



SPECIES ARCHIVE

THE BELARAN



JENNIFER R. POVEY, MARIA SMOLINA,
JACOB EARL TALLEY, RYAN D. DYSON



Compiled by the Sages of the Cobalt Athenaeum
Sage Mimir, Sage Deviston

Species Archive: The Belaran

What is the Cobalt Athenaeum?

In our company lore, the Cobalt Athenaeum is an extra-dimensional space and entity that absorbs written material from across existence. It has a will of its own and welcomes some while spurning others. Over eons, many have roamed the stacks and perused the volumes within the athenaeum. The Cobalt Sages are just but the two current caretakers among many through time.

The *Species Archive* is a product compiled within the Cobalt Athenaeum by the Cobalt Sages. The product line is intended (at large) to be player species that can be fit into nearly any fantasy game world with little modification.

SAGE'S PREFACE

The worst part of this work is the lack of knowledge. Are the shreds of pages from the recent past, something that was long forgotten, or from a future we have yet to experience? It strikes me most often when I read of the various species of existence, especially those sentient and intelligent enough to be sages themselves should their life have taken a different path.

I take a great sense of honor even when documents and compiling our works about them. I feel in some way as if I'm either ensuring a long gone person is never truly forgotten at times. Others, I document them as a warning for those who may encounter them yet. Regardless of the sensation, I know the work has value either way and so we continue.

ABOUT THE BELARAN

There was not enough about the belaran to confirm their supposed creation myth a reality, but it was worth including for the possibility it suggested. Even with them seeking their own truth, an interesting irony, I felt compelled to continue the search for it myself. Alas, my allotted time to their research was limited and new projects needed to be begun. The belaran can't be anything more than what they are if their myth is to be true, but if it is not then their potential has no limit. To be able to tell the future with such near-certainty must be among one of the most valuable skills a person can have, and for the whole species to have it makes me wonder where how high their grandeur became after I completed my research. I assure you, dear reader, we will continue to document all finding of the belaran.

CREDITS

DESIGNERS Jennifer R. Povey, Maria Smolina, Jacob E. Talley, Ryan D. Dyson, Amber Underwood

ARTISTS Danielle Ariuolo, Maria Isabel Rauber Neves, Michael Malkin, Esteban Moreno, Some artwork © 2019 Cobalt Sages Creations, used with permission. All rights reserved. *Danielle Ariuolo, Maria Isabel Rauber Neves, Michael Malkin, Vincent Van Hoof*

COVER ART Esteban Moreno

COVER BACKGROUND Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

LEAD EDITOR/DEVELOPER Kendra Leigh Speedling

SUPPORTING EDITOR/DEVELOPER Joe Nehmer

LAYOUTS Jacob Earl Talley

LOGO DESIGN Michael Malkin

PAGE BACKGROUND Jacob Earl Talley

PROJECT MANAGER Jacob Earl Talley

PUBLISHER Jacob Earl Talley



Table of Contents

<u>Introduction</u>	iv
<u>The Belaran, Unity Divided</u>	1
History	1
Physical Description & Biology	2
Ecology & Society	2
Alignment and Religion	3
Adventures	4
Belarans in your game	4
PLAYING A BELARAN	5
YOU LIKELY	5
OTHER RACES PROBABLY	5
Belaran Racial Traits	5
Alternate Racial Traits	6
Alternate Favored Class Bonuses	7
<u>Feats</u>	8
Absolute Self	8
Bracing Posture (Exertion)	8
Bloody Hooks	8
Brilliant Rejection	8
Communal Choir (Teamwork)	8
Crushing and Flailing (Combat)	8
Disarming Hooks	9
Extendriils (Combat)	9
Lay on Tentacles (Exertion)	9
Motivated Vigor	9
Narrowed Search	9
Omen Consumed (Omen)	9
Omen of the Aware (Omen)	9
Omen of the Foreseer (Omen)	10

Omen of the Lost Refuge (Omen)	10
Omen of the Lost Saints (Omen)	10
Omen of the Lost Tome (Omen)	10
Omen of the Truthseeker (Omen)	10
Plumb the Depths	10
Quick Embrace (Combat)	11
Reinforce the Message	11
Snap Reflexes (Combat)	11
Tentacle Instincts	11
Unravelling Follow-through (Combat, Exertion)	11
Wield Shield (Exertion)	11

Species Class Options 12

Belaran Exemplar	12
------------------	----

Magic Items 16

Omen Icons	16
Icon of Obedience	16
Icon of Observance	16
Omen Phial Cask	16

Mundane Items 17

Shatterplate	17
Omen Phial	17

Open Game License 18



*"I am a prophet, communing with divinity; a heretic, partaking in strange faiths."
- Japhesian, Circles, line 7*



INTRODUCTION

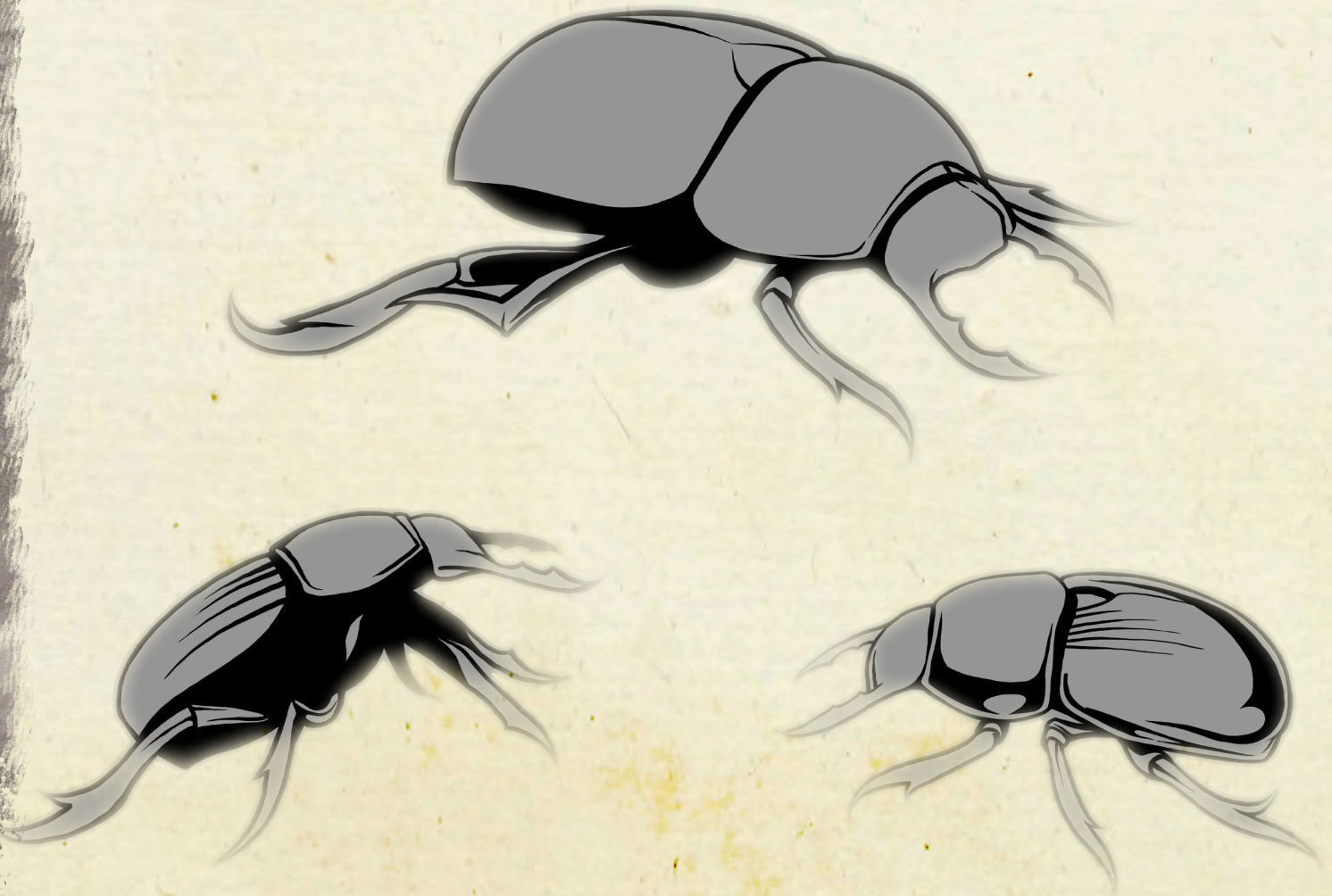
The Sages welcome you to this species archive detailing the belaran, a new player species. This book features a number of new additions to the Pathfinder Roleplaying game, including:

The Belaran: a species of aberrations new to a world and with an unfortunate creation tale. Their culture split after their creator deity abandoned them for unknowable pursuits. The species finds difficulty interacting with others at first due to their strange appearance. With tentacles on their faces and arms, the ability to use their arm tentacles for combat, and skin that shifts and changes based on otherworldly influence, the belaran are a sight to behold.

Introducing the Exemplar Class: CSC loved the old racial paragon classes so much, we decided to bring them back.

Renamed the exemplar classes, the belaran gets their own. The belaran have a deep leaning toward three primary sectors: those who love divinity, those who wish to stand strong without it, and those who wholly reject it. These three paths are reflected as the greatest examples of what makes a belaran what they are.

New feats and items for exploring the belaran life: Their foretelling flesh can do so much more than the younger belarans know; with omen feats you can teach these young ones what they couldn't have imagined is possible. New exertion feats provide an alternate way to use tentacles in a game, giving you the ability to strain and get some extra umph out of them while exhausting them for a short time after.





THE BELARAN, UNITY DIVIDED

The belaran people are a species of aberrations created by something wholly alien and then abandoned to their own fate in the world. They are large and imposing creatures like a small ogre whose most distinguishing feature is their bifurcated arms. Belarans are driven by the answers to these questions: Do aberrations have a soul? Where does the soul of an aberration come from? Where does their soul go when they die, now that their creator has abandoned them?

HISTORY

The belarans were created by an aberrant god of old to be used as comfortable vessels for itself to explore creation as a mortal. The belarans were made aware of this at the beginning of their creation and they were appreciative of the honesty that their deity showed them. It taught them many things before giving them leave to learn on their own for a time, but it always returned to them to learn of what they had developed into over several generations. Belarans' close connection with their creator gave them a great appreciation for the divine. When the deity would ask things of them, they would be quick to comply. The belaran society originally grew up around this process of serving their creator. Long they served as assistants in their creator's search for information.

Then the age changed. The creator abandoned its creations seemingly without cause. Deserted by their creator and without purpose, many grew despondent. It was then that one great belaran philosopher gave an answer to their mission now that their creator had left. The belarans should emulate their creator and search for truth in the universe.

The philosopher Japhray had always been curious about the nature of aberrations and their seeming relation to the time before creation. As the philosophical sects debated over lore left by the creator, they noticed the creator had never thought to ask about souls. Belarans knew they had souls, gifted to them by their creator, but what of the other aberrations? And how had their creator fashioned their souls? This line of questions was only one aspect of the hole of purpose left by the disappearance of their creator. In some belarans, the question arose of whether their creator ever existed at all or whether its existence was a creation myth to keep young pupae in line. Others wondered if the creator deserved to be praised and worshipped given their abandonment. Their once unified culture was neatly splintered upon their creator's exit as if arranged.

This message of Japhray, the known teachings collected

in a living text called the Japhesian, was partially accepted and understood. This seemingly simple and clear mission was twisted and reworded and translated many times over until there were many sects of the Followers of Japhray, each with their own axioms and interpretation of what Japhray meant with their words. When Japhray set out alone to seek its own truth, its students carried on in its place, even if they do not always agree with each other.

The belaran fractured around Japhray's students and their interpretations of the great questions. Each faction sought more information to prove their beliefs right. Belarans spread out around the world. They found places where the boundaries between planes were weak, sites where aberrations gathered



in numbers and locations with vaults of religious lore. Some explored deep into ancient lands to attempt to discover a sign of their creator. Many had the urge to see it, meet with it or otherwise commune with it; others wished to prove that the lack of information about their creator proved it was never real and the rigid structure of belaran society was a pointless architecture. One certainty is that each one had a piece of knowledge they sought, each to its own with its need.

It is unknown if the belarans could always read the patterns on their skin or it was the byproduct of their many interactions with outsiders, but around this time what came to be known as the Birth Omen became common among the belaran. What was once just a stagnant pattern turned into a shifting form of communication with something outside of their own ken. Those who think the creator still watches them swear they know where the information comes from, and those who forswear the creator's existence would laugh and admit not knowing the source but sit assured it was not the false creator. One sect reached out to the religious leaders of other faiths for answers to their foretelling flesh; their cataloging of responses has extended to documenting all of the differing details of faiths, especially those related to the place that souls travel to upon death.

Now belarans exist among many communities, as far away as some of the safer outer planes.

PHYSICAL DESCRIPTION & BIOLOGY

Belarans are roughly humanoid in shape, but that is where the resemblance ends. Their hairless skulls are topped with exaggerated horns or fins, no two alike. Their faces are ridged, with deep-set, inhuman eyes. Belarans see well in the dark, although their other senses are roughly similar to those of a human. Some have thick plating across their forehead or cheeks.

Their bodies are covered with intricate designs and patterns. These intricate designs, lines, and curvaceous patterns first display on the belaran some years after their birth. The patterns change slightly every day. Each belaran has the ability to consult the designs on their flesh to ask a given question of their gods. Their arms look much thicker than those of other humanoids, with corded muscle. This extra muscle is, in fact, a pair of tentacles, one of which runs along each arm when coiled. They can also be separated from the arms, at the cost of weakening their arms, and used to attack or intimidate. Some belarans are born with hooks on the underside of their tentacles. The arm hooks are usually set in a double row in the middle of each arm. Each arm hook is set in fleshy, very muscular sheaths and is strongly attached to the arms.

Whatever their creation reality, the myth stands that their creator deity made their bodies resistant to all but the most extreme environments, meaning that they seldom need protective clothing. Like other humanoids, they need to breathe, eat, and sleep. Their strange biology allows them to consume flora, fauna, and minerals alike.



Belarans do not have sexual characteristics or gender and do not enter into romantic or sexual relations of any kind. When a belaran chooses to reproduce, they form an egg that is produced from one of their tentacles. Despite the asexual nature of their reproduction, the infant is not a copy of their parent. Belarans absorb the genetic material of other belarans from regular contact and introduce it into their child, resulting in an admix of material that is as effective as sex in creating mutations, but at the same time keeping the stability one might expect for an artificial species created for a specific purpose.

ECOLOGY & SOCIETY

Belarans will settle in nearly any climate thanks to their bodies' adaptive capacities. Notably, they rarely construct new settlements, preferring to integrate into existing communities or renovate older or abandoned settlements. This partly stems from their desire to learn about the religions of these cultures and partly because when their urge for isolation comes over them, it's easier to break ties. Most communities formed near other civilizations tend to be on the outskirts and usually remain small. Though the belaran culture is one of making themselves amenable to those around them, they still have a strong sense toward partial isolation which precludes melding deeply into other large civilizations or building their own massive enclaves. When they do design their own homes, belaran homes vary wildly in exterior and interior decoration but nearly always take the form of a tall rectangle. Each of the belaran factions has differing beliefs on material possessions and decorum in relation to the



decor which explains their disparate design choices from a species previously so entwined with one another. Some factions are near ascetic in taste while others are sybaritic and extraordinarily colorful. Though these rarely exist side by side, nearly all of the belarans' communities are comprised of one or two factions. To current knowledge, only the ancestral and lost birth city of Ganhetchnatloon has all major factions represented. Whether this is true or not is not known for certain, but the common rumor speaks to an undertone of desire for unification among the belaran sects.

Belarans naturally have little need for clothes beyond storage of objects while on the move, but the birth omen marks are considered private. They are normally only shown to those they feel comfortable with. Belarans favor lighter clothing which either lacks sleeves or has cutouts to allow for their tentacles to freely be used. Belaran outfits are tailored to cover most of the skin but allow easy access to skin if a belaran feels they need to check their omen quickly. The tendrils on belarans' heads are often decorated with small metal jewelry or dyed with long lasting temporary pigments. Each faction has a preferred form of head decoration with those favoring the creator choosing dyes while others tend to use metal rings. Belarans avoid any form of tattoos or piercings; their omens are a sacred tool and none will risk losing access to them if they can avoid the circumstance.

In belaran society, it is unacceptable to lie to each other. Their culture adheres so strictly to this rule that any who are found to have lied to another belaran are often shunned and excommunicated from the local strongholds and places of isolation. This propensity for honesty does not extend to other species, however. For a human interacting with a belaran there is no expectation of truth. Further, a member of another species would be deeply shocked by the sheer weight of truth present in a belaran-to-belaran interaction.

The unifying and underlying rule of truth has maintained through the philosophical divergence of their original culture. The disagreements of belaran philosophers have influenced most interactions in belaran society, resulting in something else that unifies belarans of different philosophical groups: great and time spanning debate. Previously the belaran society would debate over the next step to support the goals and efforts of their creator, with the only source of contention how to best serve the spirit of the creator's wishes. In reality, nearly every debate is couched in a way that could touch on this subject or lead back to it if delved into deeply. It is common for belarans to have debates when not doing anything mentally strenuous. These debates are civil matters meant only to sharpen one's mental skills and find out more about the nature of the person they debate with.

Many of the debates tend to run toward the nature of the belaran life and death cycle, touching heavily on the source of their creation, or rather, obviously avoiding it but leading debate observers to consider the thought path. Many belaran

philosophers will collect information about the afterlife myths of others. Since belarans are not sure where they go after death, they prefer to have memories of as much lore about the afterlife, in truth many afterlives, before their passing as possible. Some factions think these memories will help guide them safely to the far-flung plane where aberrant souls go; others believe aberrations reincarnate and hope to inform others about their rebirth. Only very rare belarans don't find something deeply fascinating in the afterlife myths of other species and cultures. This odd obsession is assumed to be a holdover from their previous cultural direction of serving their creator due to the vast population of belarans that consider the topic worth investigating and learning about.

Despite the philosophical divergence, the belaran society has managed a viable and useful form of self-governing for their small communities. Belaran communities are ruled by a selected council, usually of older individuals and ones considered more devout. However, this governance is loose, and belarans tend to self-police considering their propensity toward honesty. Even though their rulership leans toward the elders, the emphasis is fully on their experience and knowledge rather than any familial considerations. The only family tie a belaran has is towards their parent, and that tends to become loose as adulthood is reached. If a belaran community grows too large, a portion of the population will agree to move out and away to begin another small enclave. While it is true that other species find normalcy in communicating with the belarans due to their amenable nature, a visitor in their communities would see the extreme honesty among them and likely initially find it wholly unfamiliar.



ALIGNMENT AND RELIGION

Unlike their creator god, belarans lean toward lawful neutral as a whole, perhaps part of their previous subservience.

More selfish belarans can be found but often avoid the formal philosophical schools. Other than the search, most belarans lack strong convictions to any principle, often incorporating new and conflicting ideas after a good debate.

Belarans are well aware of their artificial nature and of their purpose, and most deal with it by considering it a divine calling. Designed to be the perfect vessel for aberrant deities, they believe being possessed by a god to be the ultimate honor (which can sometimes result in them being tricked by less benevolent beings). Some belarans attempt to find and discover this ancient progenitor to learn more about themselves, and in most cases fulfill the role they were created to serve.

The belarans gravitate towards faiths of birth and death but not as a mandate. These faiths offer insights and possible answers to the questions that drives the belarans. This is perhaps one of the most significant contributions to what makes them accepted in many societies.

In the belaran culture, there are several philosophical schools or factions that are aligned to a given theory in an extreme way. While not true religions, they do function nearly the same as others may see them in how they impact the culture of various belaran groups. Below are several known belaran philosophical schools begun by the students of Japhray. This list is not exhaustive and more factions are periodically discovered as Japhray travels and teaches:

- **Japhray's Veil:** The first student of Japhray claims the teachings of Japhray instruct very clearly that all belaran people should maintain their allegiance to the creator. This aspect of the teachings resonated with the first student more than any other and served as a strong line of delineation between the factions. The name of this faction was not chosen by the faction itself, but rather the other factions who claim that the first student focuses too resolutely on only one aspect of Japhray's teachings and veils themselves from other aspects.
- **Compass Bound:** The second student of Japhray found more resonance when studying Japhray's teachings while abroad and only while remaining nomadic. The Compass Bound sect has never settled in any location longer than a moonturn and maintain that no belaran should settle in any place that could result in the local population getting familiar with them. Their understanding of the Japhray teachings tells of danger if the belaran become normalized to local inhabitants.
- **Solace Sought:** The third student of Japhray translated the teachings to claim that the creator was a false god and played no role in the creation of the belaran people. Similar to the Compass Bound, the Solace Sought faction is nearly always on the move, but rarely together and not for the same reasons. They travel the world looking for

signs of their existence prior to the date their ancestors claim they were created.

- **Ghost of Denial:** Unexpected among the belarans was the translation of the fourth student of Japhray. They claim that while the creator may or may not have existed, it is the duty of every belaran to assault those that would act on their wills. For a species designed to harbor a god, the idea of those that push back against all divinity is surely an oddity.

ADVENTURES

While every adventurer seeks the open road for their own reasons, the belarans are swayed by a specific calling: the desire for finding what happens to their soul after their death. While they will likely grow up in a community of other belarans hearing many debates about their soul, some will choose to find out for themselves and begin a life of adventure to search.

BELARANS IN YOUR GAME

The belarans as they are depicted in this book are a somewhat new species to a given world the GM introduces them to, but they are established to the point that they are present in localities far from their homelands. They tend to lean towards contemplative pursuits; knowing that you are the unused vessel of divinity tends to leave one with many questions in life. This in combination with the various philosophical sects gives many options for why a belaran may be out in the world. Some belarans are aching for the day in which they are used for the purpose for which they were created, and others see the whole concept as an act of major hubris on the behalf of their creators. Some go as far as to shun divinity in their hearts and minds to the best of their ability. Many of these belarans will seek knowledge of the arcane in hopes that they will be able to force out that which could potentially come to reclaim what it created or make use of them. Whether a given belaran shuns, embraces, or is indifferent to the divine is a wholly personal matter. You should be comfortable changing the existing philosophical factions and making brand new ones. With Japhray traveling the world or perhaps even the planes, there are infinite opportunities for another group to have interpreted its teachings differently.

Belarans can find sustenance from nearly any material and as such are comfortable in nearly any environment that isn't of the most severe extremes. This leads to belaran enclaves around in a variety of places around worlds, usually in a secluded location that others would not frequent but near enough to civilization that they can travel there if the need arises. The strange biology of the belaran people also grants them some ease in life that more mundane species may not have. Their adaptation to extreme



temperatures, their ability to sustain themselves on mundane and alien flora, fauna, or minerals all contribute to their survivability. Their tentacles grant them additional self-defense measures, their asexual reproduction grants them ease of increasing their numbers when settled, and their omen producing skin shapes will ever be a boon to their survival, frequently guiding them to the safest decision in a given situation or circumstance. As a people, they have a strong ability to survive alone.

The main motivation for the seclusion in their homelands' selection is due to their aberrant nature. Regardless of how accepted they may be in a town that has had the time to get to know them, newcomers may not be so inured to their alien forms, mindsets, and behaviors. A GM could just as easily create a group of belaran mystics who have holed up in a mountaintop monastery for introspection and self-deliberation as a similar group passing from town to town attempting to make themselves known as peaceable creatures. In this, the belarans must work hard to deter the automatic xenophobia most civilizations have, whether through interaction with other odd species or through knowledge of belarans that weren't in line moralistically with their majority.

Whether the belarans are a people evading their destiny as the vessels of divinity or embracing it is up to a given GM. The belarans could bring a significant message of a threat to the world when they begin to become possessed en masse by an aberrant god which has decided to return. Or perhaps the aberrant god is not one of evil and has come to offer its people a chance to join it, resulting in many belarans suddenly vanishing from the public sphere, leaving the players and certain clergy very interested in where these peoples have gone. Whatever the case, the belarans stand to bring significant variety to your games.

PLAYING A BELARAN

YOU LIKELY...

- Are aware that others lie frequently and see the value in the activity, but keep the importance of truth to your fellow belarans sacred.
- Know why others are distrustful of you but treat them with kindness and respect regardless. Being a potential envoy of a god carries a heavy responsibility.
- Are slow to make serious choices, oftentimes waiting several days to seek guidance from your birth omen multiple times.
- Find local theology quite interesting and worth learning more about.

OTHER RACES PROBABLY...

- Assume you don't think like them, not realizing how similar you are.
- See your imposing size and normally assume you rely on your strength.
- Are usually interested in your shifting skin but quickly come to find it alienating to stare at for too long.
- Become frequently frustrated that you take as long as you do to make a decision.

Sidebar: Three Types of Racial Traits

CSC has split racial traits into three different types.

STANDARD RACIAL TRAITS: Those that all species generally share

BIOLOGICAL RACIAL TRAITS: Those that a species has by virtue of their biology

SOCIAL AND TRAINED RACIAL TRAITS: Those that a species has via their upbringing

BELARAN RACIAL TRAITS

Standard Racial Traits

Ability Score Racial Traits: Belarans are capable of great feats of strength and have a strong but alien force of personality, but are not as quick-witted as other species. They gain +2 Strength, +2 Charisma, and -2 Intelligence.

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

Type: Belarans are Aberrations.

Base Speed: Belarans have a base speed of 30 feet.

Languages: Belarans begin play speaking Common and Aklo. Belarans with high Intelligence scores can choose from the following: Dwarven, Elven, Celestial, Abyssal.

Biological Racial Traits

Coiled Tentacles (Ex): The belaran have tentacles on their arms that have two states; coiled and uncoiled. As a swift action, a belaran can uncoil or recoil one or both of their tentacles from their arms in order to use them as a natural attack. The tentacles cannot be concealed except with magic or bulky clothing. The tentacles do not give the belaran any extra actions per round. The tentacles can manipulate or hold items as well as the belaran's original hands (for example, allowing the belaran to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw an alchemist fire), although the tentacle is

incapable of fine manipulation and can't wield a weapon or shield. Unlike an arm, these tentacles have no magic item slots.

- **Uncoiled:** The belaran has two natural tentacle attacks when they are uncoiled that deal 1d4 bludgeoning damage each.
- **Coiled:** Once per round, when the belaran successfully makes a melee attack, they can choose to make a bull rush attempt. The belaran does not need to move with the target if successful. This does not provoke an attack of opportunity.

Birth Omen (Su): Once per day as a standard action, a belaran can consult their skin patterns to gain the effects of an *augury* spell. The caster level for this effect is equal to the belaran's character level. The belaran must be bare-skinned to some degree to be able to see the answers to the question. This is usually accomplished by a move action to remove a shirt, a special modified suit of light armor (+100gp to the cost of this armor), or via an icon of observance (see page XX, Magic Items). The distance the *augury* can reach forward in time increases by 30 minutes for every three character levels the belaran has.

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

Environmental Normalization (Ex): Belarans treat environmental conditions as one category less (severe conditions are treated as if they were normal and extreme conditions are treated as if they were severe).

Social and Trained Racial Traits

Open Mind: Most belarans are raised to be open to the calling of what they consider the divine. Belarans suffer a -1 penalty to saves against possession and enchantment (compulsion) effects.

Open Heart: When a belaran receives a morale bonus, its value is increased by +1.

Sidebar: Birth Omen and an Absent God

The lore of the belarans states that their god is absent, and yet they still receive an answer from their birth omen ability. In the design of the belaran, we created a deity that had the interest to make a species fit for habitation, but that deity did not specify that only it could inhabit them. Perhaps other aberrant deities found the belarans and discovered their easy inhabitation, or even further, perhaps the original creator worked with a group of aberrant deities on creating the belarans. Regardless of the explanation, the belarans get an answer from somewhere. It may be that leaving the source unknown is even more concerning than the accurate knowledge of it!

ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above.

Chosen of the Watcher: Belarans with this trait have been chosen from birth to be the vessel of a specific aberrant god. A chosen of the watcher belaran has a second set of eyes above those they would normally have. With these eyes, they can see the truth in the lies of others. When the belaran successfully uses Sense Motive to determine that someone is lying to them, they may focus their extra set of eyes on the liar as a free action. Those the belaran focuses their eyes on have a maroon aura in their vision. The further from the truth the lie is, the deeper in hue the aura. If an aura appears around a creature, these creatures do not benefit from the concealment normally provided by darkness, blur, displacement or similar effects against the belaran. This effect lasts for 10 minutes. This replaces Coiled Tentacles.

Chosen of the Teller: Belarans with this trait have been chosen from birth to be the vessel of a specific aberrant god. Their skin is further riddled with intricate designs, far more than their kin. As long as the belaran is able to see their skin, whether by being mostly unclothed, by wearing specially designed light armor (+100gp to the cost of this armor), or wearing an icon of observance (see page XX, Magic Items), they gain their Charisma modifier to either their Reflex or Will saving throws. The belaran makes this selection at the start of each day and may change this selection after a night's rest. If the belaran ever gains the ability to add their Charisma modifier to their saves, they lose the normal benefits of this trait and instead gain the ability to reroll one failed save once per day of the type (Reflex or Will) that they select at the start of the day.

Additionally, the effective caster level of the *augury* effect of the Birth Omen racial feature is equal to twice their character level. This replaces Coiled Tentacles and requires the belaran to have the Birth Omen racial feature.

Ambling: Stockier and more steadfast than their counterparts, belarans with this trait gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. Additionally, reductions of movement speed are reduced by 5 feet (minimum zero). This modifies their base move speed to 20 feet.

Optimum Vessel: Belarans frequently serve as the vessel of aberrant and otherworldly gods, but some are easier to fill. These belarans treat their effective paladin level as three higher for effects and abilities that are dependent on paladin level, with a maximum increase equal to their character level. This replaces the Open Heart and the Birth Omen traits.

Guide to the Fallen: These belarans are commonly seen reaching out a tentacled hand to those who have fallen from the grace of their deities and are seeking another divinity to fill the void. Belarans with this trait gain a +5 bonus to Diplomacy and checks against faithful who are disenchanting with their religions or gods. If the belaran uses aid another to benefit an ally who



has serious doubts about their faith, the bonus granted by aid another is 1 higher. While open to many different options, this automatically applies to divine classes that have lost their abilities and need to seek an atonement to regain them. This replaces the Open Heart racial trait.

Closer to the Gods: Belarans with this trait add +1 to the DC of any saving throws against transmutation spells that they cast. A belaran with Charisma scores of 11 or higher also gains one of the following spell-like abilities for use once per day: *jolt*, *mending*, *message*, and *virtue*, chosen at the start of each day. The caster level for these effects is equal to the belaran's character level. The DC for these spells is equal to 10 + the spell's level + the belaran's Charisma modifier. This replaces the Birth Omen racial trait.

Hooked Tentacles: Some belarans are born with hooks on the underside of their tentacles. This functions as Coiled Tentacles except as noted below.

Uncoiled: The belaran has two natural tentacle attacks when they are uncoiled that deal 1d3 slashing damage each with a 19-20/x2 critical range. This modifies the Coiled Tentacles racial feature.

Discarded Birthright: The skin of the belarans is riddled with intricate designs, lines, and curvaceous patterns from birth. The patterns never provide guidance for those that close themselves off to the influence of the divine. A belaran with this trait may never choose to fail to save versus a divine spell, even if the spell is beneficial or harmless. The belaran also becomes difficult to sway with mind-affecting spells and effects of outsiders, clerics, or paladins. If such an effect is attempted against the belaran, the caster must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the character level of the belaran. This replaces Birth Omen, Open Mind, and Open Heart.

ALTERNATE FAVORED CLASS BONUSES

Aegis: +1/4 to customization points.

Arcanist: Reduce arcane spell failure chance for arcanist spells by 1% per tentacle the arcanist has.

Barbarian: +1 Strength while in a rage.

Cleric: Select one of the domain powers granted to the cleric at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day for that domain power. The cleric can also expend a use of their Birth Omen ability to regain two daily uses of that same domain power.

Fighter: +1/4 of a bonus combat feat. This combat feat must have tentacles as a prerequisite, or be a feat that requires selection of a type of weapon, of which the choice must be tentacles.

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

Monk: Add +1/2 to the monk's AC bonus class ability up to monk level 10. At 11th level and further, instead gain +2 hit points

per level.

Oracle: Treat the oracle's level as +1/2 higher for the purpose of determining the effects of the oracle's curse ability.

Paladin: When using the Smite ability to make an attack, gain +1/4 to your attack roll for each tentacle the paladin has coiled on the arm (or arms) holding the weapon.

Rogue: Add a +1/2 bonus on Bluff checks to feint for each tentacle the rogue has uncoiled.

TABLE 1: RANDOM STARTING AGE

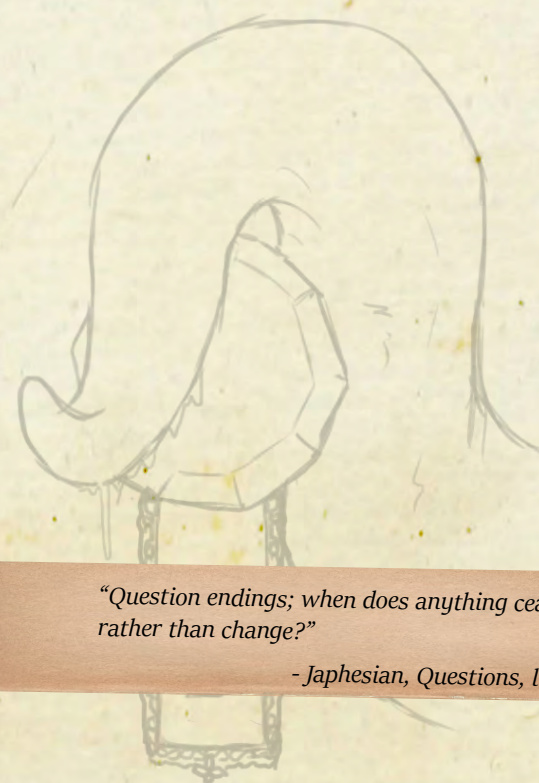
ADULTHOOD	INTUITIVE	SELF-TAUGHT	TRAINED
15 years	+1d4	+3d6	+8d4

TABLE 2: AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAXIMUM AGE
150 years	300 years	600 years	N/A

TABLE 3: RANDOM HEIGHT & WEIGHT

BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
6 ft. 6 in.	160 lbs.	3d10	X4 lbs.



"Question endings; when does anything cease, rather than change?"

- Japhesian, Questions, line 152

FEATS

The following feats are available to a belaran character who meets the prerequisites.

Sidebar: New Feat Types; Exertion and Omen

Exertion feats are a new type of feat that are in line with aberrations and their ability to manipulate their bodies. Exertion feats provide something called “exertion” to tentacles. Similar to how some creatures have a round limitation to the frequency of use for an ability, exertion provides a limitation to the next time a tentacle can be used after using it with an exertion feat. Each feat has its own entry for how much exertion it incurs.

For example, if you are using the Wield Shield feat and you elect to incur exertion, you gain the benefits of two shields while fighting normally for a specified number of rounds as opposed to only when fighting defensively or using the total defense action, but cannot use either of those tentacles for 4d6 rounds after the duration has elapsed.

Omen feats are a new type of feat that key off of the belaran’s Birth Omen racial feature. These feats modify, amplify, or provide alternate usage effects for the Birth Omen.

Absolute Self

Your belief in yourself is so strong even gods have trouble influencing your will.

Prerequisite: Belaran, Discarded Birthright racial trait.

Benefit: You may choose to add your Charisma modifier to Will saves against spells or effects from a divine source.

Bracing Posture (Exertion)

When the pressure is on, you know how to flex your tentacles in such a way as to gain more strength from them.

Prerequisite: At least two tentacles that can be used to make natural attacks.

Benefit: When making a Strength-based check, you may exert your tentacles to urge more power from them. You gain a +4 racial bonus to Strength for the purposes of ability checks, your encumbrance, and skill checks. When using this feat, you incur 1d4+1 exertion to the two tentacles you used to aid you.

Bloody Hooks

You have learned to use your hooks to rake the flesh of your enemies, leaving it wounded and bleeding.

Prerequisite: Belaran, Hooked Tentacles racial trait.

Benefit: Whenever you hit a creature with both of your

tentacle attacks, it takes 1d2 points of bleed damage each round on its turn. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The bleed damage increases by 1d2 for every three character levels you have.

Brilliant Rejection

Your denial of divine influence is stunning to behold.

Prerequisite: Belaran, Discarded Birthright racial trait, Absolute Self.

Benefit: When you succeed on a Will save against a spell or effect from a divine source, you may choose to emit a brilliant light. Opponents with line of sight to you within 50 feet must succeed on a Reflex save to cover their eyes (DC 10 + 1/2 the belaran’s character level + Charisma modifier) or they are blinded for one round and dazzled for three rounds thereafter. Those that succeed on the save are dazzled for one round. This only affects sighted creatures. Allies who can see the light and who have the discarded birthright racial trait gain a +1 morale bonus to saves until the end of their next round.

Communal Choir (Teamwork)

You and your allies truly understand each other and benefit from the motivation the other feels.

Prerequisite: Belaran, Open Heart racial trait.

Benefit: When you or an ally who also has this feat are within 30 feet of each other and receive a morale bonus to an ability score, attack roll or save, the individuals who did not gain the morale bonus gain a +1 morale bonus to the same statistic (ability score, attack roll or save) for a number of rounds equal to 1+ the recipient’s Wisdom modifier.

Crushing and Flailing (Combat)

You don’t always squeeze the life from your foe, but when you do, it is very effective.

Prerequisite: Belaran, Dex 13, Snap Reflexes, Quick Embrace, Coiled Tentacles racial trait.

Benefit: If you have both tentacles coiled, you deal an extra 2d6 damage with unarmed strikes if your opponent has the pinned condition. If you have both tentacles uncoiled and your opponent has the pinned condition, you include enemies entering a square adjacent to the square you occupy as one of the conditions in which you are allowed to make an attack of opportunity.

Normal: You cannot make an attack of opportunity when an enemy enters your square.



Disarming Hooks

You have learned to use your hooks rip your weapons from their hands.

Prerequisite: Belaran, Hooked Tentacles racial trait, Combat Expertise, Improved Disarm.

Benefit: Once per round if an opponent misses a melee attack against you, you may attempt a disarm combat maneuver against that opponent as an attack of opportunity. This does not grant you any extra attacks of opportunity beyond those you could normally make.

Extendrils (Combat)

Relaxing the tissues of your tendril arms allows you to gain flexibility at the cost of strength.

Prerequisite: Belaran, Coiled Tentacles racial trait.

Benefit: You may elect to extend either one or both of your tentacles as a standard action. While your tendrils are in this state, you may treat each of your tentacles as silk rope, with a maximum length of 10 feet per point of Constitution modifier you possess. You may use them for anything you would use rope for, although the tentacles must stay anchored to your body. You may slowly reel the tentacle “rope” in or let it out at a pace of 5 feet per round as a move action. If your “rope” is cut, sundered, or otherwise broken, your damaged tentacles retract and recoil, and you take 1d6 points of damage. While your tentacles are being treated as rope, you can’t hold anything in them, use any weapons, provide somatic components for spellcasting, make attacks with them, or use them in any other way.

Lay on Tentacles (Exertion)

With your extreme desire to support others combined with your ability to stress your tentacles, you’ve become able to channel far more healing energy.

Prerequisite: At least two tentacles, able to use Lay on Hands twice per day.

Benefit: You can channel the healing energy of Lay on Hands through up to two tentacles. You can choose to incur 1d3 exertion to up to two tentacles to expend two uses of lay on hands with one standard action.

Motivated Vigor

When your emotions are riled, you gain a greater ability to last in combat.

Prerequisite: Belaran, Open Heart racial trait.

Benefit: When you come under the effects of a morale bonus, you gain temporary hit points equal to that morale bonus. Multiple morale bonuses in the same round do not grant additional temporary hit points; only the greatest bonus grants them. If you already have temporary hit points from

this feat, additional morale bonuses on subsequent rounds only grant one temporary hit point. If you have temporary hit points from another source, this feat only grants one additional temporary hit point on each round in which you obtain a morale bonus.

Narrowed Search

Seeking your creator or a sufficiently enough powerful entity has identified where they are not, leaving you with fewer places to send the calling for your questions.

Prerequisite: Belaran, Birth Omen racial trait, character level 7th.

Benefit: Your *augury* effect can now function as the spell contact other plane, you may choose the *augury* effect or this new effect when you activate your Birth Omen but not both. Increase the percent chance of accuracy of any *divination* spell or ability you use by 2% per character level you have (maximum 90%). The duration for the mental damage associated with contact other plane is reduced by 1 day for every 5 character levels you have.

Omen Consumed (Omen)

Those that know the future know that it is easy to be lost in the learning of it. You more than any know how thrilling and powerful knowledge of the future can be.

Prerequisite: Belaran, any omen racial feat, Birth Omen and Open Heart racial traits.

Benefit: When under the effects of an omen feat, excluding this one, the bonus provided by your Open Heart racial trait is increased to 2. You also gain an additional daily use of your Birth Omen racial trait.

Omen of the Aware (Omen)

Asking the divine about your actions is useful, but what more can a belaran do to help their allies? In this you’ve found an answer.

Prerequisite: Belaran, Birth Omen racial trait.

Benefit: You may attempt to commune with the divine and obtain a boon, which requires an hour of meditation and expends a use of your Birth Omen ability. Upon completion, your skin colorations expand across your body in an intricate network, granting you partial awareness of your allies’ futures for a number of hours equal to your character level. When you use the aid another action while under the effects of this omen, increase the bonus by 2. Additionally, you can use the aid another action at a distance by glimpsing into your allies’ future and informing them; you must be able to communicate what you’ve glimpsed to them in some way for them to gain this benefit. The ranged version of aid another can only ever grant a +1 bonus to any roll and cannot be increased by any method; however, it can grant this bonus

to saves. You do not need to make attack rolls to grant this effect; this is an exception to the normal function of aid another.

Special: If you have multiple uses of your Birth Omen, you may expend them as a standard action to re-start the duration of this effect as long as the effect hasn't ended yet.

Omen of the Foreseer (Omen)

In a ritual that brings you deeply in touch with divinity, the patterns on your skin cover you fully.

Prerequisite: Belaran, Birth Omen racial trait.

Benefit: You may attempt to commune with the divine and obtain a boon, which requires an hour of meditation and expends a use of your Birth Omen ability. Your skin colorations expand and fully cover your flesh for a number of hours equal to your character level, granting you a +1 bonus to AC, saves, or other rolls associated with effects that would surprise you. This includes most traps, attacks during a surprise round in which you are unaware of your attacker, and similar effects.

Special: If you have multiple uses of your Birth Omen, you may expend them as a standard action to re-start the duration of this effect as long as the effect hasn't ended yet.

Omen of the Lost Refuge (Omen)

Your divinations now expand to find a place you seek.

Prerequisite: Belaran, Birth Omen racial trait, Omen of the Lost Saints, character level 7th.

Benefit: When you use your Omen of the Lost Tome feat, you may now concentrate on a location. This functions in all ways as the *find the path* spell with the exception that you can only target yourself with this ability.

Special: If you have multiple uses of your Birth Omen, you may expend them as a standard action to gain an additional use of the *find the path* effect, the *locate creature* effect, or the *locate object* effect associated with your Omen of the Lost feats as long as a number of hours equal to your character level have not yet passed from the time of the ritual.

Omen of the Lost Saints (Omen)

Your divinations now expand to find someone you seek.

Prerequisite: Belaran, Birth Omen racial trait, Omen of the Lost Tome, character level 5th.

Benefit: When you use your Omen of the Lost Tome feat, you may now concentrate on a person. This functions in all ways as the *locate creature* spell.

Special: If you have multiple uses of your Birth Omen, you may expend them as a standard action to gain an additional use of the *locate creature* or *locate object* effect as long as a number of hours equal to your character level have

not yet passed from the time of the ritual.

Omen of the Lost Tome (Omen)

More than just an omen, you can concentrate on a target and know its direction. Your skin colorations will travel your knuckles shifting to the left and right, gathering in the center when you're pointing at your target.

Prerequisite: Belaran, Birth Omen racial trait.

Benefit: You may attempt to commune with the divine and obtain a boon, which requires an hour of meditation and expends a use of your Birth Omen ability. After you expend your Birth Omen, you may attempt to find an object as a standard action. This functions in all ways as the *locate object* spell.

Special: If you have multiple uses of your Birth Omen, you may expend them as a standard action to gain an additional use of the *locate object* effect as long as a number of hours equal to your character level have not yet passed from the time of the ritual.

Omen of the Truthseeker (Omen)

Your vows for seeking truth have granted you an amazingly accurate method of weeding out its antithesis.

Prerequisite: Belaran, Birth Omen racial trait.

Benefit: You may attempt to commune with the divine and obtain a boon, which requires an hour of meditation and expends a use of your Birth Omen ability. After you expend your Birth Omen you may, as a standard action, detect the lies of others. This functions in all ways as the *discern lies* spell with the following exceptions.

- The effect is within a 20-foot radius
- The effect does not target an individual; rather it occurs for any lie spoken within its radius

For a number of hours equal to your character level after the meditation is complete, you can activate this effect as a standard action that requires concentration for the duration. The effect lasts a number of rounds equal to your Wisdom modifier.

Special: If you have multiple uses of your Birth Omen, you may expend them as a standard action to gain an additional use of the *discern lies* effect as long as a number of hours equal to your character level have not yet passed from the time of the ritual.

Special: If you have the Chosen of the Watcher alternate racial trait, those who lie while within the range of this feat while you are concentrating on the effect have the maroon aura applied automatically.

Plumb the Depths

The feelings that empower you also keep you more attentive



“Have no home but the world; wander, and then you will find truth.”

- Japhesian, Missive to Priest Ephren, line 109

and aware than normal.

Prerequisite: Belaran, Open Heart racial trait.

Benefit: When you come under the effects of a morale bonus, you gain the ability to dig deep into your emotions and mind to find greater awareness. Until the end of your next round, Perception checks, Knowledge checks you have ranks in, or Will saves against illusion effects gain a bonus equal to the highest morale bonus you gained that triggered this feat.

Quick Embrace (Combat)

When you’ve got an enemy close, you can easily bring them closer.

Prerequisite: Belaran, Dex 13, Improved Grapple, Snap Reflexes, Coiled Tentacles racial trait.

Benefit: If you deal damage with your tentacles by virtue of the Snap Reflexes feat, you may attempt to start a grapple as a free action without provoking an attack of opportunity. Additionally, if you are adjacent to or share a square with an opponent that has the pinned condition, you may use your uncoiled tentacles to restrict them from taking verbal actions.

Reinforce the Message

More than just slapping those who would violate your free will, you rebel against them with ardor they couldn’t have anticipated.

Prerequisite: Belaran, Spiteful Resistance class feature.

Benefit: When an effect would trigger your spiteful resistance feature, spiteful resistance occurs twice. Additionally, as an immediate action when your spiteful resistance feature occurs, you can send a telepathic message to the recipient of spiteful resistance. If they can understand any language, they will understand the message you send them. This message can take the form of an Intimidate check to demoralize the target telepathically. If the recipient of your spiteful resistance is within line of effect of you and they fail either save against spiteful resistance, you instantly know their direction.

Snap Reflexes (Combat)

Training and focus has made your uncoiling tendrils quick as a whip.

Prerequisite: Belaran, Dex 13, Coiled Tentacles racial trait.

Benefit: With a coiled tentacle, you can respond to openings provided by your enemy. When an enemy provokes an attack of opportunity while you have a coiled tentacle, you may elect to immediately uncoil your tentacle in order to make an attack of opportunity with that tentacle. If you have the ability to make multiple attacks of opportunity in a round, you may only do this once each round for each coiled tentacle

you have.

Tentacle Instincts

Even tentacles from other sources know how to integrate with your body in some way.

Prerequisite: Belaran, Coiled Tentacles racial trait.

Benefit: Tentacles you gain from other sources can be coiled or uncoiled in the same manner as your natural tentacles.

Unravelling Follow-through (Combat, Exertion)

Not one to waste an opportunity, when you find an opening you’re quick to hammer home.

Prerequisite: Base attack bonus +6, Belaran, Coiled Tentacles racial trait.

Benefit: When you confirm a critical hit, you can uncoil a tentacle as a swift action and make an attack with it.

If you choose to incur 3 exertion to a second coiled tentacle, you may also uncoil your second tentacle as a free action to make an attack with it as well.

Wield Shield (Exertion)

You don’t just use your tentacles to attack, you’ve developed their agility to wield new things.

Prerequisite: At least two tentacles that can be used to make natural attacks, Shield Proficiency, Improved Shield Bash.

Benefit: You can use your tentacles to wield a shield. There are multiple ways in which you may wield a shield in this manner.

- One shield wielded: You gain the benefits of this shield.
- Two shields wielded: You only gain the benefits of one shield at a time. You make this selection at the start of your turn, which lasts until the start of your next turn.
- Two shields, full defense action or fighting defensively: You gain the benefits of both. When wielding two shields in this manner, apply the shield bonus of both shields to your AC. If both shields provide an enhancement bonus to AC, apply the highest and a +1 bonus for the second shield.

You gain the benefits of the shield even if you are wielding items in your hands.

Additionally, you may incur 4d6 exertion to your tentacles to gain the benefits of both shields while fighting normally (not taking the full defense action or fighting defensively) for a number of rounds equal to your Strength modifier.

SPECIES CLASS OPTIONS

BELARAN EXEMPLAR

Designed to be subsumed by another entity, the belaran have a natural tendency to help and aid others. Their own self-created introspective nature and desire for solitude tends to make belaran dichotomous. So too are the belaran exemplars who embody the most ingrained aspects of the belaran people.

The belaran culture tends to reflect this dichotomy in the form of regular retreats to ancestral strongholds for deep self-study. A belaran exemplar tends to focus their attention either on one form of the dichotomy or the other. This isn't to say one cannot split their attention; one could even argue this is a true reflection of what a belaran exemplar should be.

ADVENTURES

Belaran exemplars adventure for the same reasons that a regular belaran may. However, most are strongly motivated to dig deeper into their history and discover the identity of the divinity that guides them. Not knowing this troubles a belaran exemplar deeply and they will go to great efforts to obtain any potential information that could lead them toward that ultimate goal.

CHARACTERISTICS

Belaran exemplars tend to be more suspicious than the kin of their species. Whether this comes from the frequent interaction with strangers and learning that lies and deceit are quite common in the world at large, or from the introspections that show them that the mind can be a treacherous place to travel in solitude, the belaran exemplars are far from naive. They still have an extremely strong tie toward community, and in that they strive strongly to spend time with other belaran despite their frequent urge for seclusion. In truth, belaran exemplars have an

ingrained sense of servitude to their fellow belarans due to their understanding of the larger picture of the place of the belaran people in the world. They seek to ensure that their people are not taken advantage of when they simply want to be of assistance.

ALIGNMENT

Nearly to an individual, belarans are neutral, good, or lawful. Only in rare cases are they of evil or chaotic alignment, and a chaotic evil belaran is rare to the point of only existing in legends. The belaran who travels the exemplar path are mostly good and lawful. However, some exemplars embody the sect of their people that

reject either the existence of their creator or its influence in the belaran existence. These belaran exemplars have no alignment restrictions but tend to lean toward evil or chaotic.

RELIGION

As one would expect, the culture of the belarans is dominated by their philosophical schools. However, each belaran has a compelling reason to want to delve into worship and exploration of divinity. While the direct worship of divinity is not mandated, belarans who do not participate in some form of religious worship are uncommon. The concept of eschewing religion would not even occur to the belaran exemplar. The most pious of belaran exemplars may even worship multiple deities or practice multiple religions.

BACKGROUND

Belaran exemplars frequently are identified at hatching. The skin colorings of a belaran do not appear until they are nearing adulthood. However, a belaran that could possibly grow up to become an exemplar has their skin colorings upon hatching. This leads to the belarans as a people elevating the exemplars, ensuring they have the best possible options that life has to offer to give them a chance to come into their possible destiny. Belaran exemplars will frequently become leaders of their people and guides for the young. Despite the frequent travel of a belaran exemplar, the belaran people will return the leadership role nearly without fail to a returning exemplar.

OTHER SPECIES

Great value comes from the other species of the world in showing the belaran exemplar the true way of how others are.





TABLE 4: THE BELARAN EXEMPLAR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1st	+0	+2	+0	+2	Effective paladin level, path abilities	+1 level of cleric
2nd	+1	+3	+0	+3	Improved darkvision (+60 ft.), bonus feat	—
3rd	+2	+3	+1	+3	Path ability, ability boost	+1 level of cleric

This does not mean that their helpfulness turns into friendliness. Most belaran exemplars, while they deeply desire to aid others, are heavily suspicious of other species and their often secretive motivations. Belaran exemplars generally keep from forming strong relationships with other species. The honesty common among their own kind doesn't come as easily to other species and a "little white lie" can frequently be felt as a deep slight by a belaran, especially an exemplar.

OTHER CLASSES

Belaran exemplars do not hold any special care for other classes to a large degree. While they appreciate the presence of several different classes as comrades and respect their skills, a pair of exemplars that each takes a different Path of Service will complement each other such that they hardly feel the lack of the other classes. If forced to make a claim to preference, the paths other than rejection would likely note the monk for their piety and introspection rather than their fighting capabilities. Those following the Path of Rejection see the mentally strong, regardless of class, as valuable at their side.

ALIGNMENT: A belaran must be lawful good, neutral good, or lawful neutral to follow the Path of the Self or the Path of the Divine. Exemplars who follow the Path of Rejection have no alignment restrictions.

HIT DIE: d10.

STARTING WEALTH: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Requirements

To qualify to become a belaran exemplar, a character must be of the belaran species.

Class Skills

The exemplar's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL: 2 + Int modifier.

Class Features

The following are the class features for the belaran exemplar.

WEAPON AND ARMOR PROFICIENCY: Belaran exemplars are proficient with all simple weapons, saps, shield spikes, bolas, light and medium armor, and light and heavy shields.

SPELLS PER DAY: At first and third level, a belaran exemplar gains new spells per day as if they had also gained a level in cleric. The exemplar does not, however, gain any other benefit a character of that class would have gained. If the exemplar later gains cleric levels, any effective caster level increases still apply.

EFFECTIVE PALADIN LEVEL: A belaran exemplar adds their belaran exemplar level to their effective paladin level to determine effects of class abilities based on paladin level. This does not, however, grant them additional spells per day or grant them new paladin abilities. If the exemplar later gains paladin levels, any effective paladin level increases still apply.

EXEMPLAR PATH OF SERVICE

When a belaran becomes a belaran exemplar, they must choose a path to direct their apotheosis. Their chosen path determines some of the class features gained from this class and once the choice is made, it cannot be changed.



"I reached the end of my journey, then picked up my staff to begin the next."

- Japhesian, Travels, line 500

PATH OF THE SELF

A belaran exemplar who chooses the Path of the Self tends to be more direct in their actions. They gain the following abilities at the identified level.

ADDITIONAL TENTACLES: At first level, the belaran exemplar grows an additional tentacle on each arm. These new tentacles are weaker than the originals and have limitations. They can only be used to hold or manipulate objects and cannot make their own attacks or wield weapons or shields (even if a feat may grant this ability to them). They can, however, if not holding anything, be used in conjunction with the natural attack of their paired tentacle to grant the attack a +1 bonus to attack rolls and add damage equal to half the exemplar's Strength modifier to the attack. These additional tentacles do not count



as coiled or uncoiled for any purpose even if the exemplar has an effect that states they do.

FORCE OF WILL: At first level, the belaran exemplar gains the Lay on Hands ability of the paladin with certain limitations. The ability can be used a number of times per day equal to the exemplar's Charisma modifier (minimum 1) and it only heals 1d6 points of damage. If the exemplar ever takes at least three paladin levels, they lose the normal benefits of this feature and instead gain the Exuding Will feat as a bonus feat. The exemplar must meet all prerequisites for the feat.

BONUS FEAT: At second level, the belaran exemplar gains one of the following bonus feats: Bracing Posture, Crushing Embrace, Extendriils, Snap Reflexes, Improved Natural Attack (tentacle), Quick Embrace, Weapon Focus (tentacle), or Wield Shield. The exemplar must meet all prerequisites for the chosen feat.

EMBIGGEN FORM: At third level, the exemplar gains the Powerful Build trait when at least two of their tentacles are coiled. The physical stature of the exemplar lets them function in many ways as if they were one size category larger. Whenever the exemplar is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the exemplar is treated as one size larger if doing so is advantageous to them. An exemplar is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect them. An exemplar can use weapons designed for a creature one size larger without penalty. However, their space and reach remain those of a creature of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

ABILITY SCORE INCREASE: At third level, the exemplar gains an inherent +2 bonus to their Charisma score.

PATH OF THE DIVINE

A belaran exemplar who chooses the Path of the Divine tends to be more contemplative before they take action. They gain the following abilities at the identified level.

SPELLS: At first level, the belaran exemplar with a Wisdom score high enough to do so gains access to first level cleric spells and spell slots and the ability to prepare and cast these spells. In many ways, this class feature is identical to the similarly named class feature of the cleric. However, without cleric levels, an exemplar does not gain domain spell slots and never can attain higher-level cleric spells, for example, by having prestige classes that increase the casting level of classes. They still increase their first level spell's caster levels (and potentially gain



more first level spell slots), but gain no further spell levels unless they have taken cleric levels.

If the exemplar ever takes at least one cleric level, they lose the normal benefits of this feature and instead gain one bonus cleric spell slot of the highest level of spells the exemplar can cast.

BONUS FEAT: At second level, the belaran exemplar gains one of the following bonus feats: Iron Will, Motivated Vigor, Omen Consumed, Omen of the Aware, Omen of the Foreseer, Omen of the Lost Tome, Omen of the Truthseeker, or Plumb the Depths. The exemplar must meet all prerequisites for the chosen feat.

DIVINE CONDUIT: At third level, the exemplar can cast additional spells at the cost of their Birth Omen racial trait. When the exemplar is preparing spells for the day, they can select one prepared spell to be their Omen spell. The Omen spell can be cast either as a move action or its normal action, whichever is faster. Doing so costs a daily use of the Birth Omen ability. If the exemplar is under the effects of an omen feat, their caster level for this spell is 1 higher than normal.

Additionally, the exemplar's *augury* effect can now function as the spell *divination*, the exemplar may choose the *augury* effect or this new effect when they activate their Birth Omen but not both. This *divination* effect differs from the spell in that the distance the *divination* can reach forward in time is five days plus one day per three character levels the belaran has. Effects that increase the chance of success on an *augury* effect also apply to this *divination* effect.

If the exemplar ever takes the Narrowed Search feat, the *augury* effect can function as the spell *commune*.

If the exemplar does not have the Birth Omen racial trait, they instead gain a second bonus feat from the bonus feat list at second level. The exemplar must meet all prerequisites for the chosen feat.

ABILITY SCORE INCREASE: At third level, the exemplar gains an inherent +2 bonus to their Wisdom score.

PATH OF REJECTION

Unlike the exemplars who embody service, those who travel the Path of Rejection embody the rejection of this divine service. They would never willingly give up their free will and rebel against those who seek to subsume them with passionate vehemence.

SENSE THE ENSLAVED: At first level, the exemplar can sense those under possession or compulsion effects as long as they are within range of their darkvision and have line of sight. These individuals are rimmed in a red aura to the eyes of the exemplar.

BREAK THE BONDS: At first level, the exemplar can, as a melee touch attack, grant the target a new save against a possession or compulsion effect. They can use this ability a number of times per day equal to their belaran exemplar level + their Charisma modifier.

BONUS FEAT: At second level, the belaran exemplar gains one of the following bonus feats: Clarity of Pain, Improved Iron Will, Iron Will, or Subconscious Usurpation. The exemplar must meet all prerequisites for the chosen feat.

SPITEFUL RESISTANCE: At third level, the exemplar loses their Open Mind racial trait (if they have it) and gains the ability to harm those who would attempt to possess or enchant them. Any creature that would attempt to possess the exemplar or inflict an enchantment (compulsion) or (charm) effect on the exemplar must make a Will save (DC 10 + 1/2 belaran's level + Cha modifier) or take damage equal to 1/2 the exemplar's character level multiplied by their Charisma modifier. If they successfully make the save, they are instead dazed for 1 round.

ABILITY SCORE INCREASE: At third level, the exemplar increases their Intelligence score by 2.

IMPROVED DARKVISION: At second level, the belaran exemplar improves their darkvision by 60 feet.

"I stood before a king on a golden throne, surrounded by attendants and servants. 'From where comes your sovereignty?' I asked, and the king had no answer."

- Japhesian, Travels, lines 156-157

MAGIC ITEMS

OMEN ICONS

The omen icons were developed from the belarans' desire to remain true to their ancient calling in a world in which they needed to cover their bodies to defend themselves. Omen icons are brooches like those used to fasten a cape, but are not required to be located near the neck. The icon of obedience normally is, but the icon of observance is normally located on a forearm, hand, or wrist (though it still occupies the neck magic item slot).

ICON OF OBEDIENCE		PRICE 500 GP
SLOT neck	CL 1st	WEIGHT —
AURA faint divination		

This piece of jewelry incorporates a gem of some form and is used to fasten a cloak or cape.

While able to be used to fasten clothing, the icon of obedience also glows slightly to those with darkvision. To a belaran looking at the icon, the glow is far brighter when the bearer is following guidance from their birth omen. Those who are avoiding following guidance from their birth omen, or who are going against such guidance, are shadowed rather than glowing.

CONSTRUCTION REQUIREMENTS	COST 250 GP
----------------------------------	--------------------

Craft Wondrous Item, crafter must be a belaran, *augury*.

ICON OF OBSERVANCE		PRICE 500 GP
SLOT neck	CL 1st	WEIGHT —
AURA faint divination		

This wide flat disc of quartz-like crystal is frequently located on the arm, wrist, or hand of the bearer.

When using an *augury* effect associated with the birth omen ability or omen feats, the icon of observance displays the shifting patterns of the bearer such that they do not need to be able to see their bare skin in order to ask their question.

CONSTRUCTION REQUIREMENTS	COST 250 GP
----------------------------------	--------------------

Construction Requirements Craft Wondrous Item, crafter must be a belaran, *augury*.

OMEN PHIAL CASK		PRICE 1,000 GP
SLOT —	CL 3rd	WEIGHT 10 lbs.
AURA faint illusion		

This small barrel has many sockets for small tubes to be inserted.

The omen phial cask was designed to save the *divination* questions and answers of belarans for future reference. This small barrel shaped object has 50 sockets in it. Above each socket is a small gem. When the phial is first inserted, the person inserting it speaks a command word and can record up to 25 words; usually, they identify the question they asked of their birth omen, their name, and the date. This is a single use effect for each gem and cannot be changed. Touching the gem and speaking another command word replays the information either out loud or in the mind of the user (a choice made when activating the gem). Each cask normally is crafted with a metal sheath for it to be slid into. In most cases, the cask has a minor enchantment placed on it to ensure the contents are kept viable.

CONSTRUCTION REQUIREMENTS	COST 500 GP
----------------------------------	--------------------

Craft Wondrous Item, *ghost sounds*. Cost 250gp





MUNDANE ITEMS

SHATTERPLATE

PRICE +1,000 GP

WEIGHT 10 lbs.

Shatterplate is a modified armor that takes advantage of the extra mobility and strength of belaran tentacles. The arm and shoulder sections of the armor are directly attached to tentacle and arms rather than one or the other. The belaran takes care to shift their tentacles to better protect themselves. However, the plate can only be modified to improve two of the following features:

- Armor Bonus: increased by 1;
- Max Dex Bonus: increased by 1;
- Armor Check Penalty coiled: reduced by 2
- Arcane Spell Failure Chance coiled: reduced by 10%;
- Speed coiled: penalty to speed reduced by 5.

When crafting shatterplate, the smith chooses two of the above statistics to improve; these cannot be changed after creation. When making tentacle attacks while uncoiled, a belaran wearing shatterplate can choose to deal bludgeoning, piercing, or slashing damage when they uncoil their tentacles. If the belaran chooses piercing, they deal 2 additional points of damage with their tentacle attacks. However, the shards of metal are left in the foe and deals 1 hit point of damage to the armor. Recovering the shards and spending 1 hour replacing them heals hit point damage from this source. If the shards cannot be recovered the plates must be reforged and replaced with the appropriate Craft skill at a cost of 1/10 the cost of crafting the armor to heal the hit point damage from this source. Only medium and heavy armor primarily made of plates of metal can be modified into shatterplate.

OMEN PHIAL

PRICE 50 GP

WEIGHT —

The answer to a question of their birth omen among the belaran is considered near-prophecy, carrying such great weight that others demand proof. From this came the creation of the omen phials. These three inch long crystal-glass vials contain a milky white fluid prior to use. When a belaran invokes *augury* (or other similar effects) and asks a question, they can pierce their flesh with the needle end of the phial container, letting some of their blood into the container. The blood continues to ripple and change shape in patterns to reflect the response to the question, such that it is documented in perpetuity (it's up to the cataloguer to identify the question). The blood never fully mixes with the milky fluid already present in the vessel. Those who are familiar with interpreting belaran skin omens understand the results of the *augury* (or similar effect) conveyed in the shapes the blood takes in the phial.

CONSTRUCTION REQUIREMENTS

CRAFT (ALCHEMY) DC 15

*"Throw out your treasures and open your house;
then knowledge will reside there."*

- Japhesian, Missive to Priest Ephren, line 151



OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc..

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Akashic Mysteries, © 2014, Dreamscarred Press; Author: Michael Sayre.

Anger of Angels, © 2003, Sean K Reynolds.

Bastards & Bloodlines: A Guidebook to Half-Breeds, © 2003, Green Ronin Publishing;

Author: Owen K.C. Stephens

Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook.

Path of the Magi, © 2002, Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Race Guide, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder Player Companion: Champions of Corruption © 2014, Paizo Inc.; Authors: Paris Crenshaw, Jim Groves, Sean McGowen, and Philip Minchin.

Pathfinder Player Companion: Ranged Tactics Toolbox © 2014, Paizo Inc.; Authors: David N. Ross, David Schwartz, and Kaitlyn Sprague.

Skreyn's Register: The Bonds of Magic, © 2002, Sean K Reynolds.

The Book of Experimental Might, © 2008, Monte J. Cook; All rights reserved.

The Book of Hallowed Might, © 2002, Monte J. Cook.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Angel, Monadic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Baphomet from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games,



Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Frogemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Genie, Marid from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Gripli from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Nereid from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors: Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author: Ari Marmell.

Hyperconscious: Explorations in Psionics, © 2004, Bruce R. Cordell. All rights reserved.

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved.

Mindscapes, © 2003–2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors: Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Ultimate Psionics. © 2011, Dreamscarred Press; Authors: Jeremy Smith and Andreas Rönnqvist.

Psionics Augmented: Seventh Path, © 2015 Dreamscarred Press.

Akashic Mysteries, © 2014 Dreamscarred Press; Author: Michael Sayre.

April Augmented, © 2018 Dreamscarred Press.

Species Archive, Pathfinder Compatible: The Belaran © 2019, Cobalt Sages Creations; Authors: Ryan D. Dyson, Jeniffer R. Povey, Maria Smolina, Jacob Earl Talley, Amber Underwood.

