

PATHFINDER[®]

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HEROES FROM THE FRINGE

RELICS FROM THE FRINGE



EKUJAE WAND

The exceptional wood-warping skill of the Ekujae elves extends to their magical tools, and even an Ekujae wand that has expended all of its magical power can fetch a high price outside of the Ekujae territories. Charged Ekujae wands are sometimes even considered tokens of protection for others within the Mwangi Expanse.



SANDKIN HOLY SYMBOL

The desert half-orcs known as sandkin are often drawn to the church of Sarenrae, and many consider themselves to be the Dawnflower's chosen people. Holy symbols that depict the goddess as a half-orc are common among the faithful.



FIRST WORLD GNOME MASK

Painted with riotous colors and layered with the shining carapaces of beetles, these gaudy masks are sometimes worn by the capricious gnomes of the First World to prevent others from seeing their faces. The butterflies on this particular gnomish mask still open and close their wings.



SEGADA POUCH

Popular among the halflings of Segada, these colorful pouches are decorated with thousands of tiny beads. Halflings craft these pouches with unique handles that allow the bags to be used as slings if necessary.



PAHMET AXE

The ornate, golden axe-blades of the Pahmet dwarves are instantly recognizable to the lucky, or unlucky, few who manage to encounter these legendary Osirian tomb guardians. Decorated with dwarven runes and Osiriani symbols, these axes also feature a heavy hammer head to deal with undead threats that can shrug off slashing wounds.



SHOREBORN TRIDENT

Aquatic half-elves, known as shoreborn, create these tridents out of driftwood and bone to remind them of their inaccessible underwater home. Though such tridents can make capable weapons in combat, the shoreborn most often use them to catch fish.

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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 6</i>	B6
<i>Bestiary 2</i>	B2	<i>Horror Adventures</i>	HA
<i>Bestiary 3</i>	B3	<i>Occult Adventures</i>	OA
<i>Bestiary 4</i>	B4	<i>Ultimate Magic</i>	UM
<i>Bestiary 5</i>	B5	<i>Ultimate Wilderness</i>	UW

ON THE COVER



Crowe and Jirelle encounter danger far to the north of the lands they find familiar, in this chilling cover by Setiawan Fajareka!



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INTRODUCTION



Golarion is a world rich with diversity and full of distinct cultures, and non-human communities are no exception to this. The many peoples of Golarion have spread into every corner of the world and have adapted both themselves and their environments to make the land their own. While humans of the Inner Sea often perceive groups such as orcs or elves as monolithic structures, nothing could be further from the truth; just like humans, non-human cultures are informed and transformed by their local geography and ecology, by the history of creatures and peoples that previously lived in the land, by the history and culture of other creatures and peoples with whom they share the land, and by the experiences and history of the people who formed the new culture. These cultures have their own unique social roles, subgroups, traditions, specialties, weapons, and heirloom items, yet their seclusion from the major cultures of the Inner Sea often renders them a mere footnote or curiosity. The intent of this book is to flesh out these non-human ethnicities that are rarely seen in Avistan.

While the book refers to these ethnicities as “fringe groups,” it’s important to keep in mind that this applies solely to their geographical position with regards to Avistan. Characters from these cultures are not foreign elements of the Inner Sea region, and in many cases they are not even fringe groups in the lands of their origin. Rather, these characters are travelers from places with different traditions,

histories, worldly expectations, or even laws of nature and environmental assumptions, and they are visiting nations that have a culture distinct from their own—much like those Avistani adventurers who explore and learn from different cultures, peoples, worlds, and planes.

Characters from fringe groups who choose to travel are sometimes fleeing oppression or seeking opportunity, but they aren’t always running from their cultures or situations. They are likely to be ambassadors and explorers, bringing their traditions to the world at large, learning about nations beyond their own, and standing up as examples of their own unique experiences. Other such travelers might be inspired by the eternal desire to see what lies beyond the horizon, or they might leave their homes in search of answers to questions that cannot be found within their own corner of the world.

TRAITS

The following regional traits are appropriate for any character that grew up with different values and social expectations than those that are defined by the major cultures of Avistan.

Azlanti Scholar (Ironbound Archipelago, non-elf): Your interactions with the elves of the Mordant Spire have taught you much about Azlanti artifacts, and you now share the Mordant Spire elves’ fascination with these relics. You gain

HEROES FROM THE FRINGE

Azlantian as a bonus language, and you gain a +2 trait bonus on Appraise and Use Magic Device checks when attempting to identify or use authentic Azlantian artifacts.

Cliff Strider (Arcadia native): You grew up along the Grinding Coast of Arcadia, scaling perilous cliffs and dealing with the dangerous creatures that live on these rocky surfaces. As a move action while climbing, you can climb 5 feet without provoking an attack of opportunity, even if you don't have a climb speed.

Free People (Kellid, Realm of the Mammoth Lords native): The independent tribes from the Realm of the Mammoth Lords hold little regard for the control others wield over free people. Their willful, independent streak makes them suspicious of any attempt to guide their behavior. You gain a +1 trait bonus on Sense Motive checks and on Will saves against mind-affecting effects.

Mechanical Expertise (Alkenstar native): Growing up bordering the Mana Wastes and living within the Grand Duchy of Alkenstar has made you familiar with tools and practical objects. You rely on mechanics to solve problems and are familiar with basic engineering concepts. Select one of the following skills: Craft (any), Disable Device, or Knowledge (engineering). You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

Mwangi Linguist (Mwangi Expanse native): The Mwangi Expanse is a land of dozens of languages, and you grew up speaking most of them. You gain Polyglot as a bonus language. In addition, you gain a +1 trait bonus on Linguistics checks when trying to communicate with someone who does not share a common language with you.

Observant Archer (Aquatic origin): Growing up in an aquatic environment, where three-dimensional movement and perception were necessary, has given you keen observational skills and the ability to notice and target unusual positions with ranged attacks. You gain a +1 trait bonus on ranged attack rolls when your target is at least 10 feet above or below you.

Resourceful Scavenger (Numeria native): Living in Numeria required you to become an expert scavenger, searching through ruins and crash sites for valuables and sustenance. Years spent in this pursuit have given you a keen eye for finding valuables and potentially useful resources in the unlikeliest places. You gain a +2 trait bonus on Perception checks when you search a location for valuables or resources. Appraise is always a class skill for you.

Shaer (Qadira native, native Kelish speaker): Qadira is a land of poetry, and you have grown up immersed in the words and language of that culture. Your facility with the language is evident to all when you speak. You gain a +2 trait bonus on Bluff and Diplomacy checks when speaking with anyone fluent in Kelish.

Snake Handler (Osirion native, worshiper of Apep or Wadjet): You have spent time as a member of a cult of either Apep or Wadjet, the serpent gods of Osirion. Membership involved the handling of dangerous snakes during rituals, and you have learned how to keep yourself and others safe

around them. You gain a +2 bonus on Fortitude saves against poison. Handle Animal is always a class skill for you.

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DWARVES

The dwarves left their homes deep beneath the earth after the fall of the *Starstone*, guided by a prophecy from the god Torag that set them on their centuries-long Quest for Sky. The great journey took a terrible toll, pushing the dwarves to the ends of their endurance and forcing them into many battles against orc forces to continue the dwarven migration upward. The strain and chaos of the journey split the dwarves into factions that fought among themselves, until finally the great leader Taargick united them, forged the great dwarven empire of Tar Taargadth, and led them to the surface. Upon arrival, the dwarves discovered the orcs they had fought had been driven to the surface by the dwarven exodus and were now a scourge spreading across the world. Tar Taargadth built mighty fortresses known as Sky Citadels to protect the new dwarven lands from orcs and other dangers, and their influence began to expand to lands throughout Avistan and Garund. But in time, the orc hordes overthrew Tar Taargadth. Many Sky Citadels were destroyed, overrun, or abandoned, and the dwarves in lands beyond the original center of the dwarven empire in the Five Kings Mountains were cut off from their kin.

DWARVEN HERITAGES

While dwarves all share a common origin, they have adapted to dwell in many different places, with their traditions adjusting to better match their new homelands. Many of these dwarves take alternate racial traits (see *Pathfinder RPG Advanced Race Guide*), and each has access to an alternate racial trait unique to their subculture.

DESERT DWARVES

In southern peaks of the Shattered Range, near Geb and the Screaming Jungle, clans of nomadic dwarves live and travel through ancient tunnels by day, moving to the surface only at night. Though there are no known dwarven cities in this region, the Garundi dwarves claim the extensive tunnels and caverns they move through are the remains of a once-powerful dwarven kingdom, which was struck down by the gods for some long-forgotten offense. These dwarves travel in caravans of 40 or so family units (though the largest caravans can contain more than 300 families) and engage in sporadic clan-based trade or warfare, but they all respect the neutrality of hidden settlements of dwarves who dwell in underground oases within the mountains. Desert dwarves often have the craftsman, mountaineer, and rock stepper alternate racial traits. Most also have the desert delver alternate racial trait described below.

Desert Delver: Desert dwarves have adapted to the extremes of cold and heat that can suddenly occur in both the harsh deserts and the mountain tunnels around their caravan routes. Dwarves with this racial trait gain cold and fire resistance 1 and treat the temperature as 20 degrees

cooler or warmer when determining the effects of extreme heat or extreme cold environments.

This replaces defensive training.

MWANGI DWARVES

Two tribes of dwarves reside in the Mwangi Expanse: the Mbe'ke and the Taralu. The Mbe'ke build cities in the mountains of the Terwa Uplands, while the Taralu live in small clans in the eastern jungle. Although there is little contact between the two groups, they share a reverence for and affinity with dragons—most especially cloud dragons—as well as any draconic creature that can be reasoned with, including wyverns. Mwangi dwarves often take the magic resistant or surface survivalist alternate racial traits. Those who form the strongest spiritual bonds to some form of dragon sometimes also have the breath weapon alternate racial trait described below.

Breath Weapon: Dwarves with this racial trait can call upon the spirit of a sacred dragon to channel a fraction of that dragon's power. Upon taking this trait, the dwarf must select cold, electricity, or fire as the breath weapon's damage type and either a 15-foot cone or a 20-foot line as the breath weapon's shape. Once these selections are made, they cannot be changed. Once per day, the dwarf can make a supernatural breath attack in the selected shape, dealing 1d4 points of damage of the chosen damage type, plus 1d4 points of damage of that type for every 2 levels above 1st the dwarf has (to a maximum of 5d4 at 9th level). Targets in the area can attempt a Reflex save (DC = 10 + half the dwarf's level + the dwarf's Constitution bonus) for half damage.

This replaces greed, hatred, stonecunning, and weapon familiarity.

OUAT CASTE DWARVES

The Ouat caste dwarves are a sect of the Pahmet dwarves of Osirion who pursue self-perfection in the style of Irori. Ouat caste dwarves seek to become closer to divinity by overcoming their mortal limitations. They train themselves and others in the monastic city of Tar Kuata, constantly striving to put aside petty material concerns to focus on spiritual growth. The Ouat's focus on the power of will and self-improvement causes many of them to take the relentless and stubborn alternate racial traits. Those who begin the path to inner awareness very early in their lives also sometimes take the iron within alternate racial trait described below.

Iron Within: Dwarves with this racial trait gain 1 ki point. If the dwarf gains ki points from a different source, this ki point is added to that pool. In addition to any other ways in which the dwarf can use ki, the dwarf can expend the ki point as a swift action to either gain a +2 dodge bonus to AC for 1 round or increase her base speed by 20 feet for 1 round.

The bonus ki point does not allow the dwarf to make a ki strike unless she has another ability that allows her to do so, such as the ki pool from the monk class. Like other ki points, this ki point is replenished each morning after 8 hours of rest or meditation.

This replaces defensive training and hatred.

PAHMET DWARVES

The Pahmet have been present in Osirion since ancient days and claim to have been sent by the gods to warn the pharaohs of impending crises and disasters. Though most scholars suspect that claim is more legend than history, the ancient pharaohs of Osirion treated the Pahmet with great reverence. In return, the Pahmet guard Erekrus, a necropolis in the mountains of southern Osirion, where the Pahmet interred the bodies of pharaohs deemed particularly worthy. The Pahmet are a rigid and often mistrusting people; it is common for its members who avoid contact with outsiders to have the xenophobic alternate racial trait. Many Pahmet have the lorekeeper, mountaineer, rock stepper, and surface survivalist alternate racial traits. Those who come from long lines of keepers who dedicate themselves to the guarding of tombs also often have the death's end alternate racial trait described below.

Death's End: Some Pahmet come from long lines of guardians who train to defeat any undead that enter the tombs they protect. Dwarves with this racial trait gain a +2 bonus to AC against undead and a +2 bonus on saving throws against spells and spell-like abilities cast by undead.

This replaces defensive training and hatred.

PARAHEEN DWARVES

The Paraheen are a small but important part of the society of Katheer, where they operate numerous forges and weapon shops within the city. Not quite a clan, the Paraheen are a set of related, family-run businesses respected for their great craftsmanship and work ethic. While most Paraheen are not citizens of Qadira, they are treated as a valued subclass of residents, with enough powerful patrons among the upper ranks of Qadiran society to afford them protection that in some cases is greater than citizenship. The Paraheen have operated as an autonomous community for centuries, avoiding local politics and worshipping a combination of traditional dwarven gods and an aspect of Sarenrae who is aligned with the fire of the forge. Nearly all Paraheen have the craftsman alternate racial trait, but in the case of the Paraheen, it replaces hardy rather than greed. Those Paraheen who are involved in trade by river and sea, common in Katheer, also generally have the saltbeard alternate racial trait. Most Paraheen from older families tend to have the iron citizen alternate racial trait described below.

Iron Citizen: Dwarves with this racial trait gain a +2 bonus on Diplomacy and Sense Motive checks, and Diplomacy is a class skill for such dwarves.

This replaces stability.

SKY CITADEL DWARVES

When the dwarves successfully completed the Quest for Sky, they set about constructing 10 Sky Citadels, massive fortresses that formed the basis for dwarven kingdoms in the Inner Sea region. While several of those Sky Citadels have been lost or overrun, a few—such as Highhelm, Janderhoff, and Dongun Hold—remain bastions of dwarven tradition and authority. Because these Sky Citadels often have connections to the Darklands, it is common for the dwarves dwelling in their lower reaches to have the ancient enmity or deep warrior alternate racial traits, while those in lands populated by ogres and hill giants often have the giant hunter alternate racial trait, and those in wealthy areas that attract the attention of dragons sometimes have the sky sentinel or wyrmscourged alternate racial traits. Because of the eon-long histories of the Sky Citadels, their citizens also often have the deep tradition alternate racial trait described below.



Deep Tradition: While some dwarves focus their early years on training against one specific foe of the dwarven kingdoms, others know that there are many enemies who would destroy dwarvenkind if given the opportunity. A dwarf with this racial trait gains a +1 bonus on melee attack rolls and a +1 bonus to AC against attacks of opportunity made by drow, duergar, creatures of the aberration type, or creatures of the giant or orc subtype.

This replaces defensive training and hatred.

DWARVEN ARCHETYPES

The various dwarven societies across Golarion have developed specific traditions in training and philosophies, represented by the following class archetypes.

PSAMMOKINETIC (KINETICIST ARCHETYPE)

Psammokinetics are ascetic kineticists who consider the harsh nature of the burning deserts of Osirion to be a tempering fire that can purify all their imperfections.

Trained by the Pahmet dwarves, who also make up the majority of their numbers, these kineticists seek to master the powers of sand and wind while focusing on self-improvement.

Alignment: A psammokinetic kineticist must be lawful in alignment. If the psammokinetic ever becomes nonlawful, she cannot gain any additional levels with this archetype and loses access to the ki pool class feature granted by this archetype.

Burning Winds (Su): A psammokinetic must select air as her elemental focus. In place of the air blast and electric blast normally granted to an aerokinetic, the psammokinetic gains a sand blast or sirocco blast. Except as noted below, sand blast functions as air blast, and sirocco blast functions as electric blast (including when determining what infusion wild talents the psammokinetic can use with each blast). The psammokinetic is also treated as having the fire element type for the purposes of meeting the prerequisites for the cold adaptation, flame shield, heat adaptation, and heat wave utility wild talents. A psammokinetic cannot take the chain, magnetic infusion, or thundering infusion wild talents or the aerial adaptation or celerity utility wild talents.

SAND BLAST

Element air; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** slashing

You slice at a single foe with a stream of sand.

SIROCCO BLAST

Element air; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** fire

You shoot a wave of superheated air to burn a single foe.

This alters elemental focus.

Ki Pool (Su): At 3rd level, a psammokinetic gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in a psammokinetic's ki pool is equal to half her kineticist level plus her Constitution modifier. As long as she has at least 1 point in her ki pool, she gains a +1 bonus on damage rolls with kinetic blasts. This bonus increases by 1 for every 3 kineticist levels she has. At 7th level, as long as she has at least 1 point in her ki pool, her sand blast is treated as cold iron for the purpose of overcoming damage reduction (regardless of what infusion it is used with). At 10th level, her sand blast is treated as a lawful weapon, and at 16th level, her sand blast is treated as adamantine for the purpose of overcoming damage reduction and bypassing hardness. The kinetic blade infusion does not add the bonus damage from this ability.

By spending 1 point from her ki pool as a swift action, a psammokinetic can do one of the following:

- Double her bonus (if any) on damage rolls for having at least 1 point in her ki pool, and gain a +1 bonus on attack rolls with her kinetic blasts. This bonus on



attack rolls increases by 1 for every 3 kineticist levels she has. This effect remains for 1d4 rounds.

- Gain a +2 dodge bonus to AC for 1 round.
- Increase her base speed by 20 feet for 1 round.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the psammokinetic has levels in another class that grants points to a pool of ki points, her psammokinetic levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice cannot be changed. The psammokinetic can use ki points from this pool to power the abilities of every class she has that grants a ki pool.

This replaces elemental overflow.

Sand Element (Su): At 7th level a psammokinetic must select the earth element as her expanded element. She treats her kineticist level as 2 levels lower (rather than 4 levels lower) for the purpose of determining which wild talents she can learn from the earth element. At 15th level, the psammokinetic must choose to expand her mastery of the air element as her expanded element.

This alters expanded element.

SYMBOL STRIKER (BLOODRAGER ARCHETYPE)

Symbol strikers are honored warriors of Dongun Hold, a Sky Citadel in Alkenstar that was a site of frequent conflicts between the nations of Geb and Nex. The dwarven inhabitants used powerful magic explosives to seal the fortress against the outside world and prevent the Sky Citadel from becoming a pawn in the arcane wars between the two powers. Only with the arrival of Ancil Alkenstar in 4588 AR did Dongun Hold reopen itself to the outside world. By then, the constant exposure to strange runic energies and the long isolation had caused a unique form of rune-wielding berserker spellcaster to develop, though the symbol striker tradition has since spread beyond its origins.

Skills: A symbol striker gains Linguistics as a class skill, but does not gain Handle Animal as a class skill.

This alters the bloodrager's class skills.

Rune Training (Sp): A symbol striker can cast *read magic* at will and *comprehend languages* once per day, but only to decipher written text. A symbol striker also adds *arcane mark* and *erase* to his bloodrager spell list as 1st-level spells, though he must select these as spells known to be able to cast them.

This replaces fast movement.

Weapon Rune (Su): At 6th level, once per day as a standard action, a symbol striker can imbue any spell he knows that has a range of touch or greater and a defined number of targets (rather than an area or other non-target-based effect) into a melee weapon he is holding. The spell forms itself into a brightly glowing rune, which is obvious to a casual observer. This ability functions only while the symbol striker wields the weapon. If dropped or taken, the weapon ceases granting this ability until it is returned to the symbol striker. The symbol striker can have only a single weapon rune active at a time; if he casts an additional weapon rune while a previous rune is active, the earlier rune fades. Weapon runes also fade when the symbol striker regains his spell slots for the day. Otherwise, the rune remains until the spell is discharged or dispelled. At 12th level, a symbol striker can use this ability twice per day. At 18th level, he can use this ability three times per day.

As a standard action, the symbol striker can make a melee attack with a weapon that has an active weapon rune and, if the attack is successful, deal normal weapon damage and also expend the weapon rune to discharge the stored spell into the target, as if delivering the spell with the magus^{UM} spellstrike class feature.

This replaces the bloodline feats gained at 6th, 12th, and 18th levels.

Rune Trap (Sp): At 9th level, as a standard action, the symbol striker can use a melee weapon to place a rune trap in any adjacent square. Any creature entering a square containing a rune trap takes 1d6 points of damage plus 1 additional point of damage for every 2 bloodrager levels the symbol striker has. This rune deals either acid, cold, electricity, or fire damage, which is decided at the rune's creation. The rune is clearly visible and lasts a number of minutes equal to the symbol striker's bloodrager level or until discharged. A symbol striker cannot create a rune trap

DWARVEN WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Axe-gauntlet, dwarven light	16 gp	1d4	1d6	x3	—	5 lbs.	S	blocking, disarm
<i>One-Handed Melee Weapons</i>								
Axe-gauntlet, dwarven heavy	21 gp	1d6	1d8	x3	—	5 lbs.	S	blocking, disarm
Ram hammer, dwarven	25 gp	1d6	1d8	x3	10 ft.	5 lbs.	B	
<i>Two-Handed Melee Weapons</i>								
Giant-sticker, dwarven	25 gp	1d8	2d6	x3	—	12 lbs.	P or S	brace, reach
Sphinx hammer, dwarven	45 gp	1d8	1d10	x3	20 ft.	8 lbs.	B	
<i>Ranged Weapons</i>								
Pelletbow, dwarven heavy	75 gp	1d4	1d6	19-20/x3	60 ft.	8 lbs.	B	—
Pelletbow, dwarven light	50 gp	1d3	1d4	19-20/x3	40 ft.	4 lbs.	B	—

in a square occupied by another creature. This rune counts as a 1st-level spell for the purpose of dispelling. A creature can disarm the rune by succeeding at a DC 26 Disable Device check. The symbol striker can use this ability a number of times per day equal to 3 plus his Charisma modifier.

This replaces the bloodline feat gained at 9th level.

DRAGON HEXES

The shamans of the Taralu tribe of dwarves view dragons and wyverns as sacred animals and draw upon their spiritual connections with these creatures to fuel their powers. The following hexes are available to shamans.

Draconic Resilience (Ex): The shaman grants a creature she touches some of the magically resilient nature of dragons, causing the creature to be immune to magical sleep effects for a number of rounds equal to the shaman's level. At 7th level, the creature is also immune to paralysis for this duration. Once a creature has benefited from the draconic resilience hex, it cannot benefit from this hex again for 24 hours.

Intimidating Display (Ex): The shaman can call upon some of the majesty and power of dragons to cow her enemies. The shaman gains Dazzling Display as a bonus feat, even if she does not meet the prerequisites, and she can use it even when not wielding a weapon.

Wings (Su): The shaman can grow a pair of wings for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. Initially, these wings lack the power to allow the shaman to fly, but the shaman can use them as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small shaman). At 3rd level, she can use the wings to safely descend any distance, as if using the *feather fall* spell. At 7th level, she can use the wings to fly with poor maneuverability and a fly speed of 30 feet, but the shaman must land at the end of each turn or fall.

A shaman of 8th level or higher can select the wings hex a second time. This doubles the number of minutes per day the shaman can use her wings (2 minutes per level), and allows her to fly with average maneuverability and a fly speed of 30 feet while the wings are active.

DWARVEN WEAPONS

Dwarves are expert craftsmen and skilled warriors who often develop weapons not commonly found in non-dwarven societies.

Axe-Gauntlet, Dwarven Heavy and Light (Axes and Close Group):

An axe-gauntlet is a locked gauntlet covering the hand and forearm up to and over the elbow, with an axe blade built around the gauntlet's permanently closed fist. Axe-gauntlets were developed during the long Quest for Sky, when dwarven warriors often had to engage in running fights against larger, stronger opponents in areas



the dwarves did not intend to ever return to. Losing a weapon in such circumstances often made it irretrievable, and the axe-gauntlet became popular with rearguard warriors. Though these weapons have seen significantly less use since the dwarves reached the surface, some dwarven warriors still appreciate the reliability of such designs. An axe-gauntlet takes a full-round action to don, and it gives you a +10 bonus to your CMD against disarm attempts. You can't use the hand on which an axe-gauntlet is worn for anything else.

Giant-Sticker, Dwarven (Polearms Group): This heavy bladed spear is specifically designed for use against giants, who have long reach and the ability to soak up large amounts of damage.

Pelletbow, Dwarven Heavy and Light (Crossbows Group):

The dwarven pelletbow is a crossbow-like weapon that is loaded with and fires sling bullets rather than bolts. A dwarven heavy pelletbow takes the same amount of time and effort to load as a light crossbow (normally a move action), and a dwarven light pelletbow can be reloaded as a free action (allowing characters to attack with it multiple times in a round). Normally a pelletbow takes two hands to operate, but you can shoot (but not load) a pelletbow with one hand by taking a -2 penalty on attack rolls. You can shoot one pelletbow with each hand, but you take a penalty on attack rolls for attacking with two weapons (treating the heavy pelletbow as a one-handed weapon and the light pelletbow as a light weapon).



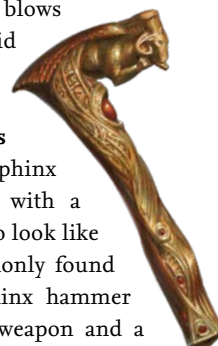
Feats and special abilities that don't involve proficiency (that don't depend on dealing piercing damage or firing bolts) that apply to a heavy crossbow also apply to a dwarven heavy pelletbow, and those that apply to a light crossbow also apply to a dwarven light pelletbow.

Ram Hammer, Dwarven (Hammers and Thrown Group):

The dwarven ram hammer is designed to be thrown or used in melee, with a long leather strap that is wrapped around the wrist when used to deliver blows in close combat but unfurled to aid in swinging the weapon when the hammer is thrown.

Sphinx Hammer, Dwarven (Hammers and Thrown Group):

The dwarven sphinx hammer is a long-handled hammer with a striking head that is artfully designed to look like a ram-headed criosphinx. Most commonly found among the Pahmet, the dwarven sphinx hammer is balanced for use as both a melee weapon and a thrown weapon.



DWARVEN FIGHTING TECHNIQUES

The long histories and long memories of dwarven societies cause them to develop special fighting techniques designed

to hinder their most hated foes, maximize the benefits of their environments, and master the intricacies of their traditional weapons. The following feats are available to dwarven characters. An asterisk (*) after a prerequisite feat indicates that feat is found in this book.

CLOAK OF STONE

You can use the stone around you to hide, even while observed by your foes.

Prerequisites: Wis 17, Stone Cover*, Stone Shroud*, Stealth 11 ranks, dwarf, stonecunning racial trait.

Benefit: You can use the Stealth skill to hide even while being observed while you are in areas of rocky terrain or while underground. You can hide yourself from view in the open without anything to actually hide behind as long as you are within 10 feet of rocky terrain, or at any time while you are underground.

CLOUD INVOCATION

You can call upon your connection to cloud dragons to veil your presence.

Prerequisite: Mbe'ke dwarf.

Benefit: Once per day, you can call upon your spiritual connection to cloud dragons to create a thick mist as a spell-like ability. The mist functions as *obscuring mist*, except it has a duration of only 1 round per level and is only a 10-foot-radius spread that is 10 feet high.

GREATER CLOUD INVOCATION

Your devotion to the cloud dragons of your kingdom causes your connection with them to strengthen.

Prerequisites: Cloud Invocation*, Mbe'ke dwarf.

Benefit: The duration of your Cloud Invocation increases to 1 minute per level, and you can dismiss it as an immediate action. You can create mist with your Cloud Invocation ability multiple times per day, so long as you do not exceed a total duration of 1 minute per level, and you expend the duration of your Cloud Invocation in 1-minute increments. If you create a mist cloud while any previous mist is still present, the previous mist ends. Additionally, you can have the mist remain centered on you, rather than stationary.

HAMMER THROW (COMBAT)

You can throw a hammer with such force that it knocks your foes over.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Point-Blank Shot, Precise Shot, base attack bonus +1, dwarf.

Benefit: As a standard action, you can make a single ranged attack with a weapon that deals bludgeoning damage against a creature no more than one size category larger than you that is within the weapon's first range increment. If you hit and damage the target, you can immediately attempt to perform a trip combat maneuver against that target. This does not provoke an attack of opportunity, and if your combat maneuver check fails by 10 or more, you do not fall prone.

IMPROVED HAMMER THROW (COMBAT)

Your ability to knock down your foes with ranged attacks is impressive.

Prerequisites: Int 13, Combat Expertise, Hammer Throw*, Improved Trip, Point-Blank Shot, Precise Shot, base attack bonus +6, dwarf.

Benefit: You can use the Hammer Throw feat against targets at any range and of any size.

MASTER HAMMER THROW (COMBAT)

Your ability to knock down foes with thrown weapons is second to none.

Prerequisites: Int 13, Combat Expertise, Hammer Throw*, Improved Hammer Throw*, Improved Trip, Point-Blank Shot, Precise Shot, base attack bonus +6, dwarf.

Benefit: You can immediately attempt a trip combat maneuver against a target that you successfully hit and damage with a thrown bludgeoning weapon with any attack, even as part of a full-attack action.

SAND STRIKE (COMBAT)

You can incorporate sand as part of your unarmed fighting techniques.

Prerequisites: Improved Unarmed Strike, dwarf, proficiency with the cestus.

Benefit: You can take 1 minute to tightly embed sand into the joints and crevices of a pair of cestuses you wear. While they have sand embedded in them, the cestuses gain +1 hardness and +5 hit points. While wearing cestuses embedded with sand, you can perform a dirty trick combat maneuver to blind a foe in place of one of your melee attacks without provoking an attack of opportunity. Doing so causes the cestuses to no longer have sand embedded in them. You can embed a single cestus with sand as a full-round action, but you take a -4 penalty on the dirty trick combat maneuver check using a single cestus.

STONE COVER

You can use stone around you to help you avoid attacks.

Prerequisites: Wis 15, Stone Shroud*, Stealth 6 ranks, dwarf, stonecunning racial trait.

Benefit: While in areas of rocky terrain or while underground, you can gain 10% miss chance as a swift action. Alternatively, you can take a moment to better position yourself and gain concealment as a move action. The miss chance or concealment you gain from this feat does not stack with similar effects and remains until the start of your next turn.

STONE SHROUD

Your connection to the earth allows you to find the perfect spot to hide among the stone.

Prerequisites: Wis 13, Stealth 1 rank, dwarf, stonecunning racial trait.

Benefit: You gain a +4 bonus on Stealth checks while in areas of rocky terrain or while underground.

ELVES

Ageless and graceful, with a store of knowledge reflecting their long lives and keen curiosity, elves have settled every corner of Golarion. Elves have a deep connection to nature, causing them to shift over time to reflect their environment; those elves who live among humanity instead reflect their neighbors' influences. The elven cultures of Golarion have grown equally diverse as a result.

Golarion is not the only world elves know; they originally came from the mysterious realm of Sovyrian, and when the *Starstone* destroyed Azlant and plunged the world into darkness, many departed for their former home. Other elves remained behind on Golarion, taking what refuge they could in a darkened world. The elves of

Sovyrian returned in due time, and their culture is perhaps the best known in Avistan, but they are by no means the only elves on Golarion. From the jungles of the Mwangi Expanse to the snow-cloaked Crown of the World, there are many different elven populations, each with traditions stretching back to before Earthfall.

ELVEN HERITAGES

The catastrophe of Earthfall split elves into many disparate civilizations. Elves who hail from different cultures often take alternate racial traits (*Pathfinder RPG Advanced Race Guide* 22), and have access to one new alternate racial trait unique to that subculture.

AQUATIC ELVES

Aquatic elves are the oceanic cousins of land-born elves. These elves have developed gills and webbed fingers and toes that allow them to survive and navigate the waters of Golarion, and often have blue, coral, or seaweed-black skin to blend into their environment. A significant number of aquatic elves live in the Steaming Sea near Mordant Spire, and in the Arcadian Ocean. Aquatic elves typically live secluded lives, either on their own or in small communities, though groups of aquatic elves that interact with land-dwelling communities are not uncommon. These elves are as varied as their land-dwelling kin, with unique cultures and customs scattered throughout the oceans and seas of Golarion. Aquatic elves often have the aquatic mastery alternate racial trait described below.

Aquatic Mastery: Some aquatic elves are able to wield the power of the sea with great prowess. Elves with this racial trait increase the DC of any spell with the water descriptor they cast by 1.

This replaces weapon familiarity.

EKUJAE ELVES

Though the Ekujae clans are often mistaken for unaffiliated tribes, they are in fact a united nation and still hold vestiges of the power that their ancient kingdom once wielded. Ekujae elves reside within the Mwangi Expanse in hidden jungle villages so interwoven with the surrounding trees that the buildings there are overlooked even by travelers passing within a few hundred feet of them. Unlike many of the elves of Avistan, the Ekujae remained on Golarion despite the calamity of Earthfall and tell tales of having defeated a "Great Darkness" after the disaster. They still hone their skills for war and are ever ready to fight the Darkness if it returns. Due to this ancient responsibility, Ekujae hold to strict traditions



in many matters, including the burying of their fallen and the act of swearing oaths and ritualized agreements.

Like other elves, Ekujae have keen intellects and are skilled in magical lore, including what has been passed down through their oral traditions and the numerous secrets of the Mwangi Expanse. They often journey to the Magaambya to study magic or to share their knowledge with that academy's students. Ekujae frequently have the long-limbed^{HA} alternate racial trait and either the woodcraft, silent hunter, or light against darkness^{HA} alternate racial traits, as well as the sense thoughts alternate racial trait described below.

Sense Thoughts: Ekujae are so closely attuned to each other and their environment that they seem able to read each other's minds and their foes' thoughts. Elves with this alternate racial trait can use *detect thoughts* as a spell-like ability once per day, with a caster level equal to their character level.

This replaces elven immunities and keen senses.

FORLORN ELVES

Forlorn elves rarely refer to themselves by that name; instead, other elves use the term to refer to elves who reside among shorter-lived races. Forlorn elves often watch many of their friends and family die before their first century is past. Some Forlorn have adopted a variety of unhealthy coping mechanisms as a result, such as recklessness or substance abuse; others develop antisocial tendencies and keep others at arm's length to avoid the pain of loss. Still others learn to accept the brevity of the lives around them, cherishing what time they have with friends while they still have it.

Forlorn are the most common wanderers of elvenkind, whether they're traveling widely to avoid attachment or relishing travel with short-lived companions, and many become adventurers. Some find their way to elven lands, where their kin sympathetically welcome them, while others avoid such places out of bitterness or fear of rejection. Forlorn elves frequently have the envoy and urbanite alternate racial traits; some also have the devoted companion alternate racial trait described below.

Devoted Companion: While some Forlorn quickly become inured to the loss and tragedy all too common in their lives, some refuse to let go, fighting passionately when companions are endangered. Elves with this alternate racial trait gain a +1 racial bonus on attack rolls and caster level checks while adjacent to an ally who has been reduced to fewer than half her maximum hit points.

This replaces elven magic and weapon familiarity.

JININESE ELVES

The elves of Jinin are descended from those who traveled underground millennia ago to escape Earthfall. Led by the oracle Jininsiel and guided by a vast, treelike vein of mithral, these elves emerged in Tian Xia, where they founded the nation of Jinin. Jininese elves have adopted many of the customs of their human and samsaran neighbors—Jinin's

culture places great emphasis on artistic pursuits, especially those involving mithral, which serves as a national symbol, lucrative export, and treasured cultural relic for Jininese elves. The elves of Jinin are far less isolationist than many other elven cultures, freely permitting outsiders into Jinin; likewise, while most Jininese elves remain there, many travel or settle across the Dragon Empires and beyond.

Jininese elves frequently have the dreamspeaker and envoy alternate racial traits, as well as the Jininese weapon mastery alternate racial trait described below.

Jininese Weapon Mastery: The elves of Jinin are proficient with many of the weapons of the Dragon Empires. Elves with this racial trait are proficient with fighting fans and tonfa, and they treat katanas, kusarigamas, and wakizashis as martial weapons.

This replaces weapon familiarity.

SPIRESWORN ELVES

The Mordant Spire's elves, with their eerie masks and off-putting mannerisms, are a mystery to most Avistani. These elves have sworn to prevent exploration of Azlant in order to preserve and isolate the remnants of the Azlanti culture and protect Golarion from another Earthfall. The reclusive Spiresworn use enchantment and water magic to dissuade explorers; they resort to violent or deadly means only with utmost reluctance. In recent years, some younger Spiresworn have begun to question their isolationist traditions. While their commitment to protecting Azlant remains firm, a growing segment of Spiresworn believe that there is much to gain from interaction with the wider world. These elves sometimes leave the Spire to seek knowledge and experience.

Spiresworn frequently have the keeper of secrets^{HA} alternate racial trait, as well as the crossbow training, natural swimmer, and tongue of the sea (*Pathfinder Adventure Path #124: City in the Deep* 79) alternate racial traits; some also have the moonkissed alternate racial trait described below.

Moonkissed: Some Spiresworn, especially those born within the Spire itself, are mystically warded from birth against dangers both mental and physical. Elves with this alternate racial trait gain a +1 racial bonus on saving throws.

This replaces elven immunities and keen senses.

SNOWCASTER ELVES

The Snowcaster tribes of the far north are extraordinarily reclusive, hiding their settlements in icy caverns, mountain valleys, the hearts of snow-shrouded pine forests, and other difficult-to-reach places. Their loyalty to their homes borders on religious reverence, whether they are ancestral burial grounds, ancient elven ruins, or simply places they've chosen as their own. Snowcasters rarely journey outside their homes or meet with outsiders. The primary exceptions to this are the twilight speakers, who serve as emissaries to the outside world. Less commonly, Snowcasters who have been exiled, who have lost their homes to monsters, or who are simply overcome with wanderlust may journey to the outside world to seek a new life.

Snowcasters frequently have the desert runner, elemental resistance (cold), and fleet-footed alternate racial traits; a few have the frostmelding alternate racial trait described below.

Frostmelding: A few rare Snowcaster elves are able to supernaturally blend with their surroundings to avoid the eyes of outsiders. Elves with this alternate racial trait can use *meld into stone* as a spell-like ability once per day, with a caster level equal to their character level, except that they instead meld with snow and ice and the spell duration is 1 round per level.

This replaces elven magic.

ELVEN ARCHETYPES AND ORDER

The archetypes and order below represent the expertise and traditions of the various elven groups throughout Golarion.

CALAMITY CALLER (WARPRIEST ARCHETYPE)

While all elves feel a deep connection to nature, some elven priests take this bond further, using their link to call down the wrath of nature upon their enemies. Ekujae are most inclined to harness this connection, but any elf can wield their bond to nature in this way.

Calamity caller is a warpriest archetype that is available only to elves.

Catastrophic Blessing: A calamity caller must select a disaster blessing (*Pathfinder RPG Ultimate Wilderness* 97) as one of his two blessings, even if the calamity caller's deity does not grant the disaster blessing's associated domain.

This alters blessings.

Calamity (Su): As a standard action, a calamity caller can cause a 5-foot square within 30 feet to suffer a calamity. A calamity deals 1d6 damage plus an additional 1d6 damage for every 2 warpriest levels he has beyond 1st to creatures within that square. The type of calamity determines what type of damage the calamity deals (see below). An affected creature can attempt a saving throw to reduce this damage by half (DC = 10 + half the calamity caller's warpriest level + the calamity caller's Wisdom modifier); the type of save is determined by the calamity. The calamity caller can use this ability at will.

At 4th level, a calamity caller can create an enhanced calamity when he uses this ability. An enhanced calamity deals twice the calamity's normal damage; in addition, a creature that fails its save suffers an additional effect (see below). At 8th level and again at 12th level and 16th level, effects created by an enhanced calamity that last for 1 or more rounds persist for 1 additional round. The calamity caller can create an enhanced calamity once per day for every 2 warpriest levels he has. A creature must take damage from the calamity to suffer these additional effects.

The calamities available to calamity callers, the type of damage they deal, the saving throw to resist the damage, and the secondary effect they cause when enhanced, are listed below.

Acid Rain: A brief rain shower deals acid damage to the target square, with a Fortitude save for half damage. A creature that fails its save against enhanced acid rain continues to dissolve for 1 round, automatically taking half the original damage.

Blizzard: Hail deals cold damage to the target square, with a Fortitude save for half damage. A creature that fails its save against an enhanced blizzard is blinded for 1 round.

Deadfall: A tree branch, stone boulder, or other heavy object falls on the target square. A deadfall deals bludgeoning damage, with a Reflex save for half damage. A creature that fails its save against an enhanced deadfall is knocked prone; at 12th level, the target is also confused for 1 round.

Flash Flood: A brief surge of stormy water deals bludgeoning damage to the target square, with a Reflex save for half damage. An enhanced flash flood does not cause additional effects; instead, an enhanced flash flood targets creatures in a 5-foot radius. At 12th level, the area increases to a 10-foot radius; at 16th level, the area increases to a 15-foot radius.

Lightning Strike: A bolt of lightning deals electricity damage to the target square, with a Reflex save for half damage. A creature that fails its save against an enhanced lightning strike is staggered for 1 round by electrical impulses.

Thorny Vines: Vines covered with thick thorns wrap around the target square. The thorny vines deal piercing damage, with a Reflex save for half damage. A creature that fails its save against enhanced thorny vines is entangled for 1 round.

Volcanic Rift: A magmatic rift emits a plume of fire into the air, dealing fire damage to the target square, with a Fortitude save for half damage. An enhanced volcanic rift also emits poisonous and corrosive gases; a creature that fails its save against the enhanced volcanic rift is sickened for 1 round.

This replaces focus weapon, sacred weapon, and bonus feats.

Aspect of Disaster (Su): At 20th level, a creature affected by a calamity caller's enhanced calamity does not receive a save to reduce the damage or avoid the calamity's effects.

This replaces aspect of war.

TWILIGHT SPEAKER (SKALD ARCHETYPE)

From the extraordinarily reclusive Snowcaster elves come the twilight speakers, who consider it a sacred duty to seek out and befriend non-elven communities. These elves travel among outsiders as envoys, diplomats, traders, and even spies as events demand. Deeply devoted to the elven goddess Findeladlara (*Pathfinder Campaign Setting: Inner Sea Gods* 183), twilight speakers wander far and wide, vigilant for threats to their homes and their people.

Twilight speaker is a skald archetype that is available only to elves.

Devout: A twilight speaker must worship the elven goddess Findeladlara, and his alignment must be within one step of chaotic good. A twilight speaker who does not meet these requirements cannot use inspired devotion or Findeladlara's blessing.

Twilight Envoy: A twilight speaker gains a bonus equal to half his skald level on Bluff, Diplomacy, and Sense Motive checks.

This replaces bardic knowledge.

Raging Song (Su): A twilight speaker gains the following raging songs.

Inspired Devotion (Su): The twilight speaker inspires fervor rather than fury. Affected allies gain a +1 competence bonus on attack rolls and a +1 morale bonus on saving throws. At 6th, 12th, and 18th levels, these bonuses increase by 1.

Song of Understanding (Su): At 6th level, a twilight speaker can use his raging song to create an aura that allows creatures to speak and understand each others' languages. By expending 4 rounds of raging song, the twilight speaker creates an aura that grants him and creatures in a 60-foot spread centered on him the effects of *tongues*. This aura uses the skald's level as the caster level for all purposes, including duration. A twilight speaker can dismiss this aura as a standard action.

Song of Secrecy (Su): At 10th level, a twilight speaker can use his song to shroud allies from detection. Affected allies gain a bonus equal to half the twilight speaker's skald level on Stealth checks, and they can attempt such checks without cover or concealment. Song of secrecy is audible only to those affected.

This replaces inspired rage, song of strength, and dirge of doom.

Community Domain: At 2nd level, a twilight speaker gains the Community domain and gains the powers and spells of the domain. He treats his skald level as his cleric level, and he uses his Charisma modifier in place of his Wisdom modifier for the purposes of the domain's abilities.

This replaces versatile performance and well-versed.

Findeladlara's Blessing (Su): At 7th level, once per day a twilight speaker can activate any spell trigger or spell completion item as though the spell were on the skald spell list. He can use this ability an additional time per day at 13th and 19th levels.

This ability replaces lore master.

Findeladlara's Hand: At 20th level, the twilight speaker can use Findeladlara's blessing at will.

This replaces master skald.

WARRIOR POET (SAMURAI ARCHETYPE)

Warrior poets often study calligraphy, flower arrangement, poetry, and other courtly arts, but when called to battle, they treat combat as its own art form, fighting with beauty and grace. While these traditions first arose among the Jininese elves and are still extremely common in Jinin, the warrior poet's art has spread to different nations and peoples in Tian Xia over centuries.

Dancer's Grace (Ex): When wearing no armor and not using a shield, the warrior poet gains a bonus to Armor Class equal to her Charisma bonus (to a maximum of her samurai level). A warrior poet loses this bonus while flat-footed or otherwise denied her Dexterity bonus.

This replaces the samurai's proficiency with medium armor, heavy armor, and shields.

Flourish (Ex): The warrior poet is skilled at performing elegant moves in battle. At 1st level, the warrior poet gains a flourish of her choice from the list below. She gains another flourish at 3rd, 5th, 9th, 13th, 17th, and 20th levels.

Chrysanthemum's Blooming: The warrior poet gains Vital Strike as a bonus feat and can apply its benefit when using Spring Attack. If the warrior poet is at least 16th level and has Improved Vital Strike, she can apply that feat's benefit instead. The warrior poet must be at least 11th level to select this flourish.

Exodus of Jinin: As long as the warrior poet is wearing light or no armor and carrying no more than a light load, her land speed increases by 10 feet. A warrior poet can select this flourish up to three times.

Harmony of the Tranquil Garden: The warrior poet can focus her senses as a move action to gain blindsense out to 5 feet for 1 round. For every 5 samurai levels she has, the range of this blindsense increases by 5 feet.



Jininsiel's Guidance: The warrior poet gains the rogue's uncanny dodge class feature. This flourish can be selected up to twice; selecting it a second time grants the warrior poet the rogue's improved uncanny dodge class feature. The warrior poet must be at least 4th level to select this flourish the first time and at least 8th level to select this flourish the second time.

Kitsune's Mystique: The warrior poet gains Improved Feint as a bonus feat, ignoring its prerequisites. When the warrior poet uses Spring Attack or takes a move action to move, she can attempt to feint against one creature she threatens during her movement as part of her movement.

Petals on the Wind: Whenever a foe provokes an attack of opportunity from the warrior poet, she can move 5 feet

before making the attack of opportunity. This movement does not provoke attacks of opportunity. If the warrior poet takes an action to move during her next turn, she subtracts 5 feet from her total movement for each time she has used this ability since her last turn.

Wrath of the Heavens: The warrior poet gains Shot on the Run as a bonus feat, ignoring its prerequisites.

This replaces mount, weapon expertise, banner, and greater banner.

Graceful Warrior (Ex): The warrior poet gains Weapon Finesse as a bonus feat and can apply its benefits to glaives, katanas, and naginatas as if they were light weapons. This does not alter the weapons' properties for the purposes of any other effects.

Skirmisher's Challenge (Ex): The warrior poet adds her samurai level to her damage rolls only on her first successful attack against a challenged target each round.

This modifies challenge.

Graceful Strike (Ex): At 4th level, when the warrior poet uses Weapon Finesse to make a melee attack that adds her Dexterity bonus to attack rolls and her Strength bonus to damage rolls, she also adds half her samurai level to damage rolls.

This replaces mounted archer and demanding challenge.

Battle Dance (Ex): At 6th level, the warrior poet gains Spring Attack as a bonus feat. At 12th level, she gains Improved Spring Attack^{UW} as a bonus feat, and at 18th level, she gains Greater Spring Attack^{UW} as a bonus feat. The warrior poet does not need to meet the prerequisites for these feats.

This replaces the samurai's bonus combat feats.

ORDER OF THE SONGBIRD (SAMURAI ORDER)

Samurai of the order of the songbird are artists, scholars, and poets. They treat battle as a beautiful art form; many of these samurai seek pacifistic means of defeating their foes. Even samurai of this order who kill their opponents do so with respect, considering such a fight to be an act of poetic tragedy. These samurai are most common in lands where beauty is treasured, such as Hwanggot, Jinin, and Tianjing.

Edicts: The samurai must never destroy art unless doing so is part of an artful act or performance of her own. She must respect the skill of her opponents and never desecrate or purposefully humiliate a foe. If she takes a sapient life, she must create a piece of art, performance, or poem in honor of the fallen creature or creatures in order to memorialize what she has taken from the world.

Challenge: An order of the songbird samurai gains a +1 dodge bonus to AC and a +1 sacred bonus on saves against the attacks and abilities of the target of her challenge. This bonus increases by 1 for every 4 class levels the samurai has. The samurai must be wearing light or no armor, not using a shield, and carrying no more than a light load to gain this benefit.



Skills: An order of the songbird samurai adds Knowledge (religion)(Int) and Perform (Cha) to her list of class skills. The samurai adds half her level to Craft checks and Profession (gardener) checks.

Order Abilities: A samurai belonging to the order of the songbird gains the following abilities.

Versatile Performance (Ex): At 2nd level, the order of the songbird samurai gains the benefits of the bard's versatile performance ability with one Perform skill.

Poetic Inspiration (Ex): At 8th level, an order of the songbird samurai can speak a few words as a swift action, inspiring allies to great deeds. Allies within 30 feet who can hear the samurai gain a competence bonus equal to her Charisma modifier on attack and weapon damage rolls for 1 round. This ability can be used once per combat.

Beautiful Strike (Su): At 15th level, once per day when the order of the songbird samurai confirms a critical hit against the target of her challenge, she can declare it a beautiful strike without spending an action. The damage dealt by the attack becomes nonlethal damage, and the target must succeed at a Will save (DC = 10 + half the samurai's class level + her Charisma modifier) or be charmed as per *charm monster* (caster level equals the samurai's class level).

TWILIGHT MASTERPIECES

The twilight speakers have passed down bardic lore since before Earthfall. These masterpieces evoke the power of the Snowcasters' homeland and their intense reverence for these lands. See page 21 of *Pathfinder RPG Ultimate Magic* for more information on bardic masterpieces.

FINDELADLARA'S REFUGE (DANCE, ORATORY)

Praying to the Guiding Hand for assistance, you invoke shelter from ice and snow.

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

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

Effect: This masterpiece can be performed only at or after dusk, or in weather conditions stormy enough to affect visibility. When completed, this masterpiece conjures a frozen shelter. This acts as the hemisphere form of *wall of ice* centered on you, except that the radius is 20 feet, the hemisphere has a single doorway large enough for a Medium creature, and the shelter lasts until the next sunrise or until you leave the shelter.

Use: 5 rounds of bardic performance.

Action: 5 full rounds.

HYMN OF SACRED LANDS (ORATORY, SING)

You cherish and love your home with such strength that your words weave protective magic around your dwelling.

Prerequisite: Perform (oratory) 16 ranks or Perform (sing) 16 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: You can perform this masterpiece only within 1 mile of a location where you've lived for at least 1 uninterrupted month. When you complete the performance, the area within 1,000 feet

of your home is protected by the effects of *guards and wards* for 1 week. This masterpiece's effects do not affect or hinder other residents who have a home, no matter how small or neglected, within the affected area.

Use: 30 rounds of bardic performance.

Action: 30 minutes.

SPIRESWORN RELICS

The enigmatic elves of the Mordant Spire have studied Azlant's ruins since time immemorial. To aid in their exploration and sequestration of the shattered land, the Spiresworn have created their own magical items, inspired by the magic of the lands they watch over.

NORTHERN STAR IOUN STONE		PRICE
		10,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong transmutation		

This pearlescent crystal is perfectly cut in the shape of a five-pointed star. It grants the bearer a +5 competence bonus on Acrobatics and Climb checks. When inserted into a *wayfinder* (*Pathfinder RPG Adventurer's Guide* 148), it grants the bearer a +4 bonus on Reflex saves to avoid falling.

CONSTRUCTION REQUIREMENTS	COST
	5,000 GP

Craft Wondrous Item, *jump*, creator must be at least 12th level

SOUTHERN STAR IOUN STONE		PRICE
		8,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong transmutation		

This brilliant, deep violet crystal is perfectly cut in the shape of a five-pointed star. The gem grants its bearer a swim speed of 30 feet. When inserted into a *wayfinder*, it allows the bearer to breathe water for up to 10 minutes per day (in 1-minute increments).

CONSTRUCTION REQUIREMENTS	COST
	4,000 GP

Craft Wondrous Item, *touch of the sea*, creator must be at least 12th level

FARSPEAR		PRICE
		53,801 GP
SLOT none	CL 7th	WEIGHT 3 lbs.
AURA moderate conjuration		

This +2 *elysian bronze spear* (*Pathfinder RPG Ultimate Equipment* 50) is capable of warping space to strike faraway targets as if they stood within arm's reach. As a standard action, the *farspear's* wielder can make a single melee attack against a creature within 60 feet as though it were within his melee reach. Cover and concealment apply as if making a ranged attack. The wielder can use any Vital Strike feat he has as part of this melee attack. The Spiresworn based these weapons upon the legendary Azlanti *farspears*, artifacts created by the warrior goddess Acavna that allowed wielders to strike from leagues away.

CONSTRUCTION REQUIREMENTS	COST
	27,551 GP

Craft Magic Arms and Armor, *dimension door*

GNOMES

Gnomes originated as fey creatures in the primordial First World. Unknown forces drove them onto the Material Plane, where they have become one of Golarion's most common races. Gnomes on Golarion are no longer fey, but they are still not fully adapted to their new home. One side effect of living on the Material Plane is a phenomenon known as the Bleaching, a condition in which gnomes who fail to maintain their sense of wonder and excitement have the color and vitality drained from them until they literally die of ennui or are forever transformed by the experience, becoming what is known as a bleachingling.

GNOME VARIANTS

Gnomes are a wildly varied and independent race. As a result, there are many variations in their abilities, outlooks, and styles. The following section outlines three less-common types of gnomes, and which alternate racial traits they are most likely to have. For more information on alternate racial traits for gnomes, see *Pathfinder RPG Advanced Race Guide*.

BLEACHLINGS

While most gnomes who undergo the harrowing process of the Bleaching physically waste away from boredom, some gnomes do survive the process, emerging as humorless, monochrome versions of their former selves. Referred to as "bleachlings," these gnomes are eerily serene and placid. In addition to the effects of the Bleaching itself, many bleachlings have the academician and eternal hope alternate racial traits, as well as the traits listed below.

Bleaching Magic: Gnomes with this racial trait treat their caster level as 1 higher for the purposes of divination spells they cast. Additionally, if the gnome has a Wisdom or Charisma score of 11 or higher, she also gains the ability to cast *charm animal* as a spell-like ability three times per day. The caster level for this effect is equal to the gnome's level, and the DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

This replaces gnome magic.

Nature Affinity: Gnomes with this racial trait gain a +2 racial bonus on Fortitude saves against diseases and poisons inflicted by fey, plants, and forest-related hazards.

This replaces keen senses.



FIRST WORLD GNOMES

The gnomes of Golarion are immigrants from the First World, the primordial realm of the fey. While Golarion's gnomes have had generations to adapt to the realities of the Material Plane, many gnomes remain in the First World to this day. In addition to the First World creature template (*Pathfinder Campaign Setting: First World, Realm of the Fey 57*), most First World gnomes have the bond to the land alternate racial trait, as well as the traits listed below.

Fey Fortitude: Gnomes with this racial trait are infused with a connection to life. They gain a +2 racial bonus on saves to resist death effects.

This replaces weapon familiarity.

Fey Magic: Gnomes with this racial trait increase the DC of spells of the compulsion subschool they cast by 1. Additionally, if the gnome has a Charisma score of 11 or higher, she also gains the following spell-like abilities: 1/day—*charm person*, *dancing lights*, *entangle*, and *prestidigitation*. The caster level for these effects is equal to the gnome's level.

The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

This replaces gnome magic, illusion resistance, and obsessive.

SEGADA GNOMES

The city of Segada on the continent of Arcadia has a substantial gnomish population, which emigrated from the tall peaks of the Akrandida Mountains. Known for their creativity and love all forms of artistic expression, many of Segada's gnomes make their living as entertainers. Even more so than other gnomes, Segada gnomes are fond of wearing bright colors, and often wear accessories that make noise as they move, such as bells, jangling bracelets, and flute-like reed pendants. Most Segada gnomes have the darkvision, gift of tongues, and magical linguist alternate racial traits, as well as the alternate racial traits described below.

Artistic: Gnomes with this racial trait gain a +2 racial bonus on a Perform skill of their choice.

This replaces obsessive.

Sound Mimicry: Gnomes with this racial trait are skilled at imitating sounds and voices. Doing so requires a Bluff check opposed by the listener's Sense Motive check, and the gnome gains a +4 racial bonus on Bluff checks to mimic sounds (including accents and speech patterns) she has listened to for at least 10 minutes. Listeners

unfamiliar with a particular sound take a -4 penalty on the Sense Motive check.

This replaces weapon familiarity.

FIRST WORLD CALLER (WIZARD)

Some wizards, typically First World gnomes, have mystical ties with the First World, the primordial home of the fey. This bond allows them to more easily conjure creatures and effects from the First World, giving them the nickname of First World callers.

Fey Familiar: A First World caller must select a familiar as his arcane bond. This familiar is often the fey creature that was created when the First World caller's soul passed through the First World on the way to being born. The familiar counts as both an animal and a fey for the purposes of effects that depend on its type, rather than counting as a magical beast. It gains only half the normal natural armor bonus for a familiar based on the First World caller's level (rounded down, minimum 0), and it doesn't grant its special familiar ability to its master. Instead, the familiar gains the fey-touched creature template (see sidebar). At 10th level, the familiar grows a pair of delicate, gossamer wings, gaining a fly speed equal to its land speed and average maneuverability. If the familiar could already fly, its maneuverability improves by one step instead.

This alters arcane bond.

Fey Summoner: A First World caller is able to conjure fey creatures. He gains Augment Summoning as a bonus feat. He adds the following creatures to the *summon monster* list of the same level, allowing him to summon them with the appropriate *summon monster* spell: 1st—grimple^{B4} (gremlin), mite, sprite^{B3}; 2nd—atomie^{B3}, fuath^{B3} (gremlin), nixie^{B3}; 3rd—leprechaun^{B2}, nuglub^{B2} (gremlin), pooka^{B4}; 4th—kelpie^{B2}, korred^{B2}, twigjack^{B2}; 5th—lampad^{B4}, lurker in light^{B2}, swan maiden^{B4}; 6th—cold rider^{B3}, oceanid^{B4}, sangoi^{B5}; 7th—alp^{B6}, bogeyman^{B3}, ijiraq^{B4}; 8th—banelight^{B6}, fastachee^{B5}, rusalka^{B3}; 9th—ankou^{B4}, kamaitachi^{B6}, wild hunt archer^{B6}.

This ability is a function of the First World caller himself, and it applies even if he uses a scroll, wand, or other magic item to cast a *summon monster* spell. If he creates such an item and it is used by another character, the spell functions as an ordinary *summon monster* spell.

This replaces arcane school and Scribe Scroll.

Warp Reality (Su): At 10th level, a First World caller can reshape the nearby area at his whim, as he pulls in aspects of the mutable and primal First World. To use this ability, he must expend a spell slot of 5th level or higher as a standard action and succeed at a DC 15 Charisma check. If he succeeds, he can apply one of the following planar traits to the area in a 60-foot radius for 2d4 minutes: normal gravity, heavy gravity, light gravity, mildly aligned (chaos, evil, good, or law), enhanced magic, or impeded magic. At 15th level, he can instead expend a slot of 7th level or higher and attempt a DC 20 Charisma check. If successfully, he can apply two planar traits from the previous list, or any one of the following traits: no gravity, subjective directional gravity, erratic time, fire-dominant, water-dominant, negative-dominant, positive-

FEY-TOUCHED CREATURE (CR +0 OR +1)

Fey-touched creatures are descended from inhabitants of the First World and often have striking features compared to their normal counterparts, such as bright coloration or a cunning visage. A fey-touched creature's CR increases by 1 only if the base creature has 5 or more Hit Dice. The fey-touched creature template can be applied only to living creatures. A fey-touched creature's quick and rebuild rules are the same. Spellcasters with ties to the fey (such as sorcerers with the fey bloodline or First World caller wizards) can summon fey-touched creatures with *summon monster* spells and take fey-touched creatures as improved familiars at 3rd level, similar to selecting celestial or infernal familiars.

Rebuild Rules: Senses gains low-light vision; **Defensive Abilities** gains +2 bonus on Will saves and DR as noted on the table; **SR** gains SR equal to new CR +5; **Special Qualities** change shape (a single fixed Small or Medium humanoid form, *alter self*), woodland stride (as the druid ability).

FEY-TOUCHED CREATURE DEFENSES

Hit Dice	DR
1-4	—
5-10	5/cold iron
11+	10/cold iron

dominant, or wild magic. See page 58 of *Pathfinder RPG Planar Adventures* for more information on planar traits.

This replaces the bonus feats gained at 10th and 15th level.

WHIMSY (PHANTOM EMOTIONAL FOCUS)

Phantoms with this emotional focus carry a simplistic, childlike wonder and are fond of games and playing tricks. Whimsical phantoms are often the ghosts of gnomes; in the case of bleachling spiritualists, the phantom may even be a psychic vestige of the bleachling's own lost childlike nature. Among other races, most phantoms with the whimsy focus are the spirits of those who died as children and carried their childlike nature into the afterlife.

Skills: The phantom gains a number of ranks in Acrobatics and Perception equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Reflex and Will

Tricky Combatant: A phantom with the whimsy focus gains Improved Dirty Trick^{APG} as a bonus feat, even if it does not meet the prerequisites.

Colorful Burst (Sp): Once per day, a phantom with this focus can produce an explosion of bright colors in a 15-foot cone. This functions as the spell *color spray*, except that creatures with fewer HD than the phantom are treated as if they had 2 HD or less, creatures with HD equal to that of the phantom are treated as if they had 3 or 4 HD, and creatures with more HD than the phantom are treated as if

they had 5 or more HD. A creature can negate this effect with a successful Will saving throw (DC = 10 + half the phantom's Hit Dice + the phantom's Charisma modifier).

Aura of Laughter (Sp): When the spiritualist reaches 7th level, the phantom can emit a 10-foot aura of childish laughter as a swift action. Enemies within the aura are distracted by the laughter, taking a –2 penalty on attack and damage rolls and a –5 penalty on Perception checks. This ability has no effect on creatures that cannot hear.

Telekinetic Prankster (Sp): When the spiritualist reaches 12th level, the phantom gains the ability to use limited telekinesis to trip up its foes. It can perform combat maneuvers against creatures up to 15 feet away. When doing so, it can use its Charisma modifier in place of its Strength modifier on its combat maneuver checks.

Invoke Laughter (Sp): When the spiritualist reaches 17th level, once per day as a standard action, the phantom can cause nearby creatures to fall into fits of uncontrollable laughter. Each creature in a 30-foot-radius burst centered on the phantom must succeed at a Will save (DC = 10 + half the phantom's Hit Dice + the phantom's Charisma modifier) or begin laughing uncontrollably, as the spell *hideous laughter*. The phantom can use this ability in either ectoplasmic or incorporeal form.

BLEACHING (PSYCHIC DISCIPLINE)

You draw power from a void in your emotions, a yawning and empty chasm where your hopes and dreams and fears should be. It is very rare for any creature besides a gnome to have this psychic discipline—usually a bleaching or a gnome with a particularly strong fear of the Bleaching—but in occasional cases members of other races have been known to develop such a strong nihilistic ennui or depression that they can tap into the vitality-draining effects of this discipline as well.

Phrenic Pool Ability: Wisdom.

Bonus Spells: *decrepit disguise*^{OA} (1st), *steal voice*^{UM} (4th), *cup of dust*^{APG} (6th), *enervation* (8th), *pessimism*^{HA} (10th), *disintegrate* (12th), *waves of exhaustion* (14th), *greater spell immunity* (16th), *energy drain* (18th).

Discipline Powers: Your emotional malaise combines with your psychic ability to allow you to drain the vibrancy from the world around you.

Draining Touch: As a standard action, you can make a melee touch attack to drain vitality from a creature. If the attack hits, the target must succeed at a Fortitude save (DC = 10 + half your psychic level + your Wisdom modifier) or take 1d2 points of Charisma damage. If a creature is affected, the colors of its skin, hair, and eyes dull and become less vibrant. Whether or not the save is successful, a creature cannot be the target of this power again for 24 hours. You regain 1 point in your phrenic pool each time you successfully drain a creature this way. You can use this ability a number of times per day equal to your Wisdom modifier.

Emotionally Distant: At 5th level, your emotions have atrophied such that you rarely have any genuine feelings

at all. You gain a +4 bonus on saving throws to resist charm, emotion, and fear effects.

Drain Vibrancy: At 13th level, you can drain the color and vitality from the world around you. Three times per day, as a standard action you can drain vibrancy within a 30-foot radius, causing the area and all creatures within it to become pale and sallow. Each living creature in the area must succeed at a Fortitude save (DC = 10 + half your psychic level + your Wisdom modifier) or take 1 temporary negative level as their life force drains away. If you're at least 17th level, a creature that fails its saving throw takes 2 temporary negative levels instead.

FIRST WORLD MAGIC

The following section presents new spells often used by gnomes of the First World.

PERNICIOUS PRANKSTERS

School conjuration (summoning); **Level** bard 3, druid 5, occultist 3, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (three drops of honey rolled in a sycamore leaf)

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

Effect fey pranksters

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You summon intangible forces of whimsy to perform a variety of tricks and pranks upon your foes. Each round on your turn (including the round you cast this spell), these incorporeal pranksters perform a single dirty trick^{APG}, disarm, steal^{APG}, or trip combat maneuver against one of your foes within the spell's range. The whimsical forces have a bonus on combat maneuver checks equal to your caster level + your primary spellcasting ability score modifier (Intelligence for wizards, Charisma for sorcerers, etc.). Unless the target of the combat maneuver can see invisible creatures or forces, the spell gains an additional +4 bonus on combat maneuver checks.

The whimsical forces choose a random foe to target with their pranks on and randomly determine which combat maneuver to use. You can attempt to convince them to take a particular course of action with a DC 20 Bluff, Diplomacy, or Intimidate check as a standard action. If successful, you determine their target and the type of combat maneuver they use for that round.

REDCAP'S TOUCH

School transmutation; **Level** antipaladin 4, bloodrager 4, druid 6, ranger 4, shaman 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (1 ounce of blood)

Range touch

Target one non-magical hat touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

You infuse the target with the blood used as a material component, imparting malicious power. As long as the hat is

worn (occupying the wearer's head slot as though it were a magic item), it grants its wearer a +2 bonus on damage rolls and causes the wearer to regain 1d4 hit points whenever they deal the killing blow to a living creature.

UNTOLD WONDER

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, cleric 5, mesmerist 4, paladin 3, psychic 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minutes/level (D)

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

You fill the target's mind with childlike wonder, allowing that creature to marvel at things that would be debilitating to others. Penalties that the target would take as a result of an emotion effect are instead treated as morale bonuses equal to half the penalty's value (for example, if the target were affected by a *crushing despair* spell, she would gain a +1 morale bonus on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls, instead of the spell's normal effect). Furthermore, morale bonuses she gains from other sources are increased by 1. Finally, the target gains a +2 bonus on saving throws to resist spells of the pattern subschool, as her childlike wonder allows her to marvel at the beauty of such effects without being overwhelmed by them.

MISCHIEVOUS MASTERPIECES

The gnomes of the First World know many secrets that their kin on Golarion have forgotten, including fey melodies that can change a person into a beast. These gnomes often use such music to play pranks and cause trouble among those they don't like or who seem too uptight. See page 21 of *Pathfinder RPG Ultimate Magic* for more information on bardic masterpieces.

WILDSOUL ARIA (SING, WIND)

Channeling the mysterious power of the First World, you grant the listener the gift—or curse—of an animal's shape.

Prerequisite: Perform (sing) 7 ranks or Perform (wind instruments) 7 ranks.

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

Effect: When you complete the performance, one creature within 30 feet is affected by *beast shape I*. If your caster level is at least 10th, you can affect that creature with *baleful polymorph* instead; an affected creature automatically succeeds at the spell's secondary save. If your caster level is at least 15th and you spend 10 additional rounds of bardic performance, you can affect up to one creature per 3 bard levels with *beast shape II* instead. This performance allows a Fortitude save instead of a Will save to resist its effects.

Use: 10 rounds of bardic performance.

Action: 3 full rounds.

OTHER WHIMSY-FOCUSED ABILITIES

If a spiritualist archetype allows the selection of an additional focus, add whimsy to the list of available foci. In addition, a bloodrager with the id rager archetype (*Pathfinder Player Companion: Occult Origins* 23) can select whimsy as his emotional focus. Add the following to the other character options found in *Pathfinder RPG Occult Adventures* for spiritualists with whimsy phantoms.

Emotional Conduit (Feat): 1st—*color spray*, 2nd—*hideous laughter*, 3rd—*major image*, 4th—*hallucinatory terrain*, 5th—*baleful polymorph*, 6th—*mislead*.

Fractured Mind (Archetype): *Ventriloquism* (5th), *absurdity*^{HA} (7th), *major image* (9th), *rainbow pattern* (16th).

Spirit-Bound Blade (Spell): The weapon also gains the *merciful* special ability.



HALF-ELVES

Frequently torn between their human and elven heritage, half-elves can lead tragic existences, outliving human friends and relatives yet themselves dying far sooner than elves. However, many half-elves find important meaning in their lives through celebrating aspects of both of their cultures as well as their own uniqueness. Half-elves are no monolith in any sense—with some half-elves born to human and elven parents and some born to other half-elves—and express their mixed heritage in different ways. From the deep-diving shoreborn to the wildborn of the Mwangi Expanse to the snowborn of the wintry north, half-elves continually yearn to find homes and work to create connections. Some half-elves have developed both magical and mundane methods to better blend in, suppressing part of their identity to fit into an elven or human community. Others forge their own communities, preferring a place that accepts them for who they are over one where they feel like half a member of society.

HALF-ELF HERITAGES

Presented here are a number of alternate half-elf heritages, originally presented in *Pathfinder Player Companion: Bastards of Golarion*. Each entry provides an alternate racial trait and feat appropriate for that heritage.

AQUATIC HALF-ELVES (SHOREBORN)

The children of aquatic elves and land-bound humans feel the disparity between their heritages more than any other. These half-elves show their parentage on their faces, with sandy, russet, or green-black skin to match their elven parent. Slightly webbed fingers and toes aid in swimming, but their neck slits almost never function as gills. A few aquatic half-elves can breathe underwater and live with their elven parents, but far more shoreborn live on land, feeling a constant call to the water. Many find work as sailors. Fishing vessels and merchant ships often have shoreborn deckhands and first mates, and a crew made up solely of aquatic half-elves sails an infamous pirate ship known as the *Shoreline Scourge*.

ALTERNATE RACIAL TRAIT

Shoreborn characters may select the following racial trait.

Child of the Sea: Shoreborn gain a +4 racial bonus on Swim checks as well as on Profession (sailor) checks and Wisdom checks to pilot a sea vessel. They also have an innate sense of direction and can never get lost at sea.

This replaces low-light vision and keen senses.

SHOREBORN FEAT

Shoreborn have access to the following feat.

GIFTS FROM THE SEA

Although shoreborn see little of their aquatic parents, they can still call on their underwater kin for help.

Prerequisite: Shoreborn half-elf.

Benefit: Once per day, you can fill a vial with water from a natural source and the water will turn magical, functioning as a potion of a 1st-level druid spell of your choice with a caster level equal to your Hit Dice. This potion becomes inert after a number of hours equal to your Hit Dice.

HALF-DROW (DARKBORN)

Scorned by both drow, who call them thinbloods, and humans, who call them darkborn, half-drow face discrimination and tribulation from an early age. Those half-drow who are not crushed by persecution are forced to age into particularly strong and independent adults. Some give into bitterness from their upbringing, becoming hardened assassins or wanton killers. Others deliberately rebel against their brutal childhoods, becoming righteous warriors against evil. Either way, half-drow fight fiercely to the very last. Darkborn have the gray skin and light-colored hair of the drow but have human-looking eyes, and they have a more difficult time appearing fully elven or human than most half-elves do.

ALTERNATE RACIAL TRAIT

Darkborn characters may select the following racial trait.

Thinblood Resistance: Darkborn are accustomed to torture at the hands of their drow forebears and gain a +2 racial bonus on Fortitude saves against poison and disease, including magical diseases. Darkborn also gain the poison use ability and never risk poisoning themselves when applying poison to a weapon.

This replaces elven immunities.

DARKBORN FEAT

Darkborn have access to the following feat.

STRENGTH IN DEFEAT (COMBAT)

Half-drow tap into inner reserves, fighting even more fiercely when losing.

Prerequisites: Base attack bonus +1, darkborn half-elf.

Benefit: When reduced to half of your maximum hit points or fewer, you gain a +1 morale bonus on attack and damage rolls. This bonus increases to +2 at 8th level and to +3 at 15th level.

EKUJAE HALF-ELVES (WILDBORN)

The half-elves of the Mwangi Expanse have the dark skin of their Ekujae parents, but they tend to be closer in stature and build to their human parents, allowing wildborn to pass for human more easily than most of their fellow half-elves. These half-elves are equally at home in the wilds of the jungle or arranging trade deals in the larger Mwangi cities. While some Ekujae raise their wildborn children, others ritually turn over their half-elven offspring to specific half-elven villages within

their Mwangi nation. The adult wildborn of these villages seek out and accept any of these children who might have fallen through the cracks, raising them with respect for both the wilderness and society. Even a few half-elves from other backgrounds travel to the Mwangi Expanse to join these villages, finding acceptance they can't get anywhere else. The members of these villages protect their homes fiercely, and few dare attack them.

ALTERNATE RACIAL TRAIT

Wildborn characters may select the following racial trait.

Jungle Affinity: Wildborn gain a +4 racial bonus on Stealth checks while within jungle terrain and can move through natural difficult terrain in a jungle at their normal speed.

This trait replaces multitalented.

WILDBORN FEAT

Wildborn have access to the following feat.

SENSE ALLIES

Wildborn who grow up together are closely attuned to the presence of others and carry this skill throughout their lives.

Prerequisites: Perception 3 ranks, wildborn half-elf.

Benefit: You are aware of the location of all allies within 60 feet, even if they are hiding, invisible, or otherwise could not normally be detected.

MORDANT SPIRE HALF-ELVES (SPIREBORN)

Mordant Spire elves and humans almost never meet by accident. Their offspring, the Spireborn, only come about when Mordant Spire elves travel to human villages. Spireborn half-elves are almost always taken back to the Mordant Spire by their elven parent, and they are usually trained from youth to go on important missions outside of the Mordant Spire. Spireborn undergo both physical training and extensive education on the Azlanti. They tell no one they meet on their travels of their heritage or their top-secret duties.

ALTERNATE RACIAL TRAIT

Spireborn characters may select the following racial trait.

Mordant Envoy: Spireborn add +1 to the caster level of any transmutation spells they cast. Spireborn with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*comprehend languages*, *detect secret doors*, *erase*, and *read magic*. The caster level for these effects is equal to the Spireborn's character level.

This replaces adaptability.

SPIREBORN FEAT

Spireborn have access to the following feat.

PINCH TIME

Often having one parent with a human lifespan and one with an elven lifespan, many half-elves have a skewed perception of time, and none

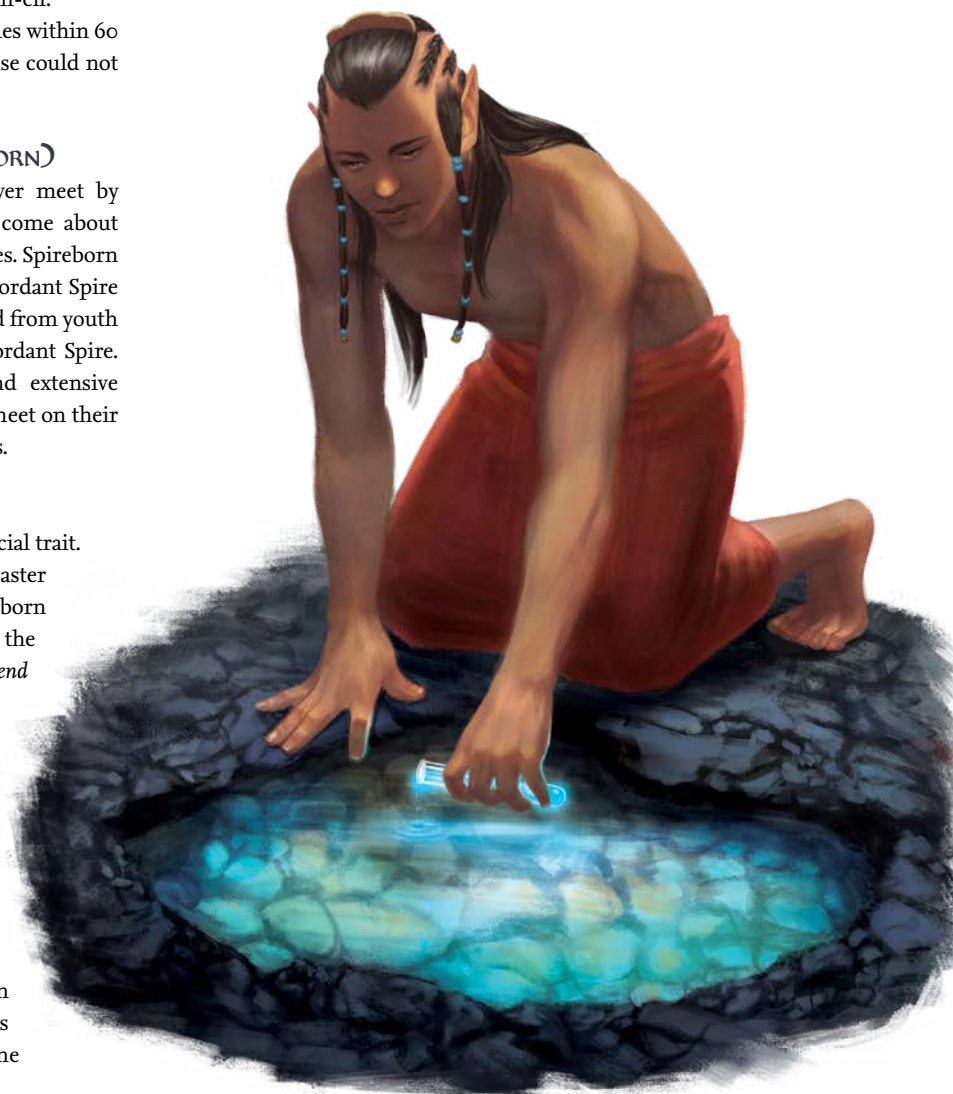
more so than the Spireborn, who also study the subject of time academically.

Prerequisites: Character level 5th, Spireborn half-elf.

Benefit: Once per day, as a standard action, you can gain the benefits of *haste* until the end of your next turn.

SNOWCASTER HALF-ELVES (SNOWBORN)

Found throughout the northern countries, snowborn are typically the children of twilight speakers—religious envoys from the normally distrustful Snowcaster clans, who consider it a sacred duty to befriend humans and other non-elves. Snowcaster clans vary in their acceptance of these children, but the average clan's seclusion from humanity and inability to understand half-elves almost invariably ends up driving the snowborn away. Twilight speakers, however, tend to enjoy a particularly close relationship with their snowborn children, and the two groups often wander together. Snowborn have their elven parents' snowy white skin and particularly sharp ears. Some Snowcaster half-elves find welcome homes among the Jadwiga and Ulfen communities, as well as the Erutaki tribes. Others wander, looking for a permanent place to belong.



ALTERNATE RACIAL TRAIT

Snowborn characters may select the following racial trait.

Cold-Honed: Snowborn can move through natural snow and ice at their normal speed and gain a +4 racial bonus on Fortitude saves to avoid nonlethal damage from cold environments.

This replaces elven immunities.

SNOWBORN FEAT

Snowborn have access to the following feat.

TWILIGHT WORDS

Snowborn half-elves often inherit their parents' incurable curiosity about other cultures and are particularly good at relating to new groups.

Prerequisites: Diplomacy 3 ranks, snowborn half-elf.

Benefit: You can attempt a Diplomacy check to improve someone's attitude even if you do not speak a common language, though the other party must still have an Intelligence of 3 or higher.

Normal: You cannot attempt a Diplomacy check to improve someone's attitude if you do not speak a common language.



RACIAL ARCHETYPES

The following racial archetype is available to half-elves.

HALF-ELF DOUBLE SCION (VIGILANTE)

Many half-elves who live in human or elven societies try to blend in, hiding their true ancestry. But deception takes a toll, and some half-elves form alternate identities to let the suppressed side of their heritage be known. This other identity can be either a force for good, enabling the half-elf to express a part of himself that has been denied to him, or for evil, with the half-elf hurting others to make up for his own pain.

Dual Heritage: A half-elf double scion appears to be an elf in one identity and a human in the other identity. He takes no penalties to Disguise checks to appear as the race that matches his current identity. The selection of which race is the social identity and which is the vigilante identity is made at 1st level and cannot be changed. Additionally, when a half-elf double scion switches from one identity to another, he is representing different aspects of his heritage rather than personality. As a result, a half-elf double scion has the same alignment in both of his identities.

This alters dual identity.

Half-Elf Double Scion Talents: A half-elf double scion can select from the following vigilante talents, in addition to general vigilante talents.

Elven Weapon Command (Ex): A half-elf double scion can wield traditional elven weapons as well as elves can. The half-elf double scion treats any weapon with the word "elven" in its name as a martial weapon, and gains Weapon Focus as a bonus feat for one such weapon.

Arrogant Strike (Ex): A half-elf double scion has a highly confident style in battle, characteristic of both humans and elves. A half-elf double scion can declare that he is using this ability at the beginning of his turn as a free action. He automatically confirms any critical hits until the beginning of his next turn. He can use this ability once per day plus one additional time at 14th level and 18th level. A half-elf double scion must be at least 10th level to select this talent.

Slick Step (Ex): A half-elf double scion can, as a move action, move 10 feet without provoking an attack of opportunity. This movement cannot pass through an opponent's square and must otherwise be a legal movement. He cannot draw a weapon during this movement.

HALF-ELF EQUIPMENT

Half-elves have developed and use the following equipment.

ELVEN PROSTHETICS

PRICE 250 GP

WEIGHT 1 lb.

The canny half-elf sometimes needs a little something extra to look like a full elf. Ear extensions make somewhat elongated half-elf ears look like sharp elf ears, and colored lenses make a half-elf's human-like eyes look like elven eyes. These accessories give a half-elf a +6 circumstance bonus on Disguise checks to resemble an elf and can be used only by a half-elf.

POISONER'S BUCKLER

PRICE 1,505 GP

WEIGHT 3 lbs.

Half-drow make these bucklers to allow for quick application of exactly the right poison in the middle of combat. This mithral buckler is painted black with three deep grooves running over the surface, each fitted with a slot that can hold a vial of poison. As a move action, the user can swipe a weapon over the surface of the buckler, coating it with a single dose of poison. The buckler can hold 3 doses of poison. If the wearer does not have the poison use ability, she faces the standard risk of poisoning herself.

HALF-ELF MAGIC ITEMS

Half-elves have access to the following magic items.

SEASHELL DIVING MASK

PRICE
6,000 GP

SLOT head

CL 3rd

WEIGHT 3 lbs.

AURA faint conjuration

This striped pink conch shell has thin leathery straps to keep it attached to the wearer's face, with a clear mask attached to the top that the wearer can see through. Prized by shoreborn pirates for searching for underwater treasure, these diving masks are popular among many different sailors. The interior of the shell holds enough air to allow the wearer to breathe underwater for 10 minutes, but the mask must then be exposed to air for 20 minutes before it can be used again to breathe underwater. The wearer gains a +4 competence bonus on Perception checks while underwater, and she can detect and attempt to identify magical auras underwater as though she had cast *detect magic*.

CONSTRUCTION REQUIREMENTS

COST 3,000 GP

Craft Wondrous Item, *air bubble* (*Pathfinder RPG Ultimate Combat* 222), *detect magic*

SOOTHING STOLE

PRICE
6,500 GP

SLOT shoulders

CL 3rd

WEIGHT 2 lbs.

AURA faint enchantment

Snowborn frequently fight off hostile enemies of both the intelligent and animalistic varieties. The smart half-elf knows that he can't lose a fight that never begins and makes every attempt to stave off combat. This white fur stole helps the wary snowborn, or anyone else, temporarily calm down opponents. While wearing this stole, the wearer gains a +2 competence bonus on Diplomacy checks to improve someone's attitude and on wild empathy checks to improve an animal's attitude. Three times per day on command, the wearer can activate the stole to gain a 20-foot radius aura of either *calm animals* or *calm emotions* for 1 minute (Will DC 13 negates). The stole also functions as cold weather clothing.

CONSTRUCTION REQUIREMENTS

COST 3,000 GP

Craft Wondrous Item, *calm animals*, *calm emotions*

STANDING BETWEEN TWO PEOPLES

Half-elves constantly straddle the line between their elven and human heritage. Presented here are a few feats available

to half-elves who have found their own balance between these two lives.

CITYSTEP

You are as at home in the cities of mankind as your elven ancestors are within the forests.

Prerequisites: Stealth 1 rank, half-elf.

Benefit: You do not treat crowds as difficult terrain, and you gain a +5 circumstance bonus on Stealth checks when using a crowd as cover.

UNAGING

You take after your long-lived elven parent more than other half-elves. While your life-span is not any longer than usual, age weighs less heavily on your shoulders.

Prerequisites: Half-elf.

Benefit: You gain a +4 racial bonus to resist any effect that would magically age you or otherwise displace you in time. In addition, you reduce all penalties gained from magical aging by 1.

HALF-ELF SPELLS

Half-elves have access to the following spells.

FALSE AGE

School transmutation; **Level** alchemist 2, bard 2, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (fine talcum powder)

Range personal

Target you

Duration 10 minutes/level

Half-elves are accustomed to aging at a different rate from those close to them and can temporarily present themselves at a different age. Select an age category within one step of your actual age category, either older or younger. Your appearance changes to match your age for the chosen category. Your ability scores increase or decrease as appropriate for your chosen age category.

MARK OF SPITE

School necromancy; **Level** mesmerist 2, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of blood)

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

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

Half-drow take substantial pains to ensure their enemies' defeat. You must succeed at a ranged touch attack to place your mark on the victim. While the mark remains, you may injure yourself as a standard action, dealing a number of points of damage equal to 1d8 plus your Strength modifier. The recipient of the mark automatically takes twice the amount of damage that you deal to yourself, bypassing any damage reduction, immunities, or resistances.

HALF-ORCS

Half-orcs are as common as any of the major races of Golarion, but their standing in society tends to be the most tumultuous. In the areas surrounding the Hold of Belkzen, half-orcs are treated with derision and scorn by orcs. In Avistan and other countries devastated by orcs during the Age of Darkness, most humans tend to be at least a little distrustful of half-orcs, if not openly prejudiced against them. But half-orcs exist throughout Golarion, from the Crown of the World to the Mwangi Expanse, and are as

varied as the many ethnicities of both humans and orcs. Each has their own relationship with civilization as they find their way to survive, and at times thrive, in the harsh world around them.

HALF-ORC HERITAGES

Presented here are a number of alternate half-orc heritages, originally presented in *Pathfinder Player Companion: Bastards of Golarion*. Each entry provides an alternate racial trait and feat appropriate for that heritage.

DARKLANDS HALF-ORCS (GLOOMKIN)

At the end of the Age of Darkness, when light returned to Golarion, many orcs lost their footholds on the surface world and returned to the Darklands, taking their half-orc progeny with them. Of all the half-orcs, gloomkin face the harshest treatment; they are punished and abused from birth for what orcs consider the taint of their bloodline. As the bottom of the social ladder in orc society, gloomkin are assigned the task that very few orcs take on willingly: reading. They are the historians, scribes, and advisors, placing them in a key position to discover secrets and gain influence without drawing attention to themselves.

ALTERNATE RACIAL TRAIT

Gloomkin characters may select the following racial trait.

Evader: Having lived all their lives at the mercy of savage underworld creatures, some gloomkin develop an uncanny knack for finding their way around silently in the dark. While underground, Darklands half-orcs with this racial trait gain a +5 racial bonus on Survival checks to avoid becoming lost and a +1 racial bonus on Stealth checks.

This replaces intimidating.

RACIAL FEAT

Gloomkin have access to the following feat.

UNRAVELER OF SECRETS

You have a knack for learning what others would like to remain hidden.

Prerequisites: Int 15, Knowledge (history) 1 rank, gloomkin half-orc.

Benefit: You gain a +2 circumstance bonus on Knowledge (history) checks. In addition, you can cast *object reading*^{OA} once per day as a spell-like ability, attempting a Knowledge (history) check in place of an Appraise check.



DESERT HALF-ORCS (SANDKIN)

Desert half-orcs are born primarily in northern Garund and Osirion and often hold a level of esteem and self-assurance that is rare for half-orcs. Among desert orc tribes, the ability to tolerate harsh sunlight is a sign of strength, and weathering the sun is a rite of passage. Lacking their ancestors' light sensitivity, half-orcs excel at these contests of endurance and easily earn high positions within their tribes.

Desert half-orcs also fare better than most among human civilizations. The strong presence of Sarenrae's followers has led to a culture of forgiveness and understanding that is rare in other parts of Golarion, making it easier for half-orcs to thrive. Many desert half-orcs believe they are blessed by Sarenrae and become clerics or paladins of her church.

ALTERNATE RACIAL TRAIT

Sandkin characters may select the following racial trait.

Burning Assurance: Sandkin lack the chip on their shoulder that many half-orcs acquire as a result of prejudice, and their self-confidence puts others at ease. Desert half-orcs with this racial trait gain a +2 racial bonus on Diplomacy checks.

This replaces intimidating.

RACIAL FEAT

Sandkin have access to the following feat.

DAWN'S BLESSING

As a chosen of the Dawnflower, you are a beacon of hope to the faithful and a bane against the unrepentant.

Prerequisites: Ability to cast divine spells, sandkin half-orc, worshiper of Sarenrae.

Benefit: When casting divine spells in bright light, you can treat your caster level as 1 higher. In addition, your damaging spells with the fire or light descriptor deal one additional point of damage even outside areas of bright light.

JUNGLE HALF-ORCS (RAINKIN)

In the jungles of the Mwangi Expanse, the few remaining orc tribes have been largely cut off from others of their kind. Isolated since the orc empires collapsed after the Age of Darkness, only a handful of oral retellings recall the true heritage of these orcs and half-orcs, and their culture diverges greatly from other orc societies. It is said that some early Mwangi tribes participated in arranged marriages with orcs, leading half-orc children to be associated with alliances and prosperity, and true or not, half-orcs have been a major part of these orc tribes for generations. Even in the present day, many orcs are willing to pay a large dowry to bring half-orcs into their villages, and orphaned half-orcs are happily adopted.

Because they usually come from rich families, rainkin half-orcs often receive better treatment than their orc or human cousins. This can create a self-fulfilling prophecy; because half-orc children receive the best care, protection, and training, they are usually stronger and more skilled than orcs or humans, increasing the desire to have half-orcs in a tribe. While jungle half-orcs typically have great pride and self-

worth, many are also resentful of the high expectations placed on them from birth and angry to be treated like a commodity by so many. As a result, rainkin have trouble forming close bonds with non-half-orcs, so they often create close-knit groups between themselves. Some of these groups even grow large enough to break off and form their own tribes.

ALTERNATE RACIAL TRAIT

Rainkin characters may select the following racial trait.

Warded Skin: Many rainkin are protected from the power of Angazhan's worshipers by elaborate tattoos that redirect demonic magic. Jungle half-orcs with this racial trait gain spell resistance against divine magic equal to 6 + their level. Additionally, divine spells cast on them by demon worshipers have a 10% chance of failure.

This replaces orc ferocity.

RACIAL FEAT

Rainkin have access to the following feat.

GREAT EXPECTATIONS

Burdened with heavy responsibility at a young age, you must mature faster than most.

Prerequisites: Rainkin half-orc, skilled alternate racial trait (*Pathfinder RPG Advanced Race Guide* 226).

Benefit: Choose Intelligence, Wisdom, or Charisma when you take this feat. This choice cannot be changed. As an immediate action a number of times per day equal to your modifier in the chosen attribute, you can gain a +2 circumstance bonus on any skill check that uses the chosen attribute. You can use this ability after rolling, but must use it before the results of the rolls are declared.

MOUNTAIN HALF-ORCS (CRAGKIN)

Cragkin are widespread across Golarion, found across all the mountain ranges of western Avistan. Thanks to their thin frames and quick wits, mountain-born half-orcs excel at climbing and acrobatic stunts. Anything less than a vertical cliff face is traversable, and often even that isn't enough to stop them. To mountain half-orcs, obstacles are merely a foothold on their path to the top.

Mountain orcs respect bravery, and cragkin have turned fearlessness and reckless abandon into a badge of honor. By using the terrain to their advantage against less surefooted enemies, they can attack from strange angles and gain advantages with just a few quick steps. They often take near-suicidal leaps to strike enemies from above, or trick enemies into falling to their deaths by leading them down impossible paths. Despite their great skill, accidents are common in this treacherous environment, and no one is surprised if one half-orc returns after a raid and his companions do not.

Many mountain half-orcs find a place among Shoanti and Ulfen settlements, where valor in battle is highly prized. As long as they are willing to respect the traditions of their adopted clans, they usually integrate well into these societies and contribute much to the community.

ALTERNATE RACIAL TRAIT

Cragkin characters may select the following racial trait.

Cliffside Charger: Cragkin are accustomed to traveling in the steep terrain of their mountain homes. When in mountain terrain, mountain half-orcs with this racial trait can move through natural difficult terrain at their normal speed; magically altered terrain affects them normally. In addition, cragkin gain a +10-foot racial bonus to their speed while charging.

This replaces orc ferocity and weapon familiarity.

RACIAL FEAT

Cragkin have access to the following feat.

PRECIPICE STRIKE (COMBAT)

Rough mountain roads are as smooth as cobblestone to you. Enemies challenge you in your home territory at their peril.

Prerequisites: Dex 15, base attack bonus +6, cragkin half-orc.

Benefit: When you and the target of your attack are both in difficult terrain, treat the target as if he were flat-footed. In addition, if you attack a flat-footed enemy from a higher elevation (including while falling), you gain a +2 circumstance bonus on your attack roll.

WINTER HALF-ORCS (FROSTKIN)

At the Crown of the World, nomadic clans of orcs live on the frozen wastes. The winter half-orcs that live among them are treated as the runts of the pack. However, strength in numbers is vital in the north, as many young do not survive the harsh winters. Even the weakest are provided for as long as they can prove their usefulness. Sewing, cooking, and child-rearing are all valued skills, and winter half-orcs who excel at these are treated better than most. Those who would rather prove their worth through their strength do so by hunting, as ritual combat is a frowned upon waste of energy and resources.

While half-orcs are not well liked in the Linnorm Kingdoms, they may be able to find homes in the Ironbound Isles. Merchants traveling between Tian Xia and Avistan are often willing to hire on a half-orc as a guide and bodyguard across the Crown of the World. Winter half-orcs who migrate south into Irrisen can find an easier life in the growing half-orc communities, but they are unlikely to find any upward mobility unless they show skill at witchcraft.

ALTERNATE RACIAL TRAIT

Frostkin characters may select the following racial trait.

Unflinching Valor: Many fearsome arctic predators consider young frostkin easy prey, but some frostkin manage to overcome their fear and fight off these beasts while they wait for help to arrive. Winter half-orcs with this racial trait gain a +2 racial bonus on saving throws against fear effects, and a +1 racial bonus to CMD to avoid being grappled.

This replaces intimidating.

RACIAL FEAT

Frostkin have access to the following feat.

FROZEN SKIN

Rumors abound that winter half-orcs spend so much time in the snow that a thin layer of ice covers their skin.

Prerequisites: Con 15, frostkin half-orc.

Benefit: You gain cold resistance 3. If you already have cold resistance, it is increased by 3 instead.

HALF-ORC ARCHETYPES

The following racial archetypes are available to half-orcs.

FEROCIOUS HUNTER (VIGILANTE ARCHETYPE)

Half-orcs with more distant orc ancestry often look almost indistinguishable from humans, aside from a slightly greenish tint to their skin or sharp teeth. The ability to move through the world without experiencing the same discrimination many of their kin face opens doors that might otherwise be closed, yet many of these half-orcs still take great pride in their heritage and have a powerful desire to show the world that half-orcs are deserving of respect. By taking on an alter-ego that allows them to show their true colors, they can become a champion of the downtrodden and a hero among half-orcs.

Hidden Heritage (Ex): A ferocious hunter must present as human for his social identity and as a half-orc for his vigilante identity in order to gain the benefits of dual identity. He gains Pass for Human^{APG} as a bonus feat. In addition, his alignment stays the same when he switches between identities.

This alters dual identity.

Symbol of Pride: At 2nd level, a ferocious hunter gains the signature weapon vigilante talent, but must select a falchion, greataxe, or a weapon with “orc” in its name as his chosen weapon. He gains this talent regardless of his chosen vigilante specialization.

This replaces the vigilante talent gained at 2nd level.

Spirit of Ferocity (Ex): Starting at 3rd level, when using orc ferocity to continue fighting after falling below 0 hit points, a ferocious hunter fights on for a number of rounds equal to his Constitution modifier.

This replaces unshakable.

Symbol of Mastery: At 8th level, a ferocious hunter gains Improved Critical with the weapon chosen for the symbol of pride ability. His base attack bonus is equal to his vigilante level for the purpose of qualifying for Critical Focus and any feats that require Critical Focus as a prerequisite.

This replaces the vigilante talent gained at 8th level.

TERROR WEAVER (PSYCHIC ARCHETYPE)

A number of exceptional Darklands half-orcs have developed potent psychic abilities, unlocked by generations of exposure to a specific combination of mind-altering fungi and radiation. Powerful half-orc manipulators often rule smaller Darklands tribes from the shadows, but with few orcs able to match their mental acuity, their only limit is their own ambition.

Manipulation (Sp): At 2nd level, a terror weaver can cast *charm person* once per day as a spell-like ability. He can also

expend any unused spell slot of 1st level or higher to cast *charm person*. If he does so, he uses the level of the spell slot expended to determine the save DC. When a terror weaver gains this ability, if he already knows *charm person*, he can learn a different 1st-level spell in place of *charm person*, losing the old spell in exchange for the new one.

This replaces detect thoughts.

Aura of Intimidation (Sp): Because he lacks the physical prowess of most orcs, a terror weaver seeks to end fights before they start. At 9th level, he can cast *aura of doom*^{UM} as a spell-like ability once per day. He can also expend any unused spell slot of 4th level or higher to cast *aura of doom*. Casting the spell using a higher-level spell slot gives no benefit on its own, but the terror weaver can apply metamagic feats that would increase the spell level to the appropriate level. At 11th level, a terror weaver's *aura of doom* causes enemies to become frightened instead of shaken. At 19th level, it causes enemies to become panicked.

This replaces telepathic bond and the phrenic amplifications gained at 11th and 19th levels.

Persistent Nightmare (Sp): Gloomkin often suffer from lifetimes of cruelty and abuse, and a terror weaver repays that suffering back onto his tormentors. At 15th level, when he successfully casts a mind-affecting spell on a target, he can spend 2 points from his phrenic pool to afflict the target with a *nightmare* spell the next time it goes to sleep. The day after *nightmare* has taken effect, regardless of the victim's saving throw, the target takes a -2 penalty on Will saves against the terror weaver's mind-affecting spells and abilities for 24 hours.

This ability replaces the phrenic amplification gained at 15th level.

HALF-ORC COMBAT

The following combat feats are available to half-orc characters.

LEAD BY EXAMPLE (COMBAT)

You have been placed in positions of importance since a young age, and others naturally follow your example.

Prerequisites: Cha 15, half-orc.

Benefit: Whenever you confirm a critical hit in combat, all allies within 30 feet gain a +2 morale bonus on attack rolls for the next round.

SOLITARY SURVIVOR (COMBAT)

Growing up in the harsh tundra, you could rarely rely on anyone other

than yourself. Solitude has only made you stronger as you overcame insurmountable odds.

Prerequisites: Str 17, base attack bonus +4, half-orc.

Benefit: As a free action when you have no conscious allies within 30 feet of you, you can call upon your solitary prowess to enter a focused state. While in this state, your melee attacks deal an additional 1d6 points of damage. This damage is not multiplied on a critical hit. You can remain in this state for a number of rounds per day equal to your Hit Dice. These rounds do not need to be consecutive.



HALFLINGS

While their wanderlust drives them to spread across Golarion, halflings remain a people on the fringe wherever they reside. Halflings typically take on physical and cultural characteristics of the races they live alongside; this, coupled with their short stature, means that halflings are often overlooked in the societies they are a part of. Nevertheless, halflings tackle their problems with an unwavering optimism that often allows these happy-go-lucky folk to win the day.

HALFLING HERITAGES

Although halflings are prevalent throughout Golarion, some groups are further from the spotlight than others. Presented below are two less-encountered halfling groups: Segadan halflings and Song'o halflings, along with alternate racial traits that these groups often have. For more information on alternate racial traits for halflings, see *Pathfinder RPG Advanced Race Guide*.



SEGADAN HALFLINGS

Hailing from the bureaucratic Degasi city of Segada, Segadan halflings relish the comforts their prosperous city provides. The halflings of Segada nonetheless remain suspicious of Chelish settlers in the Segadan protectorates of Anchor's End and Canorus, given Chelias's history of enslaving halflings. Segadan halflings are well suited to take the attentive^{HA} alternate racial trait, as well as the festive and small quarter ally alternate racial traits described below.

Festive: Halflings who hail from Segada partake in the City of Keys' many festivals to foster a strong sense of community and bring fortune to their peers. Once per day, a halfling with this racial trait can grant an ally within 60 feet a +2 luck bonus on one skill check as a free action; this bonus can be applied after the ally's check result is determined.

This replaces sure-footed.

Small Quarter Ally: Segadan halflings most often live in the Small Quarter alongside other people of similar stature, such as gnomes. A halfling with this racial trait grants herself and all allies of the same size category within 60 feet a +1 luck bonus on saving throws against fear effects.

This replaces fearless.

SONG'O HALFLINGS

Deep in the jungles outside the former Chelish colony of Sargava in the Mwangi Expanse, the mysterious Song'o halflings avoid almost all non-Mwangi. These halflings live in temporary villages, abandoning sites when they are discovered and resettling in ever more isolated areas of the jungle. Many believe this intense aversion to outside interaction is due to early Chelish slavers settling the region and Sargava's oppression of the native Mwangi. Song'o halflings are well represented by the deep jungle^{HA} alternate racial trait, as well as the danger detection and evasive nomad alternate racial traits described below.

Danger Detection: Song'o halflings have learned to hone in on any indication of danger. Halflings with this racial trait gain a +4 racial bonus on Perception checks to notice a creature using Stealth, as well as Perception checks to notice a weapon being drawn or a hidden trap (or similar signs of danger, subject to the GM's discretion).

This replaces keen senses.

Evasive Nomad: Song'o halflings rarely grow up in one place, as they are quick to move to a new home whenever they are discovered. Halflings with this racial trait gain a +2 racial bonus on Reflex saves, but they take a -2 penalty on saving throws against fear effects.

This replaces fearless.

HALFLING MAGICAL GEAR

The following magic items are associated with halflings from the groups described above.

ELUSION CLOAK		PRICE
		3,600 GP
SLOT shoulders	CL 1st	WEIGHT 1 lb.
AURA faint illusion and transmutation		

Song'o halflings often use these cloaks to evade larger creatures in the jungles of the Mwangi Expanse. The wearer of an *elusion cloak* gains a +5 competence bonus on Stealth checks against creatures of at least one size category larger than she is. In addition, once per day as a free action when the wearer fails a saving throw against a fear effect, she can gain the benefits of *expeditious retreat* for 5 rounds or for as long as she is affected by the fear effect, whichever is shorter.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP
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Craft Wondrous Item, *expeditious retreat*

FESTIVAL GARMENT		PRICE
		2,000 GP
SLOT body	CL 1st	WEIGHT 1 lb.
AURA faint enchantment		

These magical sets of clothing can take many forms. In Segada, notable examples range from the ornate costumes of the Festival of Flowers to the flamboyant, birdlike costumes of the Waning Light Festival. When a wearer of a *festival garment* dances, he can get onlookers into a festive, celebratory mood. A wearer of a *festival garment* can attempt a Perform (dance) check instead of a Diplomacy check to influence the attitude of a humanoid creature, but only if the creature's initial attitude is unfriendly or better. In addition, if the wearer is at a festival or celebration, he gains a +5 competence bonus on Perform (dance) checks.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
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Craft Wondrous Item, *charm person*

SCATTER SLING		PRICE
		3,300 GP
SLOT —	CL 4th	WEIGHT —
AURA faint evocation		

This *+1 sling* looks mundane, but its true ability is revealed when its wielder hurls a bullet with it. Song'o halflings often use these slings to hunt hard-to-hit game. When the wielder of a *scatter sling* makes a ranged attack with the weapon using a nonmagical bullet as ammunition, she can have the bullet fragment into sharp pieces, dealing 1d3 points of piercing damage to each target in a 15-foot cone. She rolls the attack once and compares the result against the AC of each creature in the area of effect.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
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Craft Magic Arms and Armor, *shatter*

WANDERLUST MAP		PRICE
		600 GP
SLOT —	CL 3rd	WEIGHT —
AURA faint divination and transmutation		

Often used by the halflings of Segada looking to escape their insular home city and satisfy their wanderlust, these maps appear as ordinary parchment. A user of a *wanderlust map* can spend 1 uninterrupted hour holding the map and thinking about exploring a region within 1,000 miles. After this time has

passed, the *wanderlust map* turns into a detailed map of that area, granting a +5 bonus on exploration checks in that region. A *wanderlust map* shows only geographical features of a specific area. Once a *wanderlust map* has turned into a detailed map, it cannot be used to map a different region.

CONSTRUCTION REQUIREMENTS	COST 300 GP
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Craft Wondrous Item, *commune with nature*, *secret page*

SLING TRICKS

Halflings are masters of the sling, and they have learned to make use of these seemingly innocuous weapons far beyond mere stone throwing. The Equipment Trick feat first appeared in *Pathfinder Player Companion: Adventurer's Armory*.

EQUIPMENT TRICK (COMBAT)

Choose a piece of equipment, such as an anvil, boots, a cloak, a heavy blade scabbard, a sunrod, or a wondrous item. You understand how to use that piece of equipment in combat.

Prerequisite: Base attack bonus +1.

Benefit: You can use any equipment trick related to the chosen item as long as you meet the trick's prerequisites. If the item would normally be considered an improvised weapon, you can treat it as either a normal weapon or an improvised weapon, depending on which is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

SLING TRICKS

The following sling tricks are commonly used by those trained in the art of the sling. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (sling) feat to use a trick.

Charging Snare (Improved Trip): You can dash toward an opponent and use your sling to trip it up. As a full-round action, you can move up to twice your speed at a foe and attempt a trip combat maneuver. This movement follows the rules of movement during a charge. You gain a +2 bonus on the combat maneuver check, and you take a –2 penalty to your AC until the start of your second turn.

Disarming Lash (Improved Disarm): You can lash out with your sling to ensnare an opponent's weapon and pull it away. When you perform a disarm combat maneuver while wielding a sling, you can use your Dexterity modifier in place of your Strength modifier to determine your CMB.

Hurl Splash Weapon (Far Shot, Throw Anything): You can fling a splash weapon with your sling to great effect. As a full-round action, you can use your sling to hurl a splash weapon as a ranged touch attack with a range equal to half your sling's range. This trick does not work with an alchemist's bombs.

Pouch Bandage (Heal 5 ranks): You can rapidly wrap your sling around an ally's wound, stanching the flow of blood. When you or an ally within your reach has the bleed condition, as a standard action, you can bind the wound, stopping the bleed damage from one bleed effect; any other bleed effects still deal their bleed damage.

OTHER OUTLIERS

Myriad peoples populate Golarion, and members of innumerable less-populous races remain on the fringes of common knowledge. Other groups may be common in some areas but exist only in little-known enclaves elsewhere. From the winged strix of Devil's Perch in Cheliax and the goblin tribes that were pushed back into the Darklands during the Goblinblood Wars to the skinwalkers of Arcadia, who straddle the line between humanity and animal, there are countless unique groups throughout Golarion who have their own stories to tell. Presented below are just a few examples of such peoples.

TIAN RATFOLK

Ratfolk are commonly found in colonies and caravans across the arid deserts of Avistan and Casmaron, but the ratfolk on the continent of Tian Xia lurk deep beneath the earth. About 500 years ago, the ratfolk of Diguodashu in the Darklands realm of Sekamina rose from their subterranean kingdom in a war against Imperial Lung Wa. The ratfolk managed to seize control of several cities before the Imperial Army drove them back into Sekamina and closed off as many known entrances into the Darklands as they could with earth magic. Today the ratfolk of Tian Xia are spread throughout the Darklands, most notably in Sekamina and the Deepmarket beneath the metropolis of Goka. An exception is the aboveground City of Whistling Swords, the name given to the ruined first capital of Kwanlai, which is rumored to be ruled by an underworld dragon that was exiled to the surface. The ratfolk of the City of Whistling Swords share the city with oni and other spirits.

GUNPOWDER BOMBARDIER (NINJA ARCHETYPE)

Ratfolk assassins and other ninjas with an affinity for gunpowder demonstrate masterful control of bombs, using the explosives to inflict major damage or impair their foes.

Gunpowder Bomb (Ex): At 2nd level, a gunpowder bombardier can expend 1 ki point to throw a gunpowder bomb at a grid intersection as a ranged attack against AC 5 with a range of 20 feet. The gunpowder bomb deals 1d6 points of bludgeoning damage to all creatures in a 10-foot-radius burst, which can be increased to 20 feet by spending 1 additional ki point. A creature in the bomb's radius can attempt a Reflex save (DC = 10 + half the gunpowder bombardier's ninja level + her Dexterity modifier) for half damage. At 5th level and every 2 levels thereafter, the bomb's damage increases by 1d6, to a maximum of 9d6 points of bludgeoning damage at 19th level.

This alters ki pool and replaces the ninja trick gained at 2nd level.

Explosive Impairment (Su): At 4th level, a gunpowder bombardier can imbue her gunpowder bombs with impairing effects. By spending 1 additional ki point when she throws a gunpowder bomb, the gunpowder bombardier can cause her bomb to inflict one of the following conditions, in addition to dealing its normal damage, for a number of rounds equal to half her ninja level: dazzled, deafened, entangled, or shaken. At 8th level, she adds nauseated and stunned to the list of conditions her bombs can inflict. A creature that succeeds at the Reflex save to halve the damage also negates the condition inflicted by the gunpowder bomb.

This replaces uncanny dodge.

Delayed Explosive (Ex): At 8th level, a gunpowder bombardier can plant a gunpowder bomb and delay its explosion. As a standard action, the gunpowder bombardier can place a gunpowder bomb—adding effects as she would if she were throwing the gunpowder bomb, and spending the requisite ki points—and specify a number of rounds after which the bomb will detonate, up to a maximum number of rounds equal to the gunpowder bombardier's ninja level. If the bomb is touched or moved by another creature, it detonates immediately. The gunpowder bombardier can have only one delayed explosive active at a time; planting another gunpowder bomb renders the previous bomb inert.

This replaces improved uncanny dodge.

RATFOLK NINJA TRICKS

The following ninja tricks are available to ratfolk, as they were developed by the ratfolk of Tian Xia to complement their natural talents.

Arcane Backfire (Su): When a ninja with this trick successfully attacks a creature that is holding a magic item that has a number of charges or uses per day, she can attempt a Use Magic Device check (DC = 20 + the item's CL) to cause the item to lose either one daily use or a number of charges equal to the number of the ninja's sneak attack dice.

Swarming Attack (Ex): Ratfolk ninjas use their large numbers to overwhelm their enemies with countless attacks. While using the swarming racial trait to share a space with an ally, a ninja with this talent gains a bonus on damage roles equal to the number of sneak attack dice her ally has. For example, a ninja would gain +3 damage if her ally has sneak attack 3d6.

OUTSEA

The settlement of Outsea is a bizarre environment: a saltwater oasis for merfolk and sahuagin in the freshwater River Kingdoms. Centuries ago, a sahuagin nation from the Inner Sea mobilized a city-sized saltwater bolus for an overland assault on a merfolk state located near modern-

day Korvosa. The merfolk learned of this ambitious plan and sent an elite group of soldiers in saltwater tanks to intercept the ocean-bubble. The two sides clashed in Lake Encarthan and eventually worked their way up into what is now the River Kingdoms. In this battle, many of the wizards maintaining the sahuagin's briny mobile fortress perished, and the two sides ended up stranded hundreds of miles from any ocean. Begrudgingly putting aside their grievances, the merfolk and sahuagin worked together to prevent their mutual extinction, holding back the fresh water with spells and building the settlement of Outsea to serve as a permanent home. Now Outsea is a thriving city, home to all kinds of peoples. Centuries of coexistence have worn down the merfolk and sahuagin's hatred for each other, and now they live and work together in peace.

Presented below are alternate racial traits available to merfolk and sahuagin inhabitants of Outsea.

Outsear Merfolk: Outsear merfolk can take the unexpected ally alternate racial trait described below.

Unexpected Ally: Outsear merfolk have grown to live and cooperate with an ancestral enemy. Merfolk with this racial trait gain a +2 bonus on Diplomacy checks to influence a creature's attitude. In addition, merfolk with this racial trait gain a +1 racial bonus on checks to perform the aid another action.

This replaces low-light vision.

Outsear Sahuagin: Outsear sahuagin can take the sahuagin song and stoic defender alternate racial traits described below.

Sahuagin Song: While Outsear sahuagin typically don't have a history of music, over the years the merfolk of the city have shared their love of song with them. Sahuagin with this racial trait gain a +2 racial bonus on Perform (sing) checks and a +1 racial bonus on saves against language-dependent effects.

This replaces speak with sharks.

Stoic Defender: Outsear sahuagin have learned to control their aggression, standing as reliable guards of the city they are proud to call home. Once per day when a sahuagin with this racial trait takes damage, he can focus on remaining steadfast for the good of Outsea. For 1 minute, the sahuagin gains a +2 racial bonus to AC and a +2 racial bonus on Will saves.

This replaces blood frenzy.

SAHUAGIN BLOOD FRENZY STYLE

Through centuries of coexistence, the sahuagin of Outsea have learned to live with those they used to perceive as enemies. Although they have learned to control their bouts of rage, Outsear sahuagin nonetheless retain the knowledge of their people's infamous ability to take grievous injury and turn it into a frenzied assault—a combat style known as blood

frenzy style. Outsear sahuagin occasionally teach this style to others who want to harness the power of their own pain.

BLOOD FRENZY ASSAULT (COMBAT)

The scent of blood intensifies your fury, and every wound you tear into your foes increases both your drive and ability to wreak havoc.

Prerequisites: Str 17, Blood Frenzy Strike*, Blood Frenzy Style*, Bloody Assault^{APG}, Improved Unarmed Strike, Power Attack, base attack bonus +6, aquatic subtype.

Benefit: While you are using Blood Frenzy Style, when you make a full attack, you can make an additional unarmed or natural weapon attack for each enemy within your reach that is affected by a bleed effect. Until your next turn, you take a -2 penalty to AC for each additional attack gained in this way. In addition, the bleed damage your unarmed strikes deal from Blood Frenzy Strike increases to 2d6 points of bleed damage.

BLOOD FRENZY STRIKE (COMBAT)

Your strikes tear at an opponent's flesh, inflicting serious wounds, and you can unleash all of your pent-up rage in a single powerful blow.

Prerequisites: Str 15, Blood Frenzy Style*, Improved Unarmed Strike, Power Attack, base attack bonus +4, aquatic subtype.

Benefit: While you are using Blood Frenzy Style, when you damage an opponent with your unarmed strikes or natural attacks, you deal an extra 1d6 points of bleed damage; this bleed damage does not stack with itself. Once every 1d4 rounds, you can make an unarmed attack with a -5 penalty; if you hit, you deal an additional 2d6 points of bludgeoning damage.

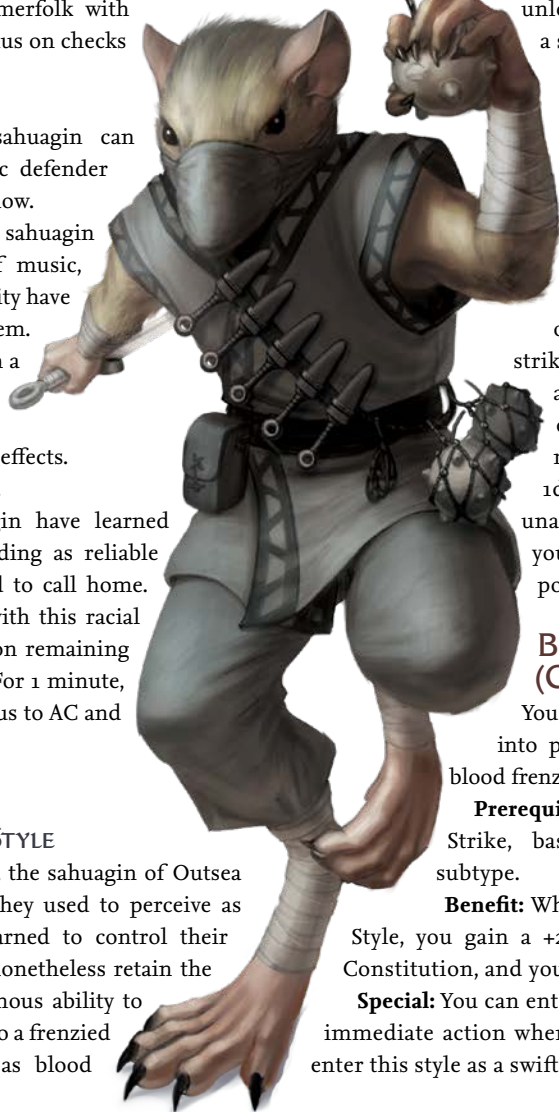
BLOOD FRENZY STYLE (COMBAT, STYLE)

You have learned to turn your pain into power, whipping yourself into a blood frenzy whenever you take damage.

Prerequisites: Str 13, Improved Unarmed Strike, base attack bonus +1, aquatic subtype.

Benefit: While you are using Blood Frenzy Style, you gain a +2 bonus to your Strength and Constitution, and you take a -2 penalty to AC.

Special: You can enter Blood Frenzy Style only as an immediate action when you take damage. You cannot enter this style as a swift action, as with other style feats.

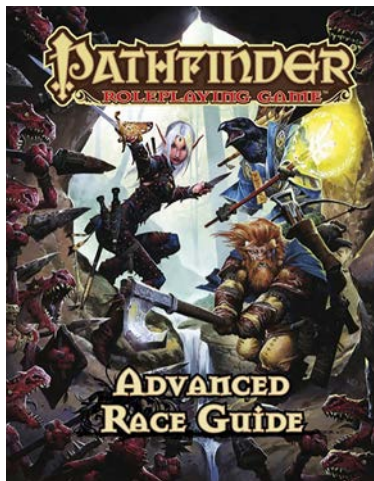


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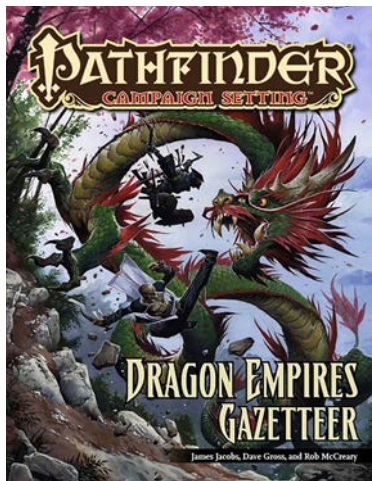
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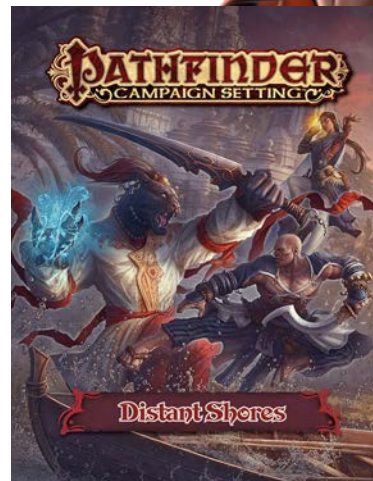
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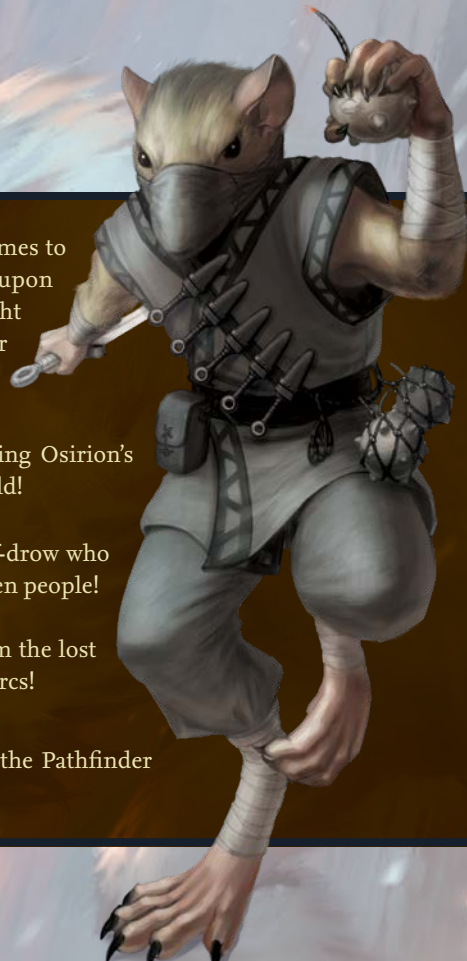
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