +7 (1d6+2 plus entropic touch), tail slap +7 (1d8+5 plus entropic touch)

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

Special Attacks breath weapon (40-ft. cone, DC 17, 6d6 negative energy), entropic touch (1d4)

Spell-Like Abilities (CL 8th)

At will—*chill touch*

Spells Known (CL 1st)

1st level (4/day)—*chill touch*, *ray of enfeeblement*

0 (at will)—*bleed*, *disrupt undead*, *pierce soul*, *touch of fatigue*

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Bluff +11, Diplomacy +11, Fly +6, Intimidate +11, Knowledge (arcana) +11, Perception +12, Stealth +10, Use Magic Device +11

Languages Draconic, original humanoid racial language plus any bonus languages

SQ shadow blend, tainted by the Void

ADULT VOID DRAGON CR 13

XP 25,600

NE Huge dragon (Void)

Init +5; **Senses** dragon senses; **Perception** +22**Aura** frightful presence (180 ft., DC 23)**DEFENSE**

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 172 (15d12+75)**Fort** +14, **Ref** +10, **Will** +14**DR** 5/magic; **Immune** cold, death effects, energy drain, paralysis, sleep, Void magic; **SR** 20**OFFENSE****Speed** 60 ft., fly 150 ft. (poor), shadow jump 200 ft.**Melee** bite +22 (2d8+7 plus entropic touch), 2 claws +22 (2d8+7 plus entropic touch), 2 wings +14 (1d8+3 plus entropic touch), tail slap +14 (2d6+10 plus entropic touch)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (50-ft. cone, DC 22, 12d6 negative energy), entropic touch (1d6), Void clutch (DC 23)**Spell-Like Abilities (CL 15th)**At will—*bestow curse* (DC 18), *chill touch*, *darkness***Spells Known (CL 5th)**2nd level (5/day)—*death knell* (DC 17), *touch of idiocy*1st level (7/day)—*chill touch*, *ray of enfeeblement*, *shield*, *Void magic missile*0 (at will)—*bleed*, *detect magic*, *disrupt undead*, *pierce soul*, *read magic*, *touch of fatigue***STATISTICS****Str** 23, **Dex** 12, **Con** 21, **Int** 21, **Wis** 21, **Cha** 22**Base Atk** +15; **CMB** +23; **CMD** 34 (38 vs. trip)**Feats** Cleave, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite, claw)**Skills** Bluff +21, Diplomacy +21, Fly +10, Intimidate +21, Knowledge (arcana) +21, Perception +22, Spellcraft +21, Stealth +15, Use Magic Device +21**Languages** Draconic, original humanoid racial language plus any bonus languages**SQ** shadow blend, tainted by the Void**ANCIENT VOID DRAGON CR 19**

XP 204,800

NE Gargantuan dragon (Void)

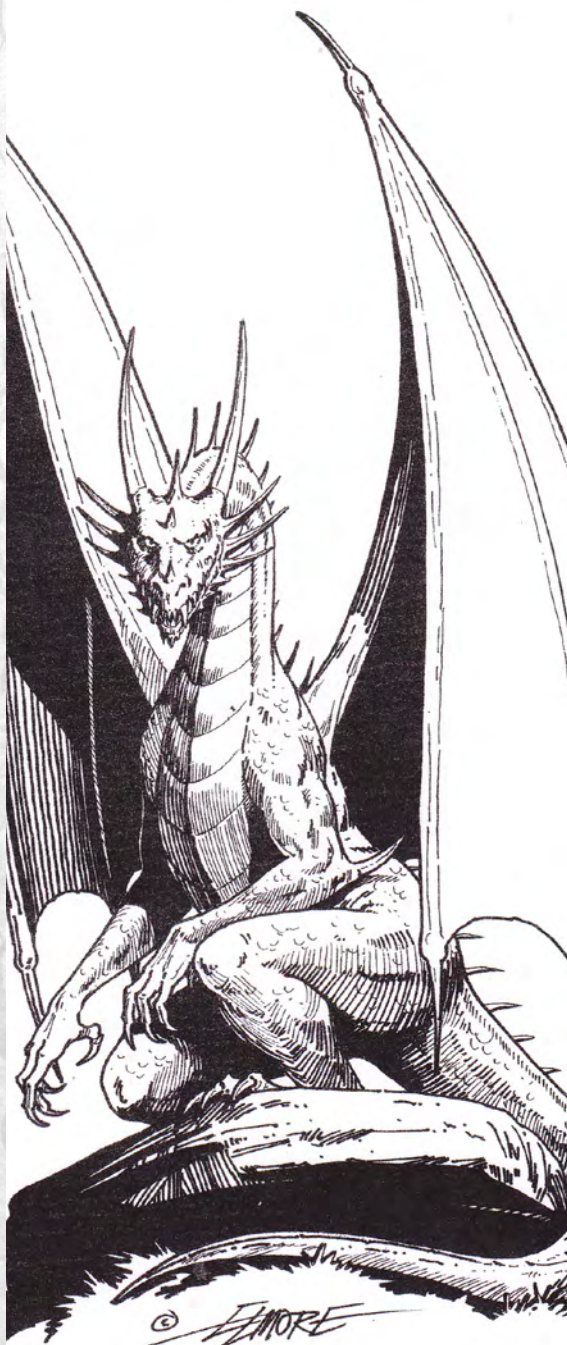
Init +4; **Senses** dragon senses; **Perception** +33**Aura** frightful presence (300 ft., DC 28)**DEFENSE**

AC 37, touch 6, flat-footed 37 (+31 natural, -4 size)

hp 310 (23d6+161)**Fort** +20, **Ref** +13, **Will** +19**DR** 10/magic; **Immune** cold, death effects, energy drain, paralysis, sleep, Void magic; **SR** 20**OFFENSE****Speed** 60 ft., fly 120 ft. (poor), shadow jump 300 ft.**Melee** bite +29 (4d6+16/19-20 plus entropic touch), 2 claws +29 (2d8+10/19-20 plus entropic touch), 2 wings +27 (2d6+4 plus entropic touch), tail slap +27 (2d8+16 plus entropic touch)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (60-ft. cone, DC 28, 20d6 negative energy), entropic touch (1d8), Void clutch (DC 28), Void magic channeling strike**Spell-Like Abilities (CL 23rd)**At will—*bestow curse* (DC 20), *chill touch*, *contagion* (DC 20), *unhallow***Spells Known (CL 13th)**6th level (4/day)—*harm*, *shadow walk*5th level (7/day)—*feeblemind* (DC 22), *shadow evocation* (DC 22), *slay living* (DC 22)4th level (7/day)—*black tentacles* (DC 21), *inflict critical wounds*, *poison* (DC 21), *unholy blight* (DC 21)3rd level (7/day)—*deeper darkness*, *mouth of the Void* (DC 20), *speak with dead*, *vampiric touch*2nd level (7/day)—*command undead*, *death knell* (DC 19), *desecrate*, *ghoul touch* (DC 19), *touch of idiocy*1st level (7/day)—*cause fear* (DC 18), *chill touch*, *ray of enfeeblement*, *shield*, *Void magic missile*0 (at will)—*bleed*, *detect magic*, *disrupt undead*, *pierce soul*, *read magic*, *touch of fatigue***STATISTICS****Str** 30, **Dex** 10, **Con** 25, **Int** 25, **Wis** 23, **Cha** 25**Base Atk** +23; **CMB** +37; **CMD** 47 (51 vs. trip)**Feats** Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite, claw), Improved Initiative, Multiattack, Power Attack, Sickening Critical, Weapon Focus (bite, claw)

Skills Bluff +31, Diplomacy +28, Fly +15, Intimidate +31, Knowledge (arcana) +31, Knowledge (local) +22, Perception +33, Spellcraft +31, Stealth +20, Survival +28, Use Magic Device +31

Languages Draconic, original humanoid racial language plus any bonus languages
SQ shadow blend, tainted by the Void



WATER DRAGON

CG dragon (Water)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., swim 50 ft.

Natural Armor +3; **Breath Weapon** line, 2d6 acid

Str 11, **Dex** 12, **Con** 13, **Int** 13, **Wis** 14, **Cha** 10

ECOLOGY

Environment temperate and warm coastlines, lakes, or rivers

Organization solitary

Treasure triple

SPECIAL ABILITIES

Acid Pool (Ex) An adult or older Water dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 5 feet per age category of the dragon. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Reflex for half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

Drowning Bite (Ex) If an adult or older Water dragon begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it holds the opponent's head under a body of water (if available) within its bite reach, in an attempt to drown the creature. The opponent can be up to one size category smaller than the dragon. Until free of the hold, the opponent is considered to be drowning and automatically take bite damage from the dragon each round.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Shapeshift (Su) A young or older dragon may alter its shape to any animal or humanoid of at least Medium size (up to its natural size) 2/day as if using polymorph. When shapeshifting, the dragon restores hit points as if it had rested for one day. Creatures with the Void subtype can sense that something is unusual about the dragon's new form, but are unable to discern further.

Spell-Like Abilities (Sp) A Water dragon gains the following spell-like abilities, usable at will upon reaching these age categories: Very young—*comprehend languages*; Juvenile—*create food and water*; Adult—*tongues*; Old—*control water*; Ancient—*commune*.

Swamp Stride (Ex) A very young or older Water dragon can move through bogs and quicksand without penalty at its normal speed.

Tidal Wave (Su) An ancient or older Water dragon can cause the sea to rise up and crush its enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore; treat the targets as if struck by an avalanche (Pathfinder RPG Core Rulebook 429). Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to the dragon's breath weapon DC. Those who fail their saves take full damage and are drawn 1d8 x 10 feet off shore and deposited 3d10 feet under the surface on the round after the wave hits.

Water Breathing (Ex) A Water dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Weather Adaptation (Ex) Water dragons are immune to natural (but not magical) weather effects. Their movement is not impeded by nor do they suffer damage from inclement weather condition.

YOUNG WATER DRAGON CR 7

XP 3,200

CG Medium dragon (Water)

Init +1; **Senses** dragon senses; **Perception** +14

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 76 (8d12+24)

Fort +9, **Ref** +7, **Will** +9

DR 5/Magic; **Immune** acid, paralysis, sleep, Water magic; **Resistance** 10 cold; **SR** 15

Weakness vulnerability to Fire magic

OFFENSE

Speed 50 ft., fly 100 ft. (poor), swim 80 ft.

Melee bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

Special Attacks breath weapon (60-ft. line, DC 17, 6d6 acid)

Spell-Like Abilities (CL 10th)

At will—*comprehend languages*

Spells Known (CL 1st)

1st (4/day)—*obscuring mist*, *speaking with animals*
0 (at will)—*create water*, *detect magic*, *message*, *read magic*

STATISTICS

Str 21, **Dex** 13, **Con** 17, **Int** 15, **Wis** 16, **Cha** 12

Base Atk +8; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Alertness, Combat Casting, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +8, Intimidate +8, Knowledge (geography) +11, Perception +14, Sense Motive +11, Stealth +15, Swim +21

Languages Draconic, original humanoid racial language plus any bonus languages

SQ icewalking, swamp stride, water breathing, weather adaptation

ADULT WATER DRAGON CR 12

XP 19,200

CG Huge dragon (Water)

Init +1; **Senses** dragon senses; **Perception** +28

Aura frightful presence (180 ft., DC 19)

DEFENSE

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, -2 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +15

DR 5/Magic; **Immune** acid, paralysis, sleep, Water magic; **Resistance** 15 cold; **SR** 20

Weakness vulnerability to Fire magic

OFFENSE

Speed 60 ft., fly 150 ft. (poor), swim 100 ft.

Melee bite +21 (2d8+10 plus drowning bite), 2 claws +20 (2d6+7), 2 wings +15 (1d8+3), tail slap +15 (2d6+10)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks acid pool (30-ft. radius), breath weapon (100-ft. line, DC 22, 12d6 acid)

Spell-Like Abilities (CL 16th)

At will—*comprehend languages*, *create food and water*

Spells Known (CL 7th)

3rd (5/day)—*blaststream* (DC 17),

clairaudience/clairvoyance

2nd (7/day)—*augury*, *fog cloud*, *whispering wind*

1st (8/day)—*detect chaos/evil/good/law*, *obscuring mist*, *speaking with animals*, *ventriloquism* (DC 15)

0 (at will)—*acid splash*, *create water*, *detect magic*, *message*, *ray of frost*, *read magic*

STATISTICS

Str 28, **Dex** 13, **Con** 21, **Int** 19, **Wis** 23, **Cha** 13
Base Atk +14; **CMB** +23; **CMD** 34 (38 vs. trip)

Feats Alertness, Cleave, Combat Casting, Dazzling Display, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +15, Intimidate +18, Knowledge (geography) +21, Perception +28, Sense Motive +24, Stealth +21, Swim +32

Languages Draconic, original humanoid racial language plus any bonus languages

SQ icewalking, swamp stride, water breathing, weather adaptation

ANCIENT WATER DRAGON **CR 17**

XP 102,400

CG Gargantuan dragon (Water)

Init +0; **Senses** dragon senses; **Perception** +41

Aura frightful presence (300 ft., DC 25)

DEFENSE

AC 37, touch 7, flat-footed 37 (+30 natural, -3 size)

hp 297 (22d12+154)

Fort +20, **Ref** +13, **Will** +21

DR 10/Magic; **Immune** acid, paralysis, sleep, Water magic; **Resistance** 20 cold; **SR** 30

Weakness vulnerability to Fire magic

OFFENSE

Speed 40 ft., fly 150 ft. (clumsy), swim 100 ft.

Melee bite +32 (4d6+16 plus drowning bite), 2 claws +31 (2d8+11), 2 wings +29 (2d6+5), tail slap +29 (2d8+16)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks acid pool (50-ft. radius), breath weapon (120-ft. line, DC 28, 20d6 acid), crush, tidal wave

Spell-Like Abilities (CL 24th)

At will—*comprehend languages*, *commune*, *control water*, *create food and water*, *tongues*

Spells Known (CL 15th)

7th (5/day)—*scrying*, *greater* (DC 24), *vision*

6th (7/day)—*acid fog*, *find the path*, *freezing sphere*

5th (7/day)—*commune with nature*, *contact other plane*, *prying eyes*, *true seeing*

4th (7/day)—*divination*, *sending*, *scrying*, *wall of ice*

3rd (7/day)—*blaststream* (DC 19), *clairaudience/clairvoyance*, *sleet storm*, *speak with plants*

2nd (8/day)—*augury*, *detect thoughts*, *fog cloud*, *locate object*, *whispering wind*

1st (8/day)—*color spray* (DC 17), *detect chaos/evil/good/law*, *obscuring mist*, *speak with animals*, *ventriloquism* (DC 17)

0 (at will)—*acid splash*, *detect magic*, *message*, *ray of frost*, *read magic*

STATISTICS

Str 34, **Dex** 10, **Con** 25, **Int** 24, **Wis** 27, **Cha** 18

Base Atk +22; **CMB** +36; **CMD** 46 (50 vs. trip)

Feats Alertness, Combat Casting, Cleave, Dazzling Display, Great Cleave, Greater Vital Strike, Improved Vital Strike, Multiattack, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (bite)

Skills Fly +21, Intimidate +31, Knowledge (arcane) +34, Knowledge (geography) +34, knowledge (history) +34, Perception +41, Sense Motive +38, Spellcraft +34, Stealth +29, Swim +42

Languages Draconic, original humanoid racial language plus any bonus languages

SQ icewalking, swamp stride, water breathing, weather adaptation



ELEMENTAL, VOID

This creature appears as a hollow space pulsating in shifting black, rubbery membranes.

VOID ELEMENTAL

Languages Voidspeak

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Entropic Touch (Su) A Void elemental's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a Void elemental's natural attacks deal the indicated amount of negative energy damage to the target in addition to any other damage dealt. This energy does not heal creatures healed by inflict spells.

SMALL VOID ELEMENTAL CR 1

XP 400

CE Small outsider (Void, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

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

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +0

Immune cold, death effects, elemental traits, energy drain, Void magic

OFFENSE

Speed 30 ft.

Melee slam +5 (1d4 plus entropic touch)

Special Attacks entropic touch (1d3)

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +7, Escape Artist +7, Knowledge (planes) +1, Perception +4, Stealth +7

MEDIUM VOID ELEMENTAL CR 3

XP 800

CE Medium outsider (Void, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +3

Immune cold, death effects, elemental traits, energy drain, Void magic

OFFENSE

Speed 40 ft.

Melee slam +8 (1d6+3 plus entropic touch)

Special Attacks entropic touch (1d4)

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +10, Intimidate +4, Knowledge (planes) +3, Perception +7, Stealth +10

LARGE VOID ELEMENTAL CR 5

XP 1,600

CE Large outsider (Void, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +11, **Will** +4

Immune cold, death effects, elemental traits, energy drain, Void magic

OFFENSE

Speed 50 ft.

Melee 2 slams +11 (1d8+3 plus entropic touch)

Space 10 ft.; **Reach** 10 ft.

Special Attacks entropic touch (1d6)

STATISTICS

Str 16, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 27

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse

Skills Acrobatics +13, Climb +11, Escape Artist +13, Intimidate +7, Knowledge (planes) +5, Perception +11, Stealth +10

HUGE VOID ELEMENTAL CR 7

XP 3,200

CE Huge outsider (Void, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; **Perception** +13**DEFENSE**

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 85 (10d10+30)**Fort** +10, **Ref** +14, **Will** +5**DR** 5/—; **Immune** cold, death effects, elemental traits, energy drain, Void magic**OFFENSE****Speed** 60 ft.**Melee** 2 slams +15 (2d4+4 plus entropic touch)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** entropic touch (1d8)**STATISTICS****Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +16; **CMD** 35**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse**Skills** Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13, Stealth +12**GREATER VOID ELEMENTAL CR 9**

XP 6,400

CE Huge outsider (Void, elemental, extraplanar)

Init +12; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE**

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

hp 123 (13d10+52)**Fort** +12, **Ref** +16, **Will** +8**DR** 10/—; **Immune** cold, death effects, elemental traits, energy drain, Void magic**OFFENSE****Speed** 60 ft.**Melee** 2 slams +19 (2d8+6 plus entropic touch)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** entropic touch (2d6)**STATISTICS****Str** 22, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +19; **CMD** 38**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Stand Still, Weapon Finesse**Skills** Acrobatics +18, Climb +15, Escape Artist +18, Intimidate +13, Knowledge (planes) +12, Perception +16, Stealth +15**ELDER VOID ELEMENTAL CR 11**

XP 12,800

CE Huge outsider (Void, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; **Perception** +18**DEFENSE**

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)**Fort** +14, **Ref** +19, **Will** +9**DR** 10/—; **Immune** cold, death effects, elemental traits, energy drain, Void magic**OFFENSE****Speed** 60 ft.**Melee** 2 slams +23 (2d8+8/19-20 plus entropic touch)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** entropic touch (2d8)**STATISTICS****Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16; **CMB** +23; **CMD** 43**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Iron Will, Mobility, Spring Attack, Stand Still, Weapon Finesse**Skills** Acrobatics +22, Climb +20, Escape Artist +20, Intimidate +21, Knowledge (planes) +15, Perception +18, Stealth +20

The rarest of elementals, Void elementals have very little emotion, especially empathy. They tend to be cold-blooded hunters pursuing inscrutable goals that are beyond the comprehension of sane creatures. These aberrations are a favorite summon of Void cultists and conjurers, although they can prove difficult to control.

A Void elemental has the same height and weight as a Fire elemental of the same size.

GIANT, MOUNTAIN

Mountain giants stand about 20 feet tall and weigh roughly 7,000 pounds. They have human-like facial features, eyes of dark green or brown, and long dark hair that they never cut.

MOUNTAIN GIANT CR 12

XP 19,200

N Huge giant

Init +2; **Perception** +5

DEFENSE

AC 23, touch 10, flat-footed 21 (+3 armor, +2 Dex, +10 natural, -2 size)

hp 204 (15d8+144)

Fort +19, **Ref** +8, **Will** +7

OFFENSE

Speed 40 ft. (30 ft. in armor), swim 40 ft.

Melee longsword +26/+21/+16 (2d10+9) or 2 slams +25 (2d6+9)

Space 15 ft.; **Reach** 15 ft.

Special Attacks primal rage, sweep kick

STATISTICS

Str 38, **Dex** 14, **Con** 26, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +28; **CMD** 40 (42 vs. trip)

Feats Cleave, Combat Expertise Improved Trip, Martial Savant, Martial Weapon Proficiency (longsword), Power Attack

Skills Climb +12, Perception +5, Survival +10, Swim +12

Languages Isgniev

ECOLOGY

Environment cold and temperate hill and mountains

Organization solitary, gang (2-5), or family (6-10 plus 30% noncombatants plus 1 Fire or Earth mage of 1st or 2nd level)

Treasure standard (gargantuan longsword, hide armor, other treasure)

SPECIAL ABILITIES

Primal Rage (Ex) When a Loerem giant loses more than half his hit points during combat, he goes berserk. It is identical to barbarian's Rage class ability, but +6 to Strength and Constitution, +4 morale bonus to Will saves, -3 to AC. Primal rage lasts until the giant or all opponents are dead.

Sweep Kick (Ex) As a full-attack action, a Loerem giant can sweep his leg around and make a trip attack against every opponent within reach.

Mountain giants are immensely strong and powerful. The skin tone of a mountain giant is a light yellow or tan, but this is hard to discern, since they coat their bodies with thick mud, bark, leaves and bits of cloth or leather. This coating serves not just as protection from the elements, but as armor against attack. Mountain giants wash this outer covering off only to replace it with a similar one.

Giants love a good fight, especially if they can pummel an adversary with their bare hands. They aren't fools, however, and will always carry weapons into battle.

Giants have no skill in farming and must hunt and gather their food. This often leads to raiding small villages near their lairs or ambushing travelers. Mountain giants are believed to have originated in the mountains of the dwarven territories. They speak a form of Fringrese called Isgniev, but hate dwarves and often go out of their way to antagonize them.

Mountain giants tend to live in caves high in the mountains, but are known to build massive wooden longhouses in lower elevations. Most giants cannot read or write, but they love music. Travelers who have been accosted by hostile giants have escaped with their lives simply because they offered to sing or play a few tunes. Loerem giants covet coins and jewels, hoarding them in piles in their lairs. Giants have been known to hold villages hostage until they have turned over all their valuables.

Learned Ones: Some giants actually become literate and master a few magical spells. Known as Learned Ones, these giants are shunned by their people. Learned Ones are considered neutral to all elemental magic, but prefer to cast spells that are born of Fire or Earth. Learned Ones have a written form of Isgniev, but it is kept secret. Learned Ones prefer the company of humans and elves to that of their own people. They will often approach villages and try to establish contact with the inhabitants, offering to perform services in return for food. They will not stay long, however, for they are driven to restlessly roam the world.



GLYBLIN

These seven-foot-tall humanoids have bright, white eyes; mottled, slimy green skin; sharp yellowing nails and graying teeth. Their hair hangs in long lanky strands colored blue or green-black.

GLYBLIN

CR 3

XP 800

CE Medium humanoid (goblinoid)

Init +7; Perception +3

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 13 (2d8+4)

Fort +5, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3) or 2 claws +5 (1d6+3)

STATISTICS

Str 16, Dex 13, Con 14, Int 7, Wis 11, Cha 6

Base Atk +1; CMB +4; CMD 15 (19 for glyblin embrace)

Feats Improved Initiative, Multiattack

Skills Appraise +3, Perception +3

Languages Goblin

SQ mitosis

ECOLOGY

Environment any land or underground

Organization band (3-6), mob (11-20), or enclave (21-60)

Treasure double

SPECIAL ABILITIES

Glyblin Embrace (Ex) When a glyblin hit a Medium-size or larger creature with both its claw attacks, it can attempt to grapple and lock the opponent in an deadly embrace. If unable to escape, the opponent becomes stuck to the globs of glyblin's green skin. The globs begin to corrode the opponent's flesh, enabling the glyblin to enter the victim's body in one round. (Meanwhile, all attacks on the glyblin count as attacks upon the opponent as well.) Once completely inside a body, the glyblin splits into two (see Mitosis) and begin feeding off their host. They both emerge from the victim after 1 minute at full strength and hit dice, while reducing the victim to -1 hit points automatically.



Mitosis (Ex) A glyblin can divide itself in two, but only during combat and then after taking damage. The process takes 3 rounds, and the glyblin is prone during the interim. Afterward, the two new glyblin are at half the total hit dice and hit points of the original.

Glyblin are flesh eaters, scavenging what riches their victims may carry and then eating the rest. They wear pieces of armor they have scavenged from the dead, but have a very limited knowledge of its use, so it does not protect them as well as it would those with familiarity.

Glyblin collect the treasures of their victims, taking only what they can carry in a small bag. They have a good sense of value. A glyblin that is the veteran of many battles may have only one bag of treasure, but that bag will be valuable.

Glyblin live in groups for the sake of greater numbers, not because they have any loyalty to each other. They have no leaders and may cannibalize each other if there is no other prey on hand.

Glyblin crave battle and scour the countryside in search of combat. They are fearless savages and capable swordsmen. Glyblin surround more powerful opponents to bring them down, concentrating first on spellcasters. They prefer to attack with swords, but revert to their long, strong nails if disarmed.

GURGER

The gurger's worm-like body is sand-colored, 6 feet in diameter and 30 feet long. Its flesh is tough and dry, due to the harsh conditions of its environment.

GURGER

CR 10

XP 9,600

CN Huge aberration

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 24, touch 6, flat-footed 26 (-2 Dex, +18 natural, -2 size)

hp 123 (13d8+65)

Fort +15, **Ref** +2, **Will** +8

OFFENSE

Speed 10 ft., burrow 10 ft.

Melee 8 bites +10 (2d8+8 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (2d4+8 bludgeoning damage, AC 16, 16 hp)

STATISTICS

Str 26, **Dex** 6, **Con** 20, **Int** 9, **Wis** 11, **Cha** 5

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 30 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Power Attack

Skills Perception +14, Stealth +3

ECOLOGY

Environment warm desert

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Enticing Musk (Ex) A hungry gurger emits a scent to draw prey. All creatures within 500 feet of a gurger must make a Will saving throw (DC 20) or become enticed by the wonderful aroma emanating from its sand-concealed mouths. On a successful save, the creature finds the smell repulsive and becomes immune to the effect for one week. Those who fail move toward the source, but may receive a second saving throw if they sense danger. Once attacked by a gurger, the effect ends for the prey.

Gurgers are an ancient race of large worm-like creatures that dwell in the desert. They ambush their victims from their hiding spots beneath the sand. A gurger has no recognizable head, but a great many protuberances at the end of which are fine-toothed mouths.

The gurger extends these protuberances to the surface of the sand, keeping these mouths open just beneath the surface, awaiting their meal to wander by.

Gurgers regurgitate the sand they ingest to create big rust-colored mounds in the desert. Those who know the desert head in the opposite direction at the sight of these mounds.

A gurger prefers to lie in wait for the prey to draw close to one of its mouths. It then extends the protuberance and attacks, pulling the victim beneath the sands. The gurger can widen its mouth to attack multiple creatures or to seize a single prey more quickly.

A gurger can be slain by cutting off all its mouths or killing its body. The mouth must be hit with a slashing weapon and suffer damage equal to the gurger's original hit point total, divided by the original number of mouths, in a single blow. If seriously threatened, a gurger will burrow into the sand to find another hunting ground.





HOBGOBLIN

This is a shambling humanoid, 6 feet tall, with long, muscular arms and legs that support a bloated torso. The hobgoblin's face is vaguely human, with deep-set, black eyes and long, sharp yellow teeth. The hobgoblin's gray flesh is constantly sloughing off its body, leaving exposed bones and muscles.

HOBGOBLIN CR 1/2

XP 200

LE Medium humanoid (goblinoid)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 9 (1d8+5)

Fort +2, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee bite +0 (1d4+1), claw +2 (1d6+1)

STATISTICS

Str 12, **Dex** 11, **Con** 15, **Int** 4, **Wis** 8, **Cha** 3

Base Atk +1; **CMB** +2; **CMD** 12

Feats Toughness

Skills Perception +2, Stealth +3

Languages Goblin

ECOLOGY

Environment warm hill and plains

Organization band (2-12) or mob (14-24)

Treasure standard

Most believe that Void magic was involved in the creation of the first hobgoblins. Only by feeding on the flesh of humans and other humanoids can a hobgoblin replenish its own.

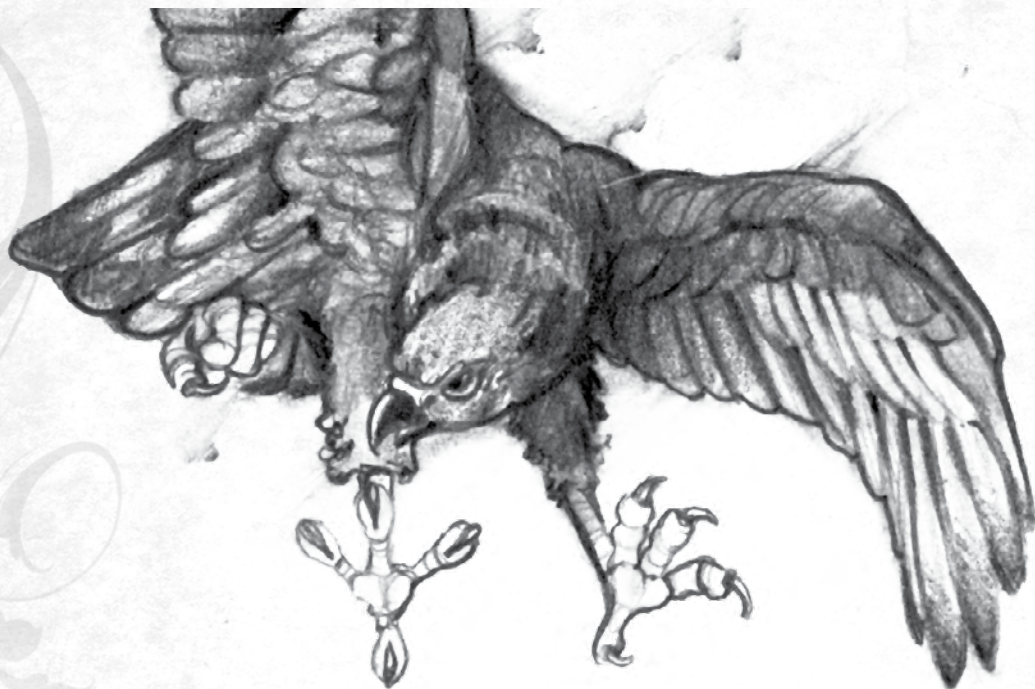
Hobgoblins grow from large maggot-like larvae that incubate inside unburied corpses. Within two days, the larva reaches the size of a melon, bursting through the corpse's skin as a white ball. The ball grows rapidly to the length of a man, and the new, young hobgoblin rips itself free. An untended battlefield can be crawling with hobgoblins after just a week.

Hobgoblins do not disturb a corpse that has been buried at least six feet below ground (for digging it up requires too much effort). They also do not bother an unburied corpse with any type of blessed artifact on it. Hobgoblins are drawn to the corpses of those who died tainted by Void or who carry Void artifacts and will always devour them first. Elves have a particular loathing of hobgoblins, and every elf goes into battle takes special care to wear some piece of jewelry that has been blessed by the Father and Mother.

Hobgoblins have no interest in material wealth, but, because of their appetite, often become unwitting conveyors of treasure. Hobgoblins devour every part of their victims, including clothing and jewelry. Insubstantial bits such as fabric and leather do not survive ingestion, but metal often does.

Young hobgoblins newly emerged from corpses may have gems, rings, coins, even necklaces and other adornments that have not been blessed or are non-magical lodged in their flesh. These will eventually fall off as their flesh deteriorates. Orks have a superstition against wearing jewelry taken from a hobgoblin, believing it to be unlucky in the extreme.

Hobgoblins function on a kill-or-be-killed instinct. They have only the most basic notions of strategy and tactics. Hobgoblins that outnumber their opponents pair off against individual opponents. They try to hobble or otherwise disable an enemy to keep the flesh ripe, while they go on to other victims. When able to bring down a surplus of victims, hobgoblins dine on some and hang the remainder — still living — from trees.



HYRACHOR

This is a large eagle-like avian with slick black feathers, four legs, and four yellow quadruple-taloned feet.

HYRACHOR

CR 1/2

XP 200

Small animal

Init +3; **Senses** scent; **Perception** +6

DEFENSE

AC 16, **touch** 14, **flat-footed** 13 (+3 **Dex**, +2 **natural**, +1 **size**)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +0

OFFENSE

Speed 10 ft.; fly 80 ft. (average)

Melee bite +1 (1d4), 2 talons +1 (1d3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 talons +1, 1d4)

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 12, **Wis** 11, **Cha** 9

Base Atk +1; **CMB** +0; **CMD** 13

Skills **Acrobatics** +6, **Fly** +8, **Perception** +6

ECOLOGY

Environment cold hill and mountains

Organization solitary, pair, family (2-5), or flight (6-20)

Treasure none

Hyrachor have two black eyes above a hooked yellow beak, and have excellent vision. They are intelligent birds with their own complex chirping language, and have been known to speak Tomagai.

Hyrachor have little interest in humanoids, but will deign to answer questions and provide information if approached in the proper manner. They must be offered a gift of food (preferably a sheep or goat) and treated with politeness and respect.

Hyrachor have a particular affinity for elves and always respond more favorably to an elf than to those of other races.

A hyrachor's chief concern is hunting for food. They are fond of sheep and goats and are a constant threat to flocks and herds. Hyrachor live in small clusters of family nests located on the tops of cliffs and the snowy summits of mountains. The young are nurtured for three years before they leave and then they usually nest nearby. Hyrachor do not attack humanoids unless they are attacked first. A hyrachor will fight to the death to protect its young. Hyrachor attack in pairs or individually.

Training a hyrachor as a companion and hunter requires a successful Handle Animal check (DC 21 for a young hyrachor, DC 26 for an adult) and the hyrachor must be willing. Hyrachor eggs are worth 1,000 argents each on the open market, while hatchlings fetch 2,500 argents each. Professional animal trainers usually charge about 750 argents to train a hyrachor.



KITESPIDER

Kitespiders are small (only 12 inches across) and transparently invisible, unless they have recently fed, when they appear a red-black.

KITESPIDER

CR 1/2

XP 200

Tiny vermin

Init +3; **Senses** tremorsense 30 ft.; **Perception** +10

DEFENSE

AC 15, **touch** 15, **flat-footed** 12 (+3 Dex, +2 size)
hp 3 (1/2d8 +1)

Fort +2, **Ref** +3, **Will** 0

Immune mind-affecting effects

OFFENSE

Speed 20 ft., **climb** 10 ft., **glide** 30 ft.

Melee Bite +5 (1d2 plus poison)

Special Attack web (+5 ranged, DC 17, hp 2)

STATISTICS

Str 2, **Dex** 17, **Con** 12, **Int** —, **Wis** 11, **Cha** 2

Base Atk +2; **CMB** -4; **CMD** 9 (21 vs. trip)

Feats Weapon Finesse

Skills Climb +8, **Perception** +10, **Stealth** +12;

Racial Modifiers +4 **Perception**, +4 **Stealth**, uses Dexterity for Climb check

ECOLOGY

Environment any warm land

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—**injury**; **save** Fort DC 11; **frequency** 1/round for 2 rounds; **effect** 2d6 Constitution damage; **cure** 1 save.

Kitespiders are crafty predators who drop on their unsuspecting prey from above. They deploy their beautiful webs to catch the wind. Anchored to the ground by a 12-foot thread, the deadly vermin soars aloft on its “kite,” where it watches for prey. Even when a kitespider’s 3-foot diameter web is deployed, the spider and its kite are difficult to see.

Kitespiders prefer to live in open fields and grasslands. They may be found in the clefts of rocks or in forests, provided there is a strong breeze. Kitespiders will attack only creatures that are Medium or smaller in size, unless threatened.

Kitespider web is sometimes used by orks in courtship rituals for “snaring” a mate. Orks will pay or trade handsomely for a kitespider web.

A kitespider hangs on the breezes until it spots a victim within 30 feet of its anchor-web. The spider then severs the anchor-web and drops down on top of the prey, wrapping the victim’s head and shoulders in the sticky webbing of the kite and biting them viciously.

KLOBBER

These humanoids have lumpish features, stand between 6 and 7 feet tall, and weigh in the vicinity of 200 to 250 pounds. Their skin ranges from dull light gray to black, and their eyes are small, deep-set, and beady. The klobbers' muscular arms end in massive hands that look and feel like stone and lend them their name.

KLOBBER

CR 1/2

XP 200

Medium humanoid (monstrous)

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 11 (2d8+2)

Fort +5, **Ref** +0, **Will** -2

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d4+4)

STATISTICS

Str 18, **Dex** 10, **Con** 15, **Int** 9, **Wis** 7, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 15

Feats Power Attack

Skills Acrobatics +3, Intimidate +4, Survival +4

Languages Ogrish

ECOLOGY

Environment cold mountains and underground

Organization gang (4-9) or war party (10-40 plus 50% noncombatants plus 1 4th-level task-master per 25 adults and one leader of 6-8th level)

Treasure standard (leather armor, other treasure)

Klobbers are a smaller, more aggressive cousin of the ogre. They have a hatred for all humanoids, most especially elves and dwarves. Legend has it that klobbers were created by the Ancients to serve as their body guards. The fact that klobbers are found among the debris and detritus of ancient cities in the northern mountains of Loerem gives credence to the myth.

Another proof that klobbers may once have been created by the Ancients is that they are fearful of pecwae, who are believed by many to be descendants of the Ancients. Since the pecwae themselves are usually terrified at the sight of klobbers, any encounter between the two generally ends with both parties fleeing in opposite directions. A klobber will think twice about attacking any party that includes a pecwae. If they do attack, they try to avoid harming the pecwae.

Klobbers live in small groups, hunting and raiding for food and clothing. They never associate with other humanoid culture, creature or monster, with the exception of bonecrushers. Klobbers use bonecrushers as sentries, who receive prisoners to torture in return for service. Klobbers wear leather armor of an ancient design which they craft themselves.

Klobbers rarely employ weapons, having long ago forgotten the art of combat. Instead, they attack wildly with their fists unskilled, bashing at their opponents in hope of overpowering them through sheer strength. They do know they must eliminate spellcasters early on and try to gang up on one opponent at a time.





KRIKNER

These are small, stout winged fairies dwelling in the hill countries and mountains of Loerem. They have a jolly appearance, with sparkling eyes and long, pointed ears. Krikners dress in ludicrous finery, with tall hats and satin coats for males, silk and sequins for females.

KRIKNER CR 1

XP 400

N Tiny fey

Init +7; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 3 (1/2d6+2)

Fort +2, **Ref** +4, **Will** +3

Defensive Abilities invisibility; **DR** 5/cold iron;
SR 14

OFFENSE

Speed 20 ft.; fly 30 ft. (average)

Melee dagger +3 (1d4-3)

Spell-Like Abilities (CL Air 10th)

At will—*daze*, *mage hand*, *message*, *open/close*
(DC 10)

STATISTICS

Str 5, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** -5; **CMD** 8

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Escape Artist +6, Perception +8,
Sleight of Hand +13, Stealth +14; Racial Modifi-
ers +6 Sleight of Hand, +6 Stealth

Languages Sylvan

ECOLOGY

Environment cold and temperate mountains and hill

Organization gang (2-6), band (8-13), or tribe (20-60)

Treasure standard

SPECIAL ABILITIES

Invisibility (Su) A krikner remains invisible even when it attacks. This ability is constant, but the krikner can suppress or resume it as a free action.

Krikners are pranksters and practical jokers. Although their jokes may prove injurious to their victims, they are rarely fatal. Krikners tie shoe-laces together, unhook straps on armor and shields to confound warriors, or use eye pokes and rib tickles to make spellcasters lose concentration.

Krikners are magical creatures, thriving on Air and Fire magic. Their wasp-like wings make a low thrumming sound that rises to a shrill whine the faster they fly. Krikners average about 1 foot tall and they are almost as big around as they are tall.

Dwarves believe that every krikner has a secret treasure stash and if a practical joke is played successfully on a krikner, the creature must hand over its treasure.

Krikners live in tribes that travel through the hills and mountains of Loerem, bedeviling camps and small villages. The tribe is led by an elder, who, after a series of pranks and problems, demands a ransom in return for the krikners' departure. The ransom may be for something of value or it may be ridiculous. For instance, the krikner might ask for a feather from a sparrow that once perched on a dragon's nose. Krikners take particular glee in tormenting dwarves and are often attracted to an adventuring party of which dwarves are a part.

Krikners do not normally attack creatures with weapons. Instead, they engage in pranks and practical jokes, causing "accidents" that can hurt a person but rarely prove fatal.



MISTOR

It has a clear, gaseous body about 2 feet in diameter.

MISTOR

CR 2

XP 600

CE Small aberration (Air)

Init +1; **Senses** blindsense 120 ft.

DEFENSE

AC 12, **touch** 12, **flat-footed** 11 (+1 Dex, +1 size)

hp 5 (1d8+1)

Fort +2, **Ref** +1, **Will** +3

Immune fire; silent; transparent; **DR** 10/magic

Weakness vulnerable to electricity

OFFENSE

Speed fly 30 ft. (perfect)

Melee grab +2 (no damage plus smother)

Special Attacks smother

STATISTICS

Str —, **Dex** 12, **Con** 15, **Int** —, **Wis** 13, **Cha** 4

Base Atk +2; **CMB** +2; **CMD** 12 (can't be tripped)

Feats Agile Maneuver

ECOLOGY

Environment any temperate or warm land

Organization solitary or pack (2-5)

Treasure none

SPECIAL ABILITIES

Silent (Ex) Mistors move in complete silence and cannot be heard.

Smother (Ex) On a successful grab, a mistor envelops the head of a creature of Medium or smaller size.

The mistor's body composition changes slightly to begin suffocating the victim. Once a mistor has attached itself to a prey, the only way to break its hold is to damage it with magic.

Transparent (Ex) Mistors are hard to see even under the ideal condition. A creature must make a successful Perception check (DC 28) to notice one and avoid a surprise attack.

Known as "fog lurkers" and "cloud demons," mistors live by choking the life from their victims. They lurk in fog banks or "perch" in midair, waiting for prey to happen by. Mistors live in places that are mostly foggy or misty. They are the bane of sea coasts and of orks in particular. Several mistors may travel together, but will split up to hunt. It is a mystery as to how they communicate.

Practiced assassins have been known to capture mistors in magically prepared barrels or bottles and then plant them in a victim's home. Mistors kill to survive, preying on all manner of air-breathing creatures. Once the mistor locates a prey, it descends and attempts to wrap itself around the victim's head.

The mistor does not feed on a victim, but absorbs the life energy. Thus, mistor attacks often go undetected, for the corpses provide few clues as to what killed them. Mistors tend to remain in proximity until they have drained the energy from every living humanoid and animal.



OGRE

The flesh of this creature's face sags and droops. The nose hangs limp over the mouth. It has large jaws, thick teeth in back and protruding fangs in front. Its body is covered in tufts of thick black and brown hair.

OGRE

CR 3

XP 800

CE Large humanoid (giant)

Init -1; **Senses** low-light vision; **Perception** +6

DEFENSE

AC 14, **touch** 8, **flat-footed** 14 (+3 armor, -1 Dex, +3 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +0, **Will** +1

OFFENSE

Speed 40 ft.

Melee greatclub +9 (2d8+6)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 9, **Con** 18, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +9; **CMD** 18

Feats Power Attack, Weapon Focus (greatclub)

Skills Climb +7, **Perception** +6

Languages Ogrish

ECOLOGY

Environment temperate forest, hill, plains, or underground

Organization solitary

Treasure standard (hide armor, greatclub, other treasure)

Ogres are massive humanoids who survive by raiding and pillaging. They are cowards, attacking only those whom they consider weak and defenseless. They speak Ogrish, although some of greater intelligence can speak Isgniev, the language of the giants.

Ogres stand more than 10 ft. tall, each weighing more than 600 pounds. They wear hides to protect their bodies from the cold and as protection in combat. Farmers fear ogres, calling them "terrors of the harvest" or "harvest bane." Ogres hibernate during the winter and spring, emerging from their lairs in the summer to ravage crops and devour livestock. Farmers place ample bounties on ogres throughout the year. Ogres leave deep impressions in soft ground as they pass and are easy to track.

Ogres are loners. They are encountered in groups only when the scent of fresh crops attracts more than one to the same location, where they grudgingly accept each others' company. They are drawn to mate once every few years. The offspring grow to adult stature in a single hibernation season. Ogres prefer deep holes and caves for hibernation.

An ogre is a ferocious opponent, bashing with heavy fists or using uprooted trees as clubs. Ogres are extremely individualistic, so much so that they cannot band together to fight a common foe. They have no concept of tactics or strategy. Ogres are always hungry and, if given a choice, will cease fighting if they find something to eat.

Ogres have no use for treasure. Wealth to them is a sack of corn or a fat pig. Ogres rarely attack craft merchants, but almost always raid caravans that carry foodstuffs. Ogres keep a persistent look-out for Trevenici villages, for they know that the Trevenici store their food in caves. A well-stocked Trevenici cave is a treasure trove for an ogre that will not only feed in it, but may choose to hibernate in it, as well. Needless to say, Trevenici hate ogres and go out of their way to kill one. Ogre teeth are highly prized trophies for Trevenici.



PINKTAIL

This is a large rat with a long snout that housed razor-sharp teeth.

PINKTAIL

CR 1/2

XP 200

CE small vermin

Init +3; **Senses** low-light vision, scent;

Perception +4

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 8 (1d10+3)

Fort +5, **Ref** +5, **Will** +0

Defensive Abilities swarm traits

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite -1 (1d4-2), 2 claws -6 (1d3-2), tail slap -6 (1d2-1); swarm (1d8 plus disease)

Special Attacks disease

STATISTICS

Str 7, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 2

Base Atk +1; **CMB** -2; **CMD** 11 (15 vs. trip)

Skills Climb +11, Perception +4, Stealth +13, Swim +10

ECOLOGY

Environment any

Organization swarm (3-12), pack (12-19), nest (20-100)

Treasure standard

SPECIAL ABILITIES

Disease (Ex) Bite—injury; *save* Fort DC 15, *onset* 1d4 days, *frequency* 1 day, *effect* 1d4 Strength damage, *cure* 1 save.

A pinktail's black eyes are surrounded by bright pink flesh. It is especially known for its 2-foot long fleshy, pink tail. The pinktail's fur is white or tan. They raid garbage piles and dwellings in search of food.

Whereas cessrats dwell exclusively in cities and ships, pinktails can be found almost anywhere. Pinktails are extremely adaptable to all sorts of climates and may live in desert areas, mountainous regions or heavily wooded areas, in cities or on farms. The only place they do not go is aboard a ship. There have been claims of pinktails running around inside the magical Portals. Temple mages always indignantly deny such accounts.

A pack living in an area for more than a month builds burrows and tunnels beneath the ground. Pinktails scavenge everything from bones and rags to gold and jewels. Once they've settled in it is almost impossible to drive them off. The surest way to be rid of them is to clean out the nest.

Pinktails send out scouts in search of food. Once the scouts locate food, some come back to bring the entire nest. Killing the scouts before they alert the nest will avert a pinktail infestation.

Pinktails are not afraid of anything, including fire. Those who try to hold off a pack with flaming torches find that they are only wasting time.

Pinktails live and fight in colonies. One is never found alone. Several pinktails will join together to attack a Medium-size or smaller opponent, endeavoring to bring it to the ground by slapping its legs with their tails and tripping it. They flee from larger adversaries.



SHNAY

This is a four-legged canine with three-fingered paws. It has a deceptively attractive face framed by snow-white fur.

SHNAY

CR 2

XP 600

N Medium magical beast

Init +3; **Senses** low-light vision, scent;

Perception +10

DEFENSE

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

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +1

OFFENSE

Speed 60 ft.

Melee bite +6 (1d6+2 plus trip)

Special Attacks hypnotic gaze

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 4, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Dodge, Mobility

Skills Perception +10, Stealth +8, Survival +2

(+6 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

ECOLOGY

Environment cold hill and plains

Organization solitary, pair, or pack (3-12)

Treasure none

SPECIAL ABILITIES

Hypnotic Gaze (Su) A creature within 40 feet of shnay must succeed at a Will save (DC 13) or is compelled to follow it.

Shnay are wolf-like animals living in Loerem's northern climes. Deadly adversaries, they are the bane of elves, who offer bounties for their heads.

Shnay prey on any living creature, although they typically hunt the sick and the weak. No single beast is dominant in shnay packs. They have no permanent lairs but wander the frozen wastes hunting for food, using their hypnotic gaze to lure larger creatures away from their companions so a shnay pack can attack them.

A shnay's body is covered with long black, gray, or tawny brown hair. It usually grows to about 5 feet in length and stand about 3 feet tall at the shoulder. Snay communicate with each other through yips and howls.

The elven hatred for shnay is legendary. An elven tale to frighten children from straying too far from home tells of an elven brother and his sister who ventured into the woods and were lured by shnay to their deaths. Wealthy elven House members often ride out on "shnay hunts," taking with them specially bred shnay-dogs. Some elven nobles claim their shnay-dogs are immune to the shnay's hypnotic gaze, but this has never been proven.

The eyes of a shnay are extremely valuable to alchemists and mages. Many potions of hypnosis have shnay eyes as a main ingredient. A pair is reportedly worth 10 orsents to an alchemist or mage.

Packs of shnay work together to bring down large prey, while a lone shnay only hunts Medium-size or smaller creatures.

SKIG

This undead creature is gaunt and mostly skeletal, standing a little over 8' tall. Its pale white parchment-dry skin is stretched so tightly over a skeletal frame, the creature makes eerie creaking noises when moving.

SKIG

CR 3

XP 800

LE Large undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)

hp 32 (7d8)

Fort +1, **Ref** +3, **Will** +6

Defensive Abilities indestructible, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +5 (1d6+6)

STATISTICS

Str 18, **Dex** 10, **Con** —, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +1; **CMB** +6; **CMD** 16

Feats Blind-Fight, Lightning Reflexes

Skills Acrobatics +5, Climb +9, Intimidate +12, Perception +7, Stealth +5

ECOLOGY

Environment forest

Organization solitary or body (3-12)

Treasure none

SPECIAL ABILITIES

Indestructible (Ex) Skigs are immortal. A "killed" skig disintegrates into dust, only to reform within one day's time. The best current solution to end a skig's unnatural existence is to scatter six equal portions of the skig's remains more than 10 miles apart in six different directions. Reformation is believed to occur if any portion is within 10 miles of each other.

Creations of a failed Void experiment, these hideous undead creatures hate all living things. The Temple mages have done a great research into the skigs' creation, hoping to find a way to destroy them for good. The Temple of New Vinnengael is known to store the log of the Void wizard responsible for their creation but, for fear of another Void mage revisiting the same experiment, it is accessible only to a select few. Those who perused the record told of the wizard's desire for an army of invincible warriors. He had plans to conquer Dunkarga and crown himself king.



The Void wizard was careless in wording the instructions to his creations, however; he commanded them to kill all living beings, unfortunately qualifying himself for their mission. The skigs proved extremely obedient and slew the wizard instantly. Now they roam aimlessly about the continent, still carrying out their order.

Despite their scarcity, skigs are encountered throughout Loerem. They haunt the densest forests, where civilized races fear to tread. Skigs are apparently driven solely by their intense hatred, mindlessly attacking any living creature, no matter how powerful or well-armed.

Skigs are formidable warriors. They detest casters of all magic, including Void magic. A skig always attack mages mercilessly once they avail themselves as such. Skigs wear the tattered remnants of whatever they wore when the Void reanimated them.

SLURKER

This is an enormous slime dwelling in subterranean regions.

SLURKER

CR 14

XP 38,400

N Gargantuan ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 1, touch 1, flat-footed 1 (-5 Dex, -4 size)

hp 198 (16d8+126)

Fort +5, **Ref** +0, **Will** +0

Defensive Abilities acid, camouflage; **Immune** electricity, mind-affecting effects, ooze traits

OFFENSE

Speed 15 ft., climb 15 ft.

Melee slam +19 (2d8+12 plus 1d8 acid and paralysis and grab)

Space 20 ft.; **Reach** 10 ft.

Special Attacks constrict (2d8+12 plus 1d8 acid and paralysis)

STATISTICS

Str 24, **Dex** 1, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 28 (can't be tripped)

Skills Climb +15, Perception -5

ECOLOGY

Environment any underground

Organization solitary, pair, or amalgam (3-6)

Treasure none

SPECIAL ABILITIES

Acid (Ex) When a slurker takes damage from a slashing or piercing attack in melee, both the attacker and weapon must succeed at a DC 20 Reflex save or take 5d6 acid damage each.

Camouflage (Ex) A slurker looks like clear pooled water until it moves. A successful Perception check (DC 25) is needed to recognize a slurker for what it really is.

Paralysis (Ex) Slurkers are capable of creating tiny electrical impulses that render opponents helpless. A creature hit by a slurker's melee attack or constriction must succeed at a Fortitude save (DC 18) or be paralyzed for 1d6 rounds.

Slurkers prefer to feast upon carrion, but will stalk and try to devour living prey, no matter how large. They can often be found at the site of a recent underground battle, where wounded and dead are left behind untended.

A slurker is clear and looks like pooled water until it moves. Slurkers often coalesce near the bottom of a depression, waiting in ambush. Slurkers are surprisingly good climbers and will sometimes hang suspended from ceilings and drop down on unwary passers-by. The slurker can easily shape itself around pillars and corners, and can flow up walls and cliffs. Slurkers can grow to about 50 feet in diameter and up to 1 foot thick.

Slurkers may come together to form an amalgam when they are not feeding. When one needs to feed, it will leave the enormous blob and glide off in different directions.

Slurkers attack by enveloping their prey, pounding their enemies and subjecting them to a crushing hold until they succumb.





TAAN

This reptilian humanoid's round, exceptionally bright cinnamon-black eyes appear too small for its large face. Its ears are compact, with small flaps of hide protecting the ear canals. The nose is canine-like: two openings set a short distance above the mouth. A very small ridge runs from the tip of the nose up to the forehead. Its mouth is lipless and lined with sharp teeth.

TAAN

CR 1/2

XP 200

CE Medium humanoid (taan)

Init +0; **Senses** scent, Void sense; **Perception** +1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d8+2)

Fort +4; +2 vs. necromancy **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee bite (1d3+3), claw (1d4+3), or longspear +4 (1d8+4/x3)

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Power Attack

Skills Climb +7, Intimidate +3, Perception +1, Stealth +2, Survival +4, Swim -1; Racial Modifiers Intimidate use Str instead of Cha for key ability, -4 Swim

Languages Taanic

ECOLOGY

Environment any land

Organization company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 4-6th level), or warparty (30-50 plus 15% noncombatants plus 1 3rd-level sergeant for every 10 adults, 3 6th-level lieutenants, and 1 8th-level captain)

Treasure standard

SPECIAL ABILITIES

Void Sense (Ex) The taan are naturally attuned to Void magic. They can sense whether an item, site, or person is tainted with Void. It is a Perception check (DC 10) for them to recognize Void taint in an object or vicinity. For a living creature, the taan must be no more than 5 feet away and the DC is 15.

The taan are a race never seen before on Loerem. They appeared from nowhere to form the horde now known as the Army of Dagnarus. A few taan were first seen three years ago far in the west. Their numbers have increased dramatically since that time.

Some speculate that they came here from another part of the world through a rogue Portal. Most scoff at this theory.

This saurian race looks very different from others. They are bipedal and bilaterally symmetrical, with a carnivore's forward-set eyes above a short muzzle. All adult taan are muscular with broad shoulders, narrow hips, and a thick chest. Their coarse dark hair is worn long, falling to between their shoulder blades. Taan hide is leathery and tough, varying in color from shades of brown to near black. They have highly acute senses of sight, hearing, and smell.

Taan usually stand between 6' and 7' tall. Their wrists are dense and bony, their elbows protrude. They have oversized, calloused feet ending in four long toes with dark brown to black short claws. In their own desert part of the world, few taan wear shoes, but on the rocky terrain of this side, they adopted footwear.

Their hands are long, the palms wide with sinewy fingers and thick, dark nails. Taan females look much the same as males but slightly smaller. They conceive and bear young similar to other humanoid races. Taan mothers do not nurse the young and their breasts resemble a male's.

Almost no taan warrior lives to old age. Taan taskers, who are usually not involved in fighting, have been known to live past one hundred years. A taan in his fifties is considered an elder.

Ritual scarring is popular among the taan. The scarring is an art and a means of expression for the taan. Many taan scar themselves to commemorate a battle or other noteworthy event. The most important scars bear religious significance, created by taan Void mages who embed stones imbued with Void magic into the designs. The stones heighten a taan's ferocity in battle.

For dress, Taan favor animal hides and guardstrips they have cobbled together from their enemies' armor. In many cases, ritual scarring is the only way to differentiate a taan's importance and prestige from another. Social advancement in taan culture is predicated on an individual's physical prowess, fighting skills, and intelligence, in that order. Heritage had played no role in a taan's station. That has changed with their arrival in a new land.

In their own land, all taan children were born with an equal destiny, mainly because few taan children knew their fathers. Years after their arrival in Loerem, taan shamans by orders of Dagnarus began accounting for all progenies of powerful and high-ranking warriors. These children, regardless of gender, gain certain privileges because of their lineage, though they are still expected to earn their place.

The taan developed their rigid social structure out of necessity. The taan had lived in tribes roaming the arid wastes of their homeland. Life was hard, but so were the taan. Tribes often clashed over dwindling resources. The victors ate, the losers perished. Therefore, warriors became revered among the taan. Not only were warriors the protectors, the tribe's very survival depended on them. Chieftains, or "nizam" in Taanic, always hailed from the warrior ranks.

Shamans were taan showing a particular talent for Void magic early in life.

They must also exhibit intellect, for they were to decide the fate and welfare of the tribe. Shamans could be excellent warriors in their own right, but were not specifically trained for combat. They preferred devastating their opponents with magic. In many tribes, the shamans were the guiding force behind the often brutish nizam.

The lowerest of taan society were the taskers. Taskers of both genders were responsible for domestic duties, as well as forging weapons and armor. They were not honored as were their warrior brethren, or much at all, but still served an irreplaceable part in the taan culture. Taskers were rarely slain in battles, but rather captured alive and assimilated into the victorious tribe.

Slaves had no place at all in the taan culture. Slaves were of no importance. They were mistreated, beaten, starved, or murdered with impunity. No taan was ever made a slave, not even by an enemy. Enemy taan warriors were given honorable deaths, while taskers and shamans were absorbed into the fold. Slaves in the old taan territory were most often human, a weak race the taan subjugated or, in some parts, exterminated entirely.

The taan society in Loerem remains largely unchanged. Dagnarus and his Vrykyl taught the taan to smelt iron and create steel, improving the quality of their weaponry.

The taan have also adopted a militaristic organization, installing a definitive command hierarchy that begins with the Lord of the Void, continuing through the Vrykyl down to the lowliest taskers.

Taanic, the taan language, is guttural and highly inflected, interspersed with pops and whistles. Lacking lips to pronounce softer sounds, the taan use clicks and throaty growls to communicate. Other races find the language impossible to speak. Dagnarus complements his communication with them with his mental powers, while the Vrykyl use sign language.

Taan are adept in Void magic. They are advantaged in Void magic and disadvantaged in all other elements. Taan mages do not need to draw on their own life energy to wield Void magic, as do other Void mages. The taan embed crystals enchanted with Void magic beneath their hides. The energy in the crystals (the most basic is rock salt, the most potent is diamond) powers their magic..

THERMRIDER

This creature has huge bat-like wings that extend from the shoulders. Its feet and hands end in sharp claws, and its bodies is covered in tough leathery hide that is light blue, yellow, or white in color.

THERMRIDER

CR 2

XP 600

CE Medium magical beast

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 26 (3d10+9)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee bite +5 (1d6+2), 2 claws +5 (1d4+2 plus rend)

Special Attacks rend (2 claws, 1d8+3)

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 17

Feats Multiattack

Skills Fly +6, **Perception** +4, **Stealth** +10; **Racial Modifiers** +6 Stealth when flying

Language Thermrider

SQ fragile

ECOLOGY

Environment warm desert

Organization solitary, pair, or pack (3-9)

Treasure standard

SPECIAL ABILITIES

Fragile (Ex) Thermriders' bones are fragile. A thermrider sustaining a single blow doing more than half of its remaining hit points in damage suffers a fracture and the sickened condition until healed.

A thermrider is predatory killer that attacks and eats anything that doesn't eat it first.

A thermrider's bony head has a square jaw lined with pointed, needle-sharp teeth and two fangs for tearing the flesh from the bones of their prey. Their eyes are clear, protected by a crystalline coating secreted from glands behind the eye sockets. (A thermrider's crystal eyes are valuable, fetching as much as 10 orgents.)

Thermrider bones are hollow and extremely light. This lets thermriders sail on the hot air rising off the desert without expending precious energy. They nest in gorges or dry river beds.



They carry felled prey back to the lair, where parents and young dine on the fresh kill.

Thermriders speak a low-pitched, primitive language. Those who have communicated with thermriders have found them willing to cooperate with other creatures to make a kill, but have no concept of loyalty.

Thermriders prefer to hunt in packs, ranging over many square miles every day. A thermrider that has just eaten usually tries to flee a fight or scare off its foe. A hungry thermrider attacks anything that moves. Thermriders are not scavengers. They eat only the flesh of new kills. If at all possible, thermriders swoop in on prey from above by surprise.



TROLL

Known as one of the Ancient Races, these are two-headed, ham-fisted, brutish humanoids. They stand between 6 and 8 feet tall with green, brown or black blotchy skin. Their long arms end in three fingers and sharp, two-inch-long black claws.

TROLL CR 1

XP 400

CE Medium monstrous humanoid

Init +1; **Senses** low-light vision; **Perception** +2

DEFENSE

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

hp 15 (2d8+6)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d4), 2 claws +5 (1d4+3), or battleaxe +5 (1d8+3)

STATISTICS

Str 16, **Dex** 12, **Con** 17, **Int** 8, **Wis** 7, **Cha** 7

Base Atk +2; **CMB** +5; **CMD** 16

Feats Intimidating Prowess, Multiattack

Skills Intimidate +5, Perception +2, Stealth +5

Languages Isgniev

ECOLOGY

Environment temperate and warm land

Organization solitary, pair, gang (2-3), or band (6-10)

Treasure standard (battleaxe, other treasure)

Trolls' skin coloration varies according to their surroundings. A troll living in a forest tends toward the green, whereas a troll encountered in the plains or desert is brown. The coloration also changes to match their current environments.

It is presumed there are both male and female trolls, but if so, there is no visible difference between the genders. No one knows how they breed. Trolls wear no clothing other than a belt from which to hang a stolen weapon, usually a battleaxe.

Trolls are omnivorous, but prefer the taste of meat, especially human flesh, but they do not hesitate to dine on elf or any other creature.

Trolls live beneath bridges and around fords. They lurk in hiding until someone endeavors to pass, then they come out of their hiding places and demand tribute. This may take the form of gold and jewels, or they may demand that all women or children in the party be turned over to them as their slaves. Slaves do not last long among trolls, since trolls are fond of late-night snacks.

Trolls do not congregate in large populations but in small family groups known as "gangs." In general, trolls from one gang do not get along well with trolls from another, although sometimes troll gangs will come together to form a larger family unit, accepting each other as brethren.

The largest and fiercest troll is always the leader of any troll community. This leader keeps and buries tribute in a secret place marked by clues that can be read easily by other trolls, but not so easily by anyone else.

Trolls prefer to ambush their victims, one reason they live near difficult or perilous crossings. A favorite tactic is to wait until the victim is on the bridge, then block both ends and demand ransom. If refused, the trolls attack with ferocity, intent on killing and eating or enslaving any who deny them. Trolls have a rudimentary knowledge of tactics and always have many different plans for dealing with noncompliant travelers, while using the terrain to their advantage.

VULCWORM

This worm with a large mouth is about 2 feet long and has thirty or more segments. The body matches the color of the rock it lives under, ranging from a sandy red to a glistening black.

Vulcworm

CR 1/2

XP 200

N Small magical beast

Init +1; **Senses** tremorsense 60 ft.; **Perception** +2

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 2 (1/2d10)

Fort +0, **Ref** +1, **Will** +0

Defensive Abilities acid

OFFENSE

Speed 15 ft., burrow 10 ft.

Melee bite +0 (1d4 plus grab)

Special Attacks acid (1d6)

STATISTICS

Str 6, **Dex** 12, **Con** 10, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** -1 (+3 grapple); **CMD** 10 (can't be tripped)

Skills Perception +2; **Racial Modifiers** +6

Perception to spot precious minerals and ore

ECOLOGY

Environment underground

Organization solitary, or school (2-6)

Treasure none

SPECIAL ABILITIES

Acid (Ex) A vulcworm secretes a digestive acid from its mouth that can quickly dissolve organic material, metal and stone. The acid deals 1d6 points of damage each round that a vulcworm is attached to an opponent (i.e., with its grab). The acid destroys armor or clothing (if any) before it begins corroding flesh.

Vulcworms have large mouths that secrete acid to digest the gems and precious minerals that they feed on. Above the mouth are six tiny black eyes. Vulcworms can detect gems and precious metals from a great distance.

Vulcworms burrow in mountains, particularly those with rich veins of gold or silver. Miners often employ warriors or mages to capture vulcworms alive, since they can be used to find veins of ore. Vulcworms are also attracted to tombs, particularly if the dead are buried with jewels or precious metals. They are drawn to any lair containing hoards of treasure, including the lairs of dragons.



With the arrival of the taan on Loerem, the vulcworm has found new prey. Since the taan regularly embed precious gems under their hide to power their Void magic spells, they have become targets for the vulcworms. They care nothing about taan flesh, but seek only to devour the gems hidden beneath the hide. Since vulcworms can be trained for use in the mines, some who have fought the taan suggest that vulcworms might be trained for use against taan warriors, although no one is quite certain how to do this.

Vulcworms metabolize the metals and other stones and gems they eat. Some of the metals recently digested can be retrieved if the body is smelted, but the gems are worthless.

ZOMBITE

These are small, tadpole-like creatures with needle-sharp tails. They shine with an eerie green glow when in the water and can be detected by alert characters.

ZOMBITE

CR 2

XP 600

NE Fine aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 24, **touch** 24, **flat-footed** 18 (+6 Dex, +8 size)

hp 1 (1/4d8)

Fort +0, **Ref** +6, **Will** +2

OFFENSE

Speed swim 30 ft.

Special Attacks Possession

STATISTICS

Str 1, **Dex** 23, **Con** 11, **Int** 8, **Wis** 10, **Cha** 11

Base Atk +0; **CMB** -2; **CMD** 3 (can't be tripped)

Feats Agile Maneuver

Skills Perception +8, Stealth +10

ECOLOGY

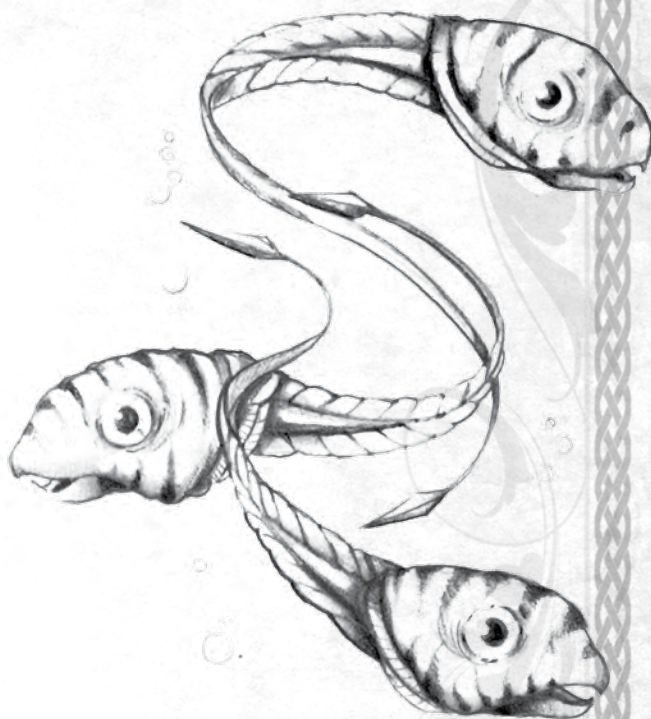
Environment temperate aquatic

Organization solitary, school (2-5), or pack (6-11)

Treasure none

SPECIAL ABILITIES

Possession (Ex) Once a zombite is inside a character's mouth, the target must make a Fortitude save (DC 15) to spit out the zombite before it can stitch his mouth shut and infect his brain. Otherwise, the character must succeed at a Will save (DC 20) every round to retain control of his body. Failure means he succumbs to the zombite and is under its complete control. Once in control, the zombite can force him to fight, although he does so awkwardly and clumsily (-6 to all attack rolls and skill checks). A zombite-possessed character may be restrained or incapacitated, but the zombite will not permit the creature to feed or drink, slowly killing its host, all the while feeding on the victim from the inside. The surest way to save a victim is with the disrupt undead spell. Unfortunately, removing a zombite causes 1d4 temporary ability damage to the character's Intelligence and Wisdom. Attempts to remove a zombite without using disrupt undead so far have always met fatality for both the victim and the zombite.



Zombites live in the wild, swimming in fresh water lakes, ponds, and streams. They lurk near the shore where creatures come to drink, in the hope of swimming into the creature's mouth, enabling them to possess the creature.

A zombite is non-combative, easily smashed beneath a heel. Once a zombite has taken over a victim, however, it forces the victim to head for the nearest body of water and drown himself. The zombite then lays a clutch of eggs in its victim's brain. The eggs will hatch in two weeks.

When consumed by an animal, the zombite uses its sharp tail to sew the victim's mouth shut. Antennae then grow rapidly, penetrating the brain and taking over the victim's mind.





CHAPTER FOURTEEN: FLESH AND BONE



“Flesh and Bone” is a Sovereign Stone adventure designed for a party of 4 to 6 1st-level characters and can be used to start a new Sovereign Stone campaign. Do not let the players see the map for this adventure, as it reveals the location of key encounters and plot points.

ADVENTURE BACKGROUND

The village of Ordent is located roughly three hundred miles east of the ruined city of Old Vinnengael. During the battle for Vinnengael, led by Dagnarus, Lord of the Void, a squad of Dunkargan soldiers and battle mages became separated from their unit. Hard-pressed by Vinnengaelean troops, the Dunkargans fled the field. Some intrepid Vinnengaelean heroes chased them down, eventually meeting them in battle near Ordent. The Dunkargan party was wiped out to a man. Their bodies were entombed in a nearby cavern.

About fifty years later, some pecwae discovered silver in the area around the cavern. Humans heard of the discovery and moved in, displacing the pecwae who fled west. A mining town sprang up. The miners reported seeing ghostly figures wandering about the cavern. Rumors told that the cavern was haunted and no miner would go near it. Years later, the mine played out and the fortune-seekers left. Now, generations later, the village is a way-point for those traveling between the cities Tinnafah and New Vinnengael.

The villagers have lived in peace for over a hundred years. Recently, however, they have become suspicious of a strange hermit who has shocked the villagers by moving into the haunted cavern. The old man, dressed in tattered gray robes, comes into the village to purchase food and supplies. He never stays long. When the friendly villagers tried to engage him in conversation, he glowered at them and refused to speak. Seeing that the old man's hands and arms are wrapped in bandages, some in the village have concluded he must be a practitioner of Void magic, while others (those who like his money) contend the poor man must have some sort of disease.

Two young boys decided to solve this mystery and followed the old hermit back to the cavern. The boys returned, pale and gasping with terror. They claimed to have witnessed the man call forth a ghost from the cavern. Hearing this tale, two burly men, who serve as Ordent's village guard, set off to investigate. That was two days ago and they have still not returned. Now more witnesses have come forward to say they have seen the old man wandering about the graveyard outside of Ordent. No one knows what dark arts are being practiced, but the villagers are terrified and looking for help.



ADVENTURE SUMMARY

Kellis is an elderly Void wizard. He has been persecuted for his practices. This mistreatment has left him bitter and at odds with the rest of the world. Although he is a Void practitioner, he has never sought to hurt anyone. He simply wants to be left alone to further his studies into the Void, to pursue magic that people in “respectable” society cannot tolerate.

The old wizard has come to Ordent for a reason. He recently acquired a small quantity of midnight incense — a Void-enchanted item that enables communion with the souls of the dead. His research into the fall of Old Vinnengael revealed that many of the Dunkargan Void wizards who died in the service of Prince Dagnarus, along with soldiers who guarded them, were entombed in a cavern close to the village. These Void wizards were some of the most powerful to have ever lived. They were wise in the secrets of Void magic and carried their knowledge to their graves. Kellis has been using the midnight incense to summon the spirits of the long-dead wizards and learn their secrets to increase his personal proficiency with the Void. When Kellis discovered that the boys had been spying on his cave, he knew his research was in danger. Searching the rocky ravine, he found an ogre in full hibernation. He trapped the huge beast under a rock fall, drained its life, and created an undead ogre guardian.

The zombie ogre made short work of the two burly villagers. Then these two were also drafted into the ranks of the void Wizards’ undead servants. Kellis is angry at the villagers. He spent money in their village, went out of his way to avoid hurting anyone, and now this.

He is determined to continue his research, though he can always flee Ordent, for he has discovered that within the cave is hidden a magical Portal...

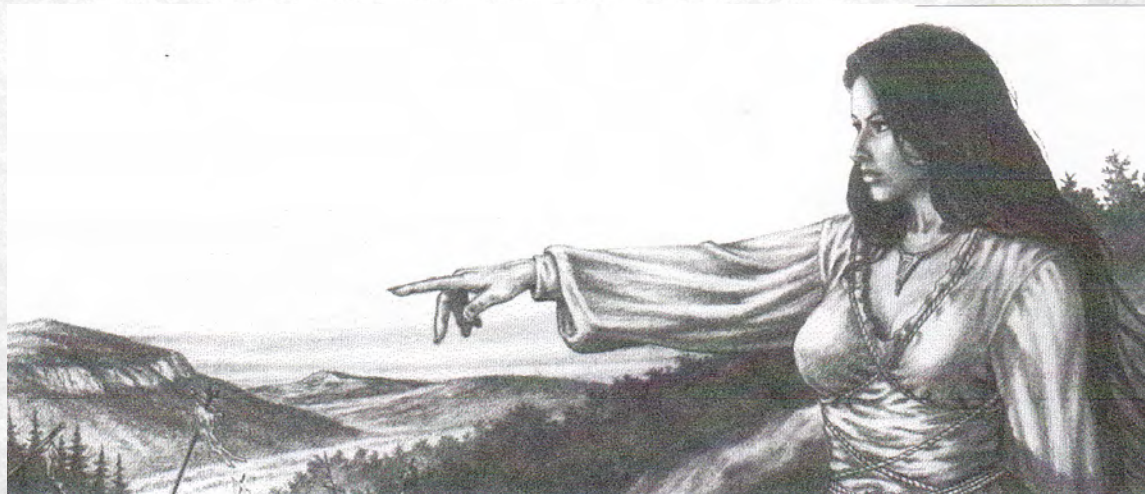
The party gets caught up in the conflict between Ordent and the hermit Void wizard. At the outset, Kellis sends the two undead guardsmen back to the village. They have scrolls nailed to their chests. He does this to distract the people of Ordent from his activities in the graveyard, where he is creating more zombies to serve him. The characters have to fight the zombies if they find him there, while Kellis flees back to his lair.

Once the party has defeated the graveyard zombies, they must track Kellis back to the cave, which is guarded by the zombie ogre. Once inside, the Void mage collapses the ceiling, hoping to kill the characters under a mountain of rocks.

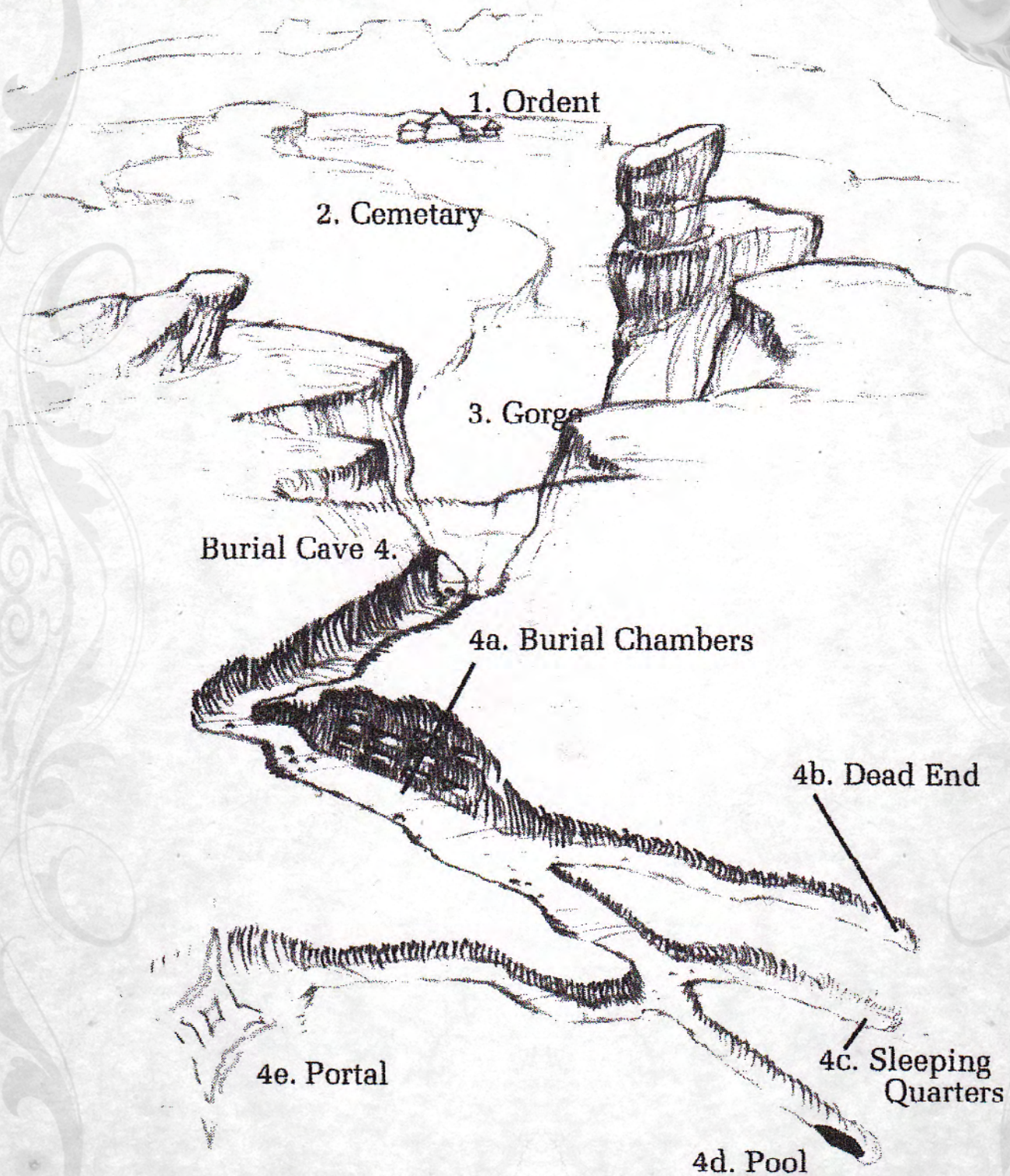
He then orders the animated skeletons of the ancient Dunkargan warriors to defend him. At the very worst, Kellis abandons his plans and attempts to flee through the Portal. Whether he is slain or simply driven away, the village of Ordent is grateful that the local dead can finally rest peacefully.

FOR CHARACTERS OF HIGHER LEVEL

Although designed for a low-level party, “Flesh and Bone” can be adapted to provide challenges for more experienced adventurers. Modify Kellis’s level and give him access to more spells. Adding skeletons, creating a zombie from a giant (or even a bahk), increasing the danger of the rock fall, and adding levels of fighter or rogue in addition to Void mage will make Kellis a more formidable adversary.



ADVENTURE MAP



INTRODUCTION

This adventure can be used with any party visiting or passing through the village of Ordent. During their first day in Ordent, conversation with locals (see below) should reveal much about local events as detailed in Adventure Background. In addition, they might hear any of the following:

- The wizard is not truly alive but one of the entombed Dunkargan wizards brought to life by the Void. (False)
- Gaelin and Marcus, the two guardsmen, were killed while investigating what the young boys saw. (True)
- The Void wizard is seeking revenge upon the two young boys, Tolwyn and Cael, for spying upon his forbidden arts. (False)
- The Void wizard is preparing to raise an undead army to attack New Vinnengael. (False)
- Vultures have been seen circling over the site of the old silver mine. (True. They're drawn by the rotting corpse of the zombie ogre.)

If the adventurers decide to leave town during the day, the events of this adventure take place in the afternoon rather than at night. (Modify the descriptions to reflect daytime. Time of day does not affect the events of the adventure.)

ALTERNATE ADVENTURE HOOKS

If the party is not likely to act on its own to aid the village, they might hear of the town's troubles in a neighboring community or from a passing trade caravan. They hear about a reward (determined by the GM) for anyone who can "slay or remove" a Void wizard plaguing the community. Other possibilities include:

A Vinnengaelean character in the party is from Ordent. He receives a message from a friend or family member telling him of the Void wizard, adding that the grave of a fondly-remembered relative has been disturbed.

The party encounters a messenger sent from Ordent to the city of Krammes. The scroll he carries details the recent events in the community. He begs for help and offers a reward.

While traveling through the wilderness, the group stumbles upon the zombie guardsmen on their way back to Ordent. The zombies have scrolls nailed to their chests (see Event 1: The Guardsmen Return).

LOCATIONS & EVENTS

The adventure takes place in four main locations on the map: (1) the village of Ordent, (2) the cemetery, (3) the gorge, and (4) the cave. These locations and the events that take place there are described below.

LOCATION 1: ORDENT

Ordent is a small community that is almost entirely self-sufficient. The villagers have struggled many years to simply survive. Now, with the increased traffic between New Vinnengael and Tinnafah, they are finally starting to see their village grow. They do not want to do anything that might discourage visitors and this Void wizard is definitely bad for the tourist trade. Besides the homes of the resident families, places of interest are noted below.

Bakery: A widow named Marissa and her unmarried twin daughters, Cleo and Chloe, run the local bakery. They sell the usual assortment of breads, but are fast becoming known throughout this part of the country for their scrumptious candies and sweetmeats. Marissa's daughters are nearing the age of majority and she is constantly seeking wealthy husbands for them, while trying to keep the riffraff away from her girls.

Constabulary: The chief guard, Gaelin, and his assistant, Marcus, rule this office with a single jail cell. It is currently locked (DC 20 Disable Device check) and abandoned. Provides no useful information if searched.

Smithy: A bearded, middle-aged Vinnengaelean named Gerald operates the smithy, which sells old mining equipment, farm implements and a few daggers. He once worked for the army and is capable of producing all simple and martial weapons when given enough time. Gerald is very talkative and wastes time chatting when he should be working, leaving him forever behind on projects.

"The Fountain": Ordent's only inn and tavern, the Fountain is someplace where the party could spend the night during their stay in Ordent. The inn is the property of Otis and Vespa, a husband and wife team.

They manage to swap duties as host, cook and bar-keep, all the while keeping up with a steady stream of local gossip.

EVENT 1: THE GUARDSMEN RETURN

This event occurs either the first night of the characters' stay in Ordent, or immediately if they decide to leave the town (to investigate the rumors or simply find some place more interesting). Hoping to convince the villagers to mind their own business, Kellis sends the zombie guardsmen back into the village as a warning.

If the party is indoors, they hear a female (one of the baker's daughters) scream for help from outside, near the village well. When they come out, read the following:

The smell of rotting flesh makes you gag. Looking east, you see two figures slowly shambling toward the village. Their stiff and awkward movements indicate that something is horribly wrong with them.

The party should not have a difficult time guessing the true nature of the figures. Kellis has nailed a scroll paper to the chests of both men. Though spattered with blood, both scrolls are identical and readable (written in Elder Speak): "Stay safe in your warm homes. Do not enter the gorge or you will join them."

After the battle is over, the party might be able to hear the faint sound of chanting in the distance with a Perception check (DC 20). It is Kellis, animating more zombie corpses in the cemetery. If they hurry toward the noise, they will catch him in the act.

If no one in the party hears anything, a woman (Marissa) screams, "He's in the graveyard! Gods help us... He's in the graveyard!" If the party does not interfere, the zombies from the cemetery enter the gorge and join with the ogre zombie there.

ZOMBIES (2) CR 1/2

hp 13 each; B 288 (human standard zombies)

TACTICS

Before Combat The zombies have been instructed to walk to the well and to attack anybody hindering them. They let people come close enough to read the scroll, but will attack anyone showing any sign of threat.

During Combat If no adventurer tries to kill the zombies, they attack the baker's daughter and/or the party, whoever is closest.

Morale The zombies fight until destroyed.

LOCATION 2: CEMETERY

The cemetery in Ordent is ancient. The grave inscriptions date back nearly two hundred years. Some of the markers are elaborate hand-carved headstones, while others are crude wooden stakes shoved into the ground. Family graves are clustered together and, for those interested, could reveal a good portion of the small town's history.

If the party responds to Kellis' presence in the graveyard, they arrive at the cemetery's western edge. Five zombies are crawling out of the ground from a powerful Void spell. The corpses are very rotten, with worms, centipedes and other vermin infesting what's left of their bodies. They wear the tattered remnants of their burial clothes, the sight of which causes the residents of Ordent to become shaken.

Kellis has suffered 7 hit points of damage from spell-casting and is resting on a nearby tombstone. As the zombies rush the party, Kellis casts darkness and slips away back to the gorge.

ZOMBIES (5) CR 1/2

hp 14, 15, 16, 19, 20; B 288 (human standard zombies)

TACTICS

During Combat Kellis orders the zombies to attack the group.

Morale The zombies fight until destroyed.

LOCATION 3: THE GORGE

In the dim light, you can barely make out a huge shape standing in front of a cave on the floor of the gorge. The stench of decay and the buzzing of lies lead you to believe this abomination is another rotting corpse brought to life by the power of the Void.

The gorge lies within a mile of Ordent's cemetery. The party could visit the abandoned silver mine that in times long past had made the village wealthy. The mine is now infested by a pack of pinktails. The party will not find any silver. Characters traveling further south will see the hulking form of the zombie ogre guarding a cave entrance.

While fighting the zombie ogre, anyone can make a Perception check (DC 15) to hear chanting inside the cave.

OGRE ZOMBIE (1) CR 3

CE Large undead humanoid (giant)

Init -1; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 11, touch 8, flat-footed 11 (-1 Dex, +3 natural, -1 size)

hp 34 (4d10+3)

Fort +1, **Ref** +0, **Will** +4

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +5 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 17, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +9; **CMD** 18

Feats Power Attack, Toughness

Skills Climb +7, **Perception** +6

TACTICS

Before Combat Kill anyone trying to enter the cave.

During Combat The ogre zombie does not pursue anyone more than 20 feet from the cave entrance.

Morale The ogre zombie fights until destroyed.

LOCATION 4: BURIAL CAVE

The cave mouth leads to a rough tunnel. The passage extends to the southwest at a slightly downhill angle. An unnatural cold seems to permeate the path. For characters who make a successful Craft (stonemasonry) or Knowledge (engineering) check (both DC 20) when studying the tunnel, they notice the ceiling above the cave entrance has only minimal support.

EVENT 2: CAVE-IN!

You have made it nearly 30 feet down the tunnel when you hear the sound of stone grinding against stone and see dust start to trickle from the ceiling. You have little time to react as the top of the cavern begins to fall down around you!

Anyone able to see 50 feet down into the passage can see Kellis standing at a turn where the corridor twists 90-degree to the left. He spots them and casts a Void shatterblast from a scroll, directing the force at the loose rocks above the characters. It's a trap!

The cave-in begins right at the mouth and spreads to the party almost immediately. Only characters still at the entrance have the option to run out of the cave. Those doing so are trapped on the outside, as it will take several days of excavation to clear the tunnel.

After releasing the trap, Kellis retreats past the burial chamber.

CEILING CAVE-IN CR 2

Type mechanical; **Perception** n/a; **Disable**

Device n/a

EFFECTS

Trigger location; **Reset** none

Effect 2d6 damage, DC12 Reflex (half); characters who take damage are also pinned; pinned characters take 1d6 points of subdual damage per minute until freed, roll vs. 20 CMD per round to free self; a character falling unconscious must succeed at a DC 15 Fort save or take 1d4 points of normal damage per round until freed.

LOCATION 4A: BURIAL CHAMBER

The narrow passage turns a sharp left and opens into a pocket. On the left wall, numerous alcoves have been carved out of the rock. In each alcove is a skeletal body of a long-dead warrior, his weapon lying across his chest. Above the warriors, other alcoves house unarmed skeletons dressed in robes. There are words carved into the stone, though they are difficult to decipher in the dim light.

Further down the passage, the gray-robed figure of the Void wizard glares at you. He is shouting something. A crossbow lies propped up against the wall beside him.

This tunnel pocket is 20 feet tall and about 25 feet wide. There are ten alcoves at the bottom of the wall, six of which hold the skeletons of warriors and four contain the remains of wizards.

Kellis shouts to the party in Karna: "Faithful in life, faithful in death! Protect those in your trust!" If no one understands him, they have a pretty good idea he is casting a spell. Kellis had cast command dead a few days ago, and is now calling upon the skeletons to aid him against the party. Instantly, the warrior-skeletons leap from their burial alcoves and land upright on the floor to face the party.

When defeat becomes obvious, Kellis beats a hasty retreat (perhaps with the help of another darkness spell) toward the Portal (location 4e).

SKELETONS (6)**CR 1/3**

hp 3, 6, 7, 7, 8, 11; B 250 (human standard skeletons)

TACTICS

Before Combat The skeletons wait inside their alcoves for their master's command to attack.

During Combat The skeletons drop their rusted weapons and attack with their bony claws.

Morale The skeletons fight until destroyed.

If the party takes the time to study this area in detail, they might be able to read the inscriptions (written in the Dunkargan language, Karna). The first, directly below the robed skeletons, reads: "These mages gave their lives and souls to the Void in service to the dark prince, the Lord of the Void." Below the alcoves of the warrior-skeletons, another inscription reads: "Here are the chosen guards of the Void Lord's wizards. Faithful in life, faithful in death."

A successful Knowledge (history) check (DC 15) reveals these to be the Void wizards and soldiers who served Dagnarus in his attack on Old Vinnengael. Read the first paragraph of Adventure Background to the players.

If the party thoroughly searches the alcoves of the Dunkargan warriors, they find a large steel shield in three of them, each painted with a symbol of a sun rising over a mountain. A successful Knowledge (nobility) or Knowledge (history) check (DC 10) reveals this to be the Imperial Symbol of Dunkarga. These shields are worth up to 75 argents to a collector. In addition, they find in hidden compartments five longswords in good condition and one longsword that is obviously superior to the others. It is made of an exceptionally strong alloy, with superior balance, and has held an edge for hundreds of years. A ruby is embedded in the hilt. This sword is a masterwork longsword that grants a +1 (non-magical) enhancement bonus to attack rolls and is worth 400 argents on the open market.

LOCATION 4B: DEAD END

A foul smell comes from this corridor, which extends for 80 feet, then comes to a dead end. Judging from the smell, someone has been using this area as a privy and refuse dump.



Searching through the refuse reveals nothing. Kellis does not come in here during the adventure.

**LOCATION 4C: SLEEPING
QUARTERS**

At the end of this 50-ft. corridor is a dry and warm corner of the cave. A bedroll lies on a smooth portion of the cave floor next to an oil lamp. An old book is open on the floor.

This is Kellis' "bedroom." The book is written in Elder Speak with hand-written margin notes in Karna. It is titled *The Sovereign Stone: The Doom of Old Vinnengael*, authored by Caedwal the Younger. (The content speculates that the old empire would have never fallen if King Tamaros had not divided up the Sovereign Stone among the four races. The margin notes were written by Kellis himself, focusing on the history of Prince Dagnarus' Void mages.) This book might fetch up to 20 argents from a collector in Dunkarga. Considered heresy by the Church, it will fetch nothing anywhere in Vinnengael, except maybe a rap on the head for the person trying to sell it.

If anyone opens the book, a bit of parchment flutters to the floor. This parchment has the instructions for using midnight incense. Only a mage is able to read and understand the text. To all others, it makes no sense.

LOCATION 4D: POOL

This passage slopes downward. You can hear the sound of dripping water. As you reach the end, you see a dark pool of brackish water filling the final ten feet of the corridor. You cannot tell from sight alone how deep the water might be.

Kellis has stored his cash (40 domargents plus a black onyx worth 60 argents) and his prized possessions (a Void scroll containing animate dead and inflict light wounds, and two applications of midnight incense) in a small watertight chest at the bottom of the foul pool of water. To guard his possession, he placed two skeletons in the pool.

SKELETONS (2) CR 1/3

hp 6, 7; AC 14 (+2 Dex, +2 natural); B 250 (human standard skeletons)

TACTICS

Before Combat Guard Kellis' hidden chest and attack anyone who approaches. Unless the characters have any reason to suspect that a hostile creature is in the pool, they are caught flat-footed. During Combat The skeletons rise out of the water and attack the characters closest to the pool with their claws. The skeletons will attempt to grapple the characters and pull them into the water.

Morale The skeletons fight until destroyed.

MIDNIGHT INCENSE

A small unadorned wooden box contains two balls of charcoal-black incense. Each ball is enchanted with the power of the Void and gives off a strong, acrid odor when burned. Instructions for the use of the incense may be found in a book in Kellis' sleeping quarters. If the characters did not find the book, they probably have no idea how this works, although they might find a sage who can help them.

See Chapter 10: Magic Items for details on the midnight incense.

LOCATION 4E: THE PORTAL

This passageway slopes gently upward for roughly 40 feet before leveling off and meandering to the south. A dim light comes from ahead — a faint gray shimmering, almost like light shining on the surface of a lake.

As you round a corner, you see two skeletal figures in protective stance in front of the Void mage. Behind him, you see a shimmering, gray-blue curtain of magical energy. Surely this is a magical Portal! Kellis raises his crossbow and shouts, "You will rue the day you made an enemy of me!"

Unless he still has an offensive spell left, Kellis fires his crossbow and orders his last two skeletons to attack. After that, he abandons the fight and runs for the Portal. Once he comes out of the 100-foot-long magical corridor on the other side, he casts darkness from a scroll on his person and seeks a hiding place safe from any pursuers. If he lives, the party may indeed regret making an enemy of him.

SKELETONS (2) CR 1/3

hp 7, 8; AC 13 (+2 Dex, +1 natural); B 250 (human standard skeletons)

TACTICS

Before Combat Guard Kellis' hidden chest and attack anyone who approaches. Unless the characters have any reason to suspect that a hostile creature is in the pool, they are caught flat-footed. During Combat The skeletons rise out of the water and attack the characters closest to the pool with their claws. The skeletons will attempt to grapple the characters and pull them into the water.

Morale The skeletons fight until destroyed.

Once the skeletons have been destroyed and Kellis has either been killed, captured, or fled through the Portal, the party has to decide where to go next. They are now free to explore the rest of the cave (including parts they skipped before). To escape, they must either dig their way out of the blocked entrance (which could take several days without any tools) or they can take their chances through the Portal.

If the group decides to enter the portal, describe the following:

You have entered one of the famous magical Portals of Loerem. You are standing in a short tunnel about 100 feet in length. The walls of the tunnel are perfectly smooth, luminescent and gray.

At the end of the tunnel, you see another magical curtain of energy.

Where does the Portal go? The GM is free to determine the exact destination. The Portal might lead to somewhere not far from Orden, enabling the party to quickly return and collect reward for stopping Kellis. If another scenario is planned, the Portal could lead to a location that jumpstarts the adventure.

CONCLUSION

Kellis is no longer able to consult with the spirits of the long-dead Dunkargan Void mages and is unlikely to ever return to Orden again. With the cave explored and the Void mage either defeated or routed, the adventurers have completed their mission and have earned the gratitude of the village — assuming they ever see the village again! Congratulate the group on finishing the adventure and ask them about their future plans.

REWARDS

When a successful party returns to the village of Orden, the community rewards the heroes with any cash promised and they gain the perks of having saved a village. (Marissa deems one of the characters “worthy” to court one of her daughters, they receive free rooms and drinks at inns, generous discounts at shops, etc.)

In addition to coins and mundane loots gathered during the adventure, they might also have discovered the midnight incense — a rare magical item.

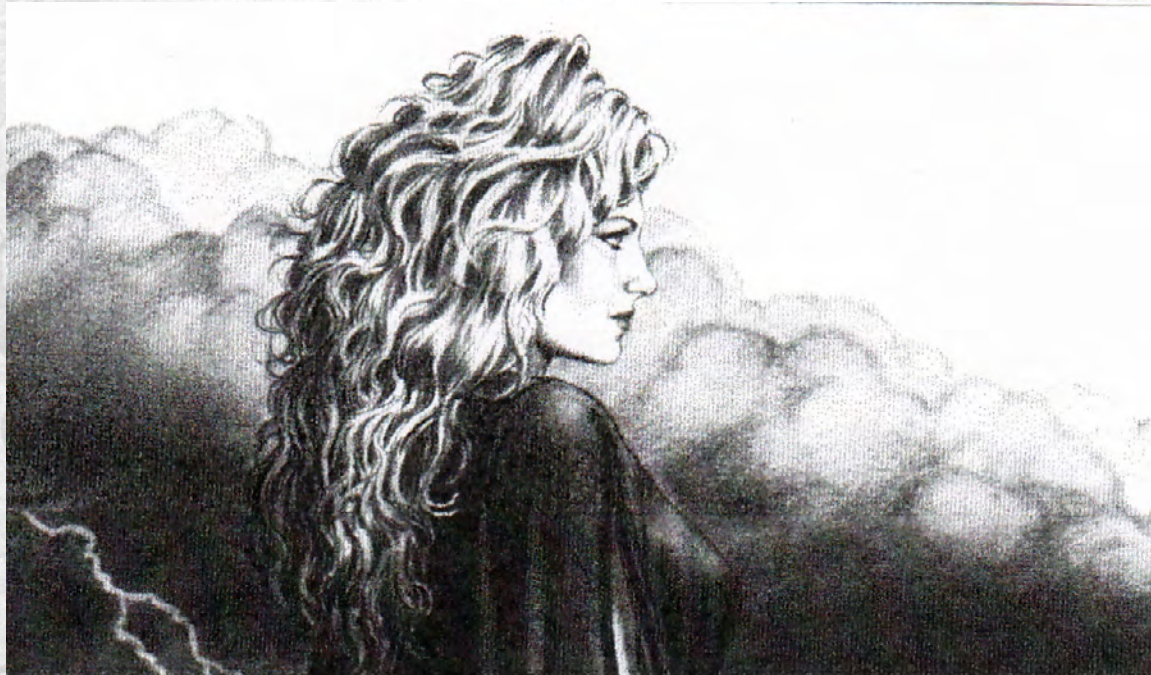
FUTURE ADVENTURE HOOKS

The conclusion of this scenario can easily lead to further adventures. Some ideas include:

If Kellis escaped through the Portal, he can become a long-term villain in the campaign. He does not forgive the party’s assault on his person and for interrupting his research. He figures they have stolen his *midnight incense* and he wants it back. As the party improves in levels and advances, so should Kellis. He will expand his knowledge of the Void and locate its most powerful artifacts. Kellis should show up again when the party least expects him.

Because the cavern is now contaminated by Void magic, other foul creatures may begin emerging from the abandoned silver mine, endangering the village.

The villagers beg the characters, the “Saviors of Orden,” to investigate the source of the scourge. (Either that, or the villagers might decide this is the fault of the heroes and force them to return.) If the characters recover the *midnight incense* and use its powers on one of the corpses Kellis unearthed, they might learn of ancient secrets or the location of a hidden treasure.



KELLIS **CR 2**

Male Dunkargan Void wizard 5
NE Medium humanoid (human)

Init +1; **Perception** +5

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 shield)

hp 30

Fort +2, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee light mace +3 (1d6+1)

Ranged crossbow +4 (1d8)

Spells Prepared (CL 5th)

3rd level (3/day)—*animate dead*, *hold person* (DC15) (2)

2nd level (4/day)—*command undead*, *darkness* (2), *Void spectral hand*

1st level (5/day)—*cause fear* (DC 13) (2), *ray of enfeeblement* (DC 13), *shield* (2)

0 (at will)—*bleed* (DC 12), *daze* (DC 12), *pierce soul*, *touch of fatigue* (DC 12)

Opposition Schools illusion, transmutation

TACTICS

Before Combat At location 4a (burial chamber) and beyond, Kellis has already cast shield on himself.

During Combat Before location 4a, cast darkness and retreat. Otherwise, hit a spellcaster or a strong warrior with cause fear, and target quick characters with hold person.

Kellis will not cast more than 3 spells in any combat (as Void spellcasting drains hit points) before resorting to crossbow.

Morale Kellis flees when he has 8 or fewer hit points left.

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 15, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 14

Feats Combat Casting, Enlarge Spell, Quicken Spell, Weapon Focus (light crossbow)

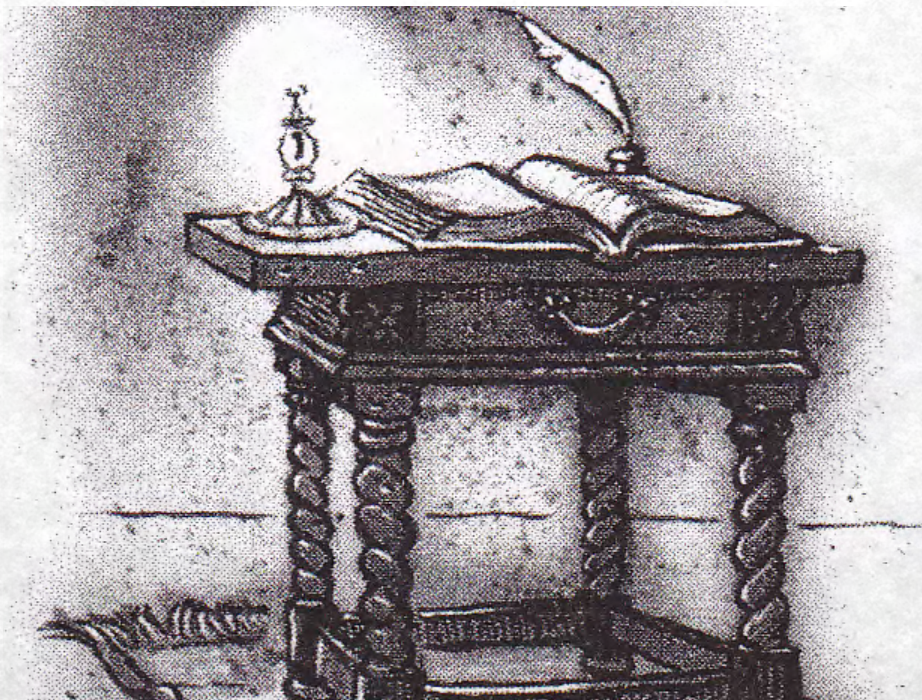
Skills Knowledge (arcana) +7, Perception +2, Spellcraft +7, Stealth +5

Languages Elder Speak, Karna

SQ tainted by Void

Kellis is a Vinnengaelean in his early 30s, though years of practicing Void magic make him appear much, much older. What hair is left on his balding head is iron gray, as is his full beard. His limbs bear scars from years of Void dabbling. Recent spellcasting has created oozing sores and pustules on his arms and neck. Kellis wears plain gray robes and an old, worn-out boots.

Kellis is an embittered man, who blames the world for his problems. He has come to despise the living, feels that the dead are his only friends. He has convinced himself he is in the right in this dispute with the villagers. He did not start this fight. The villagers started it. He wanted only to be left alone.







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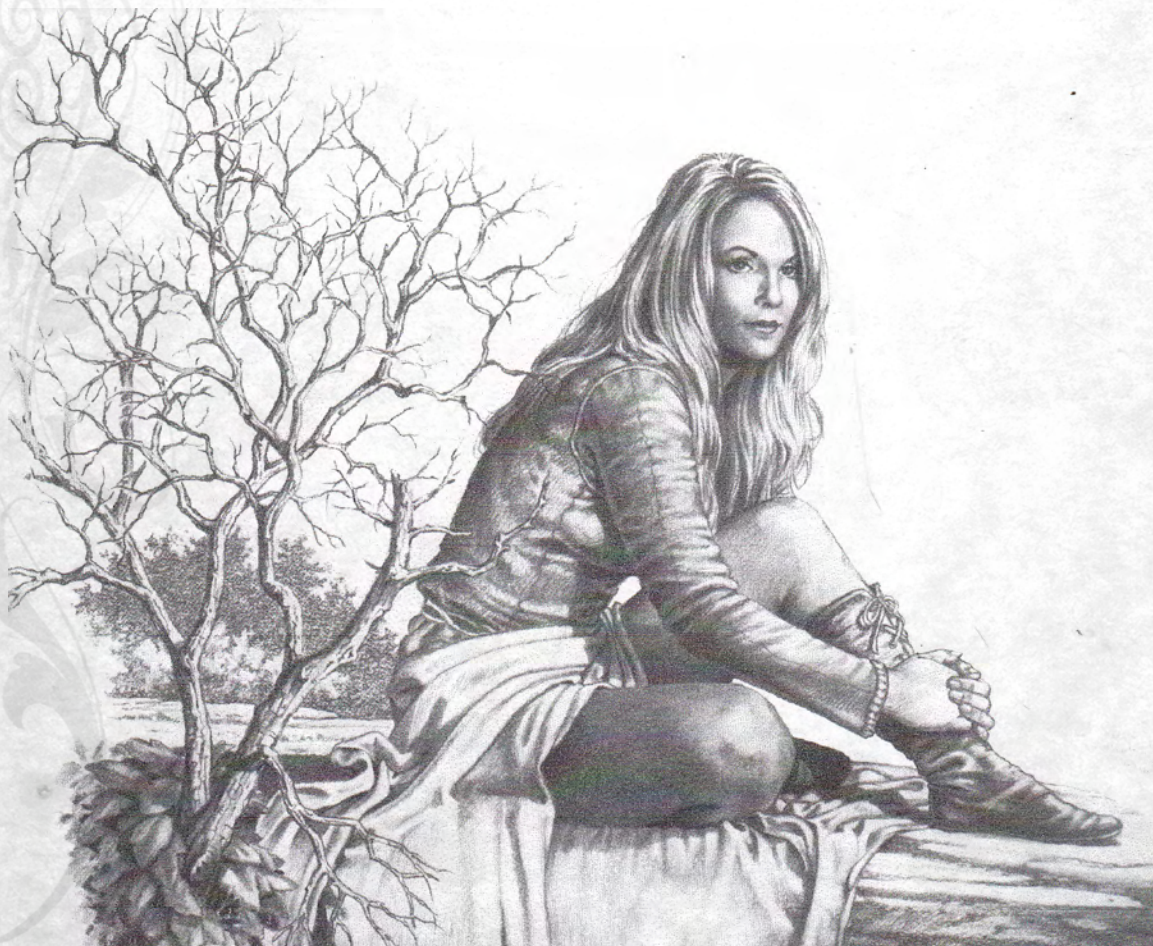
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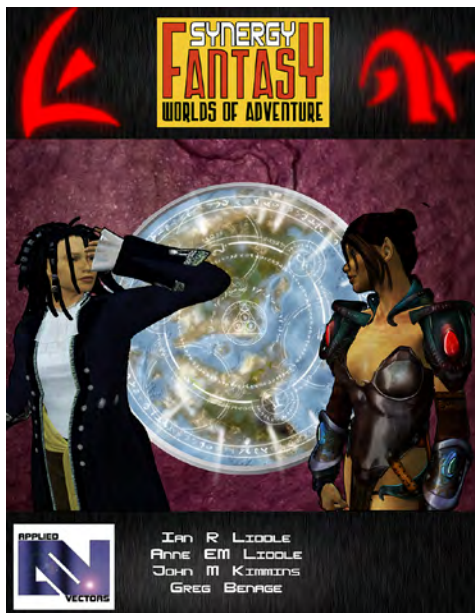
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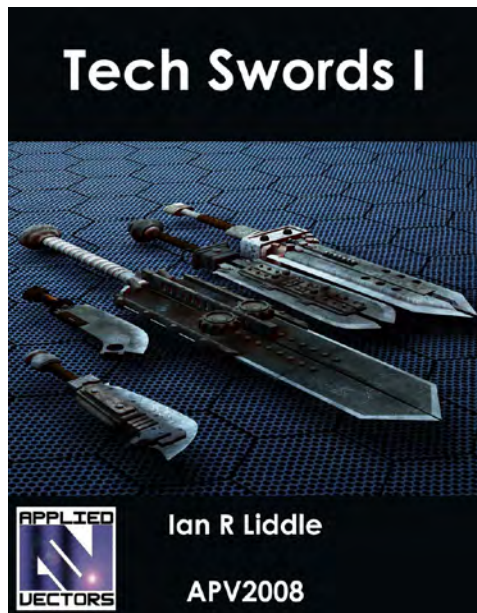
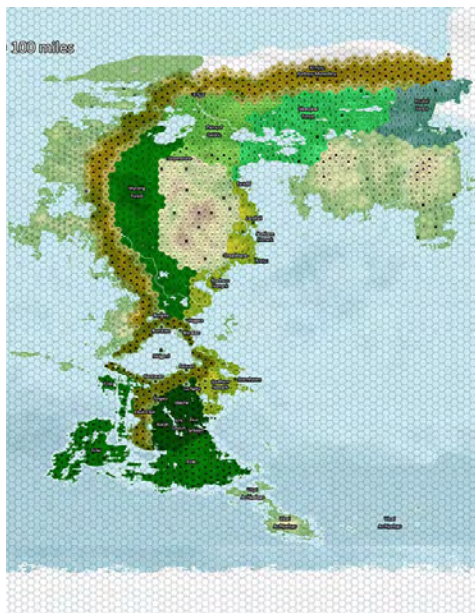
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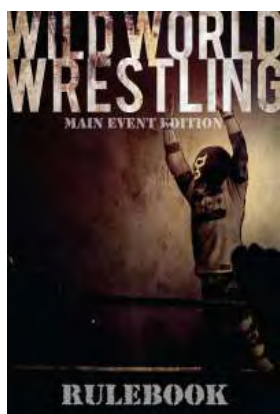
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Campaign Setting Core Rulebook

The epic fantasy world and tales of Sovereign Stone return in this new edition designed for the popular Pathfinder® game system! Rediscover the wondrous landscapes, creatures, and denizens conceived by renowned master of fantasy art, Larry Elmore, and popularized by Margaret Weis & Tracy Hickman in the bestselling Sovereign from HarperCollins.

This is a complete campaign setting for Pathfinder®, the #1 RPG in the world. Everything uniquely Sovereign Stone has been revised and expanded. The distinctive races — from the seafaring orks, nomadic dwarves, feudal Japan-like elves, and peaceful pecwae to a half-dozen standout human cultures — are further highlighted with information compiled from previous sourcebooks. New interpretations of character classes introduce exciting options, complemented with new feats and abilities. Also featured is an innovative Hero Points system that combines rewards for roleplaying with high drama, while enabling players to influence and affect a game campaign in significant ways!

Sovereign Stone Campaign Core Rulebook is a clear, concise portal to fantastic adventures in the land of Loerem. Discover what many loyal fans who made Sovereign Stone a top game setting already know: a rich world vibrating with novelty and excitement at every turn.

Requires the use of the Pathfinder® Core Rulebook, published by Paizo Publishing, LLC.

