

RACIAL PROFILES EXPANDED

# THE ARKHOO

MIKE WELHAM



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**D20 PFSRD**  
Publishing.com

# THE RACIAL PROFILES EXPANDED ARKHOON

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Contents

Introduction

Arkhoons

Alternate  
Racial Traits

Favored Class  
Options

Racial  
Archetypes

New Racial  
Rules

New Monsters

Open Gaming  
License



---

## Contents

---

<b>Introduction .....</b>	<b>3</b>
<b>Arkhoons .....</b>	<b>4</b>
<b>Alternate Racial Traits .....</b>	<b>9</b>
Racial Subtypes.....	10
<b>Favored Class Options.....</b>	<b>11</b>
<b>Racial Archetypes .....</b>	<b>13</b>
Lightfingers (Rogue).....	13
Pattern Mystery (Oracle).....	14
Eyemote (Mesmerist) .....	16
<b>New Racial Rules .....</b>	<b>17</b>
Arkhoon Equipment.....	17
Arkhoon Feats.....	18
Arkhoon Magic Items .....	22
Mask of the Arkhoon .....	22
Pattern-Projecting Armor.....	22
Shadowsuit.....	23
Tactile Gloves.....	23
Arkhoon Spells.....	24
Imbue Arkhoon Patterning .....	24
Murk.....	24
Symbolweave .....	24
Tactile Field .....	25
Vertiginous Pattern .....	25
Deep Arkhoons .....	27
<b>Open Game License.....</b>	<b>28</b>

# INTRODUCTION

Arkhoons grew out of a fondness for (apologies for the “let me tell you about my character” aside) a thief who died and had the misfortune to come back as a raccoon. Fortunately, raccoons are inherently good at sneaking around and getting into things they shouldn’t, so this turned out to be a perfect fit for the larcenous character. Rather than recreate this admittedly nostalgic experience, I realized that taking this concept as a launching point would be much more universal than a masked and stripy rogue. What if the mask and stripes were part of a wide scale patterning, over which the arkhoon would have considerable control? What if they had sensitive tactile receptors, which allowed them to perceive their surrounding where light was nonexistent? These serve the purpose of making the raccoon-like creatures sneaky, since they could blend into the shadows and deftly bypass obstacles to treasures they coveted. However, the arkhoons’ pattern control also opens up possibilities for combat and spellcasting by adding or augmenting the ability to display confusing or otherwise misleading patterns.

This led to some consideration about the race’s origins. Arkhoons didn’t necessarily have to come from the forest like their raccoon cousins. In fact, considering their abilities to manipulate light and shadow, it seemed more appropriate for them to hail from below the earth. This helps ease the race’s introduction to campaign worlds, since they could be new arrivals from the

underworld, escaping from their former masters and their pasts as mercenaries.

While this book contains a single race, it offers a myriad of possibilities to mold your arkhoons in ways that make them different from others of their race. This might open up a campaign where a group of arkhoons work together to escape their former homelands. A variety of feats, spells, magic items, weapons, and archetypes associated with the race allow considerable customization. One of the archetypes is geared toward thievery, but the others play with understanding and abusing patterns.

Arkhoons have been developed to stand with other slightly more powerful race options, such as aasimar or tieflings, but not so overwhelming that they outshine other races. Of course, your GM is the best arbiter of whether this race or any of the associated options are viable in his or her campaign.

Mike Welham

**Contents**

**Introduction**

**Arkhoons**

**Alternate Racial Traits**

**Favored Class Options**

**Racial Archetypes**

**New Racial Rules**

**New Monsters**

**Open Gaming License**

# ARKHOONS

## ARKHOONS

(15 RP)

Arkhoons are a race of humanoids who hail from below the world's surface, acting as mercenaries who primarily performed spying and sabotage missions and assassinations for other underworld groups that could afford the arkhoons' outrageous premiums.

In the largest arkhoon community, a growing number of arkhoons became disaffected with their vocation, especially considering the predominant impression of their worth by other races. A rift developed between a faction who enjoyed the status quo and a strengthening group who wanted arkhoons to be something other than hired saboteurs and killers. This rift devolved into shadow warfare wherein arkhoons, who previously had refused jobs that required them to target other arkhoons or brought them into conflict with others of their race, began to attack one another. This warfare nearly destroyed the already shaky reputation the race had, and finally resolved itself when the newly chosen leader of the "pacifistic" arkhoons decided to lead her people to the surface where they could escape the warfare and associate with people who knew little to nothing of the arkhoons' notoriety.

For centuries after their exodus, surface arkhoons have lived in isolated communities or attempted to blend in with strange humanoids living in the margins

## ARKHOON RACIAL TRAITS

**+2 Dexterity, +2 Charisma, -2 Wisdom (0 RP):** Arkhoons are quite nimble in body and mind, but they are easily distracted.

**Arkhoon (0 RP):** Arkhoons are humanoids with the arkhoon subtype.

**Medium (0 RP):** Arkhoons are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed (2 RP):** Arkhoons have a base speed of 30 feet. They also have a climb speed of 20 feet.

**Claws (2 RP):** Arkhoons have sharp claws that not only allow them to climb well but are also harmful. These claws are natural weapons that are primary attacks that deal 1d4 points of damage each.

**Darkvision (2 RP):** Arkhoons can see in the dark up to 60 feet.

**Camouflaged (5 RP):** Arkhoons have a +2 racial bonus on Stealth checks. This camouflage also reduces the penalty for using Stealth while moving at full speed by 5, and it reduces the Stealth check penalty for sniping by 10. If the arkhoon's torso is uncovered, the arkhoon gains an additional +2 bonus on Stealth checks.

**Tactile Sensitivity (2 RP):** Arkhoons have a +4 racial bonus on Disable Device checks and Perception checks that involve touch.

**Pattern Magic (2 RP):** Arkhoons add +1 to the DC of any saving throws against spells of the pattern subschool that they cast. Members of this race with a Charisma score of 13 or higher can also cast *hypnotic pattern* once per day. The caster level for this spell-like ability is equal to the arkhoon's character level, and the DC for this ability is equal to 13 + the arkhoon's Charisma modifier.

**Languages (0 RP):** Arkhoons begin play speaking Arkhoon and Common. Arkhoons with a high Intelligence score can choose from the following: Abyssal, Aklo, Infernal, and Undercommon.

of large settlements. In keeping with their new outlook, arkhoons have slowly integrated into their new societies where they excel as diplomats who have a knack for defusing tense situations between conflicting groups. Some arkhoons have reverted to their mercenary ways, but typically apply them to aid adventuring parties. Meanwhile, these arkhoons have a nagging concern about attacks by deep members of their race, who are rumored to have undergone a strange mutation that makes them even more suited for their murderous work.

Arkhoons are quick, inquisitive, and charming, but seem to lack patience or self-control, sometimes. For diplomatic arkhoons, they manage to tamp down their impulsiveness to ensure they can reach an accord, but, as time goes on, the arkhoons become obviously fidgety. Fortunately, their nimble bodies get them out of the trouble into which their impetuous minds lead them.

**Physical Description:** Arkhoons stand slightly shorter, at roughly five feet, than the average human, and they are typically wiry, weighing 100 pounds on average. Their overall appearance is similar to humans, although arkhoon ears are higher on their head than human ears and reach more of a point at the top (not as pronounced as an elf's ears, though). Arkhoon hair color tends towards shades of brown or gray, sometimes with intermixed streaks of both colors. Arkhoons have pale white or gray skin, but the most striking feature of their

skin is the shifting inky black patterns that flow across it. These patterns fluctuate randomly along arkhoons' exposed skin, including their scalps, but exclude a 1-inch thick ring around their eyes that remains black. Arkhoons have varying eye color as well, shifting between brilliant blues, emerald greens, and drab grays. None of these pattern or color shifts denote a particular emotion in arkhoons; arkhoons can exert control over their patterning, which helps them blend in against a variety of backgrounds or perhaps emphasize a particular point in negotiations.

Arkhoon hands are oversized and feature long delicate fingers with unusually padded fingertips. Arkhoons have large clusters of nerve endings in their fingertips, which allow them to perform delicate manipulations of objects that even master thieves envy. Arkhoons enjoy their sense of touch and like the experience an unusual fabric or liquid brings. When their impulsivity takes over, arkhoons might dip their fingers into a glass of chilled water or stroke a coarse fabric, sometimes leading to awkward social situations.

Clothing is a simple affair for arkhoons, who dress in fairly plain tunics and breeches. They rarely make ostentatious displays of wealth, preferring instead to leave as little of an impression as possible on others. For special diplomatic situations that require it, though, arkhoons will wear fancier clothes or adorn themselves with gems and jewels. Magically inclined arkhoon tailors have also developed a cloth

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License

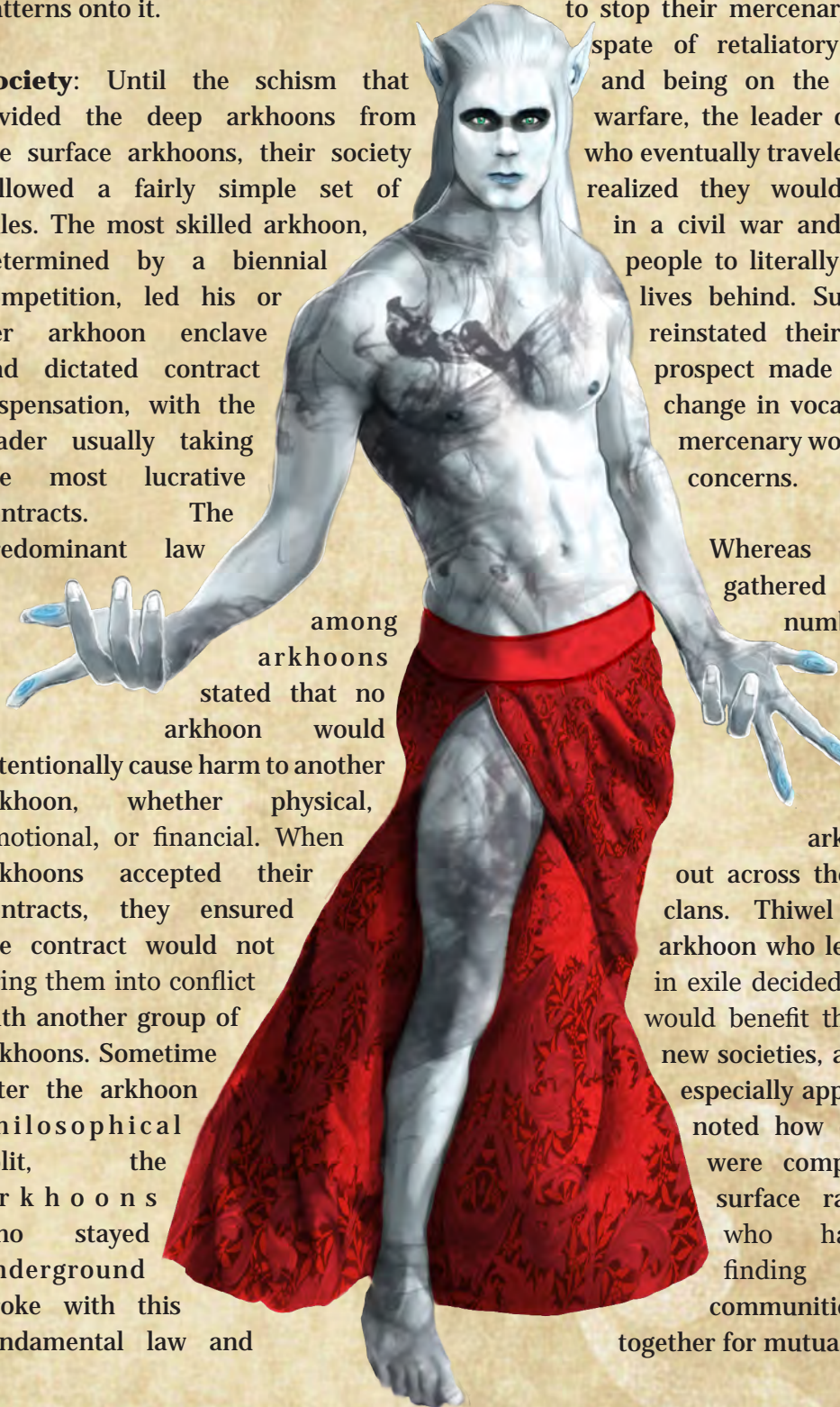
that allows arkhoons to project their skin patterns onto it.

**Society:** Until the schism that divided the deep arkhoons from the surface arkhoons, their society followed a fairly simple set of rules. The most skilled arkhoon, determined by a biennial competition, led his or her arkhoon enclave and dictated contract dispensation, with the leader usually taking the most lucrative contracts. The predominant law

among arkhoons stated that no arkhoon would intentionally cause harm to another arkhoon, whether physical, emotional, or financial. When arkhoons accepted their contracts, they ensured the contract would not bring them into conflict with another group of arkhoons. Sometime after the arkhoon philosophical split, the arkhoons who stayed underground broke with this fundamental law and

assassinated those arkhoons who wanted to stop their mercenary work. After a spate of retaliatory assassinations and being on the verge of open warfare, the leader of the arkhoons who eventually traveled to the surface realized they would gain nothing in a civil war and convinced her people to literally leave their old lives behind. Surface arkhoons reinstated their oldest law, a prospect made easier by their change in vocation away from mercenary work to diplomatic concerns.

Whereas arkhoons gathered in a limited number of large communities when they all lived underground, surface arkhoons spread out across the world in tiny clans. Thiwel Vardoon, the arkhoon who led the arkhoons in exile decided a lower profile would benefit the race in their new societies, and this became especially apparent when she noted how distinctive they were compared to other surface races. Arkhoons who have difficulty finding accepting communities will stay together for mutual protection and



often leave such communities, while those arkhoons in more cosmopolitan locations easily integrate themselves in those societies and find no need to live among other arkhoons. However, every two years, the majority of surface arkhoons hold regional moots in accordance with their old leadership selection process. During these moots, arkhoons continue their tradition of choosing a leader, an honorary title more than anything, with a competition geared towards diplomacy as opposed to stealth and death-dealing. Additionally, the gathered arkhoons share tales about their particular corner of the world and relay any rumors regarding the presence of deep arkhoons.

**Relations:** Arkhoons act friendly towards every race they meet, and, assuming individuals can get past the arkhoons' strange appearance, they find arkhoons to be amicable. Arkhoons who meet new people usually lock down their patterns for a short period of time in order to make the best impression and gradually let their patterns drift after warning their new acquaintances. Since arkhoons attempt to fit into their societies, and with their emphasis on sincere politeness, they get along with the vast majority of people they meet.

Dwarves have the worst opinion of arkhoons, since they have historically interacted with mercenaries from the race, and they are the only race who consistently deals with deep arkhoons. Even without this history, dwarves find even occasional

arkhoon impulsiveness to be distasteful. On the other hand, halflings and gnomes readily take to arkhoons and sometimes bring out the worst in individual arkhoons who indulge their impulsive natures around their new "friends." Arkhoons also find kindred spirits in half-elves and half-orcs, whom arkhoons see as belonging to two worlds and uncomfortable with both. They see this as a reflection of the dichotomy between the world they left behind out of necessity and their new environment to which they have yet to completely adjust.

Arkhoons avoid drow and other subterranean races, as they prefer to keep a distance from these reminders of their dark pasts.

**Alignment and Religion:** Owing to their old mercenary natures and current diplomatic outlook, arkhoons tend toward neutrality and prefer not to take sides along alignment lines. Surface arkhoons hold a better outlook towards other races than they previously held while living in the underworld, and so tend ever so slightly towards good alignments (but still typically neutral along the law-chaos axis). Arkhoons value what they see as moral flexibility, but an occasional member of the race might choose an extreme alignment. If arkhoons ever had a patron deity, that deity was lost to them ages ago. This lack of a patron deity and the arkhoons' mercenary outlook give them a cynical view of religion, but they say quick prayers to those deities which might grant arkhoons glibness or the ability to remain unnoticed.

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License



With their integration into larger societies, though, some arkhoons have taken to the worship of accepted deities, with a rare few arkhoons choosing to become clerics.

**Adventurers:** Arkhoons are particularly suited for the adventuring life. They enjoy discovering new places and meeting new people, and their dual aptitudes for diplomacy and stealth benefit any adventuring party they join. Arkhoons prefer overland journeys and exploring

old tombs or lost cities above ground, but they will make an occasional trip into an underground cavern. Overly long subterranean delves distress arkhoons, who worry that they will encounter deep arkhoons they left behind.

**Male Names:** Aerrick, Rury, Treffinor, Valneer

**Female Names:** Fergeen, Lelwin, Ranndi, Thiwel

### Arkhoon Age, Height, and Weight Statistics

Adulthood	Intuitive <sup>1</sup>	Self-taught <sup>2</sup>	Trained <sup>3</sup>
17 years	+1d4	+2d6	+3d6

<sup>1</sup>Includes barbarians, oracles, rogues, and sorcerers.

<sup>2</sup>Includes cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

<sup>3</sup>Includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
45 years	68 years	90 years	90 + 4d20 years

<sup>1</sup> At middle age, -1 to Str, Dex, and Con, and +1 to Int, Wis, and Cha.

<sup>2</sup> At old age, -2 to Str, Dex, and Con, and +1 to Int, Wis, and Cha.

<sup>3</sup> At venerable age, -3 to Str, Dex, and Con, and +1 to Int, Wis, and Cha.

Arkhoon Gender	Base Height	Base Weight	Modifier <sup>1</sup>	Weight Modifier <sup>2</sup>
Female	4ft. 6 in.	90 lbs.	2d6	x 5 lbs.
Male	4 ft. 9 in.	110 lbs.	2d6	x 5 lbs.

<sup>1</sup> Add the modifier result, in inches, to the base height.

<sup>2</sup> Multiply the modifier result by this value and add the result to the base weight

# ALTERNATE RACIAL TRAITS

The following racial traits are available in lieu of existing arkhoon traits.

**Acute Senses:** These arkhoons have adapted to their homes above ground and have lost some of their uncanny ability to see in the dark, but their overall keenness of sense has improved. Arkhoons with this trait have low-light vision and gain a +2 racial bonus on Perception checks (which stacks with tactile sensitivity). This racial trait replaces darkvision.

**Armored Patterning:** On rare occasions, the patterns crisscrossing the arkhoon's skin take on a greater physicality. Arkhoons with this racial trait gain a +1 natural armor bonus to their Armor Class. The arkhoon takes the full penalties for Stealth checks while moving at full speed and for sniping. This racial trait modifies camouflaged.

**Civilized Combatant:** Arkhoons find that flashing their claws is frowned upon in their new communities and have discovered other ways to protect themselves from harm. Arkhoons with this racial trait gain proficiency with rapiers, short swords, whips, and all weapons with the word "arkhoon" in their name. This racial trait replaces claws.

**Deepsight:** Arkhoons with this racial trait are much more comfortable in the dark;

they increase the range of their darkvision to 90 feet, but they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light description. This racial trait replaces darkvision.

**Digger:** Arkhoons with this racial trait have claws better adapted for tunneling through the earth, and they have a burrow speed of 20 feet. This racial trait replaces the arkhoon's climb speed.

**Diplomatic:** Some arkhoons have learned to trade their physical subtlety for emotional subtlety in their new roles as diplomats. Arkhoons with this racial trait gain a +2 racial modifier to Bluff and Diplomacy checks. The arkhoon takes the full penalties for Stealth checks while moving at full speed and for sniping. This racial trait modifies camouflaged.

**Flashy Patternist:** Arkhoon with this racial trait can use *color spray* as a spell-like ability twice per day. The arkhoon does not gain the ability to cast *hypnotic pattern*. This racial trait modifies pattern magic.

**Linguist:** With their emphasis on diplomacy, arkhoons have forgone their stealthiness in favor of learning how to better communicate with others. Arkhoons with this racial trait always treat Linguistics as a class skill, and they gain a +2 racial bonus on Linguistics checks. The arkhoon takes the full penalties for Stealth checks

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License

while moving at full speed and for sniping. This racial trait modifies camouflaged.

**Nimble-Footed:** Surface arkhoons have less concern with moving in three dimensions, and have instead gained greater mobility in the two available dimensions. Arkhoons with this trait gain a +10 foot bonus to their base speed. This racial trait replaces the arkhoon's climb speed.

**Shadow Magic:** Arkhoons with this racial trait add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Additionally, arkhoons with a Charisma score of 11 or higher can use *shadow weapon* as a spell-like ability twice per day, with a caster level equal to character level. This racial trait replaces pattern magic.

**Shadow Resistance:** Arkhoons with this racial trait gain cold resistance 5 and electricity resistance 5. This racial trait replaces tactile sensitivity.

**Tactile Thievery:** Most arkhoons use their sense of touch to stay out of danger, but some apply it toward larcenous ends. Arkhoons with this racial trait have a +2 racial bonus on Disable Device and Sleight of Hand checks. This trait replaces tactile sensitivity.

## RACIAL SUBTYPES

You can combine the various alternate racial traits to create arkhoon subraces or variant races, such as the following.

**Adapted:** These arkhoons live alone in large settlement or belong to clans or families that interact with other races on a regular basis, have fully accepted their new societies, and fit in quite well with the people there. Adapted arkhoons have the civilized combatant and diplomatic racial traits.

**Deep Arkhoon Mutant:** Some surface arkhoons have developed mutations rumored to be associated with the deep arkhoons they left behind. While their existence unsettles other arkhoons, these mutant arkhoons seem to have retained the newly embraced arkhoon outlook. These arkhoons have the deepsight and shadow resistance racial traits.

**Pattern-Locked:** Some arkhoons have lost the shifting patterns that flow across their skin, and instead have what appears to be a gray-and-black full-body tattoo. These arkhoons have the armored patterning and shadow magic racial traits.

**True Surface Arkhoon:** A number of arkhoons have grown accustomed to the terrain and day/night cycle above ground. These arkhoons have the acute senses and nimble-footed racial traits.

# FAVORED CLASS OPTIONS

The following options are available to arkhoons who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

**Alchemist:** Add +10 minutes to the duration of the alchemist's mutagens.

**Arcanist:** When casting arcanist illusion (pattern) or illusion (shadow) spells, add 1/4 to the Will save DC.

**Barbarian:** Add +1/4 to the bonus from the rolling dodge rage power.

**Bard:** Treat the bard's level as +1/2 level higher for the purpose of determining the effect of the fascinate bardic performance.

**Bloodrager:** Gain a +1/3 bonus on Stealth checks in shadowy areas. If the bloodrager has at least a +1 bonus on Stealth checks from this ability, she is also considered trained in that skill.

**Brawler:** Increase the number of times per day the brawler can use martial flexibility by 1/4.

**Cavalier:** Add +1 feet to the cavalier's mounted base speed. In combat, this only has an effect when the cavalier has selected this reward an increment of five times. If

the cavalier replaces his mount, the new mount gains this bonus to speed.

**Cleric:** Add a +1 bonus on caster level checks made to overcome the spell resistance of aberrations.

**Druid:** Add +1/2 to the druid's wild empathy bonus.

**Fighter:** Add +1 to the fighter's Perception check to notice creatures using Stealth.

**Gunslinger:** Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +2) or +1/4 to the AC bonus gained when using the gunslinger's dodge deed.

**Hunter:** Add a 5% miss chance to the hunter's animal companion (maximum 50%). This benefit only applies when the animal companion has a total 20% or 50% miss chance from this bonus. This benefit does not stack with spells or effects that give the animal companion a miss chance; the miss chances apply separately.

**Inquisitor:** Add a +1/2 bonus on Stealth checks while motionless and on opposed Perception checks.

**Investigator:** Gain a +1/3 bonus on inspiration die rolls for Perception and Stealth checks. When this bonus reaches +2, the arkhoon can use inspiration on Perception and Stealth checks without expending a use of inspiration.

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License

**Kineticist:** Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

**Magus:** Add a +1/4 point to the magus's arcane pool.

**Medium:** Add one illusion spell that isn't on the medium spell list to the list of spells the medium knows. This spell must be at least 1 level lower than the highest-level spell the medium can cast.

**Mesmerist:** Add +1/6 to the number of concurrent tricks the mesmerist can have implanted at a time.

**Monk:** Treat the monk's level as +1/3 level higher for the purpose of determining the monk's slow fall distance. If the monk's effective level is 20th or greater, but the monk does not have 20 actual levels, increase the slow fall distance to 100 ft., rather than "any distance."

**Occultist:** Gain 1/4 of a new focus power, which must come from the illusion implement school.

**Oracle:** Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list or is a pattern spell.

**Paladin:** Add a +1/2 bonus to the paladin's saving throws against illusion spells and effects (maximum +5).

**Psychic:** When casting psychic illusion spells, add 1/6 to the Will save DC.

**Ranger:** Add a +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

**Rogue:** Add a +1/2 bonus on Perception and Stealth checks made in dim light or darkness.

**Shaman:** Add one illusion spell that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

**Shifter:** Add a +1/2 bonus on Stealth checks made while using wild shape.

**Skald:** Add a +1 bonus on Diplomacy checks to change a creature's attitude.

**Slayer:** Add a +1/2 bonus on the slayer's sneak attack damage when attacking while unseen.

**Sorcerer:** Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

**Spiritualist:** Add 1 skill rank to the spiritualist's phantom.

**Summoner:** Add +1/4 to the eidolon's evolution pool.

**Swashbuckler:** Add +1/6 to the dodge bonus to AC granted by the nimble class feature.

**Vigilante:** For the vigilante's startling appearance class feature, his class level is treated as +1/2 level higher for purposes of bypassing uncanny dodge or a similar ability. Additionally, he adds +1/4 to the Will save DC for his frightening appearance and startling appearance class features.

**Warpriest:** Add 1/2 to the number of times per day the warpriest can use blessings, but these additional uses can be from only the Darkness, Madness, Magic, Protection, Rune, and Trickery blessings.

**Witch:** Add a +1/2 bonus on Perception and Stealth checks made by the witch's familiar. If the witch ever replaces the familiar, the new familiar gains these bonus skill ranks.

**Wizard:** Add +1/4 to the wizard's caster level when casting spells of the illusion school.

## RACIAL ARCHETYPES

The following racial archetypes and mystery are available to arkhoons.

### LIGHTFINGERS (ROGUE)

*Arkhoons have a sensitive touch that allows them to perform remarkable feats of dexterity. A lightfingers rogue takes this ability and applies it to larcenous pursuits, with a strong focus on legerdemain and bypassing obstacles.*

**Careful Disarm and Removal (Ex):** At 4th level, whenever a lightfingers rogue attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. Additionally, she gains a +2 insight bonus on Disable Device and Sleight of Hand checks. This ability replaces uncanny dodge.

**Fast Lift (Ex):** At 8th level, a lightfingers rogue only takes a –10 penalty on a Sleight of Hand check she performs as a move action. This ability replaces improved uncanny dodge.

**Rogue Talents:** The following rogue talents complement the lightfingers archetype: combat swipe, fast fingers, fast picks, and quick disable.

**Advanced Talents:** The following advanced rogue talents complement the

Contents

Introduction

Arkhoons

Alternate  
Racial Traits

Favored Class  
Options

Racial  
Archetypes

New Racial  
Rules

New Monsters

Open Gaming  
License

lightfingers archetype: improved evasion, skill mastery, sneaky thief\*, and thoughtful reexamining.

**Advanced Rogue Talent:** The following new advanced rogue talent can be selected by any rogue of 10th level or higher who meets the Prerequisite(s).

*Sneaky Thief (Ex):* Whenever a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue may perform a free steal maneuver on that creature without provoking an attack of opportunity. This talent cannot be combined with any other talent that adds effects to a sneak attack.

## PATTERN MYSTERY (ORACLE)

*Arkhoons already have a great insight into various patterns that influence their own lives. With this new mystery, they gain insight into universal patterns that create a tapestry made up of every creature and object, and they learn how to manipulate patterns, from the most basic to supremely complex.*

**Class Skills:** An oracle with the pattern mystery adds Appraise, Disable Device, Knowledge (arcana), and Knowledge (engineering) to her list of class skills.

**Bonus Spells:** *color spray* (2nd), *hypnotic pattern* (4th), *loathsome veil* (6th), *rainbow pattern* (8th), *vertiginous pattern* (10th), *analyze dweomer* (12th),

*greater arcane sight* (14th), *scintillating pattern* (16th), *foresight* (18th).

**Revelations:** An oracle with the pattern mystery can choose from any of the following revelations.

*Allies' Path (Sp):* You can perceive how the flow of events affects your allies. Once per day, you can cast *status* as a spell-like ability. For every 6 oracle levels you possess, you can target an additional creature with the spell. You must be at least 3rd level to select this revelation.

*Alter the Pattern (Su):* Your understanding of the strands that bind everything together



allows you to disrupt those strands around yourself. Once per day as an immediate action, you can reroll any single d20 roll that you have just made before the results of the roll are revealed. You must take the result of this reroll, even if it is worse than the original roll. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to select this revelation.

*Anticipatory Defense (Su):* Once per day, as a free action, you can choose an enemy against which you gain a +4 insight bonus to AC. You gain this bonus for 1 round per oracle level. At 7th level, and every four levels thereafter, this bonus increases by +2. At 5th level, and every four levels thereafter, you can use this ability an extra time per day.

*Combat Prescience (Su):* For a total number of rounds equal to half your oracle level (minimum 1) per day, you gain a +1 insight bonus on your attack rolls. These rounds need not be used consecutively. For every 5 oracle levels you possess, the insight bonus increases by +1. Additionally, at 12th level, you may cast *quicken true strike* as a spell-like ability once per day and an additional time at 18th level.

*Deep Insight (Su):* You gain the ability to peek behind a creature's facade, discern the hidden workings of an object, or notice something you missed initially. Once per day, you may take 20 on a Knowledge (engineering), Perception, or Sense Motive

check as a standard action. At 11th level, and every 4 levels thereafter, you gain an additional use of this ability. You must be at least 7th level to select this revelation.

*Reality Recognition (Su):* You see things as they truly are. You gain a +1 insight bonus on Will saving throws against illusions. At 5th level, and every 4 levels thereafter, this insight bonus improves by +1. At 9th level, if you see through an illusion, you grant others who can understand you a +8 bonus on their Will saves against illusions.

*Tangle the Web (Su):* You extend your ability to alter the pattern's flow to other creatures. Once per day, you can force another creature to reroll a d20 roll it has just made before the results of the roll are revealed. That creature must accept the reroll's results regardless of the new outcome. At 15th level and 19th level, you can use this ability an additional time per day. You must have the alter the pattern revelation before selecting this revelation.

*Threadwatch (Su):* Your perception of the confluence of events allows you to react better to surprising situations. Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but, if you failed the surprise check, you act last in the surprise round. At 11th level, you gain Improved Initiative as a bonus feat; if you already have that feat, its bonus improves to +6. At 15th level, you can roll for initiative three times and take any one of the results.

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License



*Unveil the Pattern (Su):* You can designate a target within 30 feet to see the patterns that control everything, which causes your target to become dazed for 1 round (Will save negates). This is a mind-affecting effect. At 7th level, you cause your target to become stunned instead. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Final Revelation:** Upon reaching 20th level, you can perceive all the threads in the universe's pattern. You gain an insight bonus on your Reflex saving throws equal to your Charisma modifier, and you can gain *true seeing* as a constant spell-like ability, which you can reactivate as a free action if something dispels it.

## EYEMOTE (MESMERIST)

*An arkhoon eyemote uses his psychic powers to induce confusing patterns in the eyes of his opponents, forcing them to contend with phantom enemies rather than true threats.*

**Disorient Defender (Su):** At 2nd level, when an eyemote uses his painful stare ability, the target sees an image of a phantom attacker in his vision. The mesmerist's allies are treated as flanking the target until the target moves or the beginning of the eyemote's next turn, whichever happens first. This ability replaces *towering ego*.

**Distracting Threat (Su):** At 3rd level, an eyemote causes his opponent to

temporarily believe it faces a nearby threat. He can use *distracting threat* a number of times per day equal to 3 + his Charisma modifier. When he uses this ability on an opponent suffering from his hypnotic stare, he designates a square adjacent to the opponent. If the opponent fails its Will save, it must attack that square with its first attack on its next turn. If a creature is in the square, regardless of whether the creature is an ally or an enemy, the affected opponent applies its attack roll against the creature. The target benefits from concealment since the affected opponent can only see the phantom threat and not the incidental target of its attack. This is an illusion (figment) effect. This ability replaces *improved touch treatment*.

**Flay Defenses (Su):** Beginning at 11th level, when the eyemote uses his hypnotic stare ability, the target is considered flanked by the mesmerist's allies while he maintains his hypnotic stare on the target. Additionally, when the eyemote uses *disorient defender*, all creatures gain concealment (20% miss chance) against the target until the beginning of the eyemote's next turn. This ability replaces *glib lie*.

**Dreadful Mote (Su):** At 20th level, an eyemote can manifest a terrible entity in the mind's eye of the target of his hypnotic stare. Whenever the target takes damage from the mesmerist's painful stare, it is affected as if targeted by *weird*. If the creature succeeds on its Will save, it can't be affected by *dreadful mote* again for 24 hours. This ability replaces *rule minds*.

# NEW RACIAL RULES

The following options are available to arkhoons. At the GM's discretion, other appropriate races may make use of these new rules too.

## ARKHOON EQUIPMENT

The following items are useful for arkhoons.

**Patternweave Ink:** Arkhoons have developed inks with which they infuse clothing and non-metallic light armor, allowing wearers to project their patterns onto the surface of the material. This grants the wearer the full +4 racial bonus from his camouflaged racial trait. The cost and weight listed in the table reflect the extra cost and weight to infuse patternweave ink.

**Psychoactive Inducer:** This arkhoon-developed, pattern-enhancing alchemical creation allows the imbiber to control his patterns to emphasize (or fake) his emotional state. Psychoactive inducer lasts for 2 hours and provides a +4 alchemical bonus to the imbiber's choice of Bluff (limited only to lying), Diplomacy, or Intimidate checks. If the arkhoon who drinks the inducer desires, he can switch the bonus to a different check every 1/2 hour.

**Subtlemark Elixir:** Another arkhoon pattern-enhancing alchemical creation, subtlemark allows the imbiber greater control over the patterning that flows across her skin. After drinking this elixir, arkhoons can communicate with each other with little fear of discovery. Subtlemark lasts for 1 hour and grants the drinker a +8 alchemical bonus to Bluff checks to pass secret messages to other arkhoons and those who know Arkhoon. If an observer cannot speak Arkhoon, his Sense Motive check to decipher the message automatically fails.

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License

## ARKHOON FEATS

Arkhoons have access to the following feats.

Feats	Prerequisites*	Benefits
<b>Allied Diplomat</b>	Bluff 1 rank or Diplomacy 1 rank	+3 bonus from ally on Bluff or Diplomacy check/+4 bonus to ally on Bluff or Diplomacy check
<b>Confounding Display</b>	Dex 15, Two-Weapon Fighting	Dazzle all foes within 30 feet
<b>Echoing Pattern</b>	Pattern magic racial trait	Move and gain concealment until end of your turn
<b>Lasting Afterimage</b>	Echoing Pattern, pattern magic racial trait	Move and gain concealment until beginning of your next turn
<b>From the Outside In</b>	—	+2 insight bonus on Disable Device and Sense Motive checks
<b>Glimpse of the Grand Design</b>	Pattern magic racial trait	+2 insight bonus on an attack roll, saving throw, or skill check
<b>Veil Piercing</b>	Glimpse of the Grand Design, pattern magic racial trait	Double bonus from Glimpse of the Grand Design, and once per day, may reroll d20 benefitting from the feat
<b>Improved Camouflage</b>	Int 13, camouflaged racial trait	+4 racial bonus to Stealth checks
<b>Light Touch</b>	Disable Device 8 ranks, Deft Hands or Skill Focus (Disable Device)	Double bonus from Deft Hands or Skill Focus, and trigger trap on a failure of 10 or more
<b>Patterned Enchantment</b>	Caster level 1st, pattern magic racial trait	Enchantment spells gain pattern descriptor
<b>Solid Shadow</b>	Caster level 1st	Add 10% to the damage dealt by disbelieved shadow spells

\*All the above feats have a prerequisite of the Arkhoon race.

## ALLIED DIPLOMAT

Your skill at diplomacy allows you to enhance the help you receive from friends and the help you provide them in diplomatic endeavors.

**Prerequisite(s):** Bluff 1 rank or Diplomacy 1 rank, Arkhoon.

**Benefit(s):** When an ally successfully uses aid another to help you with a Bluff or Diplomacy check, it adds a +3 bonus on your check. When you successfully aid another on a Bluff or Diplomacy check, you add a +4 bonus on the check. If you have 10 or more ranks in one of these skills, you instead receive a +4 bonus on your check and grant a +6 bonus on the check for that skill.

**Normal:** You only grant or receive a +2 bonus on checks from successful aid another attempts.

## CONFOUNDING DISPLAY (COMBAT)

You use your patterning along with your weapon prowess to confound your foes.

**Prerequisite(s):** Dex 15, Two-Weapon Fighting, Arkhoon.

**Benefit(s):** When performing a two-weapon attack, you can make an Intimidate check to demoralize as a free action that affects all foes within 30 feet. If the check

succeeds, the affected opponents are dazzled rather than shaken.

## ECHOING PATTERN

When you move quickly, you leave an afterimage behind that fools your opponents.

**Prerequisite(s):** Arkhoon, pattern magic racial trait.

**Benefit(s):** If you move at least your base speed, you gain concealment (20% miss chance) until the end of your turn.

## FROM THE OUTSIDE IN

Your ability to understand patterns allows you to see the inner workings of the mind as well as various objects.

**Prerequisite:** Arkhoon.

**Benefit(s):** You gain a +2 insight bonus on Disable Device and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

## GLIMPSE OF THE GRAND DESIGN

Your understanding of sequences gives you some insight into the flow of probability.

**Prerequisite(s):** Arkhoon, pattern magic racial trait.

Contents

Introduction

Arkhoons

Alternate  
Racial Traits

Favored Class  
Options

Racial  
Archetypes

New Racial  
Rules

New Monsters

Open Gaming  
License

**Benefit(s):** Twice per day, you can gain a +2 insight bonus on a chosen attack roll, saving throw, or skill check. You must decide to gain this bonus before making the chosen roll.

## IMPROVED CAMOUFLAGE

You have learned how to subtly alter the designs flowing across your skin to better hide.

**Prerequisite(s):** Int 13, Arkhoon, camouflaged racial trait.

**Benefit(s):** Your racial bonus on Stealth checks improves to +4, or +8 if your torso is uncovered.

## LASTING AFTERIMAGE

Your movement creates a baffling afterimage that persists until you move again.

**Prerequisite(s):** Echoing Pattern, Arkhoon, pattern magic racial trait.

**Benefit(s):** If you move at least your base speed, you gain concealment (20% miss chance) until the beginning of your next turn.

## LIGHT TOUCH

Your sensitive fingers allow you to perform otherwise dangerous operations.

**Prerequisite(s):** Disable Device 8 ranks, Deft Hands or Skill Focus (Disable Device), Arkhoon.

**Benefit(s):** You double the bonus provided by Deft Hands or Skill Focus (Disable Device) for Disable Device checks to disarm or reset a trap. Additionally, you only trigger the trap if you fail by 10 or more on the check.

**Normal:** You trigger a trap if you fail the Disable Device check by 5 or more.

## PATTERNED ENCHANTMENT

You use your own patterning to augment enchantment spells.

**Prerequisite(s):** Caster level 1st, Arkhoon, pattern magic racial trait.

**Benefit(s):** Enchantment spells that you cast gain the pattern descriptor. This allows you to add your +1 racial bonus to the saving throw DC against enchantment spells, but your spells no longer affect sightless creatures.

## SOLID SHADOWS

Your shadow illusions become more tangible.

**Prerequisite(s):** Caster level 1st, Arkhoon.

**Benefit(s):** You add 10% to the damage dealt by shadow spells disbelieved by targets. You cannot exceed 100% damage by using this feat.

**Special:** You can take this feat one additional time. The benefits stack.

## VEIL PIERCING

You gain a greater understanding of sequences, which allows you greater control over probability.

**Prerequisite(s):** Glimpse of the Grand Design, Arkhoon, pattern magic racial trait.

**Benefit(s):** Your insight bonus from Glimpse of the Grand Design increases to +4, and, once per day, you may reroll any roll benefitting from Glimpse of the Grand Design. You must accept the results of the new roll.

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License



## ARKHOON MAGIC ITEMS

Arkhoons deal primarily with magic that enhances their diplomatic abilities, but they also embrace magic that intensifies their patterns. The following items are typically created by arkhoon crafters, who create them for arkhoons and non-arkhoons alike.

### MASK OF THE ARKHOON

**Aura** moderate divination and transmutation; **CL** 13th; **Slot** eyes; **Price** 17,600 gp; **Weight** —

#### Description

This unusual, black cloth mask sits in the wearer's eye sockets, creating the appearance of two black eyes on the wearer, except on arkhoons where the mask is virtually invisible. The mask features a pair of dark lenses that fit securely over the wearer's eyes.

#### Benefits

The lenses in the *mask of the arkhoon* do not interfere with vision at all. The lenses grant the wearer a +5 enhancement bonus on Sense Motive checks and on Bluff checks for lying or feinting. Because the lenses hide the wearer's eyes, he takes a -2 penalty on any Diplomacy checks where the target can see him. The wearer can also use the lenses to focus in on magical auras per the *greater arcane sight* spell for a total of 10 minutes per day, which the wearer may divide up into 1-minute increments.

#### Construction Requirements

Craft Wondrous Item; Spells *greater arcane sight*, *true seeing*; **Cost** 8,800 gp

### PATTERN-PROJECTING ARMOR

**Aura** moderate illusion and transmutation; **CL** 7th; **Slot** armor; **Price** 28,810 gp; **Weight** 15 lbs.

#### Description

Rapidly shifting patterns of light and shadow play on this suit of leather armor.

#### Benefits

This set of +2 *leather armor*, infused with patternweave ink, grants the wearer a +4 enhancement bonus to Stealth checks and allows the wearer to cast a 4th-level or lower illusion spell from the pattern subschool, which emanates from the armor, twice per day. If the wearer casts a spell from the armor, he loses the Stealth bonus for a number of hours equal to the spell's level.

#### Construction Requirements

Craft Magic Arms and Armor; Spells *imbue arkhoon patterning*, *rainbow pattern*; **Cost** 14,410 gp

## SHADOWSUIT

**Aura** strong illusion and necromancy; **CL** 15th; **Slot** body; **Price** 128,000 gp; **Weight** 1 lb.

### Description

This pitch-black, form-fitting suit seems to cast warped shadows away from it.

### Benefits

For up to 15 hours per day, you can use this suit to project a shadow version of yourself, as if you cast *shadow projection* on yourself. Projecting your shadow requires a standard action. The effect's duration does not need to be consecutive hours, but you must spend a minimum of a one-hour increment.

Three times per day, you can solidify the shadow you project. When you do so, you lose the benefits of *shadow projection*. Instead, your shadow becomes tangible and is treated as if you were 60% real, except with respect to hit points (which are 20% of your total hit points), as if you had cast *greater shadow conjuration* to recreate yourself. Your shadow duplicate can use physical skills, but you only add 60% of your skill modifier when you make a skill check to manipulate an object (for example, disabling a trap with Disable Device). This shadow cannot enter water but can walk on its surface without fear of falling in. Finally, your attacks always deal 60% damage to opponents, who do not need to make a save to recognize your shadow as an illusion. This effect lasts for 15 rounds

before the shadow duplicate reverts to the form created by *shadow projection*.

### Construction Requirements

Craft Wondrous Item; Spells *greater shadow conjuration*, *shadow projection* APG; **Cost** 64,000 gp

## TACTILE GLOVES

**Aura** moderate transmutation; **CL** 9th; **Slot** hands; **Price** 13,000 gp; **Weight** —

### Description

These black, exceptionally thin gloves do not dull the wearer's sense of touch.

### Benefits

They grant a +5 competence bonus on Disable Device and Sleight of Hand checks. Once per day, the gloves allow the wearer to perform a Disable Device or Sleight of Hand check at a distance of no more than 60 feet. If the wearer uses the gloves to make a Sleight of Hand check to lift an object at a distance, the object takes a full-round to travel to the gloves, during which the wearer can drop the object as a free action. The DC for a Perception check to notice this ranged theft does not change, but it increases by +5 for the purpose of spotting the wearer. Both gloves must be worn to be effective.

### Construction Requirements

Craft Wondrous Item; Spells *tactile field*, *telekinesis*; **Cost** 6,500 gp

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License



## ARKHOON SPELLS

Arkhoons have access to the following spells.

### IMBUE ARKHOON PATTERNING

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch (see below)

**Target** one creature touched per three levels

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

You share the patterning you possess with your allies. This grants each ally half the bonuses on Stealth check you gain from your camouflaged racial trait, including any effects that modify your camouflaged trait. Each target shows an identical pattern to the pattern you display. The subject benefits from the spell's effect for the spell's duration, until you dispel it, or once the target moves beyond 60 feet from you. If a target moves out of range and returns within range, the effect does not resume.

### MURK

**School** illusion (glamer) [darkness];

**Level** bard 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V

**Range** touch

**Target** creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

You create an area around the subject that acts as dim light. In areas out of bright sunlight (cast shadows, overcast skies, etc.), the subject gains concealment (20% miss chance). *True seeing* penetrates this spell's effects, and a 1st-level (or higher) spell with the light descriptor dispels *murk*.

### SYMBOLWEAVE

**School** universal; **Level** sorcerer/wizard 9

**Casting Time** 1 hour

**Components** V, S, M (mercury and phosphorus, plus powdered diamond and opal equal to the total cost for all symbols in the weave)

**Range** personal; see text

**Effect** one or more inscribed symbols

**Duration** see text

**Saving Throw** Fortitude negates (see below);

**Spell Resistance** yes (see below)

With this spell, you inscribe any number of *symbols* upon yourself (or, for an arkhoon, alter the patterning on your skin to incorporate the *symbols*), as long as the total spell level of the inscribed *symbols* does not exceed your caster level. The *symbols* may be inscribed in such a way that multiple *symbols* activate simultaneously or they activate individually; you may even activate multiple copies of the same *symbol*.

If multiple *symbols* activate at once, the affected creatures make one saving throw against the collective *symbols*, but the DC increases by +2 for each *symbol* beyond the first.

A triggered *symbol* (or group of *symbols*) lasts for 10 minutes per caster level, plus 5 minutes per caster level per additional *symbol* (thus, 2 *symbols* last for 15 minutes per caster level, 3 *symbols* last for 20 minutes per caster level, etc.), or until the *symbol*/group of *symbols* has affected 200 hit points' worth of creatures, plus 100 hit points' worth per additional *symbol*. This overrides any other time or hit point limits in individual *symbol* descriptions. Other than the differences noted in this spell, *symbols* in a symbolweave operate per their spell descriptions.

You are immune to the symbols' effects, but this does not grant any other immunity to symbols.

## TACTILE FIELD

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

**Casting Time** 1 standard action

**Components** V, S, M (a pair of gloves)

**Range** touch

**Target** creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

You extend the target's sense of touch out to 10 feet in all directions except vertically,

in such a way that it exerts finely controlled pressure on objects. The spell grants the recipient a +10 enhancement bonus on Perception checks that involve touch. The spell's recipient can use the field generated by the spell to perform a full-round action to manipulate an object weighing no less than 5 pounds (allowing the target to disarm a trap, take an object from a person, turn a doorknob, etc.) with a +10 enhancement bonus to any required checks. Doing so expends the spell.

## VERTIGINOUS PATTERN

**School** illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a flat object painted with a black and white spiral)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** swirling black and white pattern in a 20-ft.-radius spread

**Duration** concentration + 1 round

**Saving Throw** Will partial; **Spell**

**Resistance** yes

You create a spiral pattern that throws creatures off balance and induces nausea in them. The spell affects a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first, and, among those with equal HD, those closest to the spell's point of origin are affected first. The effect is dependent on the creature's HD.

**5 HD or fewer:** The creature is nauseated for 1d6 rounds, and then sickened for 2d6 rounds afterward. If the creature succeeds

Contents

Introduction

Arkhoons

Alternate  
Racial Traits

Favored Class  
Options

Racial  
Archetypes

New Racial  
Rules

New Monsters

Open Gaming  
License

at its save, it is only nauseated for 1 round, and then sickened for 1d6 rounds.

**6 to 11 HD:** Nauseated for 1d3 rounds, and then sickened for 1d6 rounds. A successful save reduces this to sickened for 1d3 rounds.

**12 HD or more:** Nauseated for 1 round, and then sickened for 1d4 rounds. If the creature succeeds at its save, it is only sickened for 1 round.

While an affected creature is nauseated or sickened, it takes a  $-8$  penalty to Dexterity (the Will save reduces this penalty by half), and it must succeed at a Reflex save to move more than half its speed in a round. If the Reflex save fails, the creature falls prone; flying creatures fall to the ground.

A sightless creature is unaffected by *vertiginous pattern*.



# NEW MONSTERS

## DEEP ARKHOONS

The arkhoons that remained after the split drove half the race to the surface embraced their mercenary roles and became much more ruthless in their contracts, apparently in an attempt to make up for their dwindled numbers. With this intensified outlook came a strange mutation that greatly improved their ability to carry out their vile work.

*This shadowy creature has skin covered in crawling symbols; its dark eyes are completely expressionless.*

**DEEP ARKHOON** CR 5

**XP 1,600**

NE Medium monstrous humanoid

**Init** +9; Senses darkvision 90 ft.; Perception +13

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### DEFENSE

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**AC** 18, touch 16, flat-footed 12 (+5 Dex, +2 natural, +1 dodge)

**hp** 51 (6d10+18)

**Fort** +5, **Ref** +10, **Will** +5

**Resist** cold 5, electricity 5

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### OFFENSE

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**Speed** 30 ft., climb 20 ft.

**Melee** 2 claws +11 (1d6+2)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 6th; concentration +10)

3/day—*hypnotic pattern* (DC 16)

1/day—*loathsome veil* (DC 17)

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### STATISTICS

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**Str** 14, **Dex** 21, **Con** 17, **Int** 18, **Wis** 10, **Cha** 19

**Base Atk** +6; **CMB** +8; **CMD** 24

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Bluff +10, Climb +19, Disable Device +20, Escape Artist +11, Intimidate +13, Perception +13, Sense Motive +13, Stealth +22, Survival +9; **Racial Modifiers** +4 Disable Device, +4 Perception, +4 Sense Motive, +8 Stealth

**SQ** insightful

**Languages** Abyssal, Aklo, Dark Folk, Infernal, Undercommon

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### SPECIAL ABILITIES

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**Insightful (Ex)** Disable Device and Sense Motive are always class skills for deep arkhoons.

**Ecology**

**Environment** any underground

**Organization** solitary, pair, or gang (3–8)

**Treasure** NPC Gear (masterwork thieves' tools and other treasure)

Contents

Introduction

Arkhoons

Alternate Racial Traits

Favored Class Options

Racial Archetypes

New Racial Rules

New Monsters

Open Gaming License

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## Version 1.0a

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**Contents**

**Introduction**

**Arkhoons**

**Alternate Racial Traits**

**Favored Class Options**

**Racial Archetypes**

**New Racial Rules**

**New Monsters**

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# RACIAL PROFILES EXPANDED

## THE ARKHOON

Arkhoons are a race of humanoids who hail from below the world's surface, acting as mercenaries who primarily performed spying and sabotage missions and assassinations for other underworld groups that could afford the arkhoons' outrageous premiums.

Able to transform the color of their skin, they make for excellent spies, but in the past the race split into two, the surface dwelling kind, who spend their days working as diplomats and attempting to broker peace (or at least co-existence) and those who remained below who turned to violence and stuck to the shadows.

Within the pages of this book you'll find details so that you can use the arkhoon in your campaigns, included racial traits, feats, 3 new archetypes and new spells and equipment.

Now take to the sunlit lands as an arkhoon and show the world what you can do.

