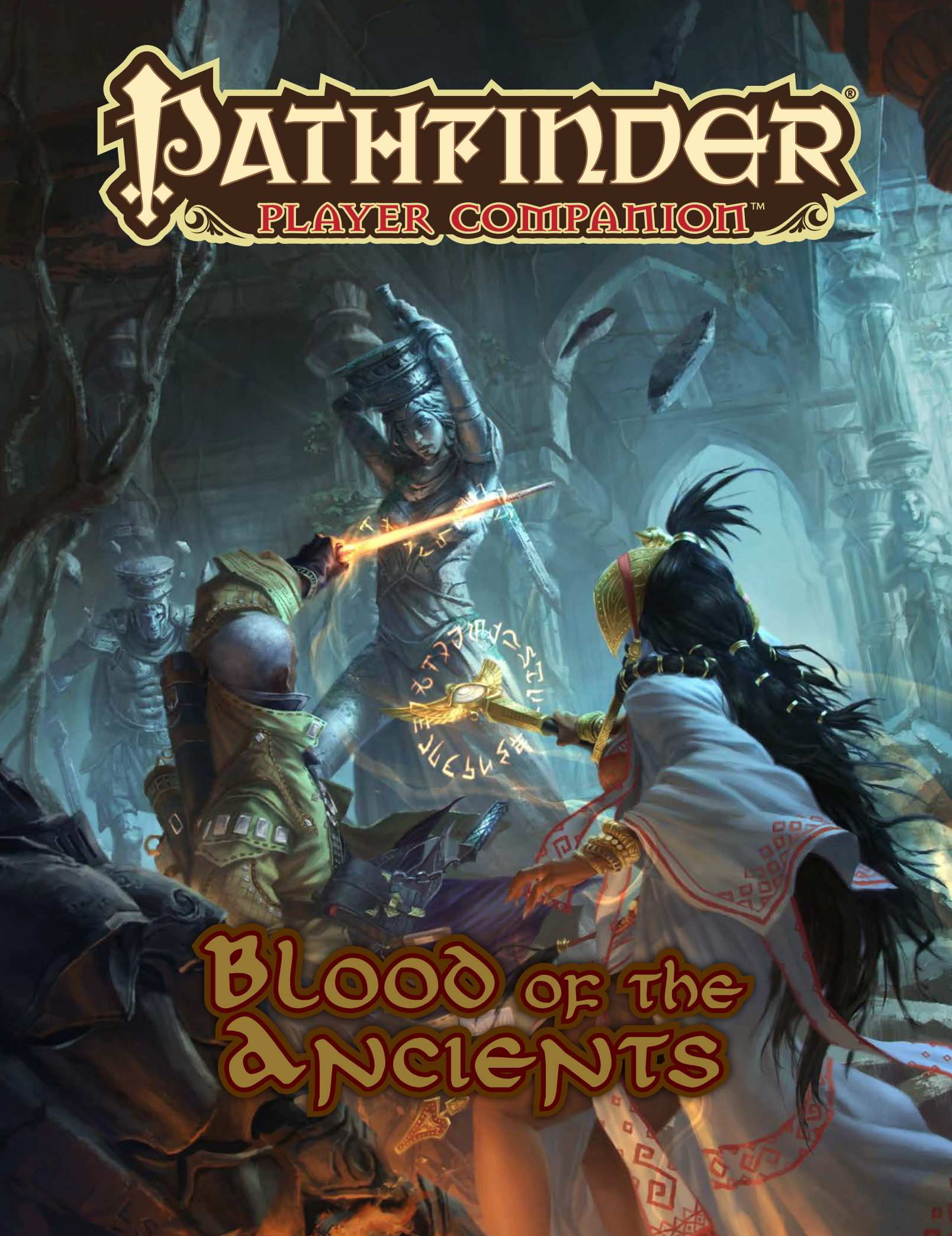


PATHFINDER[®]

PLAYER COMPANION™



BLOOD OF THE ANCIENTS

ANCIENT CIVILIZATIONS



MIERANI ELVES
PRE-AGE OF LEGENDS
TO -5293 AR



IMPERIAL LUNG WA
4142 TO 4606 AR



TAR TAARGADTH
-5133 TO 1551 AR



NINSHABUR
PRE-AGE OF LEGENDS
TO -632 AR



JISTKA IMPERIUM
-4120 TO -2764 AR



ANCIENT AZLANT
PRE-AGE OF LEGENDS
TO -5293 AR



ABENDEGO GULF
2557 TO 4606 AR



ANCIENT OSIRION
-3470 TO 1532 AR



SHORY
-2556 TO -507 AR

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ON THE COVER



Quinn and Alahazra discover that the past isn't as dead as they had originally believed, in this dynamic cover art by Setiawan Lie.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Equipment</i>	UE
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Intrigue</i>	UI
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM
<i>Occult Adventures</i>	OA		

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INTRODUCTION



With a recorded history spanning over 10,000 years, Golarion has seen the rise and fall of a multitude of civilizations. Many who study Golarion's history find that these bygone societies left much of value, whether those benefits take the form of ancient traditions, forgotten religions, powerful relics, spellcraft techniques, or simply lessons learned from the failures that ultimately led to a civilization's fall.

This book examines a number of lost cultures and civilizations—some from the distant past, some more recent—to which modern adventurers may be connected. GMs who are interested in exploring Golarion's past and in running games set during the height of these lost cultures will find that much of this content can be used in that context as well, with a few minor adjustments.

The following civilizations are discussed in this book.

Azlant: One of the most famous of Golarion's ancient cultures, the Azlanti were known for their advanced magic and technology, especially their signature *ioun stones*. Many scholars believe that Azlant was manipulated behind the scenes by aboleths until these hidden puppeteers ultimately destroyed the civilization, crushing it beneath a meteor in the cataclysmic Earthfall to punish the Azlanti for their hubris. For more info on ancient Azlant, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and the Ruins of Azlant Adventure Path.

Celwynvian: The capital city of the ancient elves, Celwynvian was abandoned when the elves retreated to

Sovyrian. Drow eventually moved in to inhabit the derelict city. More information on Celwynvian can be found in *Pathfinder Adventure Path #15: The Armageddon Echo*.

Jistka Imperium: Jistka was the first major human kingdom established in the Inner Sea region after the devastation of Earthfall. Genie-binding magistrates and golem-crafting artificers dominated the Jistka Imperium, jockeying among themselves for power. These internal struggles ultimately ended when the rising powers of ancient Osirion and the Tekritanin League overran the Jistka. More information on the Jistka Imperium can be found in *Pathfinder Campaign Setting: Lost Kingdoms*.

Lirgen: Ruled by the group of astrologers and sages called the Saoc Brethren, Lirgen was widely known as the nation of fortune. As such, it is perhaps poetic that when Aroden died and the Age of Lost Omens began, the hurricane known as the Eye of Abendego opened and completely destroyed the nation that had been so heavily invested in prophecy. Lirgen's former territory is now part of the storm-swept wilderness known as the Sodden Lands. More information on Lirgen can be found in *Lost Kingdoms*.

Lung Wa: Located in the lands of the Dragon Empires far to the east of Avistan and Garund, the peaceful and prosperous Lung Wa Empire fell only a century ago, breaking apart into a number of warring successor states. *Pathfinder Campaign Setting: Dragon Empires Gazetteer* provides an overview of Lung Wa and its successors.

Ninshabur: While Ninshabur was well known as an aggressive and warlike empire in Casmaron, near the pit of Gormuz, Ninshabur fought its greatest battles not with other nations, but against the Spawn of Rovagug. Though Ninshabur's mighty phalanxes were able to repel the Spawn for some time, ultimately the Rough Beast's progeny prevailed, and the Tarrasque wiped Ninshabur off the map. For more on Ninshabur, see *Pathfinder Campaign Setting: Mythic Realms*.

Osirion: Azghaad I, a prophet of Nethys famous for defeating one of the Spawn of Rovagug, went on to found the powerful empire of Ancient Osirion. While Osirion still exists as a nation today, it is only just recovering its ancient roots, as much of its history was lost during thousands of years of Keleshite occupation. For more information on ancient Osirion, see *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

Sarkoris: Before the Worldwound erupted, this region of northern Avistan was known as Sarkoris. Its inhabitants, an independent warrior culture ruled by shamans and seers, died alongside their homeland. More information on Sarkoris can be found in *Lost Kingdoms*.

Shory: Unparalleled masters of aeromancy, the Shory were a loosely affiliated collection of flying city-states magically held aloft by a feat of magical engineering that has yet to be reproduced: the Aeromantic Infadibulum. A history of the Shory is included in *Pathfinder Adventure Path #83: The Slave Trenches of Hakotep*.

Tar Taargadth: When arguments and strife stalled and ultimately threatened the great dwarven Quest for the Sky, General Taargick declared himself king of the dwarves, uniting the various factions behind him. His reign led his people to the surface they had sought for so long. The empire they founded lasted over 6,000 years, during which it was responsible for the construction of the dwarven Sky Citadels, before ultimately falling to an overwhelming orcish horde. For more info on Tar Taargadth, see *The Inner Sea World Guide*.

Tekritanin League: When the conflict between Ancient Osirion and the Jistka Imperium spilled across their borders into the surrounding area, a loose collection of nomadic tribes came together to counter the warring nations' growing power. The Tekritanin League chose to aid Osirion in defeating Jistka, only to be betrayed and ultimately subjugated by their former ally. For more info on the Tekritanin League, see *The Inner Sea World Guide*.

Thassilon: Thassilon was formed by exiles of ancient Azlant in the area now known as Varisia. Powerful spellcasters known as runelords ruled over Thassilon, their power stemming from a potent form of magic based on runes. A history of Thassilon is included in *Pathfinder Adventure Path #1: Burnt Offerings*.

Yamasa: A proud culture with a strict caste system, Yamasa was once a major trading force in western Garund. The creation of the Eye of Abendego destroyed the nation; the hurricane left Yamasa as part of the Sodden Lands, and its refugees turned

to previously taboo dark magic. More info on Yamasa can be found in *Pathfinder Campaign Setting: Lost Kingdoms*.

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Vestige Bloodline

Glorious histories and nations fade with time, but the smallest remnants can keep the memory of ancient civilizations alive. These legacies are most visible through ruins and relics, but one of the most powerful connections is lineage. Presented here are new bloodlines available to bloodragers and sorcerers.

VESTIGE BLOODLINE (SORCERER BLOODLINE)

You trace your ancestry to a bygone civilization and can call upon its forgotten people or places for power.

Class Skill: Knowledge (history).

Bonus Spells: *Identify* (3rd), *share memory*^{UM} (5th), *arcane sight* (7th), *hypercognition*^{OA} (9th), *telepathic bond* (11th), *analyze dweomer* (13th), *vision* (15th), *discern location* (17th), *foresight* (19th).

Bonus Feats: Arcane Strike, Augment Summoning, Craft Wondrous Item, Echoing Spell^{UM}, Iron Will, Leadership, Skill Focus (Knowledge [history]), Spell Focus.

Bloodline Arcana: Whenever you cast a spell of the divination school, you see into the past. You gain an insight bonus equal to the divination spell's level on the next Appraise, Craft, or Knowledge skill check you attempt within 24 hours.

Bloodline Powers: Your connection to your past allows you to tap into ancient secrets and power.

Bonded Object (Sp): At 1st level, you gain an arcane bond, per a wizard equal to your sorcerer level, with an object constructed by a long-lost civilization. Your sorcerer levels stack with any wizard levels you have when determining the powers of your bonded object. This ability does not allow you to have both a familiar and a bonded object. Once per day, your bonded object allows you to cast any one of your spells known and increase the save DC of that spell by 1.

Restored Glory (Su): At 3rd level, objects in your possession with the broken condition function as if they did not have the broken condition, though if they reach 0 hit points they are destroyed as normal. At 9th level, destroyed objects (objects with 0 hit points) in your possession function and appear as if they had only the broken condition, though if they reach a number of negative hit points equal to your level, they become fully destroyed and don't function at all, even in your possession. At 15th level, destroyed objects in your possession function and appear as if fully repaired, though they can become fully destroyed as described above. Destroyed objects must have physical pieces left to be affected by this ability. Objects that leave your possession are affected normally by these conditions. This ability does not affect artifacts.

Call Ancestor (Sp): At 9th level, once per day, you can spend a standard action to grant a long-dead relative a brief facsimile of life. This functions as the *lesser simulacrum*^{UM} spell, except the simulacrum lasts only 1 round per sorcerer level you have, has the same statistics as you, and always has the likeness of an ancestor. In addition, the simulacrum has lost knowledge from the past. When summoning the simulacrum, select one Knowledge skill. The simulacrum is considered trained in that skill and has a bonus on Knowledge checks of this type

equal to twice your level plus your Intelligence modifier. The simulacrum is under your control, but it cannot attack or take hostile actions. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. You cannot have more than one ancestor simulacrum active at any one time.

Eternal Past (Su): At 15th level, you gain an immersive mindscape (*Pathfinder RPG Occult Adventures* 235). This functions as a permanent *greater create mindscape*^{OA} spell, except it must appear as a lost civilization, and you do not target any other creatures when the mindscape is created. You can open a conduit to your mindscape as a standard action at will (per the *mindscape door*^{OA} spell), allowing you or other creatures to enter or leave. The mindscape is only as detailed as your knowledge of the lost civilization but still holds valuable secrets. The mindscape functions as a library for all Knowledge skills; while within your mindscape, you can spend 1d4 hours researching to use a Knowledge (history) check in place of any other Knowledge check.

Manifest Memory (Su): At 20th level, you can overlay portions of your mindscape onto the world around you. This functions as the *mirage arcana* spell, except all structures and terrain created must be places appearing within your mindscape. You can use this ability at will, but you can maintain only a single manifest memory at any one time. You can allow any creature you can see who has previously entered your mindscape to automatically disbelieve the illusion as a free action.

VESTIGE BLOODLINE (BLOODRAGER BLOODLINE)

You are the descendant of great heroes from a lost civilization.

Bonus Feats: Combat Casting, Exotic Weapon Proficiency, Greater Weapon Focus*, Greater Weapon Specialization*, Iron Will, Weapon Focus, Weapon Specialization*. (The bloodrager counts his total bloodrager levels as fighter levels for the purpose of qualifying for any feats marked with an asterisk [*]. If he also has levels in fighter, these levels stack.)

Bonus Spells: *True strike* (7th), *false life* (10th), *phantom steed* (13th), *mass enlarge person* (16th).

Bloodline Powers: When you bloodrage, you transform into an ancestor or another notable figure from a lost civilization.

Warrior's Discipline (Su): At 1st level, you tap into untold generations of battle experience to control your battle fury. As a swift action, you can halve any morale bonuses gained from bloodrage to be able to use Intelligence- or Charisma-based skills, or any abilities requiring patience or concentration. This effect lasts for 1 round.

Ancient Tactics (Su): At 4th level, while you are bloodraging, whenever you or an ally within 30 feet of you would gain a bonus on attack rolls or to AC due to battlefield position (such as flanking or cover), that bonus is increased by 1. Allies must be able to see and hear you to gain this bonus. You can expend a spell slot as an immediate action to further increase

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this bonus by 1 per level of the spell slot expended until the beginning of your next turn.

Legacy Style (Su): At 8th level, select any one style feat. You can use this style feat while bloodraging; however, if you do not meet all of the style feat's prerequisites, you must expend a spell slot when entering the style's stance, and the benefits last for only 1 round per level of the spell slot expended or for the duration of your bloodrage, whichever is shorter. If you already have this style feat, you can enter the style's stance as part of the free action to bloodrage.

War's Memory (Sp): At 12th level, you can manifest an illusion of an ancestor's bloody battlefield once per day. This functions as *hallucinatory terrain*, except it can create only battlefields drawn from a civilization's past, and the effect ends when your bloodrage ends. The saving throw to disbelieve is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. The horrifying scene causes creatures within the area of effect to take a -2 penalty on saves versus fear effects until they disbelieve the illusion. If a creature fails the Will save to disbelieve the illusion, it gains the shaken

condition until your bloodrage ends, or until it leaves the area of effect. This is an illusion (glamer) and fear effect.

Legacy Conduit (Su): At 16th level, when using the legacy style bloodline power, you can expend a spell slot as a swift action to share the benefits of the selected style feat with all allies within 30 feet. The benefits last for 1 round per level of the spell slot expended. Allies must still enter the style's stance as a swift action.

Call to Arms (Su): At 20th level, you can summon a ghostly army from a fallen civilization once per day. This functions as *spiritual ally*^{APG} with a caster level equal to your level, except that it summons a number of allies equal to your Constitution modifier, and the allies use your Strength modifier for attack rolls. You can direct all of these allies with a single swift action. Each ally can attack a different target or the same target, as you direct. The allies remain until the spell's duration ends or your bloodrage ends, whichever comes first.



ANCIENT TRADITIONS

Just as some draw strength and certainty from faith, others find it in their culture and heritage. This bond can be all the stronger in the case of cultures that have ceased to exist, for each person who still adheres to the old ways knows that if they give up that aspect of their heritage, that way of life is one step closer to dying entirely.

NEW FEAT

The following feat is appropriate for characters whose connection or devotion to their culture is so strong it becomes akin to a religion.

ANCIENT TRADITION

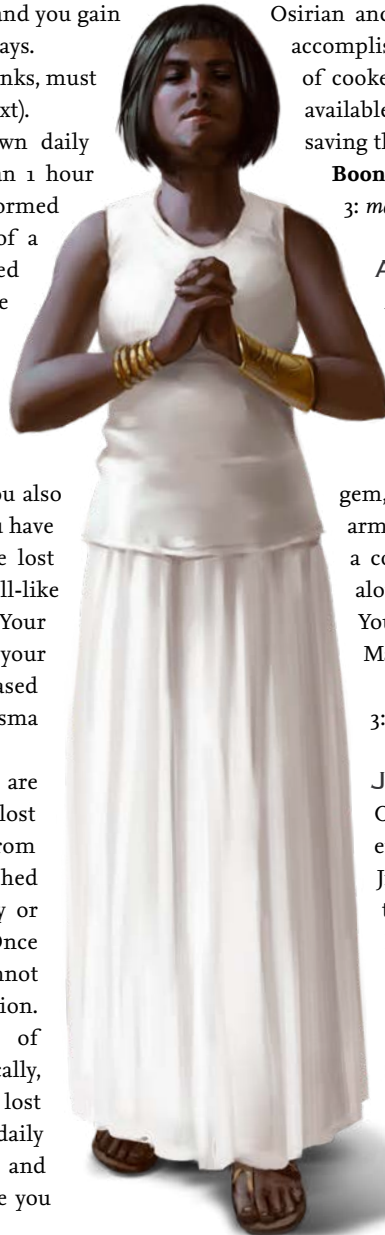
You have devoted yourself to keeping the traditions of an ancient or lost culture alive and well, and you gain strength from your devotion to the old ways.

Prerequisites: Knowledge (history) 3 ranks, must have a connection to a lost culture (see text).

Benefit: Each lost culture has its own daily ritual, but none of them take more than 1 hour per day to perform. Once you've performed the daily ritual, you gain the benefit of a special ability or resistance as indicated in the Daily Ritual entry for the culture in question. Specific cultures and their rituals are listed below.

If you have at least 12 Hit Dice, you also gain the first boon granted by your lost culture upon undertaking its daily ritual. If you have at least 16 Hit Dice, you also gain the lost culture's second boon. If you have 20 Hit Dice or more, you also gain the lost culture's third boon. Each boon is a spell-like ability that you can cast once per day. Your caster level for these boons is equal to your Hit Dice, and the saving throw DC is based on your Intelligence, Wisdom, or Charisma modifier (whichever is highest).

For the purposes of this feat, you are considered to have a connection to a lost culture if you have a relic or object from that civilization, have extensively researched that culture, or are descended—directly or culturally—from that culture's people. Once you have chosen a lost culture, you cannot change it without your GM's permission. At the GM's discretion, other types of connections might also apply. Typically, you can have a connection to only one lost civilization. If you ever fail to perform a daily ritual, you lose all access to the benefits and boons granted by this feat until the time you next perform the daily ritual.



LOST CULTURES

The following cultures have rich ancient traditions in which characters can invest.

ANCIENT OSIRION

Founded by Azghaad, a prophet of Nethys who famously slew a Spawn of Rovagug and founded his capital within its carapace, Osirion is a nation with a long and proud history. The Ancient Osirians are best known today for their elaborate tombs, many of which have remained untouched for millennia.

Daily Ritual: Position yourself where you can watch the sun rise. As it does, briefly give thanks to each god in Ancient Osirion's pantheon. Reflect on your notable Osirian ancestors or other ancient heroes and their accomplishments. Then, leave a small offering of cooked food on a wooden plate (or, if none is available, on a large leaf). You gain a +4 bonus on saving throws to resist death effects.

Boons: 1: *sepia snake sigil*; 2: *elemental body IV*; 3: *mage's disjunction*.

AZLANT

Azlant is considered by many to have been the pinnacle of human society, though the ancient empire's hubris brought about the calamity known as Earthfall.

Daily Ritual: Stand tall, with one arm outstretched, clutching a crystal, gem, or *ioun stone* in your fist. Keeping your arm outstretched, slowly turn three times in a counterclockwise circle, each time naming aloud one of your achievements or strengths. You gain a +2 bonus on Spellcraft and Use Magic Device checks.

Boons: 1: *arcane sight*; 2: *reverse gravity*; 3: *overwhelming presence*^{UM}.

JISTKA IMPERIUM

One of the first human civilizations to emerge after the devastation of Earthfall, Jistka was known for its advanced technologies and mighty legions. The Imperium eventually fell before the rising might of Ancient Osirion and the Tekritanin League.

Daily Ritual: Read sections from the *Poleiheira*, the journals of Arustun, the ancient hero who founded the Jistka Imperium. If you do not have any portions of these journals, you can instead meditate on the nature of civilization,

the importance of structure and discipline to society, and the ways in which technology can improve the lives of the people. You gain a +1 bonus on damage rolls for nonmagical masterwork weapons and a +2 bonus on Craft checks to create golems.

Boons: 1: *keen edge*; 2: *control construct*^{UM}; 3: *wooden phalanx*^{UM}.

LUNG WA

While not the largest empire in its region's history, Lung Wa was perhaps the most prosperous—and certainly the most recent, collapsing only about a century ago. The empire's reign is noted for its long periods of peace and stability, along with its state religion, which raised emperors to deities and banned the worship of other divine figures.

Daily Ritual: Carefully write your name in calligraphy in the center of a blank piece of parchment. Then, write around it the names of those to whom you have obligations: your family members, superiors, dependents, business partners, neighbors, and so on, mapping the personal connections in a wheel about yourself. If no paper is available, the writing can be performed in a patch of smooth sand or earth instead. You gain a +4 bonus on saving throws to resist emotion effects.

Boons: 1: *tongues*; 2: *form of the dragon I*; 3: *resplendent mansion*^{UI}.

NINSHABUR

Situated around the Pit of Gormuz, the nation of Ninshabur boasted a warlike people, whose phalanxes spread far and wide to lay siege to other nations. Though their armies are said to have successfully done battle against the Spawn of Rovagug on many occasions, they met their end facing the wicked Tarrasque.

Daily Ritual: Recall a battle with a magical beast you participated in that occurred within the last week. Meditate on your technique and identify ways to improve for your next combat. If you have not fought a magical beast recently, instead train for 1 hour, chanting the war cries of Ninshabur while you do. You gain a +2 bonus on damage rolls against magical beasts.

Boons: 1: *monstrous physique I*^{UM}; 2: *regenerate*; 3: *symbol of strife*^{UM}.

SARKORIS

The land that was once Sarkoris has always been unpredictable and wild—a place where borders between planes were naturally thin and whose ties to other planes of existence long predated the formation of the Worldwound. Before this land was invaded by demons and scoured of human life, it was home to a proud warrior culture ruled over by shamans.

Daily Ritual: With your back to the rising sun, travel directly westward (or as close to directly westward as you can manage). At the first signs of an animal you encounter, you must change your path to track it, and if you are able to

catch up to it within an hour, you must attempt to slay or capture it. You gain a +2 bonus on Knowledge (planes) and Survival checks.

Boons: 1: *summon nature's ally III*; 2: *fairy ring retreat*^{ACG}; 3: *gate*.

SHORY

The aerial Shory Empire consisted of a collection of loosely aligned city-states that soared through the skies with the power of Shory's advanced aeromancy techniques.

Daily Ritual: Climb to the highest point available to you, where you have a clear and unobstructed view of the sky. If you are able to fly, you should fly as high as you reasonably can instead. Spread your arms wide and reflect on the openness and freedom of the skies, and the power of flight. Speak a blessing to each of the four winds and ask that they bring only good fortune your way this day. You gain a +2 bonus on Fly checks and treat your caster level as 1 higher when determining the duration of spells you cast with the air descriptor.

Boons: 1: *fly*; 2: *wind walk*; 3: *winds of vengeance*^{APG}.

TAR TAARGADTH

The dwarven empire of Tar Taargadth was the final product of the dwarves who undertook the Quest for Sky. The empire represented both the perseverance and the unity of the dwarves in ancient days.

Daily Ritual: Dig a hole that is at least 1 foot deep. Gather the dug up earth and create a small mound. Sit on the mound and meditate on the Quest for Sky. Reflect both on the life for those underground and the liberation granted to those above ground. Write a short prayer and bury it in the hole, covering it with the same earth. You gain a +2 bonus on Survival checks while underground and a +2 bonus on Fortitude saves.

Boons: 1: *meld with stone*; 2: *rampart*^{APG}; 3: *clashing rocks*^{APG}.

THASSILON

Ruled over by powerful mages and built on the backs of enslaved giants, Thassilon was one of the great powers of the ancient world.

Daily Ritual: Meditate on an action you performed the previous day that particularly corresponds with one of the seven sins celebrated by Thassilonian rune magic. If you cannot think of any sinful actions you performed the previous day, you are unable to complete the ritual. Once your meditation is complete, draw the rune corresponding to the chosen sin in a prominent place on your body, such as the palm, the back of the hand, the forehead, or the chest. Choose a school of magic from the following list: abjuration, conjuration, enchantment, evocation, illusion, necromancy, or transmutation. Once you choose a school of magic, it cannot be changed. You gain a +2 bonus on saves against spells of the chosen school.

Boons: 1: *explosive runes*; 2: *symbol of stunning*; 3: *symbol of vulnerability*^{UM}.

Abendego Gulf

In 2557 AR, 2 years after Rahadom established the Laws of Man, an astronomer-philosopher named Saoc led a group of refugees away from religious persecution. They established the nation of Lirgen and adopted Saoc's New Paradigm, a set of simple laws that focused on religious freedom.

Seven centuries later, in 3257 AR, a group of working-class Lirgeni rebels marched on the capital. Their revolt eventually won freedom for the workers of the heavily agrarian south, who formed the new nation of Yamasa. Despite the tumult of their origins, the two countries lived in peace for almost a millennium, until Aroden's death formed the Eye of Abendego off their mutual coast. The hurricane destroyed both nations, scattering the survivors across the Inner Sea as refugees.

ASTROLOGY FEATS

Before the Eye of Abendego destroyed their country, the Saoc Brethren of Lirgen learned to harness the power of astrological events (*Pathfinder Campaign Setting: Occult Mysteries* 38). Though their civilization is lost, their techniques have survived.

Auspicious Birth

You were born under favorable astrological conditions, such as during a celestial conjunction.

Prerequisite: Must be taken at 1st level.

Benefit: Choose one of the following benefits based on the astrological event that occurred during your birth.

Apparent Retrograde: You gain a +1 luck bonus on Reflex saves. A natural 1 on a Reflex save is not considered an automatic failure for you.

Conjunction: When benefiting from a teamwork feat, increase the bonus you and your allies receive from that feat by 1, if any.

Eclipse: When benefiting from soft cover from an attack or effect, you are treated as if benefiting from hard cover instead. You cannot use this ability to use soft cover for Stealth checks.

Meteor Shower: You receive a cumulative +1 dodge bonus to AC against ranged attacks for each ranged attack beyond the first made against you in a single round, up to a maximum of +4. This bonus lasts until the beginning of your next turn.

Passing Comet: You gain a +2 insight bonus on skill checks used with an occult skill unlock (*Pathfinder RPG Occult Adventures* 194–197).

Sun Sign: Your spells and spell-like abilities with the light descriptor are treated as if they were 1 spell level higher for determining spell save DCs. The level of spell with the darkness descriptor that they can counter or dispel also increases by 1.

Saoc Brethren Initiate

You follow the ancient teachings of the Saoc Brethren, adopting a multidisciplinary approach to charting and predicting astrological events. This insight allows you to easily locate and apply the effects of celestial phenomena.

Prerequisites: Knowledge (arcana) 1 rank, Knowledge (nature) 1 rank, Knowledge (planes) 1 rank.

Benefit: Gain a +3 bonus on skill checks to detect an astrological event. All bonuses you gain from astrological events are increased by 1, and any penalties are decreased by 1 (to a minimum penalty of –1).

Saoc Brethren Scholar

You have learned to draw additional power from celestial phenomena, harnessing their influence for longer than their natural duration.

Prerequisites: Saoc Brethren Initiate, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks, Knowledge (planes) 5 ranks.

Benefit: You increase the duration of effects caused by astrological events. The duration of effects that last less than a day is increased by 50%, while those that last 24 hours or longer last 1 additional day.

Chart Caster (Mesmerist Archetype)

Lirgeni astrologists would divine their futures by consulting star charts, but some had no talent for astrology and simply faked their results. When prophecy died with Aroden, a few Lirgeni survivors continued with this “reliable” method.

Class Skills: A chart caster adds Knowledge (nature) and Knowledge (planes) to his list of class skills.

This alters the mesmerist's class skills.

Subject of the Stars (Su): A chart caster cannot implant tricks as a standard action. Instead, he can spend 5 minutes to implant multiple tricks in a single willing target. The number of tricks he can implant per day is unchanged from the regular mesmerist class, but he can apply as many of those tricks as he chooses on a single use of this ability.

If implanting tricks in himself, the caster merely spends 5 minutes in contemplation; otherwise, he consults star charts while ritually asking the creature questions, and still must touch them to do so. At 1st level, he can select multiple instances of the same trick to implant in a single subject. At 5th level, a chart caster can implant two different subjects with multiple instances of one trick each and can choose a different trick for each subject. The number of additional subjects increases by one for every 4 mesmerist levels he has beyond 5th.

Using this ability again on an existing subject or to implant any trick on a new subject ends all previously implanted tricks. The caster can trigger only one instance of the same trick on a given subject per round.

This alters mesmerist tricks and manifold tricks.

Feign Destiny (Su): At 3rd level, as an immediate action, a chart caster can grant an ally a +1 competence bonus on a failed attack roll, saving throw, or skill check by reminding his ally of their destined success. The chart caster must use his ability within 1 round of the failed check, and his ally must be within 30 feet of him when he does. If the bonus is

enough to turn the failure into a success, the ally succeeds at the check. At 6th level, the bonus increases to +2. At 10th level, it increases to +5. A chart caster can use this ability a number of times per day equal to his Charisma modifier.

This replaces touch treatment.

LAWSPEAKER (CLERIC ARCHETYPE)

The Umani priest-judges presided over justice in ancient Yamasa, driven by a zeal for discovering the truth. After the fall of Yamasa and the rise of hostile Koboto tribes in its place, the surviving Umani spread their philosophy of certain and unwavering justice throughout the Inner Sea region.

Alignment: A lawspeaker must be lawful.

Divine Judgment: A lawspeaker must select the Law domain or any subdomain of Law offered by her deity. She does not gain a second domain.

This alters domains.

Circumvent Obfuscation (Sp): As a standard action, a lawspeaker can expend two uses of channel energy to expose truths and banish falsehoods. The energy manifests as a spell-like ability, and this action does not count as channeling for the purposes of abilities and feats. Unless listed otherwise, the resulting abilities use the lawspeaker's cleric level as her caster level and have the same range and required components as the corresponding spell. The spell-like abilities available are cumulative and are listed below at the level at which the lawspeaker can first access them.

Level 1: *Calm emotions.*

Level 3: *Zone of truth.*

Level 5: *Invisibility purge.*

Level 7: *Discern lies.*

Level 9: *True seeing* (self only).

Level 11: *Greater dispel magic* (30-foot burst; targets only illusion spells, polymorph effects, and spells granting a bonus on Bluff and Disguise checks).

Level 13: *Communal tongues.*

Level 15: *Discern location.*

Level 17: *Antimagic field* (30-foot radius).

HINYASI (BRAWLER ARCHETYPE)

After Yamasa seceded from Lirgen, their elite combatants formed a military caste, called hinyasi, who protected Yamasa for centuries. Their martial traditions were centered on the use of farming tools and on other improvised weapons.

Humble Beginnings (Ex): A hinyasi gains her choice of Catch Off-Guard or Throw Anything as a bonus feat. She is not proficient with shields.

This alters the brawler's armor proficiencies.

Improvisation Training (Ex): A hinyasi is skilled at fighting with improvised weapons. She deals damage equal to her unarmed strike damage while fighting with an improvised weapon. A hinyasi treats improvised weapons as weapons from the close fighter weapon group.

This replaces the bonus combat feat gained at 2nd level.

Improved Maneuver (Ex): At 4th level, a hinyasi learns to confound and befuddle her opponents with improvised weapons. She chooses one of the following combat maneuvers: bull rush, drag^{APG}, disarm, sunder, reposition^{APG}, or trip. When she hits an opponent with an improvised weapon, the hinyasi can perform her chosen combat maneuver against the same target as a free action. She takes a -4 penalty on the combat maneuver check, and she can't attempt an improvised

maneuver check more than once per round. This combat maneuver still provokes attacks of opportunity unless the hinyasi has a feat or ability that allows her to perform it without provoking attacks of opportunity.

At 10th level, she chooses a second combat maneuver that she can use with this ability, though she can still perform only one improvised maneuver per round. At 16th level, she chooses a third, though she can still perform only one improvised maneuver per round.

This replaces knockout.

Improvisation Mastery (Ex): At 5th level, a hinyasi picks one type of improvised weapon (light, one-handed, or two-handed) and gains a +2 bonus on attack and damage rolls with that type of weapon.

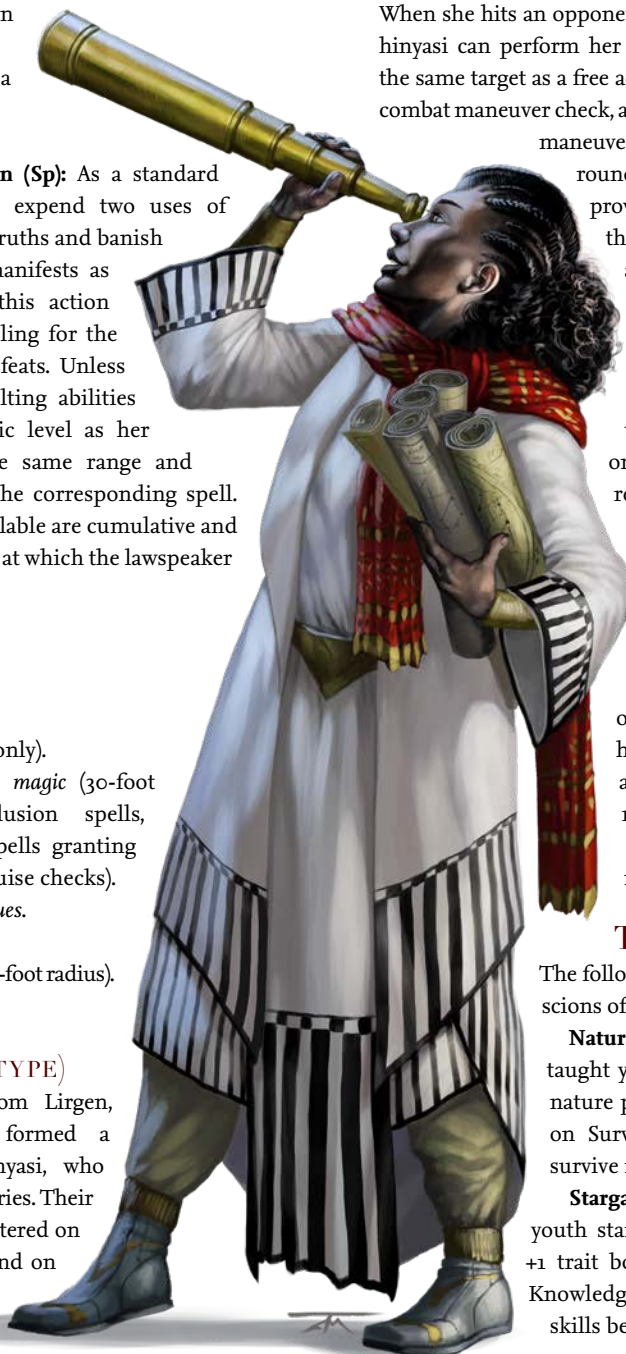
This replaces close weapon mastery.

TRAITS

The following regional traits are available to scions of Yamasa and scholars of Lirgen.

Naturalist (Yamasa): Your ancestors taught you the importance of using what nature provides. You gain a +3 trait bonus on Survival checks when attempting to survive in the wilderness.

Stargazer (Lirgen): Having spent your youth staring at the night sky, you gain a +1 trait bonus on Knowledge (arcana) and Knowledge (nature) checks. One of these skills becomes a class skill for you.



ANCIENT AZLANT

Perhaps no society has shaped modern humanity so much as Azlant, an empire considered by many in the Inner Sea region to be the first advanced human civilization. Once Azlant allied with the cyclopes of Ghol-Gan and vanquished the Serpentfolk Empire, it became an unstoppable colonizing force, with settlements all along the Arcadian Ocean's periphery—and including on Golarion's moon and in the galaxy beyond. When the Azlanti grew too proud and powerful, angering their secretive alghollthu benefactors, the alghollthu hurtled the *Starstone* at Golarion, crushing the entire civilization in an event known as Earthfall.

Although the continent of Azlant is now sunken and shattered, the empire's legacy survives. Azlanti ruins dot the coasts and continental shelves of Avistan, Garund, and beyond, and traces of the Azlanti tongue appear in numerous linguistic traditions. It is believed no full-blooded Azlanti survive today, but modern humans of Chelaxian and Taldan heritage claim to trace a particularly direct line to humanity's first empire.

IOUN KINETICIST (KINETICIST ARCHETYPE)

Among the greatest technologies to come from Azlant are *ioun stones*, small crystalline minerals imbued with magical energies that modern scholars still struggle to dissect. Some kineticists dedicate themselves to unlocking *ioun stones'* cosmic secrets and seemingly limitless potential.

Ioun Focus: An ioun kineticist must choose aether as her elemental focus. She cannot select disintegrating infusion, foe throw, or force hook as infusions, nor can she select aether puppet, telekinetic finesse, telekinetic haul, or telekinetic invisibility as wild talents. She instead treats the following infusions and wild talents as though they were part of the aether element: cyclone, fragmentation, jagged flesh, and rare metal infusion. These infusions can be applied to the ioun kineticist's telekinetic blast and Azlanti composite blast (see below).

An ioun kineticist's telekinetic blast always sends one or more of her *ioun stones* to strike her foes and immediately return, and her wild talents typically manifest as her *ioun stones* moving or spinning to create fields of energy.

This alters elemental focus.

Ioun Cloud (Su): An ioun kineticist forms a powerful bond with three *dull gray ioun stones*, referred to as her ioun cloud. She begins play with these stones at no cost, and she gains a bond with an additional free *dull gray ioun stone* at 6th, 12th, and 18th levels. She also increases the AC of stones in her ioun cloud by an amount equal to her class level, and she increases the hardness of these stones by an amount equal to half her class level (minimum +0). An ioun kineticist cannot use her gather power, ioun buffer, kinetic blast, or personal resonance class abilities unless she has at least one bonded *ioun stone* orbiting her. She takes a

cumulative -2 penalty on concentration checks for each bonded *ioun stone* less than her possible maximum in her current ioun cloud. When she uses her gather power class ability, her ioun cloud buzzes, glows, spins rapidly, and traces eldritch symbols in the air.

While the ioun kineticist can own additional *ioun stones* outside of this bond, only bonded *ioun stones* can be a part of her ioun cloud. An ioun kineticist can spend 1 hour meditating with an *ioun stone* to bond with it and add it to her ioun cloud, but doing so immediately unbonds and removes one *ioun stone* of her choice from her ioun cloud unless she is replacing an *ioun stone* that has been lost or destroyed.

Basic Iounkinesis (Su or Sp): An ioun kineticist can manipulate *ioun stones* with ease and channel their magical fields to create simple effects. She can activate (making the stones orbit her) or stow a number of *ioun stones* equal to her class level in any combination as a move action, and she can activate or stow twice as many as a standard action. She can affect only *ioun stones* orbiting her and unattended *ioun stones* within 15 feet with this ability. This ability also allows her to cast *prestidigitation* at will as a spell-like ability.

This replaces the basic telekinesis utility wild talent granted by the aether element.

Ioun Buffer (Su): An ioun kineticist can store excess energy in her ioun cloud. This functions as the kineticist's internal buffer ability, except she stores each point of burn within a different *ioun stone* in her ioun cloud. She can access the burn stored in an *ioun stone* only if it is orbiting her.

When expending an *ioun stone's* stored point of burn to reduce the cost of a blast wild talent, the ioun kineticist can expend all of that *ioun stone's* energy, permanently transforming it into a *dull gray ioun stone*. If the *ioun stone's* market price was at least 4,000 gp, this effect further reduces the burn cost of that wild talent by 2. If the *ioun stone's* market price was at least 10,000 gp, it instead further reduces the burn cost by 3. If the *ioun stone's* market price was more than 20,000 gp, it instead further reduces the burn cost by 4.

This alters internal buffer.

Personal Resonance (Su): At 6th level, an ioun kineticist can harmonize her body's energies with that of her ioun cloud. Whenever she has at least 3 points of burn, she gains the resonant powers (*Pathfinder RPG Adventurer's Guide* 149) of two *ioun stones* of her choice in her ioun cloud; she is treated as holding a *wayfinder* for the purpose of using any resonant powers (*Adventurer's Guide* 148). As a standard action, she can switch which two *ioun stones* are granting their resonance powers. At 11th level, whenever she has at least 5 points of burn, she can gain the resonance powers of up to four *ioun stones* in her ioun cloud. At 16th level, whenever she has at least 7 points of burn, she gains the resonance powers of all of the *ioun stones* in her ioun cloud.

In place of gaining the resonant power of a *deep rose sphere*, *incandescent blue sphere*, *pale blue rhomboid*, *pink and green sphere*,

pink rhomboid, or *scarlet and blue sphere*, the ioun kineticist can instead increase the enhancement bonus it grants to an ability score to +4. This bonus increases to +5 at 11th level when she has at least 5 point of burn and increases to +6 at 16th level when she has at least 7 points of burn. An ioun kineticist can increase only one *ioun stone's* enhancement bonus in this way at a time.

This replaces the ability score boosts granted by elemental overflow.

Azlanti Blast (Su): An ioun kineticist who selects aether as her expanded element does not gain the force composite blast. She instead gains the Azlanti composite blast, which costs 2 points of burn. An Azlanti blast is a physical blast that deals bludgeoning, piercing, or slashing damage.

TRAITS

The following religion traits can be taken only by worshipers of the specified Azlanti deities, each of which appears in *Pathfinder Adventure Path #123: The Flooded Cathedral*.

Clockwork Surgeon (Aesocar): Thanks to your medical innovations, you can perform especially comprehensive or speedy surgeries. You begin play with a special healer's kit at no cost and can fully restock your kit by expending materials worth 10 gp and spending 8 hours assembling medical devices. When using this healer's kit to treat deadly wounds, you can either halve the time required to perform the action or add your Intelligence modifier to the number of hit points healed.

Fruits of Your Labor (Jaidi): You take pride in providing for your community. Once per day you can serve a meal comprising food you have produced, purchased, or foraged to yourself and up to six other creatures. Serving and consuming this meal takes 10 minutes, during which the other participants can also partake in light activity such as conversation, reading, and keeping watch.

Each creature regains 1d3 hit points at the end of the meal, and gains a +1 trait bonus on its next d20 roll using the aid another action to assist other creatures who consumed the meal. The +1 trait bonus lasts 24 hours, and a creature can gain that bonus on its next d20 roll to assist other creatures from this trait only once per day.

Planar Wayfarer (Onos): The countless natural hazards of the planes cannot deter you from witnessing their grandeur. Once per day you can meditate on the nature of the planes for 1 hour to gain energy resistance 2 against acid, cold, electricity, fire, or sonic damage. This resistance lasts 24 hours or until you perform this meditation again and choose a new resistance.

Sacred Orienteer (Elion): You have traveled far with only your compass and faith as your guides. You begin play with a compass, and any compass or *wayfinder* in your possession also functions as a holy symbol of Elion. Either Knowledge (geography) or Survival becomes a class skill for you. Once per day you can consult your compass or *wayfinder* as a full-round action to gain a +2 trait bonus on one Knowledge (geography) or Survival check.

Shared Ancestors (Myr): Through your detailed study of your own lineage, you can better understand and honor even your most distant relatives. You gain a +1 trait bonus on Diplomacy, Knowledge (history), Knowledge (local), Knowledge (nobility), and Sense Motive checks associated with any creature who shares your type and at least one of your subtypes. One of these skills becomes a class skill.



ANCIENT ELVES

To the elves, the real tragedy of Earthfall was the potential loss of life across the world, not any danger it posed to their own culture. With the ability to flee Golarion and retreat to the world of Castrovel via their network of interplanetary portals, the elves did not fear for their own legacy, but they knew that the other cultures that made up their world would be lost forever.

In the case of Thassilon, however, the elves of Mierani could be forgiven for having an apathetic stance, as Thassilon was not a pleasant neighbor. Mierani was already well established when Xin and his exiled followers first arrived in nearby lands, and while the elves approved of Xin's initial hope to embrace diversity among races, the Thassilonians were not up to the challenge. After the first seven runelords betrayed Xin and fell prey to their own excesses and vices, Mierani abandoned diplomacy and instead opted for a combination of homeland defense and support for Thassilon's oppressed. By the time Earthfall loomed, the elves bitterly believed that devastation was a fitting fate for the runelords and their nation of Thassilon. Yet the Mierani did what they could to protect those who Thassilon had abused from the devastation to come.

In the end, most of the elves were forced to flee. Many of Mierani's elves retreated underground, where an ironic fate befell them: many succumbed to the same vices and hatreds that plagued Thassilon, transforming into the first drow. However, some of the nation's spellcasters opted instead to stay on the surface of Golarion, and create magical shelters where they could protect and preserve the lives of as many Shoanti, Varisians, and others as possible. These "arcane wardens" developed potent survival skills. Their magical shelters withstood the darkness and ash, and their traditions ultimately allowed both these elves and their allies to survive the devastating aftereffects of the apocalypse.

Today, the elven nation of Mierani has been largely abandoned. The small populations of elves who still dwell in the region must constantly struggle against both dangerous creatures and enemies who contest their rule of the ancient realm. Now and then, however, an elf uncovers an ancient bolt-hole and rediscovers the incredible legacies left behind by their ancestors. True to the memory of Mierani's founders, the elves are free and generous with these discoveries, and those who seek to learn these ancient secrets need only ask.

ARCANE WARDEN (WIZARD ARCHETYPE)

In the aftermath of Earthfall, some elven wizards from Mierani chose to remain behind and provide aid to others. These elves were and still are highly honored by their kin, as they sacrificed the easy comfort and refuge of Castrovel to brave the wreckage of Earthfall in order to save what short-lived human lives they could. Although Golarion has long

since recovered from Earthfall, the elven arcane warden traditions remain particularly useful for those who face long-term explorations of hostile environments—whether on Golarion or the planes beyond. The arcane wardens of today are wizards who specialize in the discovery or generation of places of safety and refuge.

Universal Magic: An arcane warden values all schools of magic and recognizes that, faced with an unpredictable world, versatility is one of the greatest tools for survival. All arcane warden wizards must be universalists.

This alters arcane school.

Class Skills: An arcane warden focuses his training on survival, be it navigating difficult regions, enduring in the wilderness, or aiding others in such conditions. He gains Climb, Heal, Survival, and Swim as class skills. Appraise, Fly, Knowledge (nobility), and Linguistics are not class skills for the arcane warden.

This alters the wizard's class skills.

Ready for Anything (Ex): Instead of crafting magical items or learning ways to manipulate metamagic, arcane wardens prefer to spend their time providing safety and refuge for others. At 1st level, an arcane warden gains a bonus feat associated with aiding allies or providing shelter. At 5th, 10th, 15th, and 20th levels, the arcane warden gains an additional bonus feat. The arcane warden must qualify for any feat he takes, and must choose from the following list: Alertness, Endurance, Great Fortitude, Improved Great Fortitude, Leadership, Self-Sufficient, Skill Focus (Survival), Toughness, or any teamwork feat.

This replaces Scribe Scroll and the bonus feats gained at 5th, 10th, 15th, and 20th levels.

Generous Touch (Su): Arcane wardens are talented at enhancing the magical effects they create to bolster allies. When an arcane warden casts a spell with a target of "creature touched" on a willing target other than himself, he can cause the effects of the spell to last longer than normal. A spell with a duration of 1 round per level lasts an additional number of rounds equal to the arcane warden's Intelligence modifier (minimum of 1 additional round). A spell with a duration of 1 minute per level lasts for an additional number of minutes equal to the arcane warden's Intelligence modifier (minimum of 1 additional minute). Spells with different durations than this are not enhanced by this ability. Only one spell can be enhanced in this way on any individual creature at a time.

This replaces the hand of the apprentice universalist school ability.

Restorative Shelter (Su): While an arcane warden can find refuge in many naturally occurring hideaways, his preferred places of rest are magically created cottages, homes, and even manors. An arcane warden learns the following spells: *mage's magnificent mansion*, *rope trick*, *secure shelter*, and *tiny hut*. These spells do not take up room in

the arcane warden's spellbook, and he does not need his spellbook to prepare these spells. He must still be the appropriate level to prepare the spell in question. The arcane warden's caster level is treated as 2 higher than his actual caster level for the purposes of determining the duration of these spells and resolving attempts to dispel these spells. Any creature that spends at least 8 hours relaxing in one of these shelters gains a bonus equal to the level of the spell that created it on any saving throws against disease or poison effects made in the next 24 hours.

This replaces the metamagic mastery universalist school ability.

MIERANI SPELLS

While Mierani spellcasters developed the following spells to survive the immediate aftermath of Earthfall, these spells are also useful in less cataclysmic situations.

ASHEN PATH

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

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

You grant the creature touched the ability to breathe with ease air that is contaminated with ash, spores, smoke, dust, or the like. The creature suffers no ill effects from natural airborne irritants or contaminants and gains a +4 bonus on saving throws against magical effects that involve any of these contaminants. In addition, the creature can see through magical obscuring effects caused by dense ash, smoke, fog, or similar concealment up to a distance of 60 feet, although this spell does nothing to enhance sight in dark or shadowy conditions. You can cast this spell on multiple creatures, but if you do, divide the duration evenly among all the creatures you touch (to a minimum duration of 10 minutes per target).

BRIGHTEST NIGHT

School transmutation; **Level** bard 1, cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Targets one willing creature plus one additional willing creature per 3 levels, no two of which can be more than 30 ft. apart

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You grant low-light vision to the affected creatures. Creatures that already have low-light vision have their existing low-light vision enhanced so that they can see four times as far in conditions of dim light. Creatures within 10 feet of someone under the effects of *brightest night* do not gain concealment from dim light.

SHARED TRAINING

School divination [mind-affecting]; **Level** bard 2, cleric 3, inquisitor 2, magus 2, paladin 2, psychic 3, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Targets you plus one willing creature per 3 levels, no two of which can be more than 30 ft. apart

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

Select one teamwork feat you have. You can grant this feat to allies within range for the duration of the spell. Allies do not need to meet the prerequisites of this teamwork feat. At caster level 9th, you can grant two teamwork feats you have to your allies. At caster level 13th, you can grant three teamwork feats, and at caster level 17th, you can grant up to four teamwork feats.



Jistka Imperium

In approximately -4160 AR, a man named Arustun discovered a cache of Azlanti texts in the Cave of Tiandra and, through a miracle, was able to read them. For years, he traveled the Inner Sea region and the planes, seeking more knowledge and recording everything he saw in his journal. With the help of this knowledge and the allies he had recruited on his travels, he founded the Jistka Imperium, the first major human kingdom to emerge in the Inner Sea region after Earthfall.

Jistka's government was based on Arustun's journal, which Jistkans called the *Poleiheira*. The nation quickly advanced culturally, economically, and technologically,

rapidly annexing less developed regions. Two powerful factions—the magistrates, who made pacts with genies, and the artificers, who built massive golems—helped the Jistkan legions in their war effort. At its height, the empire spanned the entirety of northwestern Garund and parts of southwestern Avistan.

However, by the beginning of the Age of Destiny, the Jistka Imperium had been severely weakened by growing corruption within its nobility, clashes between artificers and magistrates, and the emergence of new rival civilizations in the east. When Osirion and the Tekritanin League joined forces to destroy Jistka, many of the empire's major cultural and technological advances were lost.

ANTIQUARIAN (INVESTIGATOR ARCHETYPE)

Antiquarians are collectors, explorers, and scholars who delve into ruined places in search of lost lore and artifacts.

Relic Magic (Su): Antiquarians emulate Arustun, founder of the Jistka Imperium, by exploring and recording the remnants of lost civilizations. Rather than using extracts, an antiquarian carries a collection of holy and unholy symbols, charms, and trinkets. Though an antiquarian may never know who or what grants him his power, he can produce magical effects all the same. Relic magic functions as the alchemy class feature, except as noted below.

An antiquarian begins play with a collection of religious trinkets that functions as his formula book and weighs 2 pounds total, with each trinket functioning as a formula. Adding new trinkets has the same cost and time requirement as adding formulae to a formula book. An antiquarian can study a wizard's spellbook or alchemist's formula book to learn formulae, but an antiquarian's trinket collection is too esoteric for anyone except another antiquarian to learn spells from. An antiquarian prepares spells by meditating and charging relics with supernatural power, which has the same requirements and limitations as preparing extracts. However, instead of creating extracts, an antiquarian casts spells as though he were an arcane spellcaster, which means he can affect other creatures with his spells. An antiquarian does not suffer from arcane spell failure.

An antiquarian doesn't gain a competence bonus on Craft (alchemy) checks to create alchemical items, and he cannot identify potions with that skill. Furthermore, he cannot select alchemist discoveries as investigator talents.

This alters alchemy.

Item Lore (Ex): An antiquarian can identify even the most esoteric objects at a glance. At 2nd level, he can discern whether an item is magical simply by studying it for 1 round. Once he identifies a magic item in this way, he can use Spellcraft to attempt to identify the properties of the magic item as if he had used *detect magic*. Furthermore, he can detect whether an item is cursed if his check to identify the magic item exceeds the DC by 5.



This replaces poison lore.

Curse Resistance (Ex): At 2nd level, an antiquarian gains a +2 bonus on all saving throws against spells and effects with the curse descriptor. This bonus increases to +4 at 5th level and to +6 at 8th level. At 11th level, the antiquarian becomes completely immune to such effects.

This replaces poison resistance and poison immunity.

Swift Search (Ex): At 4th level, an antiquarian can study the secrets of a location with incredible speed. Whenever he takes 20 on a Perception check, it takes him only 1 minute.

This replaces swift alchemy.

JISTKAN ARTIFICER (MAGUS ARCHETYPE)

As part of studying the secret methods the original Jistkan artificers used to build golems, these magi graft construct parts onto their own arms.

Diminished Spellcasting: A Jistkan artificer has one fewer spell slot of each level than a regular magus. If this reduces his number of spell slots of a particular level to zero, he can cast spells of that level only if his Intelligence allows bonus spells of that level.

This alters the magus's spellcasting.

Golem Arm (Ex): A Jistkan artificer begins play with a golem arm grafted in place of one of his arms. The golem arm is a masterwork weapon that is treated as an unarmed strike and deals damage as if he were a monk 2 levels lower than his class level (minimum 1st level). The golem arm is made from basic parts and mundane materials that grant no additional benefits. A Jistkan artificer can recreate his golem arm from other materials by spending 1 day and paying an additional +50% of the normal cost of the special material used in the creation of this new golem arm. For the purposes of determining the weapon type and weight for special materials, the golem arm is treated as a heavy mace. If a Jistkan artificer recreates his golem arm, any previously used special materials are destroyed. The arm gains no benefits from items that enhance unarmed strikes, such as an *amulet of mighty fists*.

At 1st level, a Jistkan artificer can use his arcane pool to enhance his unarmed strikes as if they were manufactured weapons. At 5th level, he can use this ability to add any of the following special abilities to his unarmed strikes: *corrosive*^{UE}, *corrosive burst*^{UE}, *defending*, *flaming*, *flaming burst*, *frost*, *icy burst*, *impact*^{UE}, *shock*, *shocking burst*, or *thundering*. At 11th level, he gains access to the following special abilities: *brilliant energy* and *speed*.

This alters arcane pool.

Improved Unarmed Strike: A Jistkan artificer gains Improved Unarmed Strike as a bonus feat. He prepares one fewer cantrip per day than normal.

This alters cantrips.

Empowered Arm (Ex): At 3rd level, a Jistkan artificer's golem arm is treated as a magic weapon and gains a +1 enhancement bonus on attack and damage rolls. This bonus increases by 1 at 7th level and every 4 levels thereafter, to a total bonus of +5 at 19th level.

This replaces the magus arcana gained at 3rd level.

Unarmed Spellstrike (Su): A Jistkan artificer can use spellstrike to deliver spells only when attacking with his unarmed strikes.

This alters spellstrike.

Magus Arcana: A Jistkan artificer gains access to the following arcana in addition to those normally available to the magus. He cannot select any arcana more than once.

Break Spell (Ex): A Jistkan artificer can use his arm to disrupt spells targeted at him. When a ranged attack generated by a spell effect targets the Jistkan artificer, he can spend a point from his arcane pool to attempt a melee attack roll as an attack of opportunity. If the result is greater than the total attack roll of the ranged attack, the attack is negated. Spell effects that do not require attack rolls cannot be deflected. The magus must be at least 13th level and have the shielding arm arcana before selecting this arcana.

Flurrying Arm (Ex): A Jistkan artificer can improve his golem arm to attack faster. He gains the flurry of blows monk class ability, treating his class level as his monk level. A Jistkan artificer makes only one additional attack when he uses flurry of blows. The magus must be at least 11th level to select this arcana.

Sharpened Arm (Ex): A Jistkan artificer can rework his arm to more closely resemble a blade. He can choose to deal piercing or slashing damage with his golem arm. When he does so, the golem arm threatens a critical hit on 19–20. The artificer also adds *keen* and *wounding* to his list of arcane pool weapon abilities.

Shielding Arm (Ex): A Jistkan artificer learns to deflect blows with his arm. If he is not wielding any other weapons, he gains a shield bonus to his AC equal to his golem arm's enhancement bonus.

JISTKAN MAGISTRATE (WARPRIEST ARCHETYPE)

Some warpriests study the ancient magic that the Jistkan magistrates used to bind elementals and make pacts with genies. By tapping into the elementals' primal magic, these warpriests gain powers that help them in combat.

Class Skills: A Jistkan magistrate gains Knowledge (planes) as a class skill. Survival is not a class skill for a Jistkan magistrate.

This alters the warpriest's class skills.

Elemental Binder (Su): A Jistkan magistrate must worship a deity who grants the Air, Earth, Fire, or Water blessing, and he must select one of these blessings. He does not gain a second blessing.

This alters the warpriest's blessings.

Spontaneous Summons: A Jistkan magistrate is extremely flexible in channeling his stored spell energy. In addition to losing prepared spells to cast "cure" or "inflict" spells, he can also lose a prepared spell in order to cast any *summon monster* spell of the same level or lower. He can use this ability only to summon an elemental whose

subtype matches his blessing. He can expend one use of his fervor ability to decrease the spell's casting time to 1 standard action and to increase the spell's duration to 1 minute per level.

This alters spontaneous casting.

Bonus Languages: A Jistkan magistrate's bonus language options include Aquan, Auran, Ignan, and Terran instead of Abyssal, Celestial, and Infernal. These choices are in addition to the bonus languages available to the character because of his race.

This alters the warpriest's bonus languages.

Channel Element (Su): At 4th level, a Jistkan magistrate gains Elemental Channel as a bonus feat, choosing the elemental subtype that matches his blessing. He doesn't gain the ability to harm undead with channeled energy (if he channels positive energy) or heal undead (if he channels negative energy). Instead, he can channel a blast of elemental matter and energy that buffets his targets. The Jistkan artificer's blessing determines the damage type of this attack, as indicated by the table below. A successful Reflex save halves the damage.

This alters channel.

Channel Element Damage

Blessing	Damage type
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

POLEIHEIRA ADHERENT (WIZARD ARCHETYPE)

Poleiheira adherents are wizards who wish to emulate the explorations and discoveries of Arustun and partake in great odysseys as they seek to imitate his achievements. These adherents bond to a book in tribute to Arustun and his extensive journals—known as the *Poleiheira*. This allows them to record their travels as well as any lost magic and lore they encounter.

Bonded Book (Sp): A Poleiheira adherent forms a bond with a spellbook. This bonded book becomes intrinsically tied to a Poleiheira adherent's conscious and subconscious mind. The book always opens to the right page, and she can record any number of spells and other information in her bonded book—when she turns pages, more blank pages appear. Other wizards find it difficult to read the book, which displays information in a seemingly random order: the DC of all Spellcraft checks to copy or prepare spells from the book increases by 10.

Each time a Poleiheira adherent attains a new wizard level, she gains four spells (rather than two) to add to the bonded book. The cost and time requirement for writing a new spell into the book are halved. The time to prepare spells is reduced to one third (20 minutes to prepare all spells, and 5 minutes to prepare up to one quarter of her spells). Once per day while holding the book in one hand,

she can use it to cast any one spell she has written in the bonded book, even if the spell is not prepared.

A Poleiheira adherent can replace a lost or destroyed bonded book in the same manner as a bonded item (*Pathfinder RPG Core Rulebook* 78). The new bonded book retains a number of spells per spell level equal to the Poleiheira adherent's Intelligence modifier from the previous bonded book, as well as all the mundane information that was recorded in the previous bonded book. If a Poleiheira adherent replaces her bonded book or dies, the previous book reverts to an ordinary blank spellbook.

This replaces arcane bond.

Great Odyssey: A Poleiheira adherent specializes in exploration and travel rather than a particular school of magic. She gains the abilities below.

This replaces arcane school.

Mount (Sp): A Poleiheira adherent can summon a magical steed to her side (per the *mount* spell) that lasts up to 2 hours per wizard level. The duration of this ability doesn't need to be consecutive, but it must be spent in 2-hour increments. When riding a mount summoned with this ability, a Poleiheira adherent can substitute Spellcraft checks for Ride checks.

Master Mariner (Su): At 8th level, a Poleiheira adherent can telekinetically control a boat or ship with such skill and finesse that she counts as a number of people equal to her wizard level for the purpose of determining how many crew members are needed to move a water vehicle (*Pathfinder RPG Ultimate Combat* 174). When controlling a ship in this manner, she can substitute Spellcraft checks for Profession (sailor) checks.

JISTKAN MAGIC ITEMS

The following are some of the magic items archaeologists have found in the ruins of ancient Jistkan cities.

GOLEM GAUNTLET		PRICE
		18,505 GP
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong abjuration		

This adamantite light mace has been molded to resemble the fist of a golem. When the mace is touched or picked up by a creature, elemental energies within the mace surge and swirl around the user's hands, but the energies soon subside as the gauntlets become adjusted to the user. When the user deals damage to a golem with the *golem gauntlet*, the golem must succeed at a DC 23 Will save or lose its spell immunity until the beginning of the wearer's next turn. In addition, the user can use the *golem gauntlet* to ready an action to counter a ranged attack generated by a spell effect that targets the wielder. If the readied action is triggered, the wielder of the gauntlet can make a melee attack roll against the ranged attack. If the result of the wielder's attack roll is greater than the attack roll of the magical ranged attack, the magical ranged attack is negated.

CONSTRUCTION REQUIREMENTS	COST 9,253 GP
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Craft Wondrous Item, *mage's disjunction*

TABLET OF ARUSTUN		PRICE 25,000 GP
SLOT none	CL 11th	WEIGHT 3 lbs.
AURA moderate evocation		

This ornate stone tablet measures 10 inches on each side and is approximately 1 inch thick. It can store up to 3 levels of spells, per a *minor ring of spell storing*, except each spell retains the caster level at which it is cast into the tablet. When a spell is stored in the tablet, writing appears on the stone as if carved onto the surface. While holding the tablet, a user can decipher and activate spells from it exactly as though it were a scroll—the user must meet the requirements for activating a spell from a scroll, and a scroll mishap might occur if her caster level is lower than that of the spell.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP
Craft Wondrous Item, <i>imbue with spell ability</i>	

JISTKAN SPELLS

The following are some of the ancient Jistkan spells found in Arustun's journal, the *Poleiheira*.

SKIM

School divination; **Level** alchemist 1, bard 1, cleric 1, inquisitor 1, magus 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a dog-eared page)

Range personal

Target you

Duration 1 hour/level

This spell allows you to read written material in a quarter of the time it would normally take to read it. If you use this spell in conjunction with *comprehend languages*, you can read otherwise incomprehensible text four times faster than the spell indicates. If the text is fragmented, is particularly difficult to understand, or otherwise requires an ability check or skill check (such as a Linguistics check) to read quickly or at all, this spell doesn't directly increase your reading speed, but instead grants you a +8 bonus on the check. This bonus also applies to Research checks when you research a particular topic within a library (*Pathfinder RPG Ultimate Intrigue* 148).

SUMMON SHIP

School conjuration (creation);

Level bard 4, cleric 4, occultist 3, psychic 4, sorcerer/wizard 4, summoner 3

Casting Time 10 minutes

Components V, S, F (a miniature ship; see text)

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

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

When you cast this spell, you must hold out a miniature model of the ship you intend to create. The spell assembles a ship from raw materials conjured from other planes, taking a shape similar to the miniature ship in your hand. The miniature ship must be elaborately carved and worth 10% of the price of the type of ship it represents. The ship comes with all equipment necessary for sailing or rowing the ship but provides no crew or cargo. If you attempt to conjure the ship into a location where there isn't a sufficient amount of water to keep the ship afloat, the spell fails. The ship displaces all water and Medium or smaller aquatic animals within its space when it appears, but the location must be otherwise unoccupied at the time of casting the spell. You can cast this spell again to extend the duration of the conjured ship, replacing the remaining duration with the new spell's duration. When the spell's duration ends or the spell is dismissed, the ship instantly stops moving and then falls apart over the course of a minute.

The largest type of ship that you can summon depends on your caster level, as indicated by the table below.

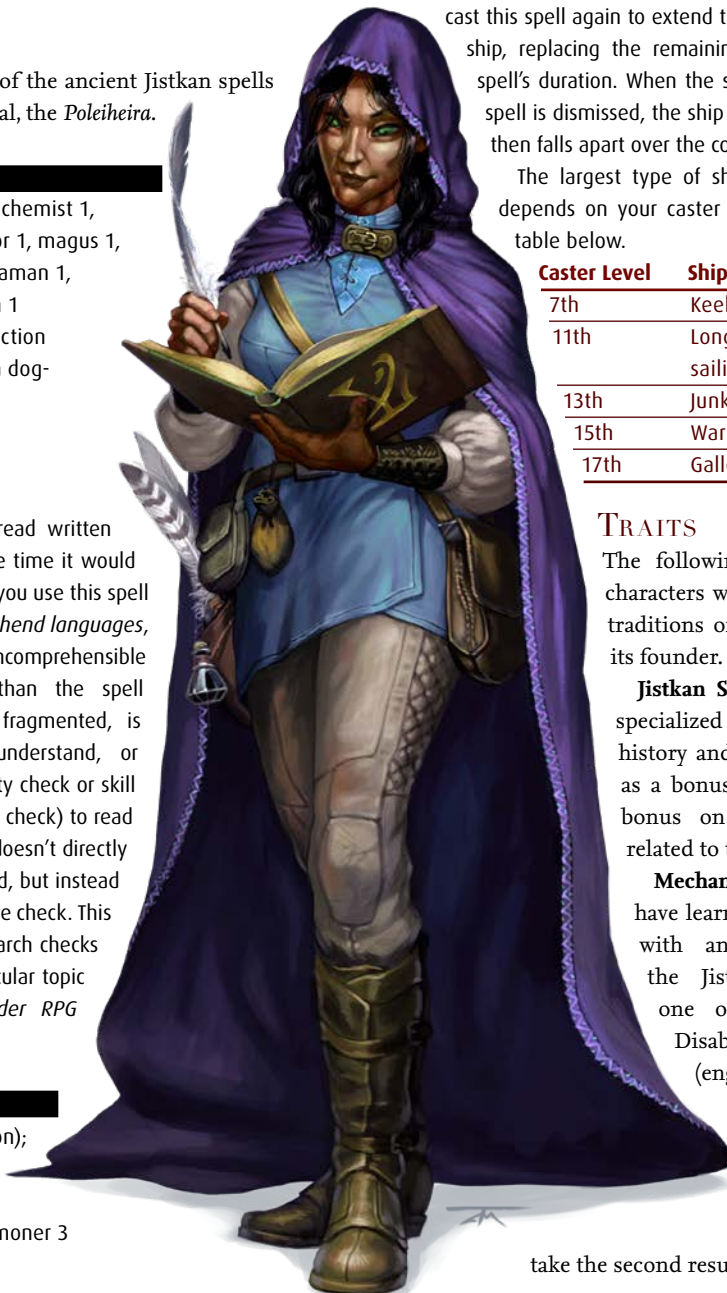
Caster Level	Ship Type	Focus Cost
7th	Keelboat	300 gp
11th	Longship or sailing ship	1,000 gp
13th	Junk	1,500 gp
15th	Warship	2,500 gp
17th	Galley	3,000 gp

TRAITS

The following traits are suited for characters who study and uphold the traditions of the Jistka Imperium or its founder.

Jistkan Scholar (Social): You have specialized in studying Jistkan history and culture. You gain Jistka as a bonus language and a +1 trait bonus on all Knowledge checks related to the Jistka Imperium.

Mechanical Aptitude (Magic): You have learned much from tinkering with ancient technology from the Jistka Imperium. Choose one of the following skills: Disable Device, Knowledge (engineering), or Use Magic Device. Once per day, you can reroll a check with that skill before the outcome of the check is revealed. You must take the second result, even if it is worse.



Imperial Lung Wa

Although the continent of Tian Xia currently consists of numerous states, much of it was almost unified only a scant century ago under the imperial banner of the empire of Lung Wa. Although Lung Wa was not the largest empire in Tian Xia, nor the longest lasting, it was perhaps the most prosperous. With many periods of peace and economic growth, the era of Lung Wa is widely considered to have been a golden age for the region.

The collapse of Lung Wa came as a shock to many of its people, as the wealth and comfort of the empire made it easy for its citizens to ignore the troubles that ultimately caused its decline. Only once the dust had settled was it clear that Lung Wa had become bloated in its final days

with corruption that ran rampant under the facade of prosperity. This corruption eventually spelled the end of the empire, plunging the region into a century of conflict between Lung Wa's successor states—chiefly Lingshen, Po Li, and Quain.

IRONBOUND SWORD (SAMURAI ARCHETYPE)

The ironbound sword's fighting style, focused on incapacitating opponents rather than killing them, is founded on a philosophy that cares both for the samurai and for her attacker. This style became prevalent during the peaceful and stable periods of Lung Wa, and reflected those values. Using these techniques, an ironbound sword can subdue a foe without causing permanent harm, leaving the soul of the samurai unstained by deaths of her enemies.

Merciful Combatant (Ex): At 3rd level, an ironbound sword becomes an expert at defeating foes without killing them. An ironbound sword can use any weapon to deal nonlethal damage without taking the normal -4 penalty on attack rolls. Additionally, the ironbound sword gains a $+2$ bonus on combat maneuvers against a target so long as the last successful attack she made against that target dealt nonlethal damage. Her samurai levels count as fighter levels and stack with fighter levels for the purposes of fighter and samurai prerequisites and class features.

This replaces weapon expertise.

Subduing Knockout (Ex): At 5th level, once per day, an ironbound sword can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the ironbound sword's attack hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw ($DC = 10 + \text{half the ironbound sword's level} + \text{the higher of the ironbound sword's Strength or Dexterity modifier}$) or fall unconscious for $1d6$ rounds. Each round on its turn, the unconscious target can attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the ironbound sword can use this ability twice per day; at 15th level, she can use it three times per day.

This replaces banner.

Blade Reversal (Ex): At 14th level, an ironbound sword can turn the force of an opponent's attacks back against them. Whenever the ironbound sword takes a full defense action, she can expend an attack of opportunity to attempt to counter melee attacks made against her. This counter is a single attack roll at the ironbound blade's full base attack bonus that resolves before the enemy's attack. If the counter successfully hits the attacking enemy's AC and if the ironbound sword's attack roll is higher than the attacking creature's attack roll, the ironbound sword takes no damage from the enemy's attack and can initiate a disarm combat



maneuver against the attacking enemy as a free action. If the triggering attack was made with a natural attack or unarmed strike, a successful disarm combat maneuver renders that natural attack or unarmed strike unusable until the victim spends a standard action to reset dislocated joints.

In addition, the ironbound sword can spend one use of her resolve when she hits with a nonlethal attack to initiate a disarm combat maneuver against her target as a free action.

This replaces greater banner.

JINYIWEI (INVESTIGATOR ARCHETYPE)

Lung Wa's corruption and political decay led to its eventual collapse, but the empire did not spend its last decades in surrender. A special task force of secret police, known as the jinyiwei, was one of Lung Wa's last bulwarks against this decline. The jinyiwei were unable to save the empire; they failed in their mission to root out, expose, and counteract their government's existing wrongdoing, and the organization itself ultimately fell prey to the same political decline that rotted Lung Wa's bureaucracy. However, their legacy now inspires purists who seek out and eliminate corruption wherever they find it. Since the earthly government of Lung Wa has failed, these new jinyiwei claim they act under the celestial government's mandate.

Divine Inspiration: A jinyiwei follows a mandate from Heaven to combat corruption in the mortal world. A jinyiwei adds her Wisdom modifier to her inspiration pool, rather than her Intelligence modifier. Additionally, rather than dabbling in the arcane arts of alchemy, a jinyiwei is empowered by the forces of celestial bureaucracy. She casts spells as an inquisitor of the same level.

This alters the inspiration class feature and replaces the alchemy class feature.

Suspicious Mind (Ex): A jinyiwei adds half her level (minimum 1) to Sense Motive checks, Linguistics checks to detect forgeries, and Perception checks to see through disguises, locate creatures using Stealth, or locate a secret door or compartment.

This replaces trapfinding.

Celestial Insight (Ex): At 3rd level, a jinyiwei learns to see through the types of magic that often lead others astray. She gains a +1 competence bonus on saving throws to resist enchantment and illusion effects. At 6th level and every 3 levels thereafter, these bonuses increase by 1 (to a maximum of +6 at 18th level).

This replaces trap sense.

Imperial Judgment (Su): At 4th level, a jinyiwei can carry out trial and sentence with her own divine authority. She gains the judgment inquisitor class feature as an inquisitor 3 levels lower than her investigator level, and her investigator levels stack with inquisitor levels for the purposes of determining her judgments' abilities and number of judgments per day. At 11th level, she gains the second judgment inquisitor class feature, and at 19th level, she gains the third judgment inquisitor class feature.

This replaces swift alchemy.

IMPERIAL AGENT (VIGILANTE ARCHETYPE)

Many residents of Lung Wa's successor states refuse to admit the empire has truly fallen, but the self-proclaimed imperial agents have taken matters into their own hands. Imperial agents are often the descendants of nobility and generals from Lung Wa, devoted to reuniting the empire by conquering Lung Wa's successor states. Often forming secret networks with fanciful names, they focus on destabilizing nations with blackmail, slander, and treachery.

Slander (Ex): At 1st level, an imperial agent becomes an expert at spreading malicious rumors in order to foment chaos and strife to further his aims. Slandering an individual or organization takes 1d4 days in a settlement smaller than a town, or 1 week in a town or larger settlement. The imperial agent must succeed at either a Bluff or Diplomacy check. If the general populace is indifferent towards the target of the slander, the DC of this check is 20 + the target's Charisma modifier. For each step above indifferent the public's attitude towards the target is, the DC increases by 5, and for each step below indifferent the public's attitude towards the target is, the DC decreases by 5. If the imperial agent is successful, the public's attitude toward his target is decreased by 1 step. If the imperial agent fails the check, however, he cannot affect the settlement with this ability for 1 week, and the target of his slander becomes aware that someone is spreading malicious rumors. The GM determines the exact effects of the public's shift in attitude. Even if the public is hostile toward the target, they might not act openly against the target, especially if doing so might be dangerous.

This replaces the social talent gained at 1st level.

Manipulative (Ex): At 3rd level, an imperial agent is a master of blackmail, extortion, and subterfuge. He gains a bonus equal to 1/2 his vigilante level on Bluff checks (except those to feint) and on Intimidate checks (except those to demoralize an opponent).

This replaces unshakable.

False Flag (Ex): At 5th level, whenever an imperial agent changes his identity, he has a third option (instead of social or vigilante): he can wear a false flag. This functions identically to the many guises social talent, except that the false flag identity is associated with a particular nation, organization, or other faction. The imperial agent gains a +20 circumstance bonus on Disguise checks to impersonate a member of that faction against creatures who are unaffiliated with that faction, potentially allowing the imperial agent to pin the blame for his actions on the faction he was impersonating. However, the imperial agent receives no bonus and a -10 penalty on Disguise checks against members of the faction he is impersonating. An imperial agent can choose a different faction each time he uses this ability. Factions that lack a flag, uniform, or other symbol of membership may be difficult or impossible to impersonate, at the GM's discretion.

This replaces the social talent gained at 5th level.

PAO-LUNG PHILOSOPHY

Lung Wa's state religion eschewed gods for the divinity of emperors, but its deeper basis was Pao-Lung's philosophy of responsibility and self-improvement. The following feats embody some of the philosophy's core teachings.

PAO-LUNG SELF-IMPROVEMENT

As a devotee of Pao-Lung philosophy, you constantly strive to learn from your mistakes and slowly but surely improve every aspect of yourself.

Prerequisite: Must be devoted to the philosophy of Pao-Lung and not worship any deities.

Benefit: Whenever you roll a natural 1 on an ability check, caster level check, saving throw, or skill check, or fail any of these checks by 5 or more, you may dedicate yourself to that specific type of check (such as a Will saving throw or a Swim skill check). For the next 24 hours, you gain a +1 bonus on checks of that type; the bonus increases by 1 every time you fail that type of check. If you succeed at your chosen type of check, the bonus immediately ends. Once you have designated a type of check to be affected by this feat, you cannot use the feat for another type of check for at least 24 hours.

STRENGTH OF OBLIGATION

As a follower of Pao-Lung, you draw strength from your duties and obligations. You know that your every action has a great effect on the world around you, and that to falter is to threaten the spokes of the wheel of society.

Prerequisite: Must be devoted to the philosophy of Pao-Lung and not worship any deities.

Benefit: Once per day, you may swear an oath to accomplish a specific goal that has a clearly defined condition for success. While you are undertaking actions to fulfill this promise, you gain a +1 morale bonus on ability checks and skill checks directly related to achieving that goal. This bonus increases to +2 if the task in question is a responsibility that comes with a title or office you hold. If you ever fail to uphold a promise that you make, or are derelict in the duties of an office or title you hold, you lose the benefits from this feat and instead take a -1 penalty on ability checks, attack rolls, saving throws, and skill checks for 24 hours.

CHU YE HEALERS

The region of Chu Ye was once known for its gifted healers. Chu Ye was overrun by oni, but its healing arts were not lost; refugees who fled the aftermath of Lung Wa's fall brought their mastery with them and the secrets of their healing arts survived. The following feats represent some of these healing practices.

ACUPUNCTURE SPECIALIST

You can use the art of acupuncture to heal spiritual woes as well as physical ailments.

Prerequisite: Heal 5 ranks.

Benefit: You can incorporate the art of acupuncture into your healing procedures, allowing you to use physical means to cleanse spiritual ailments. Doing so requires that you have an acupuncture kit (same as a healer's kit) and takes 1 hour. Attempt a Heal check, and compare the result to a single curse or spell with the curse descriptor that the patient is suffering from. If the result of your Heal check exceeds the DC of the curse by 10 or more, the curse's effects are suppressed for 1d4 days. If the result of your Heal check exceeds the DC of the curse by 20 or more, the curse is removed.

INCREDIBLE HEALER

You are able to treat deadly wounds with an almost supernatural skill.

Prerequisite: Heal 5 ranks.

Benefit: When you use the Heal skill to treat deadly wounds, the target heals a number of hit points equal to either the result of your Heal check or the normal amount, whichever is higher. A creature can still benefit from having deadly wounds treated no more than once per day.

PATHOLOGIST

You can offer greater care for diseases and poisons than other healers can.

Prerequisite: Incredible Healer

Benefit: When you use the Heal skill to treat disease or poison, instead of granting a +4 competence bonus on the target's saving throws to resist the affliction, you may instead choose to allow the target to use the result of your Heal check in place of his next saving throw to resist the disease or poison.

RELICS OF LUNG WA

The following magic items were used throughout Lung Wa and have begun to circulate more widely.

HEIRLOOM SEAL		PRICE
		5,000 GP
SLOT none	CL 1st	WEIGHT 1/2 lb.
AURA faint universal		

This carved stone seal can be dipped into red ink and used to stamp a letter, proclamation, or other written document. Once a document has been sealed in this way, the writing upon it cannot be altered by either mundane or magical means. Spells that ruin text, change text, or render text unreadable cannot affect writing that has been sealed with an *heirloom seal* unless the caster succeeds at a caster level check (DC = 15 + the *heirloom seal's* owner's Hit Dice), nor can additional text be added with spells such as *explosive runes* or *illusory script*. Attempts at mundane forgery also slide off the sealed document in 2d4 rounds, reverting the writing to its original state. An *heirloom seal* cannot be used on runes or any form of magical writing. Each seal has its own unique mark to indicate its owner, which can be magically verified with either *detect magic* or *read magic*.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>arcane mark</i>	

OFUDA OF DIMENSIONAL WARDING		PRICE 80,000 GP
SLOT none	CL 15th	WEIGHT —
AURA strong abjuration		

These talismans are 6-inch-long strips of paper bearing mystic words of sealing written in traditional calligraphy. Hailing from the province of Tianjing, they are one of several methods the aasimars of that land have kept qliphoth invaders from entering the Material Plane, and the government of Tianjing pays a high price for them. If an *ofuda of dimensional warding* is placed on a prominent structure (such as a large tree, a statue, or a gate), and a special 24-hour ritual is performed, it creates a *dimensional lock* effect in a 240-foot-radius area which lasts until the *ofuda of dimensional warding* is removed. Any effect that moves the object that the *ofuda of dimensional warding* is attached to ends the effect until the ritual is performed again.

CONSTRUCTION REQUIREMENTS	COST 40,000 GP
Craft Wondrous Item, <i>dimensional lock</i>	

RELIC OF A VIRTUOUS EMPEROR		PRICE 87,000 GP
SLOT none	CL 17th	WEIGHT 1 lb.
AURA strong divination		

While most objects—such as ancient trinkets and jewelry—sold as purported belongings of a Lung Wa emperor have no actual magical value, some do have magical properties. Such items all function much the same way, despite taking a variety of shapes and being attributed to different emperors. Whatever its origin and form, a *relic of a virtuous emperor* can be used to cast *augury* three times per day. It can also be used to summon one kodama⁸³ or 1d4+1 shikigami⁸³ as if they had been summoned by *summon nature's ally V*, once per day. Additionally, anyone in possession of a *relic of a virtuous emperor* gains a +1 insight bonus to AC.

CONSTRUCTION REQUIREMENTS	COST 43,500 GP
Craft Wondrous Item, <i>augury</i> , <i>foresight</i> , <i>summon nature's ally V</i>	

TRAITS

The following traits are appropriate for characters with a relationship to the empire of Lung Wa.

Excellent Penmanship (Social): You are a master of calligraphy, an art once highly valued in Lung Wa and still held in high esteem in Lingshen. The DC to detect forgeries you create increases by 2. If you attempt to persuade someone via a written message, you gain a +2 bonus on any Bluff, Diplomacy, or Intimidate check attempted for that communication. Linguistics is always a class skill for you.

Exhibition Fighter (Regional): You fight at your best in martial arts tournaments, such as those once popular in Lung Wa and still common in Quain. While others may attempt to cheat or chafe against the constraints placed upon them, you

thrive under such limitations. You gain a +1 bonus on attack and damage rolls when fighting as part of a tournament or other structured setting with rules and restrictions, so long as you do not break these rules.

Rejected Emperor (Religion): When you were young, your parents presented you to the oracles of Po Li, claiming a divine sign showed you were the reincarnation of Lung Wa's Eternal Emperor. The oracles did not support the claim, but you are not untouched by celestial influence. You may use Knowledge (nobility) or Knowledge (religion) in place of Knowledge (planes) to identify outsiders, and nonevil outsiders you encounter begin with an attitude that is one step better than normal.



NINSHABUR

After Rovagug was defeated and bound within the Dead Vault, Sarenrae repaired the earth surrounding his prison and warned her followers to avoid the remaining scar. Unfortunately, the faithful of Ninshabur misread the portents, believing the cursed place to instead be sacred. There, they founded the city of Gormuz, where they disregarded omens for millennia, slowly becoming corrupted by the Rough Beast's dreams. After her herald was murdered while delivering a final plea to the people, Sarenrae destroyed Gormuz, opening a pit that released the Spawn of Rovagug into Golarion and allowed them to destroy Ninshabur.

LEGENDARY SPIRIT

The following legendary spirit is available for mediums. More information on legendary spirits can be found on page 10 of *Pathfinder Campaign Setting: Occult Realms*.

NAMZARUUM (MARSHAL)

Not all gods of Ninshabur are forgotten. Prophets of the hero-god Namzaruum claim he rests in the Hall of Slumbering Kings, but will return to lead the faithful to victory.

Gaining Favor: To gain Namzaruum's favor, journey to his ziggurat at the center of Ezida. There, you must swear to help gather the descendants of Ninshabur and to tell all of Namzaruum's inevitable return. You must also succeed at a Charisma check before Namzaruum will answer your call.

Taboo: If you accept a taboo while channeling Namzaruum, you must take any opportunity to seek out Ninshaburian descendants and proselytize, even if doing so would be disadvantageous.

Phalanx Defense (Lesser, Su): This functions as the marshal's order ability, except if you or an ally who participated in your seance are adjacent to another ally who participated, you and any applicable allies can also add your spirit surge to your CMD against bull rush, drag, overrun, and trip attempts.

This alters marshal's order.

Slumbering Sword (Greater, Su): When an ally within 30 feet is attacked, you can allow Namzaruum to gain 1 point of influence over you as an immediate action to provide partial cover to that ally for a single attack. The ally must be able to see and hear you for this ability to function. If the attack against your ally misses, your ally can make an attack of opportunity against the enemy who made the attack if that enemy is within your ally's reach. You can use this ability as a standard action to instead grant an ally partial cover for 1 round, but missed attacks against the ally do not provoke attacks of opportunity.

This replaces decisive strike.

SPAWN SLAYER (SLAYER ARCHETYPE)

Generations of Ninshaburian warriors fought the Spawn of Rovagug, holding the line against impossible odds. Some of their ancient techniques persist to this day.

Studied Spawn (Ex): A spawn slayer specializes in fighting against larger, single targets. At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks against a studied target increase by 1, as do the DCs of slayer abilities against a studied target. He can also ignore size restrictions against a studied target when attempting combat maneuvers against larger foes. At 5th level, if the target is Large or larger, these bonuses increase by an additional 1. At 10th level, if the target is Huge or larger, the bonuses increase by an additional 2. At 15th level, if the target is Gargantuan or larger, the bonuses increase by an additional 3. At 20th level, if the target is Colossal in size, the bonuses increase by an additional 4. A spawn slayer cannot maintain these bonuses against more than one target at a time. He does not gain the ability to study an opponent as a swift action at 7th level.

This alters studied target.

Gain Leverage (Ex): At 7th level, a spawn slayer learns techniques to counteract a foe's size advantage. When performing a combat maneuver against a studied target of Large or larger size, the spawn slayer gains a bonus on the check equal to the creature's size modifier to CMB (Large +1, Huge +2, Gargantuan +4, and Colossal +8). The spawn slayer adds this same bonus to his CMD when defending against combat maneuvers from a Large or larger studied target.

This replaces stalker.

Force Vulnerability (Ex): At 20th level, a spawn slayer can create an opening in even an invulnerable foe's defenses. As a standard action, he can make a single attack against a studied target at his full attack bonus. If the attack hits, the damage bypasses any damage reduction and the target must succeed at a Will saving throw (DC 10 + half the slayer's level + the slayer's Intelligence modifier) or lose one of its defensive abilities for 2d6 rounds. The slayer can choose which defensive ability is lost from the following options: a single immunity, all resistances, regeneration, or spell resistance. Whether or not the target fails this save, it cannot be targeted by force vulnerability again (by you or another slayer) for 24 hours.

This replaces master slayer.

RITUALS OF THE ANCIENTS

The following occult rituals were developed in Ninshabur to defend against spirits and Spawn.

SEAL

School abjuration; **Level** 9

Casting Time 24 hours

Components V, S, M (herbs, oils, and incense worth at least 5,000 gp), F (an altar worth at least 25,000 gp), SC (at least 4, up to 12)

Skill Checks Knowledge (nature or local; see below) DC 31, 3 successes; Knowledge (religion) DC 31, 3 successes; Spellcraft DC 31, 3 successes

Range touch

Target up to one 20-ft. cube/character level of primary caster

Duration instantaneous

Saving Throw see text; **SR** see text

Backlash All casters are cursed with permanent *sympathy* (per the spell) for the target location.

Failure All casters gain the burning condition (2d6, DC 10 + half the primary caster's character level + the primary caster's Int modifier). For one month afterward, all casters exposed to mundane or magical fire regain this burning condition.

EFFECT

The primary caster must anoint all casters in oil. She must then remain unmoving in meditative prayer while secondary casters pace the affected area with burning incense and herbs. If the area is in a natural environment, the casters must use Knowledge (nature) checks for the ritual; if the area is in an urban environment, they must use Knowledge (local) checks instead. As the ritual concludes, the secondary casters return to the altar and set the oil anointing them aflame. So long as the ritual does not fail, the oil burns away without harming the secondary casters.

If the ritual is successful, the area is affected by either a *hallow* or *unhallow* spell (chosen by the primary caster), with an additional *antipathy* effect fixed on the area. The primary caster determines the specifics of the *antipathy* spell. These effects last for 1 year. This ritual can be enacted up to three times within an area. Reinforcements of the original ritual are called a twice-bound seal or thrice-bound seal, with the DC increasing by 4 each additional time (though the duration is unaffected). If an additional attempt at performing the ritual fails, the effect is removed and the area returns to normal. Each additional time the ritual is successfully cast, the primary caster can apply one of the following modifications to the *antipathy* spell effect.

- The area affects creatures that are normally immune to mind-affecting effects.
- Does not allow a save.
- Does not allow spell resistance.

SPIRITUAL INVESTMENT

School transmutation; **Level** 4

Casting Time 60 minutes

Components V, S, M (a flask of holy water, a dollop of ectoplasm, and salt)

Skill Checks Knowledge (religion) DC 27, 2 successes; Spellcraft DC 27, 2 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Target one armor, shield, weapon, or 50 projectiles (all of which must be together at the time of casting), or 20 cu. ft. of matter

Duration 1 hour/character level of the primary caster

Saving Throw Will negates (harmless, object); **SR** yes (harmless, object)

Backlash The caster takes 1 temporary negative level (DC 18).

Failure A spectre appears at the site of the ritual and attacks the caster. At the GM's discretion, the spectre can have the advanced template, be accompanied by additional spectres, or both.

EFFECT

The caster must begin this ritual in the hour before sunset. The affected items or matter must either be immersed in salt, or surrounded by a salt ring. The object is then thinly coated with a mixture of holy water and ectoplasm.

If the ritual is successful, the armor, shield, weapon, or projectiles function as if they have the *ghost touch* special ability, except they cannot be moved or used by incorporeal creatures. If the ritual is used to affect a volume of matter, incorporeal creatures cannot pass through it.

TRAITS

The regional trait detailed below is available to all characters with Ninshaburian heritage.

Brave Words (Ninshaburian): You inherit your forebears' ability to fight off terror with bragging or insults. As a swift action, when you have the frightened condition, you can function as if you only have the shaken condition for 1 round by shouting at the source of your fear. You must be able to see the source of the fear condition. You can use this trait only once per fear effect. This trait grants no benefits against the shaken or panicked conditions.



Shory

A diverse culture that came about from merging several tribal groups of different ethnicities, the Shory first emerged in central Garund. United by one of the Ten Magic Warriors who was personally trained by Old-Mage Jatembe, the Shory rose to power around -2556 AR. In those early days, the warriors of the Shory often had to do battle against larger forces, and much of their success can be traced to their cunning tactics, using jungle canopies to outmaneuver and ambush their enemies.

Over time, these experiences led them to place greater and greater value on aerial mastery, and as they developed more advanced forms of magic, the Shory began to specialize

in aeromancy. By -2323 AR, the Shory had taken this practice to its logical extreme. Using an ancient and now-forgotten magical technique known as Aeromantic Infadibulum, they created the first of the flying cities that would become a hallmark of their civilization. Before long, the Shory Empire became a collection of flying city-states, no longer tied to any one place on Golarion. The Shory traveled the globe, taking advantage of their mobility to pursue trade routes inaccessible to land-bound rivals.

Despite the Shory's awesome power, the choice to apply it by fracturing their society into individual, isolated cities largely sealed the empire's fate. One by one, the fantastic cities fell, some to outside assault, some from their own pride and hubris, and—as the binding of fiends and other outsiders rapidly grew in popularity during the civilization's last days—some to corruption from within. Today only the sky city of Yjae remains aloft, stranded above the desert of Shaguang in Tian Xia, the fate of its people unknown.

AEROMANCER (ARCANIST ARCHETYPE)

The Shory were the undisputed masters of wind and sky, and they unlocked numerous secrets of air magic. The vast majority of these secrets were lost when their civilization collapsed, but a few of their magical traditions have been preserved through the years. While the practice of aeromancy is rare, some arcanists today are able to rival the aerial mastery of the ancient Shory aeromancers.

Air Mastery (Su): Aeromancers specialize in magic that manipulates the wind and sky. Whenever an aeromancer expends a point from her arcane reservoir to increase the caster level of a spell with the air, cold, electricity, or sonic descriptor, she increases that bonus by an additional 1. At 5th level, and every 5 levels thereafter, the amount by which she increases the caster level of such spells further increases by an additional 1 (to a maximum additional caster level increase from this ability of 5 at 20th level).

Alternatively, if the aeromancer expends a point from her arcane reservoir to increase the saving throw DC of a spell with the air, cold, electricity, or sonic descriptor, she increases it by an additional 1. At 10th level, she increases it by an additional 2 instead.

This replaces the arcane exploit gained at 1st level.

Wind's Embrace (Su): At 5th level, an aeromancer can expend 2 points from her arcane reservoir to call upon the winds to gently carry her through the air while protecting her from harm. She is affected as though by the spell *air walk* and is surrounded by protective winds that function similarly to a *wind wall* spell, except the effect surrounds



only the aeromancer and moves with her wherever she goes. Both of these effects last for 1 minute.

This replaces the arcane exploit gained at 5th level.

Rebuking Gale (Su): At 11th level, by expending 3 points from her arcane reservoir, an aeromancer can release a powerful blast of wind to push back her foes. This takes the form of either a 20-foot-radius burst centered on the aeromancer or a 40-foot cone originating from the aeromancer's space. She can choose which form the wind takes each time she uses the ability. The affected area is filled with hurricane-force winds (75 mph). This makes normal ranged attacks passing through this area impossible, imposes a –8 penalty on ranged attacks from siege weapons that pass through the area, and imposes a –12 penalty on Fly checks attempted within the area. Additionally, Large creatures in the area are in danger of being checked (*Pathfinder RPG Core Rulebook* 439), and Medium or smaller creatures in the area are in danger of being blown away. The winds created by this ability last for 1 round.

This replaces the arcane exploit gained at 11th level.

AERIAL ASSAULTER (FIGHTER ARCHETYPE)

As staunch believers in the value of higher ground, the Shory developed special fighting styles that capitalize on fighting from above. While many dismiss such techniques as a niche tactic, aerial assaulters leap to great heights and create higher ground where there is none.

Class Skills: An aerial assaulter gains Acrobatics and Fly as class skills. Knowledge (dungeoneering), Ride, and Swim are not class skills for an aerial assaulter.

This alters the fighter's skills.

Aerial Expertise (Ex): At 2nd level, an aerial assaulter gains a +2 bonus on Fly checks. Additionally, whenever he is affected by a spell or ability that grants him a fly speed, he treats that spell or ability as though its caster level were 2 higher for the purposes of determining its effects. At 6th level and every 4 levels thereafter, this bonus on Fly checks increases by an additional 2, to a maximum of +10 at 18th level.

This replaces bravery.

Take the High Ground (Ex): At 2nd level, an aerial assaulter can leap above his foes to gain an advantage in combat. As a move action, he can attempt an Acrobatics check with the DC equal to the CMD of an adjacent enemy. If he succeeds, the aerial assaulter is treated as if he had higher ground (*Pathfinder RPG Core Rulebook* 195) against that enemy until the beginning of his next turn. At 4th level and every 4 levels thereafter, an aerial assaulter increases his bonus from higher ground by 1, to a total of a +6 bonus at 20th level. At 12th level, an aerial assaulter can use this ability as a swift action.

This replaces the bonus feats gained at 2nd and 12th level.

Aerial Dodge (Ex): At 19th level, an aerial assaulter can perform an aerial dodge that allows him to evade attacks while flying. As an immediate action, when an opponent attempts an attack against the aerial assaulter, he can attempt

a Fly check with a DC equal to the result of the attacker's attack roll. If he succeeds, he can take a 5-foot step and gain a dodge bonus to his AC equal to his Dexterity modifier. This movement doesn't negate the attack if the aerial assaulter remains in range of the attacking enemy's reach at the end of the 5-foot step. If the Fly check fails, the aerial assaulter does not move, does not gain an AC bonus, and provokes an attack of opportunity from each creature that threatens him, including the initial attacker. The aerial assaulter must be flying to use this ability.

This replaces armor mastery.

High Ground Mastery (Ex): At 20th level, whenever an aerial assaulter threatens a critical hit with an attack made from higher ground, he automatically confirms the critical hit, and the weapon's damage multiplier is increased by 1. In addition, all bull rush, dirty trick^{APG}, drag^{APG}, grapple, reposition^{APG}, and trip^{APG} combat maneuver checks against the aerial assaulter fail when attempted by opponents on lower ground than he is.

This replaces weapon mastery.

AEROCHEMIST (ALCHEMIST ARCHETYPE)

Although the specifics of the Aeromantic Infadibulum are lost to time, aerochemists are able to emulate and replicate aspects of this lost magic. Aerochemists use scraps of Shory's magic in their concoctions to gain personal powers of flight.

Aeromantic Concoction (Su): An aerochemist learns to craft a special alchemical concoction. It takes 10 minutes to brew a dose of this concoction, and once brewed, it remains potent until used. An aerochemist can maintain only 1 dose of this concoction at a time—if he brews a second dose, any existing concoction becomes inert. As with an extract or bomb, an aeromantic concoction that is not in the aerochemist's possession becomes inert until he picks it up again. Anyone other than the aerochemist who attempts to drink his aeromantic concoction is affected in the same fashion as is a non-chemist who drinks an alchemist's mutagen.

When consumed, an aerochemist's aeromantic concoction makes his body become incredibly buoyant for 10 minutes per alchemist level. The concoction grants the aerochemist a +5 bonus on Acrobatics checks to attempt high jumps or long jumps, and he is always treated as having a running start when attempting long jumps. In addition, the aerochemist gains the benefits of *feather fall* for the concoction's duration. At 6th level, the aerochemist gains the benefits of *fly* for the concoction's duration. At 10th level, the aerochemist can choose to gain the benefits of *air walk* instead of *fly* for the concoction's duration. At 14th level, the duration of the concoction increases to 1 hour per alchemist level.

An aerochemist with the infusion discovery^{APG} can instead create a shared alchemical concoction intended for his allies. This shared concoction grants the same benefits as the normal aeromantic concoction, except the duration is only 1 minute per alchemist level its creator has. At 14th level,

the duration increases to 10 minutes per alchemist level. An aerochemist can have only a standard concoction or shared concoction in effect, not both.

This replaces mutagen, swift poisoning, and persistent mutagen. An aeromantic alchemist can never gain the mutagen, cognatogen^{UM}, or inspired cognatogen^{ACG} ability, even from a discovery or another class.

Bombs Away (Ex): At 2nd level, an aerochemist becomes an expert at attacking from above. He gains a +1 bonus on attack rolls made with thrown weapons against targets that are at least 10 feet below him. This bonus increases to +2 at 6th level, and increases by an additional 1 every 4 levels thereafter, to a maximum bonus of +5 at 18th level.

This replaces poison use and swift alchemy.

Aerodynamic Prowess (Su): At 2nd level, an aerochemist gains a +2 bonus on Fly checks. This bonus increases to +4 at 5th level, and +6 at 8th level.

This replaces poison resistance.

SHORY RUNES

Ancient Shory technology made heavy use of Auran runes to accomplish its wondrous magic. The following spells represent a handful of these runes and their effects.

MARK OF BUOYANCY

School transmutation; **Level** bard 3, cleric 3, magus 3, occultist 3, psychic 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S

Range touch

Target touched object weighing up to 10 lbs./level

Duration 1 hour/level (D)

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

You cause the touched object to become lighter than air, such that it floats if not weighted down. The object is effectively weightless and, if left unattended, will rise to a number of feet off the ground equal to twice your caster level, and then remain floating at that height. The object can be pushed, dragged, carried, or otherwise moved normally, and it can be carried by the wind if not held or secured. The object is buoyant enough that it can carry an additional weight of up to 10 pounds per caster level with it, potentially allowing it to be used to carry small objects or creatures.

Mark of buoyancy can be made permanent with a *permanency* spell cast by a caster of 11th level or higher at the cost of 7,500 gp.

MNEMONIC SIPHON

School divination; **Level** magus 3, occultist 3, sorcerer/wizard 4, witch 4

Casting Time 10 minutes

Components V, S

Range touch

Target object touched

Duration 1 day/level or until discharged (D)

Saving Throw none; **Spell Resistance** no

You inscribe a rune on the target object. The rune remains dormant until the object finds its way into the hands of a spellcaster, at which point the rune steals one of that creature's spells and passes the knowledge back to you. The stolen spell is selected randomly. An object inscribed with this rune is affected as though by the spell *magic aura*. Additionally, if a creature in possession of the object casts a spell that appears on your spell list, there is a 10% chance that the *mnemonic siphon* absorbs that spell, causing it to fail as though it had been successfully countered. Whenever the *mnemonic siphon* absorbs a spell in this fashion, it causes the knowledge of the absorbed spell to appear directly in your mind. You can use this knowledge to prepare the spell if you have an unused spell slot capable of casting it. You can also use the knowledge to write the spell into a spellbook or teach it to your familiar. This knowledge remains in your mind for 24 hours, after which time it is lost. The *mnemonic siphon* is capable of absorbing up to 1 spell per 2 caster levels you have before being discharged. If you are not capable of learning a stolen spell normally, the knowledge is useless to you.

SYMBOL OF STORMS

School evocation [air, electricity]; **Level** cleric 6, druid 6, ranger 3, sorcerer/wizard 6, witch 6

Casting Time 10 minutes

Components V, S, M (powdered copper and pumice worth a total of 1,500 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Reflex half; see text; **Spell Resistance** yes

This spell functions as *symbol of death*, except that when triggered, a 30-foot-radius centered on the symbol fills with hurricane-force winds (75 mph). Each round, a bolt of lightning that deals 10d6 points of electricity damage strikes a random creature within the area. A successful Reflex save halves this damage. Unlike *symbol of death*, *symbol of storms* has no hit point limit. Regardless of the trigger method or methods chosen, a creature more than 30 feet from a *symbol of storms* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once triggered, a *symbol of storms* remains active for 1 minute per caster level.

AERIAL FIGHTING FEATS

The following feats provide additional aerial options for flying combatants.

AERIAL ROLL (COMBAT)

By spinning through the air, you are able to avoid your opponents' attacks.

Prerequisite: Fly 10 ranks.

Benefit: You can perform a defensive roll while in the air. As an immediate action, you can attempt a Fly check when you are attacked while flying. If the result of the check is greater than the result of the attack roll, you dodge the attack,

causing it to miss automatically. Whether you succeed or fail at the Fly check, the barrel roll leaves you off-balance and vulnerable, causing you to take a -10 penalty on Fly checks until the end of your next turn.

Rushing Winds (Combat)

You can fly through the air at high speed, creating a column of wind in your path that destabilizes other fliers.

Prerequisites: Turbulent Takeoff, Fly 10 ranks.

Benefit: As a full-round action, you can fly up to twice your Fly speed in a straight line, creating a shockwave of rushing winds around you as you move. Each flying creature you pass adjacent to as part of this movement must succeed at a DC 25 Fly check or be blown back 1d6x10 feet and take 2d6 points of nonlethal damage due to battering and buffeting. Creatures that fail this check by 5 or more also lose 1d4x10 feet of altitude, and creatures that fail this check by 10 or more plummet to the ground.

Turbulent Takeoff (Combat)

When you take off, you create a burst of wind that keeps foes from attacking you.

Prerequisite: Fly 5 ranks.

Benefit: When you use your fly speed to leave the ground, you can create a blast of wind. Each creature that threatens you cannot make attacks of opportunities as you move away unless it succeeds at a Reflex save (DC = 10 + your skill ranks in Fly + your Dexterity modifier). A creature that fail this Reflex save by 10 or more is knocked prone. You must begin your move action standing on the ground to use this ability.

Wind Rider

You have trained yourself to move and fight in strong winds, allowing you to use their elemental power to boost your own speed.

Prerequisite: Acrobatics or Fly 3 ranks.

Benefit: When flying within strong winds (*Core Rulebook* 439), you gain a +15-foot bonus to your fly speed. For every wind strength category above strong, you gain an additional +15-foot bonus to your fly speed (for a total of +30 feet in severe winds, +45 feet in a windstorm, and +60 feet in tornadoes). This feat does not give you any bonuses on Fly or Strength checks to determine if you are potentially checked or blown away.

TRAITS

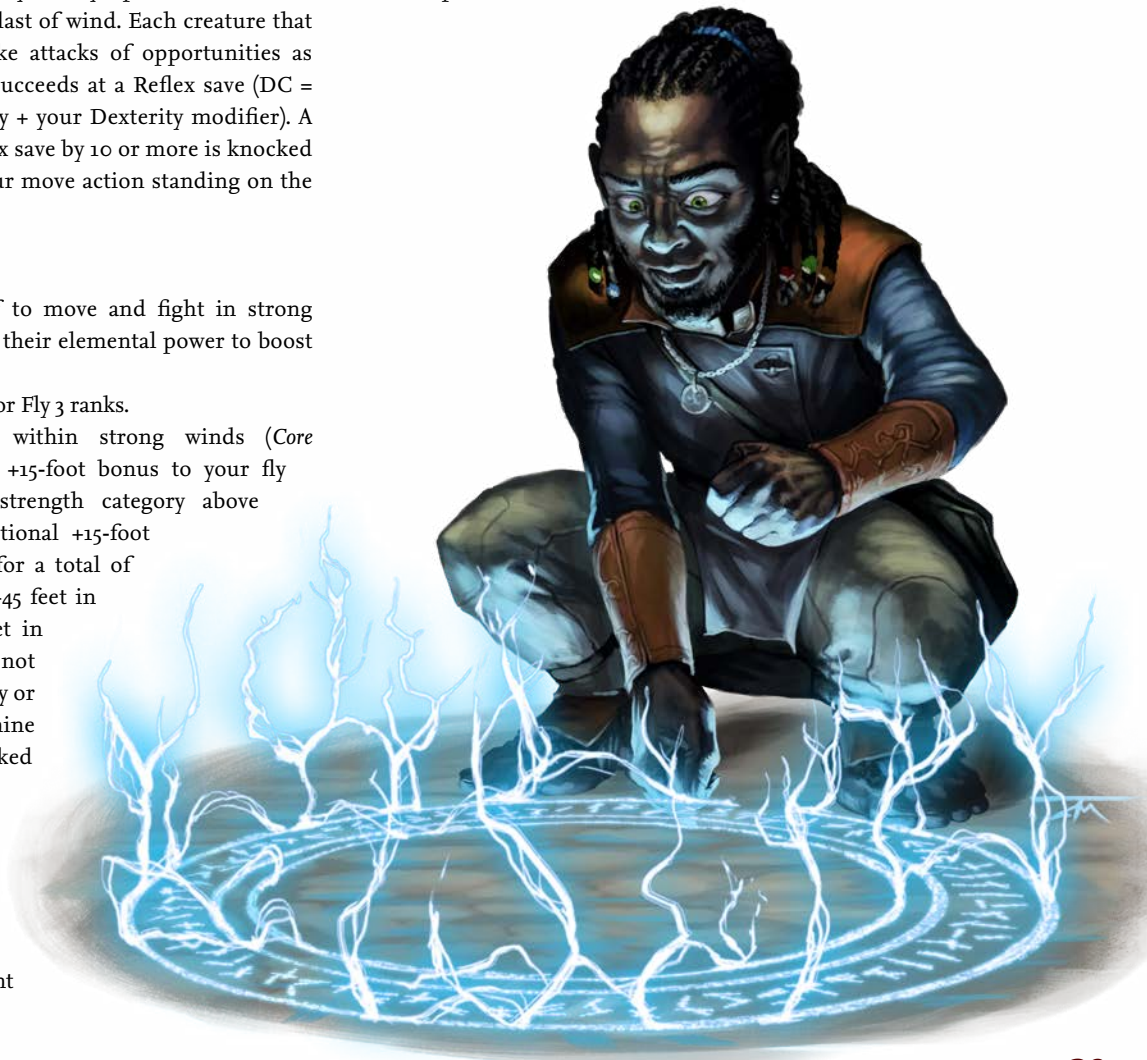
The following traits embody some of the values, traditions, and abilities prized by the ancient Shory civilization.

Aeromantic Affinity (Magic): One of your distant ancestors was either a powerful aeromancer or a creature of elemental air, granting you greater skill with air magic. You treat your caster level as 1 higher when casting spells with the air or electricity descriptor.

Arcane Researcher (Magic): Your curiosity and ingenuity have driven you to experiment and push new boundaries, and you have a knack for tampering with magic. You gain a +4 trait bonus on Knowledge (arcana) and Spellcraft checks to research, modify, and create new spells.

Natural Flier (Combat): All your life, the sky has beckoned to you, and you have dreamed of reveling in the freedom and bliss of flight. You gain a +1 trait bonus on Fly checks, as well as Acrobatics checks attempted while flying. Fly is always a class skill for you.

Outsider Enmity (Social): One of your ancestors was a conjurer who specialized in binding outsiders of a particular type. You have inherited some of his skills, but also some of his enemies. Choose a single outsider subtype. The DC of your spells increases by 1 against outsiders of the chosen subtype. Outsiders of the chosen subtype gain a +1 morale bonus on attack and damage rolls made against you, and their starting attitude toward you is reduced by one step.



Tar Taargadth

When the ancient Darklands dwarves felt the tremors caused by Earthfall, they set off on a migration to the surface known as the Quest for Sky. The journey was fraught with pitfalls—most notably the dwarves’ inability to work together. Arguments and infighting eventually ground the Quest for Sky to a halt when the dwarven factions’ querulousness escalated into civil war. It was then that a leader named Taargick emerged, who consolidated dwarven power and declared himself the dwarves’ king. He united the warring factions into a single political entity and refocused his people’s attention on their mission. When the dwarves finally broke through to the surface, they founded the ancient kingdom of Tar Taargadth, which grew into a thriving empire. For the thousands of years thereafter, the dwarves spread throughout Avistan and Garund, controlling their territories from their impressive Sky Citadels. Eventually the empire’s power began to wane, due to infighting once again, until it was finally defeated by an overwhelming orc horde. Despite Tar Taargadth’s fall, the traditions created by its ancient dwarves remain vital parts of dwarven culture and heritage to this day.

SKYSEEKER FIGHTER STYLE

Practitioners of this style, which focuses on defeating large opponents, research ancient martial techniques employed by the dwarves who ascended during the Quest for Sky. The following feats are associated with this style.

SKYSEEKER IMPACT (COMBAT)

You’ve been trained to devastate larger opponents and shatter their weapons to negate their reach advantage.

Prerequisites: Con 13, Skyseeker Style, Skyseeker Thrash, Step Up, base attack bonus +9.

Benefit: While using Skyseeker Style, whenever you hit an opponent larger than you with a melee attack, your weapon deals damage as if that weapon were one size category larger. You also gain a +4 bonus on sunder combat maneuver checks against targets larger than you.

SKYSEEKER STYLE (COMBAT, STYLE)

You know how to duck and weave through small gaps in a foe’s defense to close the distance between yourself and your enemy.

Prerequisites: Step Up, base attack bonus +1.

Benefit: Once per round, when an opponent attacks you with a reach weapon, you can take a 5-foot step towards your opponent as an immediate action. If the movement takes you to a square that the opponent’s reach weapon does not threaten, you receive a +4 bonus to AC against that attack. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total available movement.

SKYSEEKER THRASH (COMBAT)

Your fighting style is enhanced by sheer fortitude in the face of intimidating foes.

Prerequisites: Con 13, Skyseeker Style, Step Up, base attack bonus +4.

Benefit: While using Skyseeker Style, you gain a cumulative +1 bonus on melee damage rolls for every size category your opponent is larger than you.

DWARVEN SCHOLAR (BARD ARCHETYPE)

A dwarven scholar researches the lineage of the kings of the old dwarven empires and learns their ancient tactics. She keeps these ancient traditions alive by sharing them with her allies.

Weapon and Armor Proficiency: A dwarven scholar is proficient with one weapon of her choosing with the word “dwarven” in its name, in addition to her normal weapon proficiencies. She is not proficient with shields.

This alters the bard’s weapon and armor proficiency.

Studied Insight (Ex): A dwarven scholar uses her Wisdom modifier instead of her Charisma modifier to determine all class features and effects relating to her bard class, including her bardic performance ability, bonus spells per day, the maximum spell level she can cast, and the save DCs of her spells.

Dwarven Training (Ex): At 2nd level, a dwarven scholar masters one aspect of dwarven combat and gains a bonus combat feat. She must meet the prerequisites for this feat, but she treats her bard level as her base attack bonus (in addition to base attack bonuses gained from other classes and racial Hit Dice) for the purpose of qualifying for this feat. At 6th level and every 4 levels thereafter, she gains another bonus combat feat.

This replaces versatile performance.

Bardic Performance: A dwarven scholar gains the following type of bardic performance.

War Chant (Su): At 1st level, a dwarven scholar can use her performance to inspire the martial prowess of the ancient dwarves in her allies. The dwarven scholar selects a single combat feat she knows. Allies affected by this performance gain the benefit of this feat for as long as the performance is maintained. To be affected, an ally must be able to perceive the dwarven scholar’s performance. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat by the dwarven scholar’s allies while using this ability counts toward the dwarven scholar’s feat’s daily limit.

At 6th level, the dwarven scholar may grant the benefit of two combat feats at the same time. She may use one of these feats to meet a prerequisite of the second feat. Maintaining two feats in this way requires spending 2 rounds of bardic performance every round.

This replaces inspire courage and suggestion.

ITEMS FROM THE OLD EMPIRE

When the ancient dwarves of Tar Taargadth traveled to the surface in their Quest for Sky, they brought many wondrous magic items with them.

CHISEL OF EXCAVATION		PRICE
		34,000 GP
SLOT none	CL 7th	WEIGHT 3 lbs.
AURA moderate transmutation		

This chisel, made from the tooth of a purple worm, functions as a masterwork tool for Craft and Profession checks related to working stone. Beyond that, it grants its owner a burrow speed of 20 feet for up to 5 minutes per day. These minutes need not be consecutive, but they must be spent in 1-minute increments. When a creature holds a *chisel of excavation* and casts a spontaneous spell with both the earth descriptor and one or more metamagic feats applied, the total level adjustment to the spell is reduced by 1 (to a minimum adjustment of 0).

CONSTRUCTION REQUIREMENTS	COST 17,000 GP
Craft Wondrous Item, <i>stone shape</i>	

FIGURINE OF THE DWARVEN FORGE		PRICE
		15,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		

These stone and steel figurines depicting a forge and anvil are warm to the touch and give off a faint red glow. On command, the figurine enlarges to become a full-sized working forge with a magical fire burning within. The forge occupies a 10-foot-by-5-foot area, and its transformation fails if sufficient space is unavailable. A second command word returns the forge to its original, miniature size.

When a magic scroll containing a single spell is tossed into the forge, the scroll is consumed in flame. Thereafter, the forge and anvil provide that spell for the use of magic item creation in conjunction with Craft Magic Arms and Armor. This allows the crafter to use the stored spell as a prerequisite for multiple magic items. If a new scroll is consumed in the forge's flame, it replaces the current spell. A spell remains available for use indefinitely until replaced.

In addition, once per day, if touched to a melee weapon made primarily of metal as a standard action, the figurine grants that weapon the *igniting*^{UE} special ability for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, <i>flame blade</i> , <i>heat metal</i> , <i>shrink item</i>	

NULL SPIKE		PRICE
		45,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint abjuration		

Rootlike filaments of cold iron wind their way around this adamantine spike, tapering as they approach its point. When driven deeply into solid stone or a stone object weighing at least 1,000 pounds, the spike emits an aura that interferes with spellcasting to a radius of 60 feet. Any spells cast within the radius have a 30% chance of failing. This chance of spell failure

does not stack with spell failure from other sources. The aura persists until the spike is removed. Driving the spike into the ground or pulling it free with a successful DC 15 Strength check is a full-round action that provokes attacks of opportunity. If wielded in combat, a *null spike* functions as a +1 *adamantine dagger*.

CONSTRUCTION REQUIREMENTS	COST 22,500 GP
Craft Wondrous Item, <i>antimagic field</i>	

TRAITS

The following are traits connected to the ancient dwarven empire of Tar Taargadth.

Ancestral Armor (Social): You inherited an ancient set of Tar Taargadth armor. You begin play with a set of masterwork armor of your choice. You must be proficient in wearing this armor, and the armor's total cost cannot exceed 300 gp.

Tar Taargadth Trained (Combat): You know the ancient fighting techniques of the Tar Taargadth Empire. You gain a +1 trait bonus on damage rolls when using any weapon with the word "dwarven" in its name.



Other Legacies

Countless civilizations have faded away, leaving scarce traces in the modern world. This section touches on a few lingering remnants of once-thriving alliances, nations, and religions.

ANCIENT OSIRION

As Osirians have reclaimed lost power and glory, followers of Osiris and Wadjet have begun to openly proclaim their faith and teach traditions that were almost forgotten.

Paladins of Osiris and Wadjet adhere to the following codes of conduct.



OSIRIS'S PALADIN CODE

Paladins of Osiris aim to defend the sanctity of both life and death, balancing service to these causes with great patience. Their tenets include the following maxims.

- I will follow the word of the living pharaoh, or an equivalent ruler, so long as the pharaoh's actions do not cause unnecessary deaths. Malevolent individuals are unfit for the throne.
- The dead are sacred beings. I will seek and punish any who attempt to defile or desecrate the dead, their possessions, or their burial sites.
- Souls cursed to not reach the afterlife must be freed. I must use my will to break the shackles of undeath.
- Life is equally sacred to death and I will defend it whenever possible. Only the gods and the will of a rightful pharaoh can stay my flail.
- Children are precious, and I will help new and expecting parents when they are in need.

WADJET'S PALADIN CODE

Paladins of Wadjet are stoic yet gentle defenders of the people, devoted especially to those living near rivers and other bodies of water. They are relentless in their crusade against Apep, the evil god of snakes and darkness. Their tenets include the following affirmations.

- The just and innocent are my wards. I will keep them safe and protected from evil to my last breath.
- There are those who cannot travel to find what they need. If I find myself lacking in just actions, I will journey and find those who need my help.
- I will offer my services to explorers, traders, and travelers who are unable to defend themselves. Their journeys aid us all.
- I never turn away those that seek my counsel. If I cannot aid, I will find one who can.
- Apep and his minions seek to destroy others. I am the only one who stands against his will. When I can, I will journey to cleanse his presence in this world.
- Water is life. I must protect the rivers and waters to keep them safe and pure for all, as even the pharaoh thirsts.

SARKORIS AND THE ANCIENT KELLIDS

The Worldwound's demons destroyed this ancient civilization, but the Kellids' proud oral traditions survived. The following bardic masterpieces memorialize this tragedy. See page 21 of *Pathfinder RPG Ultimate Magic* for more information on bardic masterpieces.

DEATH OF HEROES (ORATORY, SING)

You speak of the Worldwound's horrors, retelling tales of helpless warriors watching their loved ones die.

Prerequisite: Perform (oratory) or Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You force one target within 30 feet to perceive his allies as being dragged into Abyssal pits. When you complete the performance, the target must attempt a Will save. On a failed save, the target gains the shaken condition and can't see or hear any allied creature for the duration of the performance. All of the target's allies function as if invisible to it, making conversation impossible and preventing the target from gaining benefits from any effects that require hearing or seeing an ally. This is a fear and illusion (glamer) effect.

Use: 1 bardic performance round per round.

Action: 1 full round.

SONG OF SARKORIS (ORATORY, SING)

You recite inspirational lines from this epic poem commemorating the final stand at Storasta, keeping defiance alive even in the face of certain death.

Prerequisite: Perform (oratory) or Perform (sing) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: When you complete the performance, all allies within 30 feet gain an attack of opportunity when reduced to negative hit points, or whenever a foe deals hit point damage equal to or greater than its Hit Dice, for the duration of the performance. The attack of opportunity can be made against any enemy within reach; it does not have to be against the source of the damage, and does not count toward your allies' maximum attacks of opportunity per round. This attack of opportunity is resolved prior to the enemy's attack, but the triggering attack is still resolved even if the enemy is killed or incapacitated.

Use: 2 bardic performance rounds per round.

Action: 1 full round.

THE TRAGEDY OF FALSE HOPE (ORATORY, SING)

You remind those around you of the mystic's warning and how danger was ignored in expectation of Aroden's return.

Prerequisite: Perform (oratory) or Perform (sing) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: You create a feeling of deceptive confidence in an enemy. When you activate this performance, one target within 30 feet becomes flat-footed for as long as you maintain the performance (Will negates). If you target a creature that has not yet acted in a surprise round, the creature does not get to act in the surprise round. Any target with the uncanny dodge class feature or an ability with a similar effect is immune to this performance. This is a mind-affecting emotion effect.

Use: 1 bardic performance round per round.

Action: 1 standard action.

TEKRITANIN LEAGUE

The following investigator archetype represents the legacy of the peacemakers and diplomats that once served the Tekritanin League.

TEKRITANIN ARBITER (INVESTIGATOR ARCHETYPE)

The Tekritanin League facilitated trade and settled disputes between a vast array of diverse cultures. The arbiters were

the first line of diplomatic defense, solving problems before they could become disruptive.

Tekritanin (Ex): A Tekritanin arbiter gains Tekritanin as a bonus language. Tekritanin is a fluid and evolving hybrid tongue which shares roots with many modern languages. When the arbiter speaks Tekritanin, any creature that speaks a common Inner Sea human language will understand him well enough to allow the arbiter to use the Diplomacy skill or affect the creature with language-dependent effects. At the GM's discretion, some human languages might be too divergent or unrelated to Tekritanin to use this ability immediately. In this case, the arbiter must interact with creatures speaking the language for at least 1 hour to permanently apply this ability to the foreign language. A Tekritanin arbiter adds 1/2 his level (minimum 1) to Linguistics checks.

This replaces trapfinding.

Expert Mediator (Ex): A Tekritanin arbiter learns to forge lasting harmony between enemies. At 2nd level, whenever the arbiter uses the Diplomacy skill to improve the starting attitude of a creature, that attitude shift lasts for 24 hours instead of 1d4 hours, barring any circumstance or event that causes it to be decreased. If the arbiter spends 1 minute continuously interacting with a creature, he can attempt a Sense Motive check (DC = 10 + the creature's Bluff skill bonus) to identify the creature's starting attitude (per the Diplomacy skill) in regard to all other creatures present (including himself). With this understanding, the arbiter can use the Diplomacy skill to improve a target's attitude toward any other creature present. This functions as if using the Diplomacy skill to improve the target's attitude toward the arbiter, but instead uses the Diplomacy DC determined by the target's starting attitude toward the creature of the arbiter's choosing.

This replaces poison lore.

Hidden Meaning (Ex): A Tekritanin arbiter's deep knowledge of language provides him protection from effects that require communication. At 2nd level, he gains a +2 bonus on all saving throws against language-dependent effects. This bonus increases to +4 at 5th level and to +6 at 8th level. At 11th level, he gains immunity to language-dependent effects.

This replaces poison resistance.

Fluent Speaker (Ex): At 3rd level, a Tekritanin arbiter learns to speak one language with the skill of a native speaker. He chooses one language he knows and gains a +1 bonus on Disguise checks to appear as an individual native to any region where the language is primarily spoken. In addition, he gains a +1 bonus on both Diplomacy checks to change initial attitudes and Sense Motive checks to detect falsehoods when dealing with individuals with the selected language as their native language. At 6th level and every 3 levels thereafter, these bonuses increase by 1 and the Tekritanin arbiter can select one additional language that his bonuses apply to, up to a maximum of +6 each for six languages at 18th level.

This replaces trap sense.

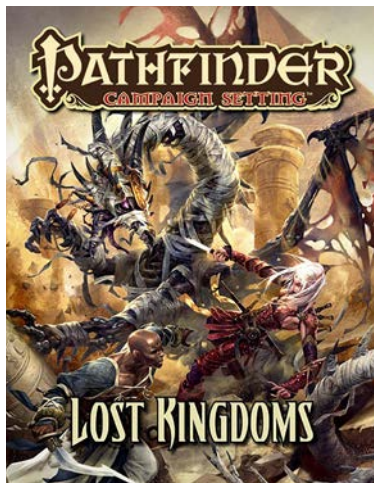
Next Volume

Dwarves, elves, gnomes, halflings, and other non-human peoples are all essential to Golarion, and these groups are not monoliths. From Ekujae elves of the Mwangi Expanse to Pahmet dwarves of Osirion to bleaching gnomes who exist in an emotional void, the non-human ethnicities of Golarion abound with unique cultures, each with its own rich traditions, specialized equipment, and adventuring skills. Delve deeper into your character's background and explore the many new options and origins chronicled in *Pathfinder Player Companion: Heroes from the Fringe!*

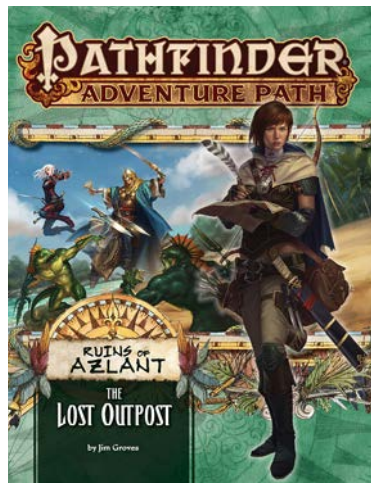


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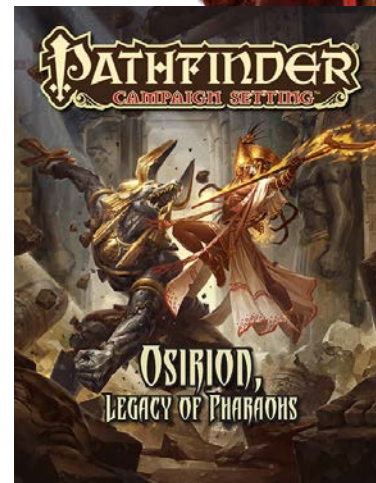
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The Legacy Lives On

Civilizations have risen and fallen across Golarion for thousands of years, leaving legends and ruins in their wake. Though nations may vanish, they are never truly gone so long as their traditions and descendants still survive. Breathe life into these lost cultures with character options that trace their origins back to ancient times, or pay homage to a distant ancestry with one of the archetypes presented in *Pathfinder Player Companion: Blood of the Ancients!*

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- ▶ The vestige bloodline, which allows both bloodragers and sorcerers the power to not only glimpse into the past but also summon long-dead ancestors and forgotten cities and battlefields into the present day.
- ▶ New archetypes, from the ancient Azlanti ioun kineticists and the Spawn slayers of Ninshabur to the golem-forged Jistkan artificers and the Heaven-mandated jinyiwei investigators of Lung Wa.
- ▶ New spells recovered from ancient cultures, including mystic runes from Shory, life-preserving magic from the Mierani arcane wardens, and spells believed to have been used by the founder of Jistka himself.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but it can easily be incorporated into any fantasy world.



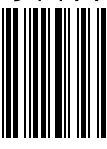
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