

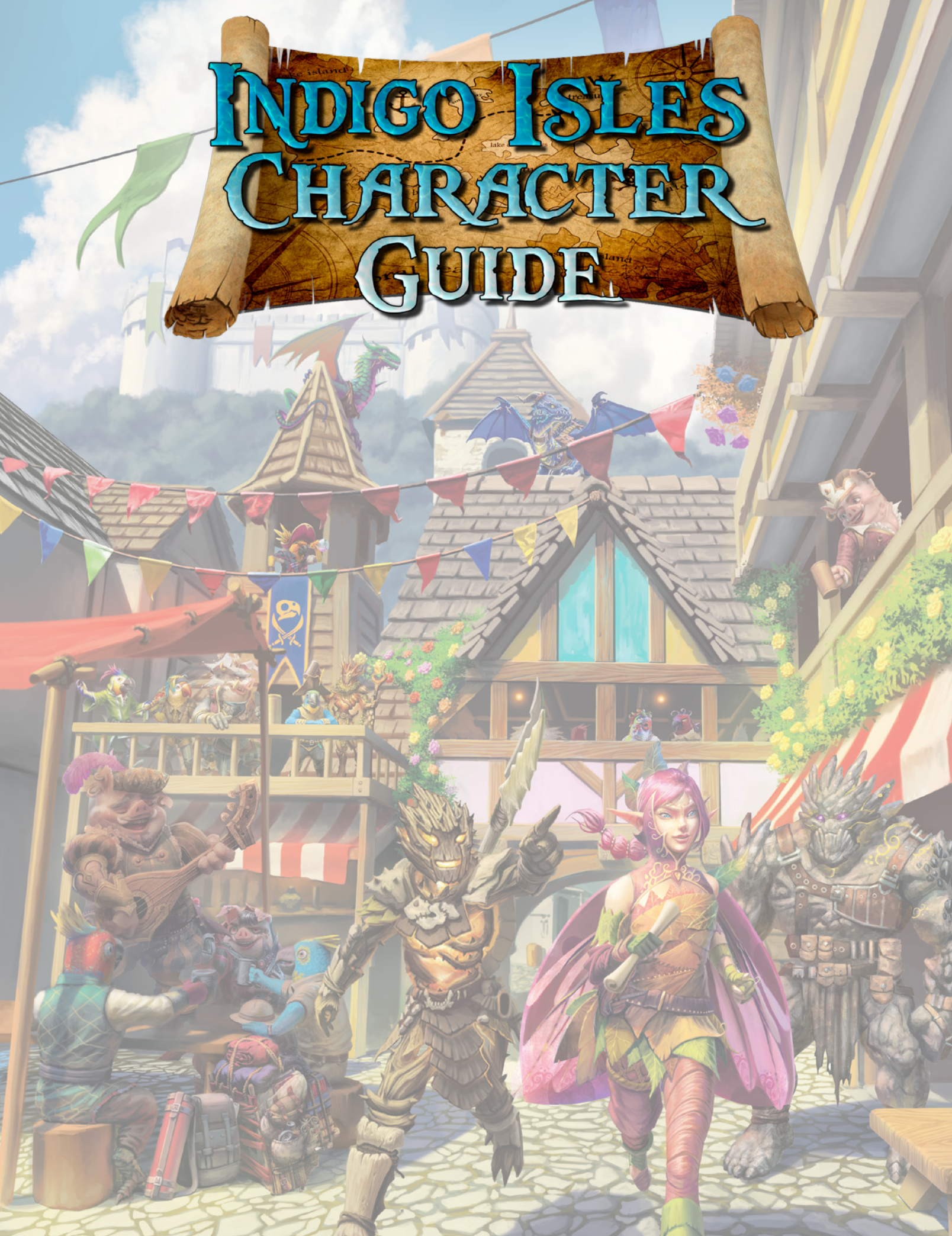
INDIGO ISLES CHARACTER GUIDE

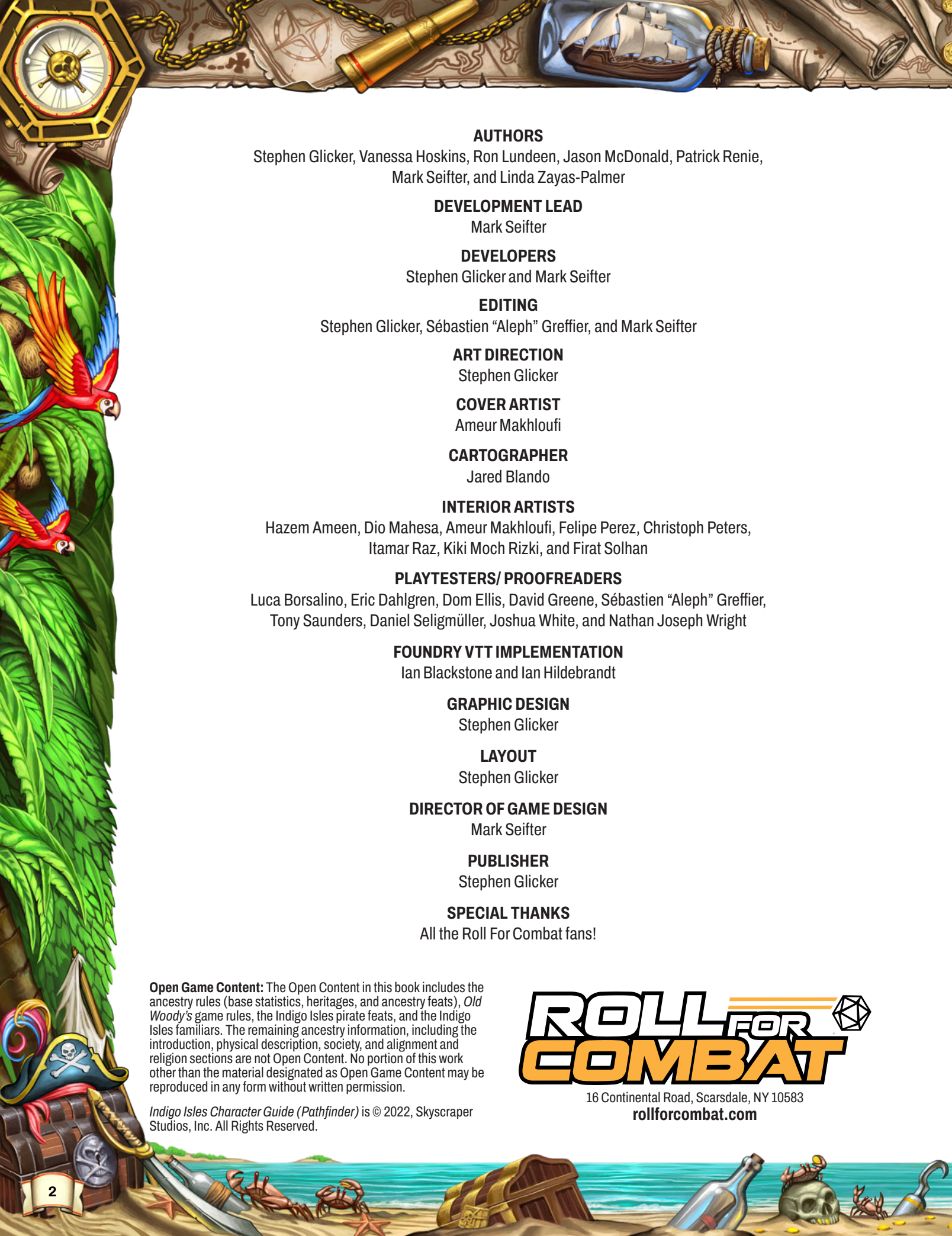
Stephen Glicker, Vanessa Hoskins, Ron Lundeen,
Mark Seifter, and Linda Zayas-Palmer

**ROLL FOR
COMBAT** 

PATHFINDER
COMPATIBLE

INDIGO ISLES CHARACTER GUIDE





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Open Game Content: The Open Content in this book includes the ancestry rules (base statistics, heritages, and ancestry feats), *Old Woody's* game rules, the Indigo Isles pirate feats, and the Indigo Isles familiars. The remaining ancestry information, including the introduction, physical description, society, and alignment and religion sections are not Open Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

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ROLL FOR COMBAT

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The Isles

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Firstly, the island of Farlight is a small, rocky islet with a single, tall, thin tower. It is surrounded by a shallow reef and is the only place on the island where a ship can anchor. The island is known for its rare, glowing mushrooms that grow in the shadows of the tower.

Secondly, the island of Kracken is a large, forested island with a central mountain range. It is known for its dense, dark forests and the many legends of a giant kraken that lives in the deep waters around the island. The island is also home to many rare and exotic plants and animals.

Thirdly, the island of Rumlank is a large, fertile island with a central mountain range. It is known for its rich soil and the many legends of a giant dragon that lives in the deep waters around the island. The island is also home to many rare and exotic plants and animals.

Moreover, the island of Molmist is a small, rocky islet with a single, tall, thin tower. It is surrounded by a shallow reef and is the only place on the island where a ship can anchor. The island is known for its rare, glowing mushrooms that grow in the shadows of the tower.

Goldcrop Isle

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view

Crest

Molmist

Farlight

Kracken

Rumlank

Blando


Not to Scale





Chochori

Chochori are amphibious coral people who have a complex culture with their own unique social groupings, life cycle, and way of looking at the world, distinct from other ancestries.



In chochori society, there are as many myths, legends, and tales of the ancestry's birth as there are storytellers with willing audiences, with few common themes. Were chochori created by the Balance's deity of water? Or perhaps they are older than the Balance itself, the children of a powerful and ancient water eldamon. While their earliest history is shrouded in mystery, chochori keep excellent records of what has come after, making their undersea libraries inscribed into shell or other durable materials the envy of other aquatic civilizations. The name chochori comes from the chochori word "cho," meaning all, and "chori." "Chori" is the plural of the singular "chora," indicating a subdivision of chochori with a nuanced meaning that is difficult to translate into a single word.

While each chochori is an individual, a chochori's body is made up of a network of nearly identical polyps, with subtle differences that allow them to perform specialized tasks. Because of this plural nature, as a being composed of multiple interconnected selves working in harmony, chochori are more likely than most ancestries to be plural, a system of individuals sharing the same body. That's not to say that all chochori are plural; it's quite common to see chochori who aren't plural, as well as those of all points on the plurality spectrum, including medians, multiples, and more.

However, chochori don't have a concept of sex or gender, and they have extreme trouble understanding what either of these mean for other ancestries or why they are significant. Especially difficult for chochori are two tasks: they are supposed

to tell beings of various genders apart (g'mayuns or orpoks look the same to chochori; other than being able to distinguish individuals, they don't really notice any broader trends) and the use of gendered language, especially in languages that use gender excessively and assign them even to inanimate objects and articles.

This is because chochori don't have a gender or sex (some members of other ancestries claim that they do, but that they have a single sex, but most chochori themselves disagree, and thus most people take them at their word). Instead, chochori reproduce in one of two ways: via budding, which creates a child with many similarities to their single parent, or by spawning, where multiple chochori release polyps into the water and some combination of them mix and form infant chochori. Children after a spawning ceremony are raised communally by the chochori community and, unlike chochori born from budding, they are considered to be children of all, rather than any specific parent or parents. In most cases, it would take significant divination magic to even figure out which polyps combined to form the young chochori, and chochori would find such an intrusion offensive, especially if it came with an attempt to claim parentage or some special connection.

If you want to play a character made of coral with an amphibious lifestyle and a distinctive way of looking at the world, you should play a chochori.

You Might...

- Express a deep curiosity about the stories and mysteries of the world around you.
- Find it difficult to understand certain things that other ancestries take for granted.
- Look at everything and everyone around you through the lens of what their chora might be.



Others Probably...

- Ascribe values or characteristics to you that fit their own conception of what other ancestries are like.
- Assume that you are focused only on the world beneath the waves.
- Consider you knowledgeable about the oceans and all of their legends.

Physical Description

Chochori are beings of living coral formed into roughly humanoid shapes. Every polyp making up a chochori's body is a separate but extremely similar component, with different physical features as necessary to serve as part of the chochori's collective body. In this way, they are a single living being made up of a colony of individual components. Those who study chochori biology in a cursory fashion and learn this fact sometimes try to stare at chochori to see if they can find some kind of "seams" or "divisions" between the chochori's different polyps, but they are all connected so seamlessly that it is incredibly difficult to detect with the naked eye.

Chochori adorn and offer to do the same to others for whom they hold affection with all sorts of colorful marine objects (and sometimes even tiny creatures), in a style that makes them look almost like a living coral reef. Chochori tend to add to their adornments as they accomplish deeds, and others who care for them gift them adornments in similar circumstances. This can cause a truly accomplished chochori to have an extremely colorful and eclectic look. Furthermore, some members of other ancestries don't understand where the coral body of a chochori ends and the ornamentation begins, leading them to misunderstand the chochori's true appearance or even causing them to be unable to recognize an extremely familiar chochori with their ornamentation removed or significantly increased. Chochori with a parent, those born from budding rather than spawning, have a deep physical similarity to their parent, but due to the ornamentation, they often have a visual appearance so distinctive that no chochori would confuse them. However, a chochori who intentionally created or pilfered adornments with the explicit purpose of impersonating their parent would have a particularly easy time fooling an onlooker's eyes.

Society

Chochori society is built around many different dichotomies and tends toward a societal structure they call a choriste, which surface ancestries consider somewhat similar to a "chiefdom," in that it's a mostly collective culture that also includes a small number of hereditary leaders, or a "clan," in that most or all members bear a relationship with each other by lineage. Chochori leaders are the descendants of chochori heroes. Any kind of hero can become a chochori leader, but often those who have hereditary magical or physical gifts, such as sorcerers, have the longest-lived line of leaders. This is because chochori leaders typically reproduce via budding, asexual reproduction with a single parent, passing the mantle of hero-leader on from parent to child. Sometimes old heroic lines die off, and new heroes are born to take their place. Most other chochori reproduce nearly exclusively via spawning, releasing tiny polyps into a common area where they recombine together and form new young chochori. These young chochori born from spawning are raised communally by the chochori settlement or group as a whole, and they don't consider any particular chochori to be more their "parents" than any others. Chochori other than leaders sometimes also reproduce via budding for various reasons, but chochori society considers such a thing unusual and potentially self-absorbed.

RARITY

Uncommon

HIT POINTS

8

SIZE

Medium

SPEED

20 feet

Swim 30 feet

ABILITY BOOSTS

Constitution

Free

LANGUAGES

Common

Chochori

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Draconic, Ignan, G'mayun, Sylvan, Terran, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Amphibious

Chochori

Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

CHORA

You have one of seven chora (see pages 6-8), which can affect your feats.

HYDRATION

While you amphibious, your body requires you to return to aquatic environments at least once in a 24-hour period. You must submerge in water in order to rehydrate your water-acclimated skin. If you fail to do this, your skin begins to crack and your gills become painful. After the first 24 hours outside of water, you take a -1 status penalty to Fortitude saves. After 48 hours, you struggle to breathe air and begin to suffocate until returned to water.



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Ancestries

Chochori

Galtzagorri

G'mayun

Hardrigger

Kragrak

Orpok

Wildfire

Leshy

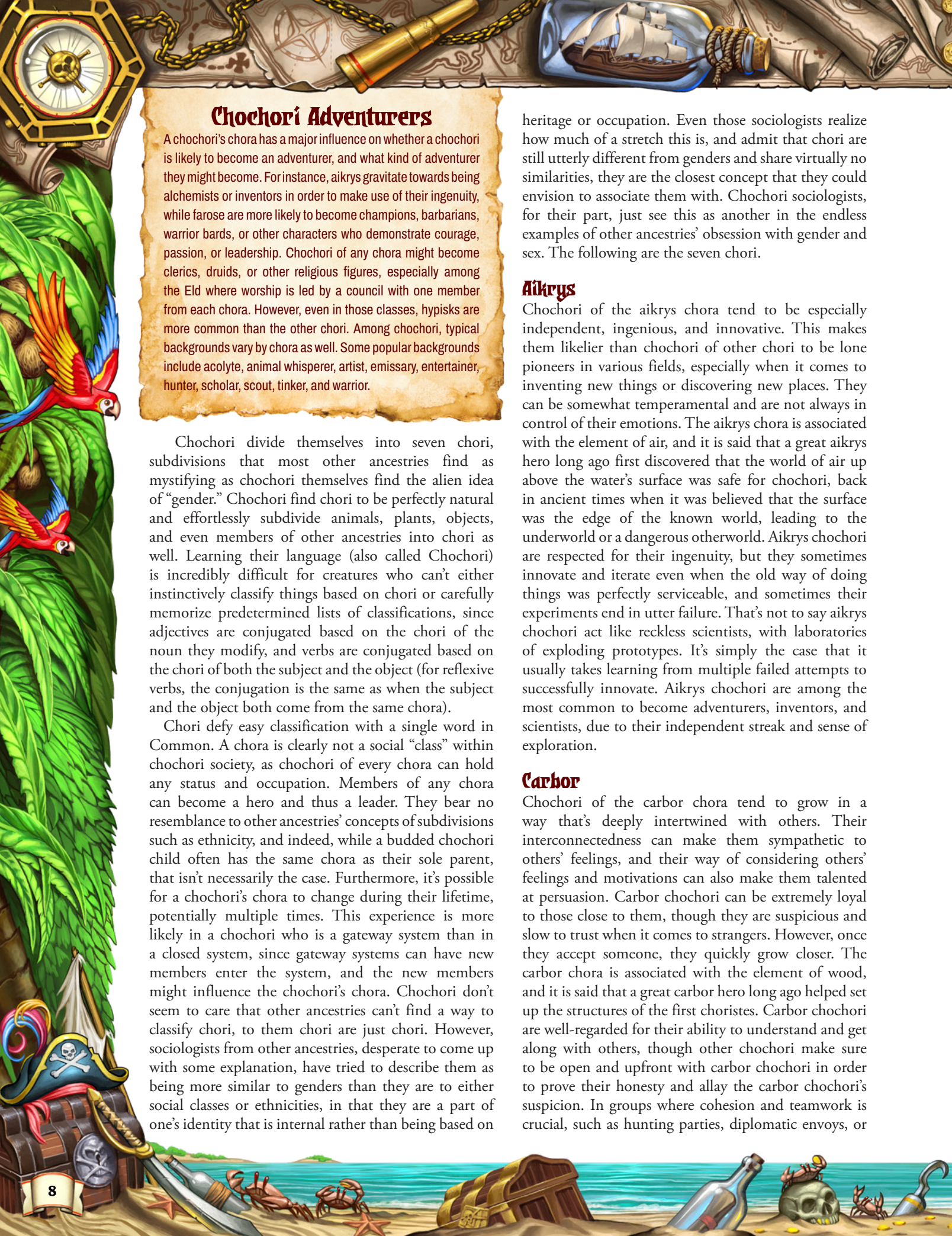
The Balance

Indigo Isles Familiars

Pirates of the Indigo Isles

The Legend of Old Woody





Chochori Adventurers

A chochori's chora has a major influence on whether a chochori is likely to become an adventurer, and what kind of adventurer they might become. For instance, aikrys gravitate towards being alchemists or inventors in order to make use of their ingenuity, while farose are more likely to become champions, barbarians, warrior bards, or other characters who demonstrate courage, passion, or leadership. Chochori of any chora might become clerics, druids, or other religious figures, especially among the Eld where worship is led by a council with one member from each chora. However, even in those classes, hypisks are more common than the other chori. Among chochori, typical backgrounds vary by chora as well. Some popular backgrounds include acolyte, animal whisperer, artist, emissary, entertainer, hunter, scholar, scout, tinker, and warrior.

Chochori divide themselves into seven chori, subdivisions that most other ancestries find as mystifying as chochori themselves find the alien idea of "gender." Chochori find chori to be perfectly natural and effortlessly subdivide animals, plants, objects, and even members of other ancestries into chori as well. Learning their language (also called Chochori) is incredibly difficult for creatures who can't either instinctively classify things based on chori or carefully memorize predetermined lists of classifications, since adjectives are conjugated based on the chori of the noun they modify, and verbs are conjugated based on the chori of both the subject and the object (for reflexive verbs, the conjugation is the same as when the subject and the object both come from the same chora).

Chori defy easy classification with a single word in Common. A chora is clearly not a social "class" within chochori society, as chochori of every chora can hold any status and occupation. Members of any chora can become a hero and thus a leader. They bear no resemblance to other ancestries' concepts of subdivisions such as ethnicity, and indeed, while a budding chochori child often has the same chora as their sole parent, that isn't necessarily the case. Furthermore, it's possible for a chochori's chora to change during their lifetime, potentially multiple times. This experience is more likely in a chochori who is a gateway system than in a closed system, since gateway systems can have new members enter the system, and the new members might influence the chochori's chora. Chochori don't seem to care that other ancestries can't find a way to classify chori, to them chori are just chori. However, sociologists from other ancestries, desperate to come up with some explanation, have tried to describe them as being more similar to genders than they are to either social classes or ethnicities, in that they are a part of one's identity that is internal rather than being based on

heritage or occupation. Even those sociologists realize how much of a stretch this is, and admit that chori are still utterly different from genders and share virtually no similarities, they are the closest concept that they could envision to associate them with. Chochori sociologists, for their part, just see this as another in the endless examples of other ancestries' obsession with gender and sex. The following are the seven chori.

Aikrys

Chochori of the aikrys chora tend to be especially independent, ingenious, and innovative. This makes them likelier than chochori of other chori to be lone pioneers in various fields, especially when it comes to inventing new things or discovering new places. They can be somewhat temperamental and are not always in control of their emotions. The aikrys chora is associated with the element of air, and it is said that a great aikrys hero long ago first discovered that the world of air up above the water's surface was safe for chochori, back in ancient times when it was believed that the surface was the edge of the known world, leading to the underworld or a dangerous otherworld. Aikrys chochori are respected for their ingenuity, but they sometimes innovate and iterate even when the old way of doing things was perfectly serviceable, and sometimes their experiments end in utter failure. That's not to say aikrys chochori act like reckless scientists, with laboratories of exploding prototypes. It's simply the case that it usually takes learning from multiple failed attempts to successfully innovate. Aikrys chochori are among the most common to become adventurers, inventors, and scientists, due to their independent streak and sense of exploration.

Carbor

Chochori of the carbor chora tend to grow in a way that's deeply intertwined with others. Their interconnectedness can make them sympathetic to others' feelings, and their way of considering others' feelings and motivations can also make them talented at persuasion. Carbor chochori can be extremely loyal to those close to them, though they are suspicious and slow to trust when it comes to strangers. However, once they accept someone, they quickly grow closer. The carbor chora is associated with the element of wood, and it is said that a great carbor hero long ago helped set up the structures of the first choristes. Carbor chochori are well-regarded for their ability to understand and get along with others, though other chochori make sure to be open and upfront with carbor chochori in order to prove their honesty and allay the carbor chochori's suspicion. In groups where cohesion and teamwork is crucial, such as hunting parties, diplomatic envoys, or

adventuring groups, carbor chochori excel as members, so long as they have time to warm up to the group before a high-stakes mission.

Farose

Chochori of the farose chora tend to be courageous and confident. That's not to say they never feel any sort of doubt or fear, or that they act recklessly. It simply means they are able to continue onward in the face of such fears and doubts with exceptional resolve. They can be enthusiastic in the pursuit of their passions and goals, which is generally a good thing, but can make them impatient when a goal is delayed, especially by delays they feel are unnecessary or pointless. Their brave and decisive attitude can also be seen as aggressive. The farose chora is associated with the element of fire, and it is said that a great farose hero long ago fought back terrifying ancient evils that arose from deep under the sea, ensuring the safety of their homeland. Farose chochori are lauded for their bravery and leadership, but sometimes viewed with anxiety for their tendency towards impatient, aggressive, and occasionally rash solutions to obstacles in their path. No one wants to be seen as an obstacle to a farose chochori. Farose chochori have a tendency to volunteer for fast-paced and dangerous tasks that other chochori would balk at facing. This also includes violent professions such as soldiers or adventurers. They often find roles allowing for leadership or decision-making easier to handle than those where they might have to wait and stew for a decision to be made.

Hypisk

Chochori of the hypisk chora tend to be gentle and artistic, with a calm eye towards the bigger picture and the inner beauty hidden within everyday things. They often have a rich inner world, with deep and expressive dreams. The hypisk chora is associated with the element of water, and it is said that a great hypisk hero long ago had prophetic dreams that led the people of that time to discover rich lands of plenty in which to live and build their settlements. Hypisk chochori are seen as wise for their ability to understand the larger context of things and look past the surface level. However, due to their inner contemplations, they are sometimes seen as reserved or distant, almost as if they're looking past you or through you. Still, they tend to be as sociable as most other chori, so they don't have a reputation for being shy, as vergiss chochori do. Hypisk chochori excel at artistic and creative tasks or those that require deeper reflection and wisdom. They are less likely than chochori of most other chori to become adventurers or other violent occupations.

Jamambri

Chochori of the jamambri chora tend to be quick-thinking and adaptable, able to react extremely quickly and effectively to all sorts of unusual situations. They are often extremely curious, which, when combined with their quick thinking, means that they flit about from curiosity to curiosity, enjoying each one until their inquisitive nature inspires their interest in something else. The jamambri chora is associated with the element of electricity (chochori see electricity as an element, as it is one of the elements in the ancient religion known as the Eld), and it is said that a great jamambri hero long ago was the first to react when chochori of that era met other ancestries, adapting to their strange ways and obsession with incomprehensible concepts like sex



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Ancestries

- Chochori
- Galtzagorri
- G'mayun
- Hardrigger
- Kragrak
- Orpok
- Wildfire
- Leshy

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Pirates of the Indigo Isles

The Legend of Old Woody



Chochori Settlements

Chochori settlements tend to be relatively small by the standards of ancestries that build giant metropolises, though chochori see those other ancestries as building settlements that are pointlessly large. Typically, new settlements are formed after the advent of a new chochori hero or heroes, and their lines become the settlement's new leaders. Chochori settlements are places of great learning under the sea, and they are often sought out by other aquatic or amphibious ancestries seeking old tales or new ideas alike.

and gender. Jamambri chochori are seen as particularly cunning and able to land on their feet in any situation. However, they can also be seen as fickle, mercurial, and flighty due to their ever-changing interests. Jamambri chochori often change their occupation many times throughout their lives, and they try a little bit of everything at least once, except for jobs that require mindless repetition or labor. Jobs with a large number of disparate, quickly-changing tasks or challenges, such as adventuring, are especially popular among jamambri chochori.

Terath

Chochori of the terath chora tend to be patient and equanimous, willing to bide their time and take things slowly if necessary. They are more likely to place extreme value on a promise and oath and to always keep their word. Terath chochori's patience contrasts with both farose chochori's impatience and jamambri chochori's short attention spans. This doesn't lead to any antagonism between terath chochori and those of the other two chori, however. Instead, it allows them to work together well, with each lending their strengths to cover the other's weaknesses. For instance, most terath chochori appreciate the quick thinking of jamambri chochori, while for their part, the majority of jamambri chochori are all too happy to have someone else who is not just willing but eager to perform slow-paced and repetitive work. The terath chora is associated with the element of earth, and it is said that a great terath hero long ago discovered aquaculture, allowing chochori to have a steady, consistent food source through low, careful planning, rather than being subject to the whims of a poor hunting season. Terath chochori are seen as exceptionally reliable due to their tendency to remain calm and patient, and to always keep their promises, even if it requires great persistence to do so. However, their stalwart refusal to back down can sometimes give them a reputation for being stubborn. Once a terath chochori has made a decision, their tendency to stick to it no matter what can be either a virtue or a vice, depending on the situation. Terath chochori often

prefer jobs where they can take their time and get everything perfect, rather than those where they have to make split-second decisions or otherwise act extremely quickly.

Vergiss

Chochori of the vergiss chora tend to be analytical and practical, looking at problems from various different perspectives and logically breaking them down into smaller problems in order to solve them. They tend to take things seriously and to keep to themselves, able to relate more easily to logic, mathematics, and other things that follow expected patterns than they are to other people, with their unpredictable moods and whims. The vergiss chora is associated with the element of ice (chochori see ice as an element, as it is one of the elements associated with the ancient religion known as the Eld), and it is said that a great vergiss hero long ago developed the complex mathematics that chochori have used across the ages to research physics and other advanced topics. Vergiss chochori are seen as serious and intellectual and are respected for their logical way of thinking. However, they are often also viewed as shy or introverted. Chochori of other chori might approach a vergiss chochori cautiously and politely when starting a conversation without a predetermined structure for the socialization, out of respect for what they guess to be the vergiss chochori's preferences. Vergiss chochori aren't usually quick to blame others either way. However, while they tend to judge others with exceptional grace and consideration, when it comes to themselves they often hold impossibly high standards, leading them to be extremely self-critical at times. Vergiss chochori's tendency to be introverted doesn't mean that they prefer to work alone, though that's true for some vergiss chochori. Most, however, enjoy working with others nearby as long as the other people are also quietly working and leave them alone with their thoughts so they can concentrate on their own work. They prefer tasks involving intellect, logic, and rationality. This sometimes leads to occupations that are similar to those preferred by aikrys chochori, but while an aikrys scientist is more likely to pioneer a novel research field, a vergiss scientist will usually be the one methodically and logically filling in the conceptual holes left behind during the aikrys chochori's rush to innovate something new.

Alignment and Religion

Chochori tend to have a complicated relationship with alignment that leads to them tending more towards neutral, or alignments at most one step from neutral. This is especially true for chochori who are systems, as the varying perspectives of the differing members of

the system make it less likely for the chochori to settle on one of the more extreme alignments. Some of the different chori have mild tendencies towards law or chaos. Aikryrs, farose, and jamambri are slightly more likely to be chaotic, and carbor, terath, and vergiss are slightly more likely to be lawful. Hypisk don't tend either way.

While many chochori worship any of the various deities of the Balance, much like the other ancestries of the Indigo Isles, a significant number of chochori still worship the ancient elemental religion known as the Eld, which predates the coming of the gods of the Balance to Alacar. Chochori adherents of the Eld consider the seven chori to be manifestations of the Eld and its various different elements, and they tend towards religious structures involving councils of seven high priests, one from each chora.

Names

Chochori names tend to be simple and to the point. They almost always contain one letter from their chora in the Chochori alphabet, which is added when they determine their chora during an early coming of age ceremony. It's important to note that some sounds that use two letters in other alphabets, like the "th" in Terath or the "ch" in cho and chora, are a single letter in the Chochori alphabet. When a chochori changes their chora, they also change the letter they added to one from the new chora, unless the letter was present in both chori.

However, chochori generally don't share their personal name except with those they deeply trust, and it's a sign of deep intimacy in chochori culture to do so. Instead, they give acquaintances or new people they've just met an accomplishment name based on their profession or lifestyle, generally based on the most difficult challenge they have ever overcome. For example, a hunter who hunted the seaworm Ripplefang as their mightiest prey might gain the hunter-name Ripplefang, or Seaworm, while a mathematician whose greatest accomplishment was writing a proof that solved the Paradox of Arrows might take the mathematician-name Arrows, Paradox, or Paradox of Arrows. On the other hand, a diplomat whose most impressive achievement was to negotiate the Treaty of Oyster's Rest could have the diplomat-name Treaty of Oyster's Rest.

Sample Personal Names

Avar, Belkri, Erpo, Intha, Lofa, Osmo, Pivo.

Sample Accomplishment Names

Banquet of Kings, Concert of the Flowing Tides, Law of Viscosity, Longjaw, Paradox of Arrows, Ripplefang, Treaty of Oyster's Rest.

Chochori Heritages

Chochori have distinctive features based on the polyp or polyps from which they are born, completely distinct from the chora they will identify as their own later in life. Choose from one of the following chochori heritages at 1st level.

Depthfarer

You are descended from chochori trailblazers who explored the darkness of deep ocean trenches, gaining eyesight capable of seeing even without the use of light. You gain darkvision.

Eldheart

You have a deeper connection to the element associated with your chora than is normal for a chochori, and some say you might even be blessed by the Eld. You gain a +2 circumstance bonus on all saving throws against effects with the trait matching your chora's element (the air trait for aikryrs, the plant trait for carbor, the fire trait for farose, the water trait for hypisk, the electricity trait for jamambri, the earth trait for terath, or the cold trait for vergiss). You also gain a +2 circumstance bonus on Diplomacy checks to Make an Impression against creatures with that trait and to Perception checks against creatures with that trait. If your chora later changes during a major life transition, your benefits change to match your new chora.

Landwalker

You've adapted yourself to make it easier to spend more of your life on land, rather than underwater. You don't have the hydration ability, allowing you to breathe as easily on land as underwater, for an unlimited amount of time. Your land Speed is 25 feet, but your swim Speed is only 15 feet.

Tendriltweaver

You have tiny tentacles growing out of your body that can deliver a mild, fast-acting venom to your opponents. These many tentacles are extremely small, and they aren't substantial enough to cause physical damage or to move or hold anything. You gain a tentacle unarmed attack that deals 1d4 poison damage. Your tentacle is in the brawling weapon group and has the agile, finesse, and unarmed traits.

Wavespeaker

When you speak to the waves around you, it almost feels like they can speak back to you, warning you of all sorts of nearby creatures and objects in motion. You gain imprecise wavesense with a range of 30 feet, allowing you to sense motion in the water around you. You also gain a +2 circumstance bonus to locate undetected creatures in motion underwater within the range of your wavesense.

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Ancestry Feats

The following feats are available to chochori characters.

1ST LEVEL

BUDDING HERO

FEAT 1

CHOCHORI

You were budded from a parent, most likely a leader descended from a heroic line. Assuming your parent descended from heroes, your chochori expects big things from you. You're trained in Diplomacy (or another skill if you were already trained in Diplomacy), and you gain the Group Impression skill feat. You gain a +1 circumstance bonus to Diplomacy checks against other chochori, which increases to a +2 circumstance bonus if you're a master in Diplomacy.

Special You can only select this feat at 1st level, and you can't retrain into this feat or from this feat.

CHOCHORI LORE

FEAT 1

CHOCHORI

While the many chochori origin stories are varied and contradictory, you've learned as many as you can, as well as all other sorts of stories about spiritual topics and forces of nature. You gain the trained proficiency rank in Nature and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Chochori Lore.

CHOCHORI WEAPON FAMILIARITY

 FEAT 1

CHOCHORI

You know how to fight with a variety of aquadynamic piercing weapons. You are trained with daggers, halberds, lances, longspears, rapiers, spears, tridents.

In addition, you gain access to all uncommon chochori weapons. For the purpose of determining your proficiency, martial chochori weapons are simple weapons and advanced chochori weapons are martial weapons.

ELDER MAGIC

FEAT 1

CHOCHORI

You can cast a simple magic spell drawn from the primal elements of the world around you. Choose a cantrip from the primal spell list. You can cast this cantrip as a primal innate spell at will. As normal for cantrips, the cantrip is heightened to half your level, rounded up.

ELD'S FAMILIAR

FEAT 1

CHOCHORI

You have bonded with an extremely minor monster of the Eld, a weak eldamon, and brought it into phase with the material world in order to serve as your familiar. You gain a familiar using the rules from *Pathfinder*

Second Edition Core Rulebook. The familiar typically looks like an animal or other creature with minor elemental features that match your chora's element. If you change your chora later in life during a major life transition, your familiar's features change to match (this also changes the familiar ability it gains if you have Familiar Meld).

SPEAK WITH CORAL FEAT 1

CHOCHORI

You can communicate with any kind of coral, allowing you to find conversation partners in coral reefs of all types and kinds. You can ask questions of, receive answers from, and use the Diplomacy skill with coral. The GM determines which animals count as coral for the purpose of this ability.

5TH LEVEL

AMPHIBIOUS PRACTICE FEAT 5

CHOCHORI

You've practiced movement both on land and underwater. Your land Speed increases from 20 feet to 25 feet; if you have the landwalker heritage, your swim Speed increases to 30 feet instead.

CHOCHORI WEAPON FLOW FEAT 5

CHOCHORI

Prerequisites Chochori Weapon Familiarity

You fight with an ebb and flow, allowing your chochori weapons to perform at their best. Whenever you critically hit using a chochori weapon, a tentacle Strike from the tendrilweaver heritage, or one of the weapons listed in Chochori Weapon Familiarity feat, you apply the weapon's critical specialization effect.

CORAL FORM ◆◆ FEAT 5

CHOCHORI POLYMORPH PRIMAL TRANSMUTATION

You transform into a sessile Medium-sized patch of coral, disguising yourself from others. Perception checks don't reveal your true nature, but a successful Nature or Survival check against the higher of your class DC or spell DC reveals that you appear to be a patch of coral that is strangely new to the area, and disconnected from any similar nearby coral. While in coral form, you can observe everything around you, but you can't act other than to end the effect, and your turn, by using a single action, which has the concentrate trait. As a patch of coral, your AC is 20, and only status bonuses, status penalties, circumstance bonuses, and circumstance penalties affect you. While you are coral, any successes and critical successes you roll on Reflex saves are failures.

CORAL'S VOICE, NATURE'S EARS FEAT 5

CHOCHORI

Prerequisites Speak with Coral

You branch out from being able to communicate with coral to all other kinds of animals. You can speak to all animals, not just animals that are coral. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

The Eld

Chochori are hardly the only people on Alacar who worship the ancient pre-Balance religion called the Eld, but they're among the more prominent followers in the area around the Indigo Isles, alongside kragraks and some of the various heritages of dragons.

The Eld holds that the world was created from far more inherent elements than the classical few elements on which other elemental traditions focus, with as many as twenty interconnected elements. Rather than anthropomorphic deities, adherents of the Eld venerate the elements themselves, as well as the elemental monsters born of the Eld (sometimes known as eldamon) as their representatives, akin to the role of saints or angels in other religions.

FAMILIAR MELD FEAT 5

CHOCHORI

Prerequisites Eld's Familiar

The familiar you gained retrieves more of its elemental power, and it can meld into you in order to protect itself. It gains a familiar ability depending on the element of your chori as a bonus ability, which does not count against the normal limit to the number of abilities it can have. Furthermore, as a single action, which has the concentrate trait, when it's in your space, it can meld into you. While melded, it can't be targeted by external effects, and isn't in the area of any area effects. However, it can't act except to unmeld and separate itself out into your space again, which is also a single action with the concentrate trait.

The familiar ability your familiar gains for each of the traditional seven choras is as follows: If you're aikrys, it gains flier; if you're carbor it gains plant form even if it isn't a plant; if you're farose, it gains resistance and greater resistance to fire (but not to a second energy type); if you're hypisk, it gains amphibious; if you're jamamabri, it gains resistance and greater resistance to electricity (but not to a second energy type); if you're terath it gains burrower; if you're vergiss, it gains resistance and greater resistance to cold (but not to a second energy type).

WANDERING WAVES ⇨ FEAT 5

CHOCHORI ILLUSION MANIPULATE MENTAL VISUAL

Frequency once per day

Trigger A creature within 60 feet Swims.

You manipulate the triggering creature's perceptions of the water, creating phantom waves and leading them astray. The triggering creature must attempt a Will save against the higher of your class DC or spell DC, with the following effects.

Success The creature is unaffected.

Failure The waves seem to be against any move the creature takes. The creature treats all squares as difficult terrain during its Swim action.

Critical Failure As failure, except that you determine where the target moves during the Swim, though you can't move it into hazardous terrain or a similar dangerous location.

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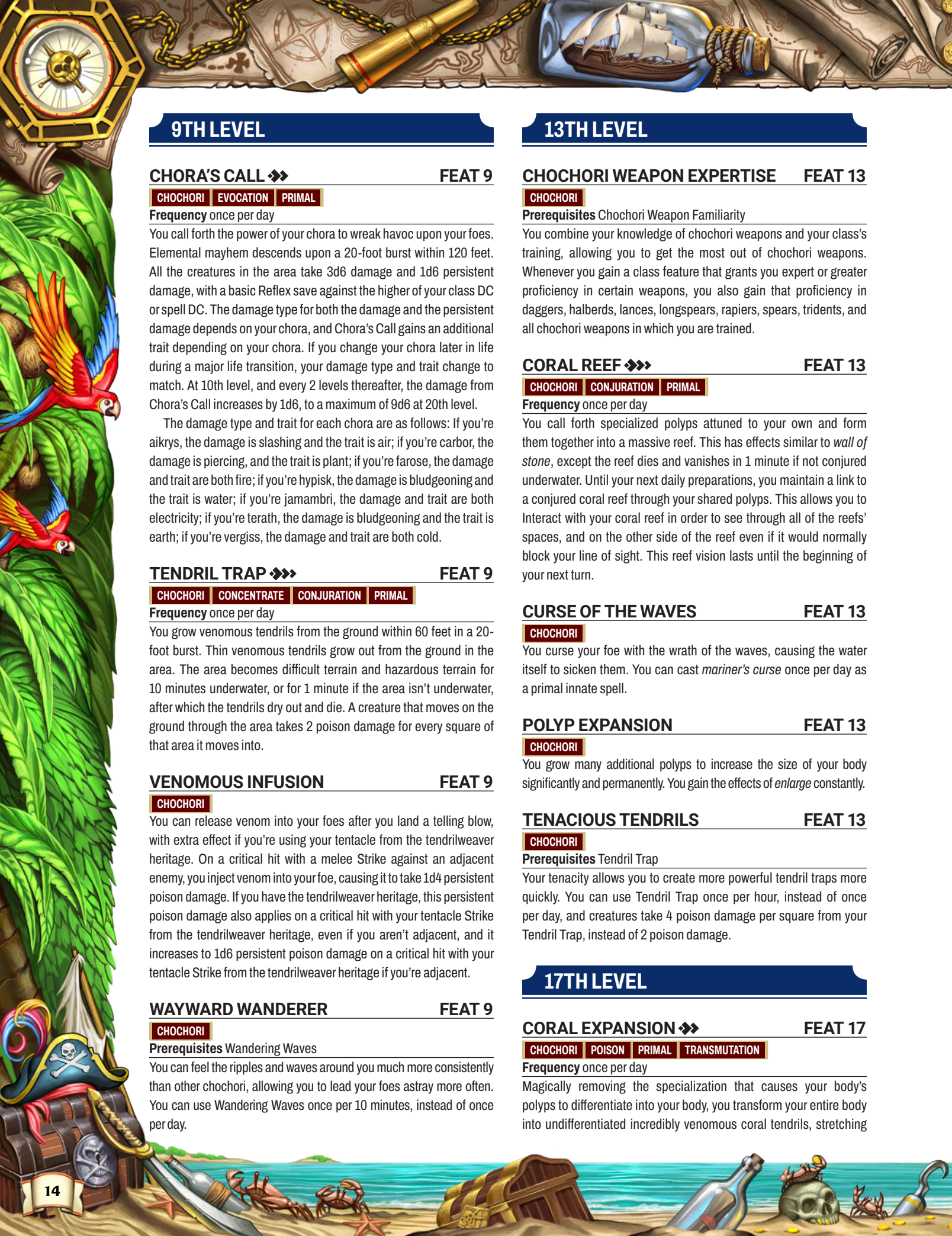
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9TH LEVEL

CHORA'S CALL ◆◆

FEAT 9

CHOCHORI EVOCATION PRIMAL

Frequency once per day

You call forth the power of your chora to wreak havoc upon your foes. Elemental mayhem descends upon a 20-foot burst within 120 feet. All the creatures in the area take 3d6 damage and 1d6 persistent damage, with a basic Reflex save against the higher of your class DC or spell DC. The damage type for both the damage and the persistent damage depends on your chora, and Chora's Call gains an additional trait depending on your chora. If you change your chora later in life during a major life transition, your damage type and trait change to match. At 10th level, and every 2 levels thereafter, the damage from Chora's Call increases by 1d6, to a maximum of 9d6 at 20th level.

The damage type and trait for each chora are as follows: If you're aikrys, the damage is slashing and the trait is air; if you're carbor, the damage is piercing, and the trait is plant; if you're farose, the damage and trait are both fire; if you're hypisk, the damage is bludgeoning and the trait is water; if you're jamabri, the damage and trait are both electricity; if you're terath, the damage is bludgeoning and the trait is earth; if you're vergiss, the damage and trait are both cold.

TENDRIL TRAP ◆◆◆

FEAT 9

CHOCHORI CONCENTRATE CONJURATION PRIMAL

Frequency once per day

You grow venomous tendrils from the ground within 60 feet in a 20-foot burst. Thin venomous tendrils grow out from the ground in the area. The area becomes difficult terrain and hazardous terrain for 10 minutes underwater, or for 1 minute if the area isn't underwater, after which the tendrils dry out and die. A creature that moves on the ground through the area takes 2 poison damage for every square of that area it moves into.

VENOMOUS INFUSION

FEAT 9

CHOCHORI

You can release venom into your foes after you land a telling blow, with extra effect if you're using your tentacle from the tendrilweaver heritage. On a critical hit with a melee Strike against an adjacent enemy, you inject venom into your foe, causing it to take 1d4 persistent poison damage. If you have the tendrilweaver heritage, this persistent poison damage also applies on a critical hit with your tentacle Strike from the tendrilweaver heritage, even if you aren't adjacent, and it increases to 1d6 persistent poison damage on a critical hit with your tentacle Strike from the tendrilweaver heritage if you're adjacent.

WAYWARD WANDERER

FEAT 9

CHOCHORI

Prerequisites Wandering Waves

You can feel the ripples and waves around you much more consistently than other chochori, allowing you to lead your foes astray more often. You can use Wandering Waves once per 10 minutes, instead of once per day.

13TH LEVEL

CHOCHORI WEAPON EXPERTISE

FEAT 13

CHOCHORI

Prerequisites Chochori Weapon Familiarity

You combine your knowledge of chochori weapons and your class's training, allowing you to get the most out of chochori weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in daggers, halberds, lances, longswords, rapiers, spears, tridents, and all chochori weapons in which you are trained.

CORAL REEF ◆◆◆

FEAT 13

CHOCHORI CONJURATION PRIMAL

Frequency once per day

You call forth specialized polyps attuned to your own and form them together into a massive reef. This has effects similar to *wall of stone*, except the reef dies and vanishes in 1 minute if not conjured underwater. Until your next daily preparations, you maintain a link to a conjured coral reef through your shared polyps. This allows you to Interact with your coral reef in order to see through all of the reefs' spaces, and on the other side of the reef even if it would normally block your line of sight. This reef vision lasts until the beginning of your next turn.

CURSE OF THE WAVES

FEAT 13

CHOCHORI

You curse your foe with the wrath of the waves, causing the water itself to sicken them. You can cast *mariner's curse* once per day as a primal innate spell.

POLYP EXPANSION

FEAT 13

CHOCHORI

You grow many additional polyps to increase the size of your body significantly and permanently. You gain the effects of *enlarge* constantly.

TENACIOUS TENDRILS

FEAT 13

CHOCHORI

Prerequisites Tendril Trap

Your tenacity allows you to create more powerful tendril traps more quickly. You can use Tendril Trap once per hour, instead of once per day, and creatures take 4 poison damage per square from your Tendril Trap, instead of 2 poison damage.

17TH LEVEL

CORAL EXPANSION ◆◆

FEAT 17

CHOCHORI POISON PRIMAL TRANSMUTATION

Frequency once per day

Magically removing the specialization that causes your body's polyps to differentiate into your body, you transform your entire body into undifferentiated incredibly venomous coral tendrils, stretching



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out to reach a distant location, then rematerialize your form in that location. The tendrils stretch out in a 120-foot-line and deal 18d6 poison damage to all foes in the line, with a basic Reflex save against the higher of your class DC and spell DC, but you still have enough control of yourself not to damage your allies. Your movement as a collection of tendrils can still trigger reactions, but most reactions won't affect you, except for those that would counteract the effect or that the GM decides would affect undifferentiated poison tendrils.

POLYP REGENERATION **◆◆** FEAT 17

CHOCHORI HEALING NECROMANCY POSITIVE PRIMAL

Frequency once per day

You quickly grow specialized polyps to replace damaged or destroyed parts of yourself, in order to heal yourself and replace missing organs or limbs. You temporarily gains regeneration 15, which restores 15 Hit Points to you at the start of each of your turns. While you have regeneration, you can't die from damage and its dying condition can't increase to a value that would kill you (this stops you from going beyond dying 3 unless you would die at a different value than dying 4), though if your wounded value becomes 4 or higher, you stay unconscious until your wounds are treated. If you take acid or fire damage, your regeneration deactivates until after the end of your next turn. Each time you regains Hit Points from regeneration, you also regrows one damaged or ruined organ or body part (if any).

Chochori Weapon

The following new weapon is popular among chochori, who use it for battles beneath the sea and above the surface.

CHOCHORI WHISTLESPEAR **ITEM 0**

UNCOMMON

Price 2 gp; **Damage** 1d10 S; **Bulk** 2

Hands 2

A chochori whistlespear is a heavy spear optimized for battle underwater, which releases its namesake whistle as it pierces the waves, the last thing many a chochori's foe ever hears before their demise. When facing particularly bony foes, the spear's side can be used as a blunt weapon.

A chochori whistlespear is an uncommon advanced melee weapon in the spear weapon group that deals 1d10 piercing damage and has the chochori, reach and versatile bludgeoning traits. A whistlespear has been carefully designed such that the wielder doesn't take a circumstance penalty when using it to deal bludgeoning damage underwater. Lastly, the wielder can cause the spear to produce its namesake whistle, allowing them to add the spear's item bonus to Performance checks when using the spear to play as a wind instrument. However, a bard isn't capable of using a whistlespear to replace material components.





Galtzagorri

The Indigo Isles are a place of wonder, magic, and mystery. Due to numerous spots where the veil between the realm of the fey and the isles is thin, the isles are home to a surprisingly large number of fey, especially sprites. Some of those sprites have established their own settlements and lived in the material world for generations. Due to these factors, and perhaps a greater secret or fate that awaits the isles as a whole, the sprites of the Indigo Isles are more likely than in other places to be born wingless, destined to be heroes among sprites.

Sprites of the Indigo Isles are proud of their unusual number of adventurers and exemplars, and there are nearly as many pet theories as to how this curiosity occurred as there are sprites. Wingless sprites in the Indigo Isles are treated with deference from a young age, but this can be isolating as often as it is uplifting. Draxies, firefly sprites, grigs, melixies, nyktera, and pixies all make their homes on the Indigo Isles, but they are outnumbered by a more unusual type of sprite, the endlessly-industrious galtzagorri.

Due to the prevalence of wingless sprites in the Indigo Isles, they are uncommon instead of rare, and they are recommended for the Jewel of the Indigo Isles adventure. Players of Jewel of the Indigo Isles gain access to the sprite ancestry.

Galtzagorri Heritage

In addition to the other sprite heritages, many sprites of the Indigo Isles are galtzagorris. Galtzagorris are tiny anxious sprites with ladybug wings who tend to fret when they aren't occupied with some kind of work, particularly assembling, disassembling, or repairing something. While some scholars and even some melixies group galtzagorris as a subcategory of melixie, due to the shared insectile features and industriousness, galtzagorris tend to refuse the comparison. Galtzagorris points out that their relationship with work and their patterns of activity differ from the melixie ethos of frenzied activity followed by partying and sugar crashes. While galtzagorri in general have little regard for money and currency, wingless galtzagorri have learned to reconcile

the fact that others typically require such useless things in exchange for useful tools and magic items that they might need to continue their work and achieve their destinies. This makes them willing to participate in such exchanges, even if they consider them a farce. Nevertheless, galtzagorri adventurers delight in having at least one non-galtzagorri ally to handle dealing with finances, so they don't have to worry about it. As long as the useful items they need keep coming their way, they don't look too closely at exactly how it's done.

Galtzagorris love teaming up with others of any ancestry to tackle a shared task and are enthusiastic in the pursuit of such goals, almost to a fault. This makes them exceptional allies in an adventuring party.

While their traveling companions might sometimes be unnerved by the galtzagorri's strange mix of fretting, pep, and intensity, some eventually grow to find it charming. Regardless, the way that galtzagorris are more than willing to perform tasks and duties that their allies would prefer to avoid more than makes up for any friction on that front.

Galtzagorri

You have ladybug-like wings and obsessively keep yourself busy crafting and tinkering with things, preferring any fate to being listless and idle. You are trained in Crafting, or another skill of your choice if you were already trained in Crafting. You gain the Magical Crafting feat, even though you don't meet the level prerequisite or the prerequisite of being an expert in Crafting.



Galtzagorri Ancestry Feats

The following ancestry feats are available to sprites in the Indigo Isles. While all are especially popular among galtzagorris, only some are exclusive to galtzagorris.

1ST LEVEL

CRAFT ANYTHING

FEAT 1

SPRITE

Prerequisites galtzagorri or trained in Crafting

Whether it's an alchemical bomb, a snare, or anything in between, you just understand how things work and how to build them. You gain the Alchemical Crafting and Snare Crafting skill feats.

SPRITE WEAPON FAMILIARITY

FEAT 1

SPRITE

You favor bows, dextrous blades, and the weapons of the fey. You are trained with longbows, composite longbows, rapiers, shortbows, composite shortbows, and shortswor ds.

In addition, you gain access to all uncommon sprite weapons. For the purpose of determining your proficiency, martial sprite weapons are simple weapons and advanced sprite weapons are martial weapons.

5TH LEVEL

ANIMAL FACADE

FEAT 5

CONCENTRATE **POLYMORPH** **SPRITE** **TRANSMUTATION**

Seeing a sprite can sometimes give the game away, so you've learned how to take the form of a seemingly-harmless animal in order to lurk about unnoticed. Your animal form is a specific form from a Tiny terrestrial animal. This form is distinctive and unique, and you change into the same form each time. In your animal form, you might possess a distinguishing characteristic that hints at your true nature as a sprite, or there might be nothing to distinguish you from other animals of the same species. Using Animal Facade counts as creating a disguise for the Impersonate use of Deception, though only to adopt your alternate form. In this Tiny animal form, you gain the statistics of a 1st-level *pest form*. You can remain in your alternate form indefinitely, and you can shift back to your true sprite form by using this action again.

MAGICAL MENDER

FEAT 5

SPRITE

You have a knack for fixing things magically, perhaps when others aren't watching. You can cast *mending* as a primal innate spell once per day. At 9th level, you can cast 2nd level *mending*, and at 13th level, you can cast 3rd-level *mending*.

SPRITE WEAPON MISCHIEF

FEAT 5

SPRITE

Prerequisites Sprite Weapon Familiarity

You know how to perform pranks and make mischief on other

creatures using traditional sprite weapons. Whenever you critically hit using a sprite weapon or one of the weapons listed in Sprite Weapon Familiarity, you apply the weapon's critical specialization effect.

9TH LEVEL

QUICK DISASSEMBLE

FEAT 9

MANIPULATE **SPRITE**

Prerequisites galtzagorri heritage

Requirements You are holding an item of 1 Bulk or less.

You attempt to quickly disassemble enough crucial pieces of the item you're holding that it won't work until someone fixes it. Make a Crafting check against the same DC it would take to Craft the item you are holding, with effects depending on your result. If you try to use this action on an item that is especially difficult to harm or destroy, such as a cursed item or an artifact, you automatically fail.

Critical Success You disassemble the item so well that simple repairs won't suffice. The item is effectively destroyed and reduced to its constituent parts. You can choose to take the results of a success instead if you prefer not to destroy the item so thoroughly.

Success You disassemble just enough pieces that the item won't work until it's fixed. The item becomes broken.

Failure You aren't able to disassemble the item, and the item is unaffected.

13TH LEVEL

SPRITE WEAPON EXPERTISE

FEAT 13

SPRITE

Prerequisites Sprite Weapon Familiarity

You use a little bit of fey magic to enhance your weapon training, granting you improved understanding of your sprite weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in longbows, composite longbows, rapiers, shortbows, composite shortbows, shortswor ds and all sprite weapons in which you are trained.

Galtzagorri Weapon

Galtzagorri are renown for their unique hook spear and access to the following item.

GALTZAGORRI HOOK SPEAR

ITEM 0

UNCOMMON

Price 2 gp; **Damage** 1d6 P; **Bulk** 1

Hands 1

A galtzagorri hook spear is a spear with three hooked tines at the end, reminiscent of a longer trident and built to disarm foes and take advantage of a galtzagorri's dextrous movements. A galtzagorri hook spear is an uncommon martial melee weapon in the spear weapon group that deals 1d6 piercing damage and has the disarm, finesse, sprite, and thrown 20 feet traits.

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G'mayun

G'mayun are humanoid tropical birds, liberated from demonic corruption but still trapped between the dueling songs of hope and temptation within their hearts.

Long ago, in the time g'mayuns consider the Age of Roses, many g'mayuns dedicated themselves to the creation of art and music in service to Chira, the goddess of spring, love and music. In the Age of Roses, g'mayuns came to believe that they were connected to one another by a great song, a many-colored tapestry of music that describes the infinite number of interwoven links between communities, friends, lovers, and family.

It really seemed that this golden age would never end, and in their confidence, g'mayuns began to grow complacent in their idyllic lifestyle. But unfortunately, peace is ever a fragile thing, dreams can't last forever, and innocence such as that enjoyed by the g'mayuns living in the Age of Roses always seems to have a way of coming to an end. And the end came quickly for the Age of Roses.

G'mayuns and their great song drew the attention, and then swiftly the spite, of a group of jealous and vicious demons, who made it a goal to twist and profane the g'mayun people into something foul and cruel in the demons' own image. The fall began slowly and subtly, with seeds planted among various g'mayun communities. But once the demons had their hooks deeply planted in the great song itself, the music and colors in all g'mayuns' lives became discordant and wrong. At this point, it was obvious to all g'mayuns that something despicable was afoot, but it was also far too late to escape the demons' plot.

As their society became corrupted by demonic influence, at first slowly and then violently, the Age of Roses ended and the Age of Monsters officially began. Influenced by the corrupted great song, g'mayuns became more irritable, quicker to anger, and continued on a centuries-

long path leading them closer and closer to the point of no return, where they might become so indistinguishable from demons that the Abyss would swallow the g'mayun ancestry whole and spawn a new form of parrot demons in their place.

But just before it was about to become too late, a miracle brought g'mayun civilization back from the brink of disaster. Chira, their patron goddess, had never given up on them, even after all this time. Unwilling to cede her beloved followers completely to sin, she sent a helping hand their way, a rainbow of joyous and beatific kaleidoscopic emotions surging into the great song. This rainbow spoke to the hearts of every g'mayun at once, helping clear the corruption and pulling the great song and all g'mayuns back from the edge, just before the point of no return. With a sudden shock, much of the demonic influences were instantly burned away, and g'mayuns of that era shifted from near-demons to something new, forcing all of them to rediscover their lives anew. This event, which happened several centuries ago, became known among g'mayuns as the Iris Refrain, and it marked the end of the demonic Age of Monsters and the beginning of the Age of Thorns.

The Iris Refrain surely saved the g'mayuns from a horrific fate, but it wasn't the end of the story. The responses to the sudden event fractured g'mayun society, and the same demons who corrupted the great song in the first place were furious to see their prize stolen from them at the last moment. Some g'mayuns fell back into demonic cults, others were quick to

seek full redemption and a return to the benevolent ways of Chira, and dozens of other groups, representing the vast majority of g'mayuns, forged their own paths somewhere in between, transforming the great song fundamentally into something more complex and layered than before.



The new great song contained the impurities of the demons within it, so it was more chaotic and messy, but in evolving it became too complex and personal for the demons to use the great song as a vector to infect all g'mayuns. The demons quickly realized that the goddess had designed this on purpose, to frustrate their future efforts.

While the Iris Refrain happened a few centuries ago, the ripples continue to this day. Even now, many of the social and cultural divides in modern g'mayun settlements echo deeper divisions from those early days, with the edges smoothed over time.

But the struggle continues. As a g'mayun adventurer, you forge your own path within the wild and chaotic great song, making choices that will forever paint yourself and your own little piece of the song. Someday soon, g'mayun oracles predict a Second Refrain, and none can tell what that might bring.

If you want to play an avian character with a deep connection to art and song, on a greater journey of discovery balanced between the forces of good and evil, you should play a g'mayun.

You Might...

- Love art and music in all their forms, but especially in one or two specific forms.
- Express deeply conflicting emotions, sometimes at the same time.
- Harbor a particular distrust of moral compromises and slippery slopes.

Others Probably...

- Consider your vibrant coloration distinctive or aesthetically appealing.
- Underestimate the extent to which your life is shaped by the conflict within the great song.
- Make assumptions that you are some sort of “birdfolk” and will simply act in an avian fashion.

Physical Description

G'mayuns are humanoids with avian characteristics, resembling bipedal parrots or other tropical birds. They are relatively small, standing at about the height of a halfling or a human child, with a sharp beak and colorful plumage. G'mayun legs end in talons, like a bird, but unlike birds, they have arms with hands and fingers, all covered in the same vibrant feathers.

A g'mayun's eyes change colors based on the great song, often appearing to contain all the colors of the rainbow and several colors from beyond the visual spectrum. Negotiators from other ancestries have sometimes mistakenly believed they could read the colors in a g'mayun's eyes to understand the g'mayun's emotions or intents, meeting with limited success; while the shifting harmonies of the great song affect a g'mayun on some level, they aren't a reliable indicator of how a g'mayun is feeling overall.

G'mayuns hatch from eggs and are born with an egg tooth to crack the shell but without feathers. After a few months, the baby's first set of feathers come in, but they tend to be dull or gray, with only hints of color. As they molt and gain new sets of feathers, a young g'mayun's coloration becomes more and more vibrant, reaching full adult color some time around adolescence, eventually dulling again as

RARITY

Uncommon

HIT POINTS

6

SIZE

Small

SPEED

25 feet

ABILITY BOOSTS

Dexterity

Charisma

Free

ABILITY FLAW

Constitution

LANGUAGES

Common

Auran

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Celestial, Dwarven, Elven, Protean, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

G'mayun

Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

TRUECOLOR SIGHT

You can see colors of the visual spectrum that most creatures can't even fathom, distinguishing between similar hues with ease and even picking up colors beyond red and violet. This might make certain tasks involving distinguishing colors much easier or even automatic, as determined by the GM. Additionally, you can see most air, force, negative, and positive effects and distinguish each of these four types of effects from the others. In most circumstances, the only such effects you can't see are those that specifically block visibility; for instance you couldn't see a force effect that specifically provided a creature with telekinetic invisibility. However, if someone goes out of its way to hide such an effect, you still might not see it, depending on your Perception check to Seek out the hidden effect.

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G'mayun Adventurers

G'mayun divisions do much to shape what sorts of adventurers they might become, and some divisions are more likely to become adventurers than others. Bards are especially common across divisions, and oracles less so, but still present across all divisions. Iris celebrants are likely to be clerics or champions of their patron goddess, demon hunters often become fighters or rangers, and adventuring chronicle reclaimers and song sages who aren't bards are usually investigators or witches, or wizards. Among g'mayuns, typical backgrounds include acolyte, acrobat, animal whisperer, artist, emissary, entertainer, fortune teller, gambler, pilgrim (*Pathfinder Advanced Player's Guide*), scholar, or warrior background.

the g'mayun grows old. Whether a teenage g'mayun's feathers reach full color sooner or later than usual can have an effect on their popularity among their peers, with early coloration seen as a sign of maturity and later coloration potentially leading to teasing or lower status in the childrens' pecking order.

While g'mayuns have naturally rich coloration, many participate in the art of dying and styling their feathers, similarly to how mammalian humanoids dye or style their hair. G'mayun feather art allows them to create an even more unusual, meaningful, or appealing pattern, or to change things up to help keep things fresh. Some younger or older g'mayuns dye their feathers to touch up their natural coloration in order to look older or younger.

Society

G'mayun society is a rich, chaotic weave of differing viewpoints, all tied together by the great song. Each g'mayun experiences the great song in their own personal way; while only a few claim to hear a literal song, many sense it as a feeling or instinct instead. Even centuries after the Iris Refrain, there's little consensus among g'mayun communities as to how they should proceed, individually or as a people. Many other ancestries intentionally gather themselves with like-minded people or those of similar backgrounds in settlements or districts and begin to consider themselves distinct and separate from everyone else around them. However, g'mayun settlements and even families contain individuals of extremely varying beliefs, and they continue to think of themselves as g'mayuns first and foremost, despite their many differences of opinions.

Ultimately, the great song connects all g'mayun together on at least some level. While this leads to raucous, lively, and disorderly settlements, g'mayuns of varying beliefs somehow make it work, with each

fulfilling distinct roles and a greater harmony arising from the chaos. Visitors sometimes attempt to classify g'mayuns into something they can map into the kinds of ethnicities they might be used to in their own ancestry's cultures. Typically, they do so either based on the features they share with specific tropical birds if they know little about g'mayuns beyond their appearance, or by these cultural groups if they understand a little more about g'mayun culture. This is a ultimately fruitless endeavor, however.

An outsider who truly understands g'mayun culture realizes that even the deeper cultural mapping has flaws, as it isn't especially strange for individuals from the same family to diverge wildly from their family members. G'mayun culture acknowledges these divisions more as cliques or social circles of like-minded people, and thus find it no more unusual that one of their children might follow a different path than two athleticism-averse human scholars might find it if their child grew up to become a warrior. G'mayuns can't decide exactly how to classify these divisions themselves, and they change across generations and vary from place to place. What follows is among the most accepted group of divisions in g'mayun culture, particularly in the Indigo Isles region.

Chronicle Reclaimers

Chronicle reclaimers want to recover and restore g'mayun culture from before the demonic corruption, defying the demons one last time by regaining that which was lost. Unfortunately, the near-total corruption of their society led to a collapse of institutions and the destruction of most records from the time before, as well as the death of what had previously been a rich oral tradition. While this might make it seem like chronicle reclaimers have a hopeless task ahead of them, they have been fortunate in that the existence of long-lived ancestries and immortals meant there were those they could ask who had been alive since before the corruption began.

Unfortunately, however, the limiting factor was and remains the amount of attention that those long-lived others gave to g'mayun society. Now that time has passed and even dragons don't remember what the reclaimers are seeking, the servitors of Chira have become one of the best remaining sources of information. However, even these helpful celestials were detached from most aspects of g'mayun daily life and either didn't have the right information or needed specific prompting with the right line of questioning to gain any information of value. Fortunately, chronicle reclaimers have all the work of previous reclaimers dating back to the Iris Refrain to assist them in their search. Needless to say, reclaimers tend to be wary of the information being

lost again. For this reason, they publish multiple copies of their texts, sending some of them abroad to other ancestries' libraries just in case the demons strike again and the g'mayun ancestry needs to ask for help once more to recover their past. Chronicle reclaimers are especially likely to have the aasimar or songtouched heritage.

Demon Hunters

Demon hunters boil with rage at the wrong demonkind perpetuated on the g'mayun ancestry, and they seek out and destroy demons where they can, partially as a preventative measure against further demon interference but also out of a need for revenge. While few g'mayuns will tolerate a known sin seeker—a g'mayun who chooses to align with demons—demon hunters actively hunt out hidden sin seekers and usually show them little mercy than they show the demons themselves. Since most folk can't necessarily tell the difference between demons and other fiends, demon hunters sometimes find themselves chasing a lead about a demon that turns out to be a different kind of fiend in the end. While these sorts of mix-ups typically frustrate a demon hunter, different demon hunters react differently to learning that their quarry wasn't a demon after all. Most still take down the fiend at that point, since they might as well rid the world of such an evil being. On the other hand, some lose interest somewhere along the way. After all, it wasn't truly their hated foe, so it dampens the passion of hatred to discover the mistake.

Demon hunters tend to have some sort of underlying trauma in their past, or in their songs, that lead them to an active role against demonkind. While many other g'mayuns appreciate that demon hunters put their lives on the line to destroy a deep and hated threat, they still worry that demon hunters might have a little too much demon in them, driving them towards violence even though it's directed against demons. Unverified stories abound of demon hunters ferreting out and dispatching a sin seeker only for the community to later discover that the demon hunter had been mistaken. Demon hunters, for their part, are quick to explain that these rumors have no basis in fact and only spread so easily because sin seekers have a vested interest in keeping them alive; if anything, sin seekers might have impersonated demon hunters to try to sell the rumors. Demon hunters are more likely to have the ironbeak, nighteyes, or tiefling heritage.

Edge Walkers

Edge walkers have two or more powerful emotions warring within their songs and their hearts, and they either work hard to balance on the thin edge between them or vacillate back and forth depending on the situation, their own mood, and the ebb and flow of the great song. For most edge walkers, the two emotions along whose edge they dance are especially distinct and relatively opposed, like anger and curiosity, but some walk the edge between exact opposites like joy and sorrow, or different sides of related emotions like love and lust.

Edge walkers are especially supportive of each other, and they tend to gather in semi-regular support groups with other edge walkers to discuss their situations and feelings. Edge walkers living in the wide world among



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- G'mayun
- Hardrigan
- Kragrak
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non-g'mayuns tend to gravitate towards members of other ancestries who are willing to serve as emotional support, and in this way they tend to form stronger bonds with non-g'mayuns than are typical of the other g'mayun divisions. Edge walkers come from all heritages nearly equally, though they are slightly more likely to have the fervorsoul heritage than any of the other heritages.

Iris Celebrants

Iris celebrants see the Iris Refrain as the quintessential miracle and act of divine intervention, and they spend their lives worshiping Chira, and the event itself, with a passion and fervor exceeding even that of their

ancestors before the demonic corruption. They strive to be kind, passionate, loving, and beautiful inside, living as the best possible versions of themselves. Iris celebrants see that their goddess's love was strong enough for her to directly intervene to save their forebears from ruin, and this swells their hope for the future and determination in the face of adversity. After all, if they do the best they can and it's not enough, eventually their goddess will lend a helping hand. This leads most other divisions to view iris celebrants as a bit overoptimistic, and song sages find iris celebrants to be actively naive. For instance, iris celebrants look forward to the possibility of a Second Refrain revealed by divinations, convinced it will usher in a Golden Age, while song sages are deeply worried about what it might mean. Nonetheless, it's hard for most g'mayun to truly dislike iris celebrants, as celebrants are simply so kind and understanding to others. Sin seekers, however, hate iris celebrants more than they hate any other division, including demon hunters. Sin seekers can respect the demon hunters' anger, even though it's turned against them. Iris celebrants, however, represent an existential threat to the sin seeker way of thinking and a mindset completely anathema to their worldview. Iris celebrants are more likely to have the aasimar or fervorsoul heritage.

Sin Seekers

Sin seekers are evil g'mayun who seek to return themselves, the great song, and the g'mayun ancestry to demonic corruption, ushering in the terrible fate that the Iris Refrain allowed g'mayuns to barely avoid. Sin seekers see this demonic state as a type of freedom, the freedom to act out their basest impulses. They believe that following these impulses leads to strength, and that lies like society and morality were constructed by others in order to weaken g'mayuns. To sin seekers, Chira is a foul deceiver who is determined to keep them from greatness.

Sin seekers are reviled by other g'mayuns, especially demon hunters, and so they can't live openly as sin seekers in g'mayun society. Some disguise themselves as belonging to another division; edge walkers or whimsy dancers are easy because of how chaotic the two divisions are anyway, while demon hunters are a risky division to claim but one that matches the typical sin seeker heritages and grants numerous benefits should their fellow g'mayuns fall for the ruse.

Other sin seekers become exiles, living in cabals and cults with



only other sin seekers and demon-worshippers as they plot the downfall, or as they see it the liberation, of the entire g'mayun ancestry. Sin seekers are more likely to have the ironbeak, nighteyes, or tiefling heritages, just like demon hunters, which makes it easier for them to disguise.

Song Sages

Song sages are obsessed with the great song connecting all g'mayun, and the changes that ripple through the song. What exactly causes each change, and what do the changes mean? What do they portend? Song sages feel more than just a deep curiosity about these questions, almost more of a need to resolve them. They believe that by truly understanding the great song, they can tap into the collective unconscious of all g'mayuns and answer myriad questions about their very nature and existence. And not only that, they might also be able to prevent disasters like the demonic corruption from ever occurring again. Song sages are deeply split about the concerning oracular divinations revealing the likelihood of a Second Refrain. The Iris Refrain saved g'mayun culture from disaster, but it also marked the end of an age for their people. So while the Iris Refrain was necessary—incredible even—it proved just how momentous and impactful such an event could be, and thus how calamitous if it turned out poorly. Song sages take up different roles depending on their favorite pet theories about the great song, including musical researchers who want to study the song's patterns for insights into g'mayun nature, social manipulators who want to see how changes in g'mayun attitudes and actions influence the song, and everything in between. Song sages are more likely to have the songtouched heritage.

Whimsy Dancers

Whimsy dancers flit about as their mood takes them, changing with mercurial ease to meet the circumstance or situation. Some whimsy dancers partake in this lifestyle without much self reflection, simply allowing the winds of their caprice to blow them about like a fallen leaf. These whimsy dancers are joined by many other g'mayuns who don't care enough about any of the other divisions to be bothered and find something in common with these lackadaisical views. Other whimsy dancers have thought much more deeply on the matter and have chosen their lifestyle out of a philosophical belief. It is one such g'mayun who first coined the term whimsy dancer. Rather than have the hubris to attempt to conduct the song themselves like a song sage, the use of "dancer" in the name indicates a willingness to dance along to the great song's tune. Whimsy dancers are somewhat more likely to have the ganzi or songtouched heritage.

G'mayun Settlements

There is no such thing as a typical g'mayun settlement, and their settlements range from tiny villages to metropolitan cities. Since g'mayun are particularly accepting of other ancestries, and some divisions especially seek out other ancestries as allies, g'mayun settlements past a certain size tend to include other nearby ancestries, becoming chaotic melting pots.

Alignment and Religion

G'mayuns as an ancestry tend towards chaotic neutral, but sin seekers are almost always chaotic evil, and iris celebrants are likewise almost always either chaotic good, or less commonly neutral good, like Chira. G'mayun alignment varies similarly throughout divisions and settlements.

A slim plurality of g'mayuns worship Chira, who delivered them from a horrible fate, though a chaotic neutral alignment doesn't always match the goddess's teachings, which has led to some friction and some slightly divergent splinter faith teachings that better suit the g'mayuns' current situation. Others worship all sorts of chaotic deities, especially those with a strong emphasis on redemption and deities who are themselves redeemed demons. Sin seekers worship demon lords almost exclusively. There are rumors, possibly spread by sin seekers, that some, especially malicious demon hunters, worship ancient inhabitants of the Abyss and enemies of demonkind with an ulterior motive to see demons lose influence.

Names

G'mayun names tend to be as chaotic and varied as g'mayuns themselves, and they contain apostrophes in an alarming enough number that they have been known to drive human scribes and editors to tears. The g'mayun language is a complex tonal dialect of Auran, though among other ancestries, g'mayuns sometimes use a pure Auran variant of their name without the added tonality to avoid their acquaintances butchering their name.

Sample Names

Ag'kuya, Atriella, Biyaq'leyuw, B'reyz'nal, D'marti, Kulupi, N'ktiyat'la, P'qali, Rak'zun, Sh'lainn, T'zee, W'derz, W'gor.

G'mayun Heritages

G'mayun have a deep connection to chaos, celestials, and demons, and thus are much more likely to have the aasimar, ganzi, and tiefling versatile heritages; such versatile heritages are common, rather than uncommon, for g'mayuns.



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Kragrak
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Wildfire
Leshy

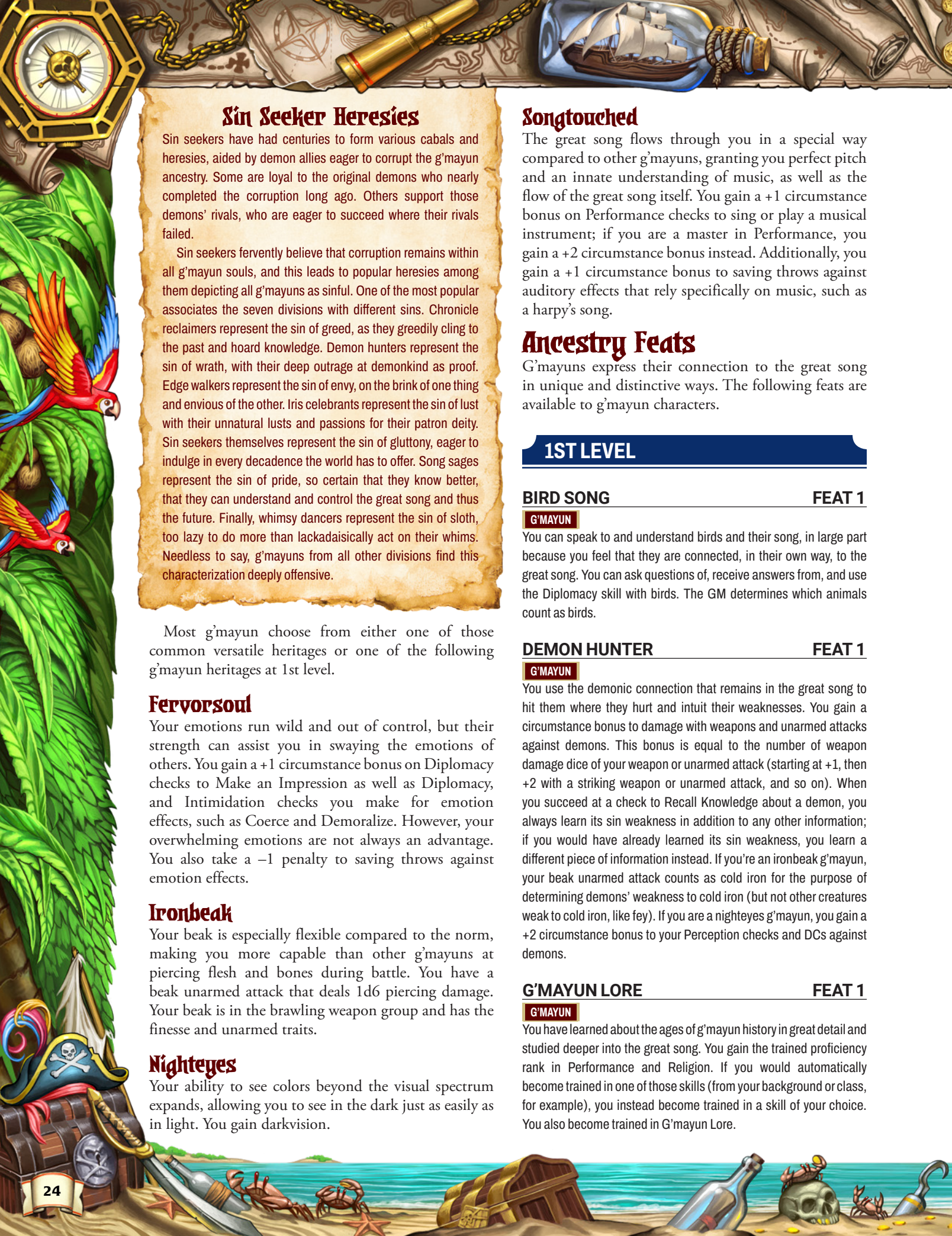
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Sin Seeker Heresies

Sin seekers have had centuries to form various cabals and heresies, aided by demon allies eager to corrupt the g'mayun ancestry. Some are loyal to the original demons who nearly completed the corruption long ago. Others support those demons' rivals, who are eager to succeed where their rivals failed.

Sin seekers fervently believe that corruption remains within all g'mayun souls, and this leads to popular heresies among them depicting all g'mayuns as sinful. One of the most popular associates the seven divisions with different sins. Chronicle reclaimers represent the sin of greed, as they greedily cling to the past and hoard knowledge. Demon hunters represent the sin of wrath, with their deep outrage at demonkind as proof. Edge walkers represent the sin of envy, on the brink of one thing and envious of the other. Iris celebrants represent the sin of lust with their unnatural lusts and passions for their patron deity. Sin seekers themselves represent the sin of gluttony, eager to indulge in every decadence the world has to offer. Song sages represent the sin of pride, so certain that they know better, that they can understand and control the great song and thus the future. Finally, whimsy dancers represent the sin of sloth, too lazy to do more than lackadaisically act on their whims. Needless to say, g'mayuns from all other divisions find this characterization deeply offensive.

Most g'mayun choose from either one of those common versatile heritages or one of the following g'mayun heritages at 1st level.

Fervorsoul

Your emotions run wild and out of control, but their strength can assist you in swaying the emotions of others. You gain a +1 circumstance bonus on Diplomacy checks to Make an Impression as well as Diplomacy, and Intimidation checks you make for emotion effects, such as Coerce and Demoralize. However, your overwhelming emotions are not always an advantage. You also take a -1 penalty to saving throws against emotion effects.

Ironbeak

Your beak is especially flexible compared to the norm, making you more capable than other g'mayuns at piercing flesh and bones during battle. You have a beak unarmed attack that deals 1d6 piercing damage. Your beak is in the brawling weapon group and has the finesse and unarmed traits.

Nighteyes

Your ability to see colors beyond the visual spectrum expands, allowing you to see in the dark just as easily as in light. You gain darkvision.

Songtouched

The great song flows through you in a special way compared to other g'mayuns, granting you perfect pitch and an innate understanding of music, as well as the flow of the great song itself. You gain a +1 circumstance bonus on Performance checks to sing or play a musical instrument; if you are a master in Performance, you gain a +2 circumstance bonus instead. Additionally, you gain a +1 circumstance bonus to saving throws against auditory effects that rely specifically on music, such as a harpy's song.

Ancestry Feats

G'mayuns express their connection to the great song in unique and distinctive ways. The following feats are available to g'mayun characters.

1ST LEVEL

BIRD SONG

FEAT 1

G'MAYUN

You can speak to and understand birds and their song, in large part because you feel that they are connected, in their own way, to the great song. You can ask questions of, receive answers from, and use the Diplomacy skill with birds. The GM determines which animals count as birds.

DEMON HUNTER

FEAT 1

G'MAYUN

You use the demonic connection that remains in the great song to hit them where they hurt and intuit their weaknesses. You gain a circumstance bonus to damage with weapons and unarmed attacks against demons. This bonus is equal to the number of weapon damage dice of your weapon or unarmed attack (starting at +1, then +2 with a striking weapon or unarmed attack, and so on). When you succeed at a check to Recall Knowledge about a demon, you always learn its sin weakness in addition to any other information; if you would have already learned its sin weakness, you learn a different piece of information instead. If you're an ironbeak g'mayun, your beak unarmed attack counts as cold iron for the purpose of determining demons' weakness to cold iron (but not other creatures weak to cold iron, like fey). If you are a nighteyes g'mayun, you gain a +2 circumstance bonus to your Perception checks and DCs against demons.

G'MAYUN LORE

FEAT 1

G'MAYUN

You have learned about the ages of g'mayun history in great detail and studied deeper into the great song. You gain the trained proficiency rank in Performance and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in G'mayun Lore.

G'MAYUN WEAPON FAMILIARITY FEAT 1

G'MAYUN

You favor a mix of short blades that can also be used for carving and longer curved weapons that you hold like a giant paintbrush. You are trained with daggers, falchions, glaives, kukris, and scimitars, and you gain access to kukris.

In addition, you gain access to all uncommon g'mayun weapons. For the purpose of determining your proficiency, martial g'mayun weapons are simple weapons and advanced g'mayun weapons are martial weapons.

PARROT FAMILIAR FEAT 1

G'MAYUN

You have bonded a parrot or other tropical bird as your familiar. You gain a familiar using the rules from *Pathfinder Second Edition Core Rulebook*, and this familiar must be a parrot or other tropical bird. It still gets the benefits of familiar abilities, but its base form remains a parrot or other tropical bird. Because of its base form, it must have the flier ability.

RENDING SQUALL ◆◆ FEAT 1

EVOCATION G'MAYUN SONIC

You unleash your turbulent emotions in a sudden storm of screams or other loud exclamations, damaging creatures in the area of the outburst of sonic energies. The squall wildly surges, coalesces, and finally manifests itself in a 15-foot cone that deals 1d4 sonic damage. Each creature in the area must attempt a basic Fortitude save against the higher of your class DC or spell DC. After using Rending Squall, you can't use this ability again for 1d4 rounds.

At 3rd level and every 2 levels thereafter, the damage increases by 1d4.

Special When you take this feat choose for your Rending Squall to either have the divine trait or occult trait depending on whether you tap into the great song (which is occult) or a deific, angelic, or demonic source (which is divine instead). Rending Squall gains the trait you chose, as appropriate for its magical source.

SONG'S SORCERY FEAT 1

G'MAYUN

Your connection to the great song provides you a hint of occult magic forged of the same sort of spiritual bonds and cultural unconscious that make up the great song itself. Choose a common cantrip from the occult spell list, or another cantrip from the occult spell list to which you have access. You can cast this cantrip as an occult innate spell at will. As normal, the cantrip is heightened to half your level, rounded up.

5TH LEVEL

BLESSED SONG FEAT 5

G'MAYUN

Whether the blessing is celestial, protean, or demonic in nature, you can sing a minor blessing to improve your allies' attacks, and continue singing to expand its area. You can cast *bleed* once per day as a divine innate spell.

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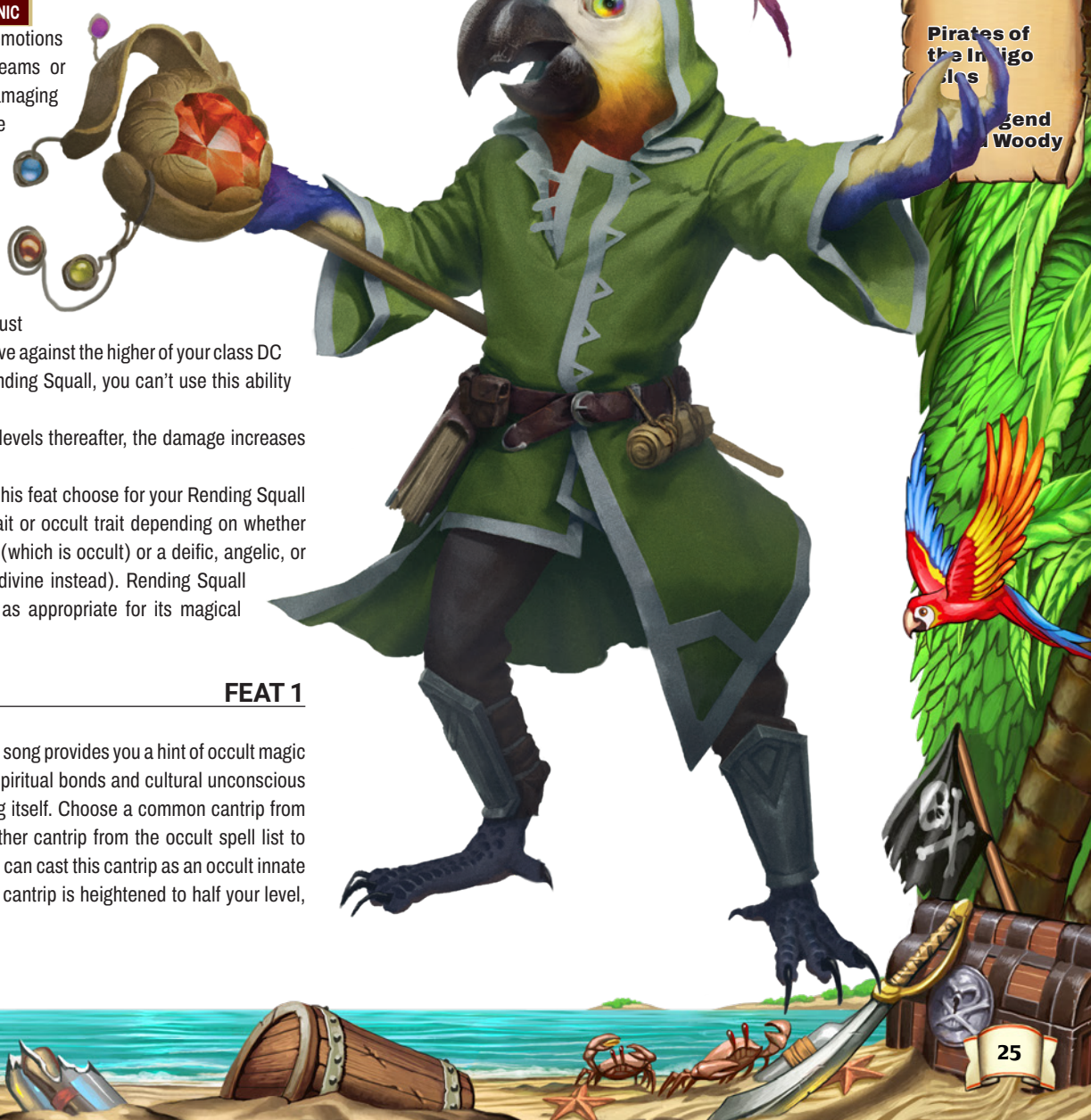
Chochori
Galtzagorri
G'mayun
Hardrigger
Kragrak
Orpok
Wildfire
Leshy

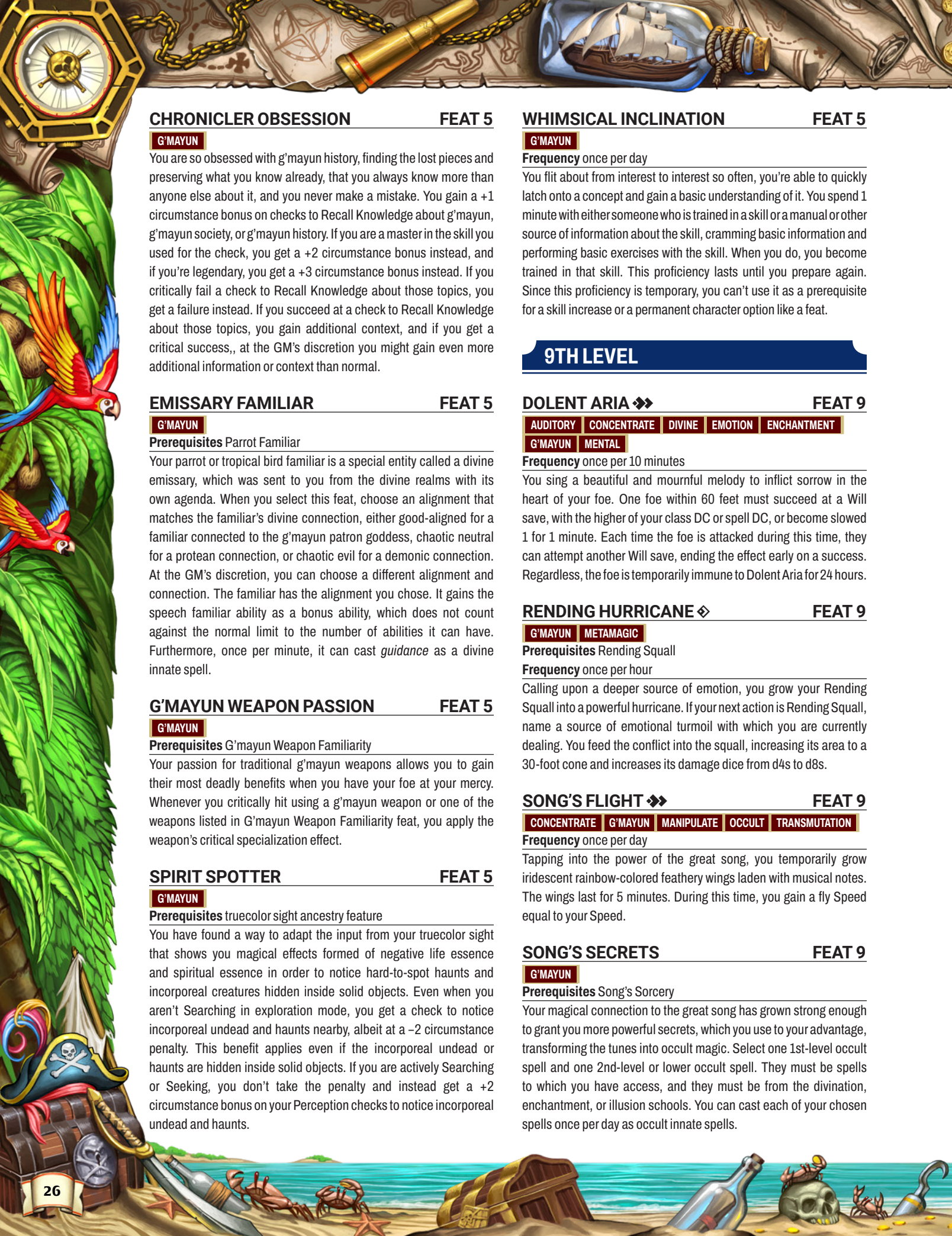
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CHRONICLER OBSESSION

FEAT 5

G'MAYUN

You are so obsessed with g'mayun history, finding the lost pieces and preserving what you know already, that you always know more than anyone else about it, and you never make a mistake. You gain a +1 circumstance bonus on checks to Recall Knowledge about g'mayun, g'mayun society, or g'mayun history. If you are a master in the skill you used for the check, you get a +2 circumstance bonus instead, and if you're legendary, you get a +3 circumstance bonus instead. If you critically fail a check to Recall Knowledge about those topics, you get a failure instead. If you succeed at a check to Recall Knowledge about those topics, you gain additional context, and if you get a critical success,, at the GM's discretion you might gain even more additional information or context than normal.

EMISSARY FAMILIAR

FEAT 5

G'MAYUN

Prerequisites Parrot Familiar

Your parrot or tropical bird familiar is a special entity called a divine emissary, which was sent to you from the divine realms with its own agenda. When you select this feat, choose an alignment that matches the familiar's divine connection, either good-aligned for a familiar connected to the g'mayun patron goddess, chaotic neutral for a protean connection, or chaotic evil for a demonic connection. At the GM's discretion, you can choose a different alignment and connection. The familiar has the alignment you chose. It gains the speech familiar ability as a bonus ability, which does not count against the normal limit to the number of abilities it can have. Furthermore, once per minute, it can cast *guidance* as a divine innate spell.

G'MAYUN WEAPON PASSION

FEAT 5

G'MAYUN

Prerequisites G'mayun Weapon Familiarity

Your passion for traditional g'mayun weapons allows you to gain their most deadly benefits when you have your foe at your mercy. Whenever you critically hit using a g'mayun weapon or one of the weapons listed in G'mayun Weapon Familiarity feat, you apply the weapon's critical specialization effect.

SPIRIT SPOTTER

FEAT 5

G'MAYUN

Prerequisites truecolor sight ancestry feature

You have found a way to adapt the input from your truecolor sight that shows you magical effects formed of negative life essence and spiritual essence in order to notice hard-to-spot haunts and incorporeal creatures hidden inside solid objects. Even when you aren't Searching in exploration mode, you get a check to notice incorporeal undead and haunts nearby, albeit at a -2 circumstance penalty. This benefit applies even if the incorporeal undead or haunts are hidden inside solid objects. If you are actively Searching or Seeking, you don't take the penalty and instead get a +2 circumstance bonus on your Perception checks to notice incorporeal undead and haunts.

WHIMSICAL INCLINATION

FEAT 5

G'MAYUN

Frequency once per day

You flit about from interest to interest so often, you're able to quickly latch onto a concept and gain a basic understanding of it. You spend 1 minute with either someone who is trained in a skill or a manual or other source of information about the skill, cramming basic information and performing basic exercises with the skill. When you do, you become trained in that skill. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

9TH LEVEL

DOLENT ARIA

FEAT 9

AUDITORY **CONCENTRATE** **DIVINE** **EMOTION** **ENCHANTMENT**

G'MAYUN **MENTAL**

Frequency once per 10 minutes

You sing a beautiful and mournful melody to inflict sorrow in the heart of your foe. One foe within 60 feet must succeed at a Will save, with the higher of your class DC or spell DC, or become slowed 1 for 1 minute. Each time the foe is attacked during this time, they can attempt another Will save, ending the effect early on a success. Regardless, the foe is temporarily immune to Dolent Aria for 24 hours.

RENDING HURRICANE

FEAT 9

G'MAYUN **METAMAGIC**

Prerequisites Rending Squall

Frequency once per hour

Calling upon a deeper source of emotion, you grow your Rending Squall into a powerful hurricane. If your next action is Rending Squall, name a source of emotional turmoil with which you are currently dealing. You feed the conflict into the squall, increasing its area to a 30-foot cone and increases its damage dice from d4s to d8s.

SONG'S FLIGHT

FEAT 9

CONCENTRATE **G'MAYUN** **MANIPULATE** **OCCULT** **TRANSMUTATION**

Frequency once per day

Tapping into the power of the great song, you temporarily grow iridescent rainbow-colored feathery wings laden with musical notes. The wings last for 5 minutes. During this time, you gain a fly Speed equal to your Speed.

SONG'S SECRETS

FEAT 9

G'MAYUN

Prerequisites Song's Sorcery

Your magical connection to the great song has grown strong enough to grant you more powerful secrets, which you use to your advantage, transforming the tunes into occult magic. Select one 1st-level occult spell and one 2nd-level or lower occult spell. They must be spells to which you have access, and they must be from the divination, enchantment, or illusion schools. You can cast each of your chosen spells once per day as occult innate spells.

13TH LEVEL

DOLENT CRESCENDO ◆

FEAT 13

G'MAYUN **METAMAGIC**

Prerequisites Dolent Aria

Frequency once per hour

Your Dolent Aria hits an incredible crescendo, affecting all foes nearby. If your next action is to use Dolent Aria, your aria affects all foes within 60 feet, instead of just affecting one foe.

G'MAYUN WEAPON EXPERTISE

FEAT 13

G'MAYUN

Prerequisites G'mayun Weapon Familiarity

You blend your passions for g'mayun weapons and your class's training and techniques, granting you great skill with g'mayun weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in daggers, falchions, glaives, kukris, scimitars, and all g'mayun weapons in which you are trained.

SONG'S SOVEREIGNTY

FEAT 13

G'MAYUN

Prerequisites Song's Secrets

Your magical connection to the great song is so powerful that you have reached the apex of that connection, drawing out occult magic that normally takes bards years to master. Select one 3rd-level or lower occult spell and one 4th-level or lower occult spell. They must be spells to which you have access, and they must be from the divination, enchantment, or illusion schools. You can cast each of your chosen spells once per day as occult innate spells.

TRUECOLOR REVELATION

FEAT 13

G'MAYUN

Prerequisites truecolor sight ancestry feature

Your truecolor sight is so effective that you can even see invisible creatures and objects as blurs of unusual coloration. Invisible creatures and objects are concealed to you, rather than hidden or undetected due to being invisible.

17TH LEVEL

PRISMATIC CALL ◆◆

FEAT 17

AUDITORY **CONCENTRATE** **DIVINE** **EVOCATION** **FORCE** **G'MAYUN**

Frequency once per day

Whether it's the power of the g'mayun's patron goddess Chira, the untamed chaos of the chaotic plane of Limbo, or the malevolent infinity of the Abyss, you call the power into you and cry out with devastating effect. The different emotions create spiritual forces, allowing g'mayuns to see the sounds with truecolor sight as easily as hear them, in a rainbow of prismatic colors. Other than being auditory instead of based on light, this has the same effects as a 7th-level *prismatic spray*, using the higher of your class DC or spell DC to determine the DC.

RESONANT REFRAIN

FEAT 17

UNCOMMON **G'MAYUN**

You are so deeply connected to the various planar influences on your soul that you can physically travel to the plane in question, using the great song as the vessel and your own soul as the tuning fork. Choose Limbo, Nirvana, or the Abyss. You can cast *plane shift* twice per week as a divine innate spell that can only target yourself; you can travel only to the chosen plane, and your soul serves as the focus component.

SOARING HEART

FEAT 17

G'MAYUN

Prerequisites Song's Flight

Your connection to your song wings has grown so strong that they have simply become a part of you. The wings you gain from Song's Flight last for an unlimited duration, unless you wish to Dismiss them. If you do, you can restore them with a single Interact action as many times per day as you wish.



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Hardrigger

Hardriggerans are mighty humanoid with ram-like features, including great curling horns. Quick to assert dominance over others, hardriggerans have been painted, sometimes not unfairly, as domineering and bellicose.

So long ago that history blurs into legend, hardriggerans lived in the high mountains among goats and bighorn sheep. Some hardriggeran historians insist that they were uplifted from these mundane animals due to their superior aggression and right to rule over the landscape around them, but most hardriggerans consider a biological connection to goats or rams to be a bit demeaning.

Although there's no clear migration that led hardriggerans to spread throughout the Indigo Isles, they

live across all the islands and have done so for centuries, though not as long as g'mayuns. They don't usually gather in large cities of their own, preferring to live in the wild or on the fringes of other communities, where they can gather or raid for resources they desire.

Most hardriggerans across the Indigo Isles are driven by a desire to dominate others; a show of strength is always valid, while submitting to those who are weaker than you is considered immoral. Hardriggerans, therefore, rarely get along peacefully, as they're constantly striving to assert superiority over each other. Other ancestries usually see them as aggressive adventurers and warriors at best, and violent tyrants at worst.

Those who don't appreciate hardriggerans' penchant for displays of strength often push most of them away. Hardriggerans are usually fine being excluded from soft societies anyway, deeming themselves too strong and independent to play by those rules.

Hardriggerans make good survivalists. They can eat a wide variety of organic items, even rotting wood and rich soil, so they're rarely hungry. They excel at physical tasks and battle strategy, and they move quickly and surely in the wilderness. Many hardriggerans have had to fend for themselves since a young age and are used to doing so. Some of them are as impulsive as they are proud, willing to strike out on a new venture with little prompting or preparedness. Their inherent physicality and cleverness mean most hardriggerans are comfortable making things up as they go along, proving themselves stronger and more clever than not only their comrades but also their situation.

As a hardriggeran adventurer, you know that you can't tackle great deeds alone and that you might not be able to bully or dictate to fellow adventurers and other weaker people you meet—even if you still refuse to bow to others. Your strength and self-reliance will take you far, but you can go further with allies at your side.

If you want to play a proud, impulsive character with great strength and a powerful personality, you should play a hardriggeran.



You Might...

- Like letting others know you're the boss.
- Care little for the laws or fashion of weaker communities that you don't respect.
- Take any advantage you can find, including when others underestimate you.

Others Probably...

- Count on your presence to protect them.
- Admire your tough skull and sharp horns.
- Assume that you are an aggressor or troublemaker.

Physical Description

Hardriggins are strongly muscled humanoids with muscular builds and goat-like features, including thick, curling horns on either side of their heads. They are generally taller and broader than humans; it's not uncommon for a hardrigger to stand 7 feet tall and weigh 300 pounds. Their eyes have horizontal pupils, which gives them a wide range of vision but no particular visual advantage in dim light. They have woolly hair all over their bodies, and this grows particularly thick and tangled on their heads and chests. Most male hardriggins and some female hardriggins grow thicker hair on the chin, appearing as a short beard. This goatlike chin hair gets dirty and matted easily, so frequent hair care and trimming is necessary for good health. Some hardriggins enjoy a shaggy style and work hard to maintain an "intentionally unkempt" appearance.

Hardriggins have very thick, flat skulls and can run head-first into walls or trees without suffering much harm. When they headbutt each other, whether to show dominance or as a simple greeting, the resounding crash can be heard a surprising distance away. Their wounds heal quickly but often scar, so aggressive hardriggins often have a network of overlapping scars atop their heads.

Hardrigger horns come in a variety of sizes and styles, from short, stout horns that sweep back but curve very little, to tight, dense spirals. They don't project far forward, and are sometimes flat along with the plane of the tops of their heads, making a wider ramming surface. Horn styles run in families, so it's easy to tell when hardriggins are biologically related because their horns look similar. Hardriggins sometimes shape their horns, carving them into jagged sawtooth patterns or splitting small barbs of horn in different directions, and it's uncommon for them to have horn embellishments that are symmetrical.

Female hardriggins tend to have slightly leaner features and somewhat thinner hair, but these are the only key differences; their horns are just as large and their muscles are slightly stronger, making them very slightly more likely to be dominant than male hardriggins, though it's still close to an even split among hardriggins of all genders.

These similarities result in a mostly androgynous appearance that some intentionally accentuate and that can sometimes lead other ancestries to have difficulty telling their sex and gender. Hardriggins with obvious physical sex or gender indicators are rarer, but some of them intentionally choose to emphasize their sex or gender as part of their own personal expression. Given the importance that hardriggins place on being able to express themselves and their own feelings, they accept other hardriggins' decisions readily, especially when they might change over the course of their life as the hardrigger explores their own identity.

RARITY

Uncommon

HIT POINTS

8

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Strength

Charisma

Free

ABILITY FLAW

Wisdom

LANGUAGES

Common

Jotun

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Chochori, Draconic, Orpok, Sylvan, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Hardrigger

Humanoid

CERTAIN FOOTING

Your low center of gravity and innate sense of balance give you more stable footing than other two-legged creatures. You can ignore difficult terrain caused by narrow ledges or uneven ground. In addition, when you use the Acrobatics skill to Balance on narrow ledges or uneven ground, you aren't flat-footed, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

HEADBUTT

The top of your skull is very hard, as are the horns that curl by the side of your head. You have a horn unarmed attack that deals 1d6 bludgeoning damage and has the shove trait. This unarmed attack is in the brawling weapon group.



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Hardriggians are usually born singly, although they are rarely born as twins. Hardrigger mothers raise their children until they are able to talk and walk by themselves. After that, in most hardrigger homes, young hardriggians are considered independent and need to find their own place in the world. If they successfully reach adulthood despite the dangers, challenges, and struggles that surround them, they can live up to 60 or 70 years old.

Hardriggians are densely muscled, with low centers of gravity that give them an exceptional sense of balance and terrifying momentum when they run. Their hands and fingers are wide, giving them a strong grip but good fine motor control. They don't lose much muscle

mass as they age, so even an elderly hardrigger is just as tough as a younger one—and probably significantly more canny.


As hardriggians continue to explore their identities and appearances over the course of their lives, many hardriggians especially enjoy performing numerous body modifications. Piercings (particularly nose and ear piercings) and intentional scarring are common, and many hardriggians shave or dye patterns in their hair. Tattoos are common but often hard to see when body hair grows over them, so some hardriggians consider their tattoos to be hidden insignias of personal significance.

Society

Hardriggians in the Indigo Isles typically feel no need to form any large communities. Instead, they prefer to gather in small pirate enclaves, hunting towns, adventurer lodges, and mercenary camps. They also prefer to live in the wilderness or on the fringes of other communities, working as hunters, adventurers, mercenaries, and sometimes as criminals. Just because hardriggians don't see a need to have many solely hardrigger communities doesn't mean they don't have a culture just as vibrant as any other ancestry in the Indigo Isles. They simply prefer to live with other ancestries or on their own.

They like to travel and share stories, innovations, and news with other small hardrigger communities when they do. Most hardrigger meetings begin with establishing an order of dominance; whether through boasting of past deeds, clacking heads together, or a quick fistfight, it quickly becomes clear which hardrigger deserves the greater respect at the time (though this may change upon their next meeting; evenly-matched hardriggians spend a lot of time going back and forth as to who should take the lead in their relationship). This pecking order keeps hardriggians woven together in a mesh of society across the Indigo Isles.

Hardriggians wear their emotions openly and forcefully in nearly every circumstance. They are expressive, impulsive, and passionate, and they are willing to embrace new emotions that arise whenever their current feelings subside. They see roiling emotions as natural forces, like the tides or the winds. And, like waves and storms, their emotions can sometimes be overpowering. Few hardriggians see any reason to hide



what they're currently feeling, and even fewer have any practice in doing so. Other hardriggans are used to seeing and respecting another hardriggan's mercurial emotional displays, as they so often do so themselves, but other ancestries can see these displays as overly emotional or erratic.

Domination, with the strong demanding subservience form the weak, is a critically important part of hardriggan life. It's not something that most other hardriggans consider inappropriate, and in hardriggan society, there are many limitations to what a dominant hardriggan can ask of others. Stronger hardriggans don't usually ask for the moon; they typically request a few things they need at the moment, more so to show that they are in charge than to actually harm or inconvenience the weaker hardriggan. If a weaker hardriggan agrees to submit to a stronger hardriggan, the stronger hardriggan can be just as fierce a protector of the weaker hardriggan against any other threat as if they were an aggressor.

Hardriggans believe that one's emotions and feelings are wholly and completely one's own, so while a dominant hardriggan may request actions to show loyalty, they can never dictate how another hardriggan feels. For that reason, almost all hardriggan romantic relationships are formed between hardriggans of similar power, which makes them tempestuous and full of friendly struggles to see who is dominant in a particular situation. Hardriggans who try to use their position to coerce the affection of others are considered disgusting and quickly deposed.

A hardriggan that doesn't know where their strength, bravery, or cunning places them in respect to other people typically becomes nervous and anxious, has a hard time focusing, and is especially prone to picking fights. Even being clearly shown to be in the weaker position is at least an establishment of *some* position, and that's important in hardriggan culture. Even a hardriggan at the bottom of a chain of dominance at least knows their place and can plan for how to work their way up.

Thus, groups of hardriggans traditionally sort themselves by strength and prowess into a distinctive hierarchy known as a "column." A column is a strong structure that allows those at the top to see farther, leverage their strength better, and generally be more effective for the entire organization. Each hardriggan wants to be the one at the top, of course, but practical considerations mean that every hardriggan knows that they might need to support others in the hierarchy and bide their time until they can seize a higher place in a new column.

A column can include any number of hardriggans, depending on the circumstances, but rarely contains

Hardriggan Adventurers

Many hardriggans become adventurers, as it's seen as a perfect way to obtain wealth and demonstrate power. A surprising number of hardriggans have already survived on their own from a young age, so the wandering life of an adventurer isn't much of a leap for them. Hardriggans make excellent barbarians, fighters, rangers, and rogues. Those who enjoy boasting make good bards or swashbucklers. Wide-ranging hardriggans might have unusual encounters that introduce strange magic into their blood, so hardriggan sorcerers aren't uncommon. Most hardriggans are too impulsive to make good monks or champions, and hardriggans who study magic formally usually become witches, or wizards. Typical hardriggan backgrounds include bounty hunter, criminal, gladiator, hunter, laborer, miner, prisoner, sailor, or warrior.

more than a few dozen people because, at larger sizes, infighting causes too much friction. A column that disbands through violence or disagreement is called "toppled." No matter the actual cause, the hardriggan at the top of the toppled column is invariably the one who takes the blame if the group couldn't complete an important goal. Columns exist throughout hardriggan society, in bandit gangs, thieves' guilds, adventurer societies, mercenary bands, ship crews, family gatherings, and more. A hardriggan who is a member of multiple social groups might hold a different position in the column of each. Outsiders who join hardriggan groups might be initially baffled by the specifics of a column but are undoubtedly aware that they've been thrust into a hierarchy that is very significant to the hardriggans around them.

This column structure bleeds into all aspects of hardriggan style and architecture as well; hardriggans prefer to adorn buildings with columns and like tall, straight collections of things. Some hardriggans are even compulsive about arranging things—stones, barrels, or tools, for example—into neat lines. Though messy by nature, this unusual urge toward linear order makes them especially good quartermasters, warehousemen, and dockworkers.

While many hardriggan groups uphold traditional hardriggan values, there are several who have new or unusual ideas. Several noteworthy groups within hardriggan society who challenge the status quo are as follows.

Fetterbreakers

Not all hardriggans are satisfied with the traditional hardriggan belief that dominance is their true birthright and the natural order. These hardriggans rebel against any claim that a sapient creature should put another sapient creature in chains, metaphorical or otherwise.



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Hardrigger Settlements

Hardrigger settlements are almost always small and usually temporary. Hardriggers are restless when they're idle, so a settlement with a lot of hardriggers in it usually functions best when the community is pulling together for a specific goal: to build a ship, to excavate a mine, or to construct a defensive wall. Hardrigger leaders need to overtly and frequently demonstrate their right to rule, usually by ensuring that other respected inhabitants acknowledge their supremacy, and they need to keep everyone busy. A hardrigger who wants to challenge a powerful leader must first consolidate support, and that usually telegraphs their intention of usurpation early enough that the current leader can prepare for the challenge. Hardriggers in other settlements usually live at the fringes of society, either working demanding jobs to prove their strength or working easy jobs while they run protection rackets, smuggling rings, or gambling dens.

These Fetterbreakers believe in sabotaging prison walls and raiding prison barges to set convicts free, rescuing indentured servants from their servitude, and vanquishing tyrannical bosses and overseers. Given that it's especially common for weaker hardriggers to be among these prisoners and laborers who are being freed, it's no surprise that many of them hold up the Fetterbreakers as liberators and heroes to all hardriggers. However, in truth, Fetterbreakers aren't just freedom fighters; most have a deeper philosophical belief that the current hardrigger social structure is chaining their people to failure. For these reasons, Fetterbreakers work in uncharacteristic equality, without leaders or bosses other than short-term planners who orchestrate their raids. Other traditionalist hardriggers who get to know the Fetterbreakers too closely are sometimes repulsed by their philosophical differences with the standard beliefs of hardrigger culture.

Heisters

While the traditional hardrigger viewpoint is that a dominant hardrigger relies on pure physicality and aggression to gain status, but a growing number of hardriggers understand that stories of daring deeds can carry more impressive prestige. Tales of hardrigger derring-do are spreading through hardrigger communities, brought by sailors and traders who enjoy the reaction the tales engender. Several ostentatious hardriggers, collectively called Heisters, strive against each other for increasingly elaborate thefts and sabotage against impossible odds. Heisters frequently require local assistance for their impossible-sounding achievements, and they attract local hardriggers to help them by promising them reflected glory if they assist a Heister on a mission.

Riggarians

Although hardrigger communities are usually very small in number, as a natural consequence of their belligerent natures and eagerness to challenge one another for dominance, there are persistent rumors that hardriggers once had a large city of their own. This city was called Riggaria, but it's not clear where it was—most claim it was on Goldcrop Island or Bluebell Island, but some insist it must have been on the benighted Moonshadow Island, which explains why its remains haven't ever been found.

There's no record of how or why hardriggers abandoned Riggaria, if it ever existed at all, but some zealous hardriggers insist that rebuilding lost Riggaria is an important step for all hardriggers on the Indigo Isles to take. These rebuilders, called Riggarians, believe that hardrigger infighting is damaging to their people and to their reputation in the wider world and that Riggaria provides a utopia that will lead to a cultural resurgence. Unfortunately, Riggarians diverge after this point. Some believe that the most important activity is finding the site of the former Riggaria, and that the new city can't be built until it can rise above the ruins of the old. Others believe that Riggaria is an idea and that it doesn't matter where the new city rises. And, of course, any number of hardrigger gang leaders, warlords, and pirate captains believe that they, ahead of any other, are best suited to lead this new city. Riggaria is thus little more than a hopeful fantasy to any of these various Riggarians until some greater leader or power unites the fractious hardriggers to create it.

Alignment and Religion

Most hardriggers believe that might makes right, and the surest path to gaining respect from others as well as personal fulfillment is by showing dominance. They enjoy pushing against laws, particularly those that they find silly or that don't directly support or protect them. As a result, many hardriggers are chaotic neutral or chaotic evil. Good hardriggers aren't very common, and those good hardriggers who interact with other hardriggers must find some way to demonstrate that they aren't going to stand for being bullied. Those who opt out of the hardrigger dominance entirely usually join the Fetterbreakers.

Hardriggers don't generally worship deities, as doing so often means subjecting yourself to the dictates of a more powerful being. However, hardriggers respect gods of strength or tyranny such as Hubitza, Sumaworo, Kasa, Baoyan, or Mului sometimes forming small sects to follow them. Members of these "Godbound" sects support one another, so sometimes a weaker hardrigger seeking protection or allies turns to one of these sects, regardless of their personal faith.

Names

Hardrigger names have a lot of hard consonants, as hardrigger consider them the “stronger” sounds that dominate other letters of the alphabet. They like names that echo well across a battlefield. Hardrigger proudly pick up nicknames that express their great deeds, such as “Shipbreaker,” “Krakenkiller,” or epithets like “the Mighty,” “the Wealthy,” or even “Boss.”

Sample Names

Garnikor, Gulpaka, Kolbok, Narshakka, Pahk, Valkikan.

Hardrigger Heritages

Hardrigger have adapted to live in a variety of terrains across the Indigo Isles. Choose one of the following hardrigger heritages at 1st level.

Bloodsear Hardrigger

You come from a line of warriors. Regardless of whether you choose the violent life of your ancestors, your blood clots quickly and your flesh scars with ease. Your DC on flat checks to end persistent bleed damage is reduced from 15 to 10, or from 10 to 5 after receiving especially appropriate assistance.

Cliff Climber Hardrigger

Your hands and feet are well-suited for climbing. You gain the Combat Climber as a bonus feat. Your footing is so sure that you don't need to use your hands to climb inclines less than 90 degrees. Additionally, if you roll a success on an Athletics check to Climb, you get a critical success instead.

Greathorn Hardrigger

Your horns are larger and sharper than those of other hardrigger. Your horn unarmed attack gains the versatile P trait, in addition to its other traits. You gain the critical specialization effect of your horn unarmed attack. If you would already gain your horn's critical specialization effect, you can choose each time you critically hit a foe whether to use the brawling group's critical specialization effect or the knife group's critical specialization effect.

Loping Hardrigger

Your muscular legs can carry you swiftly and confidently over the ground. Your speed increases by 5 feet.

Shaggy Hardrigger

You have a thick coat of shaggy fur that protects you from the snowy climates of high mountains. Although there are no such climates in the Indigo Isles, your heritage is proof that your ancestors arrived in the Indigo Isles from elsewhere. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).



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Ancestry Feats

The following feats are available to hardrigger characters.

1ST LEVEL

BULLY

FEAT 1

HARDRIGGER

You know how to dominate others with a mere look. You are trained in Intimidation (or another skill of your choice if you're already trained in Intimidation) and gain the Intimidating Glare skill feat as a bonus feat.

EYE FOR PLUNDER

FEAT 1

HARDRIGGER

You have a supernatural sense that allows you to quickly count items, which is particularly helpful in both legal and illegal professions. You are trained in your choice of Underworld Lore or Mercantile Lore. You can cast *approximate* (*Pathfinder Secrets of Magic*) as a primal innate cantrip. A cantrip is heightened to a spell level equal to half your level rounded up.

HARDRIGGER LORE

FEAT 1

HARDRIGGER

You grew up among those who taught you much about hardrigger culture, and you learned all that you could. You are trained in both Athletics and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Hardrigger Lore.

HARDRIGGER WEAPON FAMILIARITY

FEAT 1

HARDRIGGER

Hardriggers like to use big, intimidating weapons, and you have learned to use them well. You are trained with falchions, greataxes, greatswords, and war flails.

In addition, you gain access to all uncommon hardrigger weapons. For the purpose of determining your proficiency, martial hardrigger weapons are simple weapons and advanced hardrigger weapons are martial weapons.

STOKE FEAR

FEAT 1

HARDRIGGER

Your attacks show cowards that you are the dominant warrior. When you hit a frightened foe with a melee Strike, that foe can't reduce their frightened condition below 1 until the beginning of your next turn. After the first time this prevents the foe from reducing their frightened condition, that foe is then temporarily immune to your stoke fear for 1 minute.

STRONG PIERCINGS

FEAT 1

HARDRIGGER

You have piercings that incorporate hooks or studs upon which you can, in a pinch, hang items.

You can wear up to 1 Bulk of items that are each light Bulk or less, so long as each item has a hook or hole allowing it to hang on a piercing. Placing an item onto a piercing or retrieving it from a piercing requires a single Interact action. Your piercings allow you to wear up to 1 additional Bulk of tools (normally, 3 Bulk of tools instead of 2 Bulk), so long as the excess tools hang from your piercings.

STUBBORN DEMEANOR

FEAT 1

HARDRIGGER

You refuse to back down, even when faced with obvious danger. You gain a +1 circumstance bonus to saving throws against fear effects and a +2 circumstance bonus to your Will DC against Intimidation skill actions, such as attempts to Demoralize you.

5TH LEVEL

BATTLE READY ◆

FEAT 5

HARDRIGGAN

Trigger you roll initiative

You are ready for a fight to break out at any moment. You Interact to draw a weapon.

BRAWN OVER BRAINS

FEAT 5

HARDRIGGAN

When your mind becomes clouded, you know to hit harder rather than smarter. You gain a circumstance bonus to damage rolls on your melee Strikes equal to the value of your stupefied condition (to a maximum of a +4 circumstance bonus) whenever you have the stupefied condition.

DOMINATOR'S VIGOR ↻

FEAT 5

CONCENTRATE HARDRIGGAN

Frequency once per hour

Trigger You give a creature within 30 feet of you the frightened condition

You relish in the target creature's obvious cowardice in the face of your fearsome might, restoring your vigor. You gain temporary Hit Points equal to half your level. These temporary Hit Points last for a number of rounds equal to the frightened condition value you gave the triggering creature.

HARDRIGGAN WEAPON BRUTALITY FEAT 5

HARDRIGGAN

Prerequisites Hardrigger Weapon Familiarity

Your talent for swinging big weapons means you can get the most out of them when they connect, and you learn how to use them to their full potential. Whenever you critically hit using your horn, a hardrigger weapon, or one of the weapons you are trained with from the Hardrigger Weapon Familiarity feat, you apply the weapon's critical specialization effect.

HORN CHARGE ◆◆

FEAT 5

HARDRIGGAN

Frequency once per minute

You lean forward and charge, impaling foes with your horns. Stride once in a straight line, then make a horn Strike with the horn unarmed attack from the hardrigger ancestry. If you moved at least 10 feet and hit, you gain a +2 circumstance bonus to the damage roll per weapon damage die.

PERPETUAL AWARENESS

FEAT 5

HARDRIGGAN

Trusting your other senses as much or more than your sharp eyes, you are always aware of movement around you that might manifest as danger to you or your column. You gain motion sense as an imprecise sense out to 20 feet. Motion sense allows you to detect motion through vibration and air movement. As normal for all special senses, creatures who know you have motion sense can take precautions against it.

Hardrigger Faith

Hardriggers don't generally excel as clerics; their impulsivity and unease at submitting their will to a higher power generally preclude success in ecclesiastical endeavors since most deities appreciate humility, or at least a significant degree of pious deference towards their authority.

On the other hand, however, hardriggers respect might, and they can't deny the power that gods have. In some ways, gods are like incredibly powerful individuals, who could lead their own divine columns. Due to this perspective, hardriggers are less likely to approach gods as supplicants but are instead more likely to approach them as forces of nature to be avoided or leveraged to the hardrigger's own advantage. Most hardrigger adherents do this in two ways: they either use their faith as a sword, using powers drawn from the gods to raid and dominate better than they could alone, or as a shield, using the fellow members of their faith as a column that gives them protection from outsiders. In either case, these hardriggers are called "Godbound" by others of their kind, and the term is generally not a complimentary one. A small minority of faithful hardriggers are more typical priests, spreading their faith across other ancestries and defining themselves as part of their community of faithful rather than as hardriggers.

STOMP ◆

FEAT 5

HARDRIGGAN MANIPULATE

Frequency once every 10 minutes

Your tread is heavy, and you can stomp so hard that the ground cracks and buckles. You create difficult terrain in a 5-foot burst centered on one corner of your space. If you're Large, the area increases to a 10-foot burst, and if you're Huge or Gargantuan, the area increases to a 15-foot burst.

VIOLENT COMEBACK

FEAT 5

HARDRIGGAN

You respond with a sudden and powerful flare of fury when an opponent overwhelms you physically and revenge comes quickly to mind for this indignity. If a foe your size or larger knocks you prone, that foe is flat-footed to you for 1 round. If a foe reduces you to 0 Hit Points, that foe is flat-footed to you for 1 round after you regain consciousness.

9TH LEVEL

COUNTER BULLY ↻

FEAT 9

HARDRIGGAN

Trigger A foe causes you to gain the frightened condition

You are so used to dueling displays of dominance that whenever someone frightens you, you instinctively push back and intimidate them. You attempt to Demoralize the triggering foe, and your vicious response grants you a +1 circumstance bonus to your Intimidation check.

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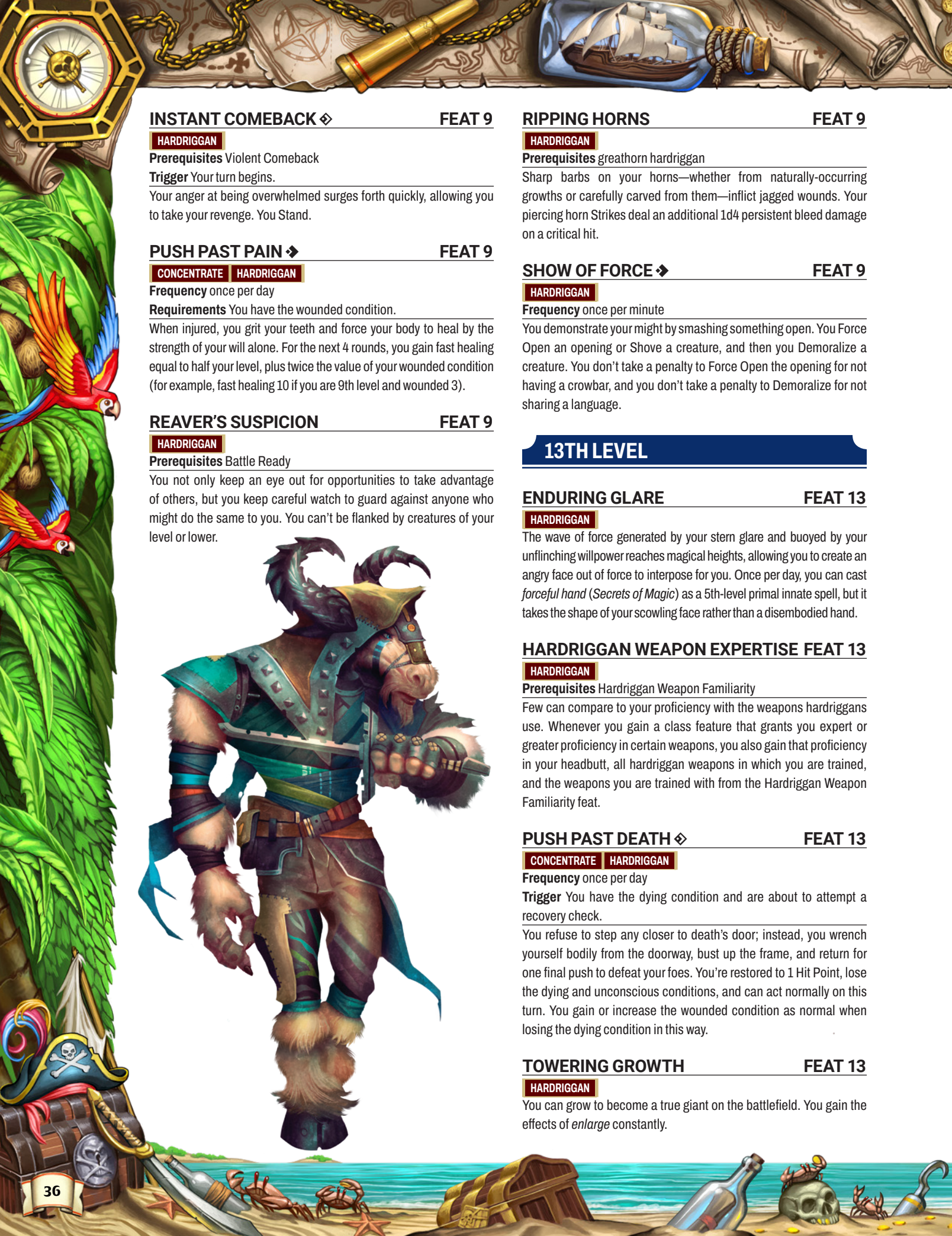
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INSTANT COMEBACK ◆

FEAT 9

HARDRIGGAN

Prerequisites Violent Comeback

Trigger Your turn begins.

Your anger at being overwhelmed surges forth quickly, allowing you to take your revenge. You Stand.

PUSH PAST PAIN ◆

FEAT 9

CONCENTRATE **HARDRIGGAN**

Frequency once per day

Requirements You have the wounded condition.

When injured, you grit your teeth and force your body to heal by the strength of your will alone. For the next 4 rounds, you gain fast healing equal to half your level, plus twice the value of your wounded condition (for example, fast healing 10 if you are 9th level and wounded 3).

REAVER'S SUSPICION

FEAT 9

HARDRIGGAN

Prerequisites Battle Ready

You not only keep an eye out for opportunities to take advantage of others, but you keep careful watch to guard against anyone who might do the same to you. You can't be flanked by creatures of your level or lower.



RIPPING HORNS

FEAT 9

HARDRIGGAN

Prerequisites greathorn hardrigger

Sharp barbs on your horns—whether from naturally-occurring growths or carefully carved from them—inflict jagged wounds. Your piercing horn Strikes deal an additional 1d4 persistent bleed damage on a critical hit.

SHOW OF FORCE ◆

FEAT 9

HARDRIGGAN

Frequency once per minute

You demonstrate your might by smashing something open. You Force Open an opening or Shove a creature, and then you Demoralize a creature. You don't take a penalty to Force Open the opening for not having a crowbar, and you don't take a penalty to Demoralize for not sharing a language.

13TH LEVEL

ENDURING GLARE

FEAT 13

HARDRIGGAN

The wave of force generated by your stern glare and buoyed by your unflinching willpower reaches magical heights, allowing you to create an angry face out of force to interpose for you. Once per day, you can cast *forceful hand* (*Secrets of Magic*) as a 5th-level primal innate spell, but it takes the shape of your scowling face rather than a disembodied hand.

HARDRIGGAN WEAPON EXPERTISE FEAT 13

HARDRIGGAN

Prerequisites Hardrigger Weapon Familiarity

Few can compare to your proficiency with the weapons hardriggans use. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in your headbutt, all hardrigger weapons in which you are trained, and the weapons you are trained with from the Hardrigger Weapon Familiarity feat.

PUSH PAST DEATH ◆

FEAT 13

CONCENTRATE **HARDRIGGAN**

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

You refuse to step any closer to death's door; instead, you wrench yourself bodily from the doorway, bust up the frame, and return for one final push to defeat your foes. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

TOWERING GROWTH

FEAT 13

HARDRIGGAN

You can grow to become a true giant on the battlefield. You gain the effects of *enlarge* constantly.

17TH LEVEL

BELLOWING PURIFICATION ◆◆◆ FEAT 17

CONCENTRATE HARDRIGGAN

Frequency once per day

You give a mighty bellow that shakes you to your core, pitting your will against forces that assail your body or spirit. Attempt an Intimidation check to counteract a single curse, disease, or poison that afflicts you. As normal, your counteract level is equal to half your level, rounded up. If you are legendary in Intimidation, you can attempt Intimidation checks against each curse, disease, and poison that afflicts you.

INCREDIBLE GROWTH ◆ FEAT 17

HARDRIGGAN PRIMAL TRANSMUTATION

Prerequisites Towering Growth

Frequency once per 10 minutes

You grow even larger for a short time, gaining an impressive reach. You gain the effects of 4th-level *enlarge* for 1 minute.

Hardrigger Weapon

The following new weapon is popular among hardriggers, as it helps them establish dominance with its unusual and intimidating appearance.

HARDRIGGAN JAGBLADE ITEM 0

UNCOMMON

Price 2 gp; Damage 1d8 S; Bulk 1

Hands 1

A hardrigger jagblade is a sword with jagged chunks of metal throughout, built to cause additional pain and bleeding with its serrated edges, disarm and impale foes, and intimidate onlookers. The disadvantage with the design is that it doesn't have high structural integrity and is prone to snapping with overuse; thus, hardriggers sometimes go through low quality hardrigger jagblades every few battles. Fortunately, high quality or magical hardrigger jagblades can pass the test of time. A hardrigger jagblade is an uncommon advanced melee weapon in the sword weapon group that deals 1d8 slashing damage and has the disarm, grapple, hardrigger and versatile piercing traits. It uses the critical specialization effect for daggers instead of the usual critical specialization effect for swords.

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Kragrak

Kragraks are adaptable earth people who transform their earthen forms based on two coming of age rituals and often associate with a secondary element.

Kragraks are an ancient ancestry with a strong connection to the element of earth. A kragrak's connection to the earth manifests in their physical forms, which echo the earthen features of the natural world. While kragraks with bulky gray forms inspired by a mountain range may look quite different

from those whose skin evokes the ripples in green coastal sand, these variations in appearance are not based on lineage. It's normal for kragrak families to include kragraks of various different heritages, and kragrak parents encourage each of their children to explore possible body forms as a natural part of their development.

In addition to their shared connection to earth, many kragraks also feel a lesser connection to a secondary element that reflects their personality, typically chosen from the other elements associated with the Eld. Kragraks group these elements in various categories, and they believe that a kragrak's secondary element and its category have a strong influence on the kragrak's characteristics and capabilities.

All kragraks are born as pale gray, bipedal humanoids with symmetrical bodies and ash-textured skin. These kragrak childhood forms are extremely resilient and adaptable, with tremendous regenerative ability. In addition, kragrak children are capable of briefly shapeshifting into smaller versions of various adult forms, which they use to try out which shapes feel most natural to them. Many children can even take on the appearance of inanimate rocks or crystals or other transformations dissimilar to the shape of a basic kragrak body. Whichever form they take, kragrak children's appearance is always symmetrical, a feature that greatly assists kragrak families in locating mischievous children attempting to hide away from responsibilities by using their shapeshifting abilities. It's for this reason that symmetrical features are seen as especially childish in kragrak society, while asymmetrical features are a sign of adulthood.

Eventually, almost every kragrak undergoes two highly personal coming-of-age rituals, during which they physically manifest a variety of features, each of which is intrinsically tied to their identity. The first of these rituals, the Rite of Metamorphosis, is performed once the kragrak reaches roughly the age of 12. During the ritual, kragrak children channel all their transformative power into a stabler form with the help of members of their community, and, like metamorphic rocks, begin to solidify their identity.



The features they gain include a heritage, based on how they choose to embody the element of earth, and a name mark, a permanent and unique symbol that appears somewhere on their bodies. The transformation also includes the changes that other ancestries would associate with puberty, with the rapid development of characteristics that are consistent with the kragrak's gender and desired anatomy.

Kragraks who have completed the Rite of Metamorphosis but who are not yet adults are known in kragrak society as metamorphs. The most obvious way to tell a metamorph apart from a temporarily transforming child is symmetry; metamorphs' bodies develop asymmetrical features, such as rocky protrusions on one shoulder but not the other, or hands with different numbers of fingers.

Around the age of 24, all kragraks undergo a second coming of age ritual, the Rite of Announcement, to formally transition into adulthood. This ritual amplifies the asymmetries in the kragrak's body and causes them to grow to their full adult size. It also augments the kragrak's name mark based on the kragrak's experiences and self-discovery during their metamorph years. The Rite of Announcement is typically a lively occasion, attended by the kragrak's family, friends, mentors, and other figures that have shaped their life's journey.

While metamorphs and adult kragraks may not be able to heal as quickly as children can, they retain the ability to recover from severe wounds over time, even regrowing lost limbs. When combined with the energy required to move their dense and heavy bodies, kragraks of all ages have voracious appetites.

If you want to play a character with a personal connection to the element of earth and a unique worldview shaped by transformative rituals, you should play a kragrak.

You Might...

- Carry tangible memories of your most significant experiences with you everywhere you go, in the form of commemorative accessories or earthrunes.
- Seek diverse viewpoints before making important decisions, particularly the viewpoints of people with a different secondary elemental affinity than your own (literal or metaphorical).
- Find value and meaning in asymmetrical features in yourself and others, whether they be asymmetrical physical features, attire, or nuanced philosophies.
- Feel that your secondary elemental affinity helps shape your destiny, either leaning in to its advantages or else rejecting blame for deeds that are in keeping with its pitfalls.

Others Probably...

- Believe that you are related to earth elementals, eldamon, or other beings with strong elemental ties, and assume you follow the ways of the Eld.
- Expect you to have a deep interest in protecting the environment, especially the earth, and to be uninterested in modern developments in technology or magic.
- Assume that your body is as durable as rock.
- Assume that your choice of kragrak heritage reflects your personality (for example, that all boulder kragraks are slow to act, or that all ash kragraks are impulsive).

RARITY

Uncommon

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Constitution

Free

LANGUAGES

Common

Terran

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Chochoi, Ignan, Jotun, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Earth

Humanoid

Kragrak

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

BODILY REGENERATION

Over time, kragraks regenerate. Every hour, you recover Hit Points equal to your level. You also regrow any missing body parts, returning to the asymmetrical form you chose during your Rites. This typically takes 2–4 days for something the size of a finger, 2–4 weeks for something the size of a hand, or 2–4 months for something the size of an arm. The regrown parts leave a scar or seam that a careful observer would notice.

SECONDARY ELEMENT

Most kragraks have a secondary element (see page 40) which can influence the effect of several feats.



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Kragrak Settlements

Kragraks typically grow up surrounded by others of their ancestry, either in villages that are populated primarily by kragraks or in predominantly kragrak communities in larger multi-ancestry settlements. They favor architecture drawn from rocky natural materials, such as buildings carved from rock or sculpted from hardened sand.

Physical Description

Kragraks are bipedal, hairless humanoids with earthen features. In childhood, all kragraks have a pale gray ashen form, which is so light that it's almost white in color. The forms that they take as they progress through their metamorph stage and into adulthood depend upon their chosen heritage. The most common heritages are ash, boulder, salt, and sand.

Ash kragraks choose to maintain an adult form with a connection to volcanic ash. After their transformation, their skin turns a darker gray than their childhood form, and they develop other volcanic features like magma rivulets or obsidian shards in their skin.

Boulder kragraks are the physically largest heritage and the most similar to what other ancestries expect when they think of kragraks. Their bodies are covered in thick, rocky plates of irregular size and shape.

Salt kragraks are most often bright white, but they can also be pink, gray, yellow, or even blue, depending upon the mineral composition of their homeland. Their bodies are studded with asymmetrical patterns made of geometric salt crystals of a variety of shapes and sizes.

Sand kragraks' skin takes on the appearance of beaches, deserts, or other sandy areas. This sand's color ranges from almost white through yellow, green, or black. It is more uniform in color than typical beach sand, as it does not contain fragments from marine life. While its color may be uniform, sand kragrak's skin often features ridges reminiscent of the ripples formed by wind and waves, as well as grains of varying sizes.

Regardless of their heritage, kragraks prize asymmetry as a mark of beauty, maturity, and adulthood. They find the idealized depictions of symmetrical beauty favored by other ancestries to be cute and endearing but ultimately childish. Many kragraks choose to dress to accentuate their own asymmetries, both those granted by the Rites and those they acquired later in life. Their choice of materials depends on the roughness of their skin, with rough and rocky boulder kragraks favoring sturdy materials like leather with copious buckles to

allow for easy adjustment, while ash kragraks favor softer fabrics that can be draped and pinned in a variety of styles.

In addition to clothing, kragraks enjoy ornamentations, such as jewelry, piercings, and the art of inscribing earthrunes. The nature of inscribing earthrunes falls somewhere between tattooing and engraving, depending upon the texture of the kragrak's skin and the composition of their body. Earthrunes can be either colorful or monochromatic, based on the specifications of the kragrak receiving the earthrune as well as the kragrak inscribing it. For instance, kragraks with harder and rockier skin are much more likely to favor simple patterns decorated with inset veins of colorful ore, while kragraks with smooth, ashen skin are much more likely to favor earthrunes with complex patterns. Kragraks prize earthrunes for both their beauty and their expressive artistry.

Some especially elaborate earthrunes have magical properties as well. Any magical effect that could be captured in a tattoo can also be captured in an earthrune. One of the most common roles of earthrunes is to signify belonging; most kragrak communities develop a unique earthrune pattern that they apply to all adults as a part of the Rite of Announcement, and it's not uncommon for kragraks to receive earthrunes that represent organizations that are important to their identity. Kragraks tend to refer to earthrunes by a more specific name based on the geography of the land in which they grew up; for example, kragraks from an island often call them island runes.

Kragraks also prize scars, as they view them as visual representations of a full life lived and the wisdom gained along the way. A kragrak who has asymmetries that present challenges typically seeks assistive devices that provide accessibility while drawing attention to the difference, such as vibrantly colored prosthetics. When these asymmetries are due to injury, these prosthetics need to be adaptable to account for kragraks' ability to regenerate even lost limbs over time.

Differences in heritage are typically more significant both visually and culturally than differences in gender. Still, there are categories of features that kragraks associate with gender. Kragrak women tend to be physically larger than men. Women's features and adornments tend to be more rounded, while men's features tend to be more angular and defined. Nonbinary kragraks might express their identity in a variety of ways, including by choosing a body form that plays up the contrast between roundness and angularity.

Society

In kragrak society, engaging in self-discovery in childhood is critical, and parents encourage their children to be willing to take risks and try out different forms, gender expressions, and ways of life in advance of their Rite of Metamorphosis. To promote this discovery, kragraks often take their children to nearby settlements and encourage them to interact with people from all sorts of different ancestries and ways of life that aren't especially common in their home communities.

After the Rite of Metamorphosis, kragrak metamorphs spend several years adjusting to their new bodies, taking on greater responsibilities, and finding roles for themselves within their community. During this time, they are expected to explore different careers, become self-sufficient, and create experiences and accomplishments worthy of their first earthrunes. With their metamorph name marks, they can begin to build their reputations, and they are allowed to enter into short-term contracts, such as renting property or securing temporary employment as apprentices. Kragraks do not shield metamorphs from the consequences of failure in the way that they protect children, but they generally still consider it reprehensible to take advantage of them for personal gain.

The Rite of Announcement marks a kragrak metamorph's final transition to adulthood. Their name mark becomes significantly more complex as part of this ritual. It gains patterns that echo the name marks of those who were most important to the kragrak's upbringing and outlook, such as family members, teachers, and rivals; the same sorts of people who would often be invited to the celebration surrounding the rite. It also often contains patterns that represent the kragrak's secondary element. A kragrak's metamorph name remains a visually distinct component of their full name mark. Adult kragraks still use their metamorph name when writing to friends and relatives as a mark of closeness; referring to an adult kragrak by their metamorph name without permission is a surefire way to cause offense.

While the exact timing of the Rites of

Metamorphosis and Announcement can vary from kragrak to kragrak depending on the individual kragraks' maturity and how much time they need to understand their identities, the rituals are a central expectation of life. No kragrak could remain a child forever, as a kragrak's childhood form is ultimately unstable. Those who retain it for more than a few decades start to lose their resiliency and crumble into ash, eventually dying unless they possess the strength of body and will to perform an improvised version of the ritual before they perish.

As adults, kragraks typically retain strong connections to the community that raised them. Many choose to remain a part of that community



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for their entire lives, though remaining a part of a community doesn't necessarily mean the kragrak continues to live in the same place. Kragraks who travel far away from their homeland might stay connected by sending letters and souvenirs. Those who live closer to home are likely to participate actively in raising the next generation as they are able, passing on their skills and sharing stories and mementos of their way of life.


Kragrak communities typically work hard to see past individual differences and find common ground. Occasionally, a community may choose to exile a member, usually one who has proven unrepentantly violent or malicious. This banishment is formally marked by the erasure of the community's earthrune from the exiled person's body. However, no political structure is immune to corruption, and kragraks have been exiled for false or petty reasons.

Secondary Element

Each kragrak is associated with the element of earth, but many choose a secondary element that reflects their personality. This secondary element could be any of the ones represented in the ancient teachings of the Eld, from the famous and prominent (such as fire) to the intangible (such as time). This elemental framework is a deeply-rooted part of most kragrak communities, whether their members follow the ways of the Eld or offer prayers to the deities of the Balance. The origins of this framework are a matter of discussion and philosophy. Kragraks who follow the Eld are more likely to see these elemental affinities as intrinsic and directed by a connection between the kragrak's soul and elemental forces. Meanwhile, kragraks who follow the Balance are more likely to see the choice of elemental affinity as a matter of self-expression. Most kragraks consider all secondary elements to be valuable, with benefits they bring to society alongside a personal challenge that each kragrak with their affinity must face (though few can escape the bias in favor of their own secondary element). Those who bring out their secondary element's strengths without getting mired in its challenges earn the respect of their peers. The common wisdom in kragrak communities is that it is foolish to make major decisions without consulting with people of different secondary elemental affinities. This preference for varied perspectives is reflected in all aspects of society. On a personal level, kragraks seek such variety in their social circles, and settlements with predominantly kragrak residents favor governing councils.

Kragraks traditionally group the core twenty elements into four categories, placing earth in a transcendent position that could be considered to belong to any of the other four categories. Nearly all kragraks are at least familiar with this framework, whether they believe in its organization or not. This earth-focused system is certainly not universal to followers of the Eld, and it's rarely used by members of other ancestries. While scholars of other ancestries might note that earth would naturally fit into the static elements to create four even groups of five elements each, many kragraks find this idea fundamentally distasteful, as it diminishes the significance of earth in the service of greater symmetry.

Dynamic Elements: Kragraks believe that the dynamic elements are air, fire, force, light,



and lightning. Kragraks with a secondary dynamic element tend to be bold and creative. Undaunted by failure, they seek to chart new paths. At their best, they are optimistic leaders whose revolutionary outlooks inspire innovation and brush aside stagnant ideas in favor of a brighter future. At their worst, dynamic kragraks are short-sighted and destructive.

Esoteric Elements: Kragraks believe that the esoteric elements are mind, music, space, spirit, and time. Kragraks with a secondary esoteric element tend to be introspective and adept at considering situations from many different viewpoints. At their best, esoteric kragraks are empathetic, imaginative, and mentally resilient, with a rich inner world. At their worst, esoteric kragraks spend so much time contemplating varied perspectives that they lose their sense of purpose, or at the other extreme, become so dedicated to abstract ideals that they are willing to perform heinous deeds to bring their goals to fruition.

Static Elements: Kragraks believe that the static elements are darkness, death, ice, and metal. Kragraks with a secondary static element tend to be dependable. They seek lessons from what has come before, learning from their ancestors and mentors. They are patient and prefer slow, incremental change to dramatic revolution. At their best, they are knowledgeable, reliable, and trustworthy. At their worst, static kragraks are dogmatic, judgmental, and unwilling to compromise.

Vital Elements: Kragraks believe that the vital elements are body, life, poison, wood, and water. Kragraks with a vital secondary element tend to be well-aware of the cycles of life that surround them. They nurture life at whatever scale feels natural to them, be it in training for physical fitness (most common among those of the body element), cultivating gardens (most common among those of the wood or poison elements), or maintaining the health of broader ecosystems (most common among those of the life and water elements). At their best, vital kragraks are caretakers of their communities and ecosystems, taking on respected roles that nurture those around them. At their worst, vital kragraks bend their understanding of life toward harmful ends, such as terrorizing others with monsters or practicing unethical science.

Alignment and Religion

Kragraks can be of any alignment. There is no direct association between heritage and alignment, but each category of secondary element comes with an alignment tendency. Kragraks of the dynamic elements are more likely to be chaotic, while kragraks

Volcanic Rebirth

While many kragraks remain satisfied with the identities they embody during their coming-of-age rituals, not all of them continue to experience harmony between their minds and their physical forms. Those who experience a significant dissonance, whether it be with their heritage, secondary element, physical sex, or even their name mark, can undergo a ritual called the Rite of Volcanic Rebirth to change these features. The ritual momentarily restores the mutability of their childhood form, allowing them to change the parts of their body that do not align with their identity. The ritual is safer than most, but it requires several weeks of preparation. Kragraks often invite their most trusted friends and allies to participate and to celebrate the ritual's aftermath.

The Rite of Volcanic Rebirth is not to be undertaken lightly, or by those who embrace their current identities. A kragrak legend speaks of an exiled criminal who attempted to undergo the rite to change her name mark and appearance, so that she could secretly return to the land from which she had been banished. She attempted to trick the rite into giving her a new name and heritage, but try as she might, the ritual's magic only allowed itself to be shaped back into her true identity. As she struggled to trick the ritual, her soul slipped away, and her body crumbled to lifeless ash.

of the static elements are more likely to be lawful. Meanwhile, kragraks of the vital elements and esoteric elements tend toward neutrality on the scale of law and chaos. None of the elements is particularly associated with good or evil.

Thanks to their strong connection to the elements, kragraks are also more likely than members of most other ancestries to follow the teachings of the Eld. But while the Eld's traditions remain a significant part of kragrak culture, more and more kragraks have sought other philosophies. In modern times, many kragraks follow deities of the Balance. Those who retain a more conventional outlook are likely to choose Gaia or Zoa for life and death, but kragraks can worship any deity.

Names

Kragraks have two primary types of names they use in distinctive contexts. The first is the kragrak's speech name, which can be verbal, signed, or both. A kragrak's speech names typically include pieces of the speech name their parents gave them as children, as well as pieces of the speech names of others who have been influential to them throughout their lives. Speech names rarely include titles or accomplishments, as most kragraks believe such things are better captured in durable earthrunes than they are in impermanent



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speech. Names that may at first appear symmetrical but break from that symmetry in a clear way, like the word kragrak itself, are consistently popular. Since many kragrak names come from the Terran language, they favor hard consonants.

The second type of name is a name mark, which kragraks use as their signature in written communication. The sample names provided below represent speech names.

Sample Names

Torgvat, Rupnur, Zovalov, Grotgran, Kolod.

Kragrak Heritages

Kragrak heritages demonstrate the way that each kragrak experiences their own personal connection to the element of earth. The four most common heritages are ash, boulder, salt, and sand. Each of these heritages is also associated with one of the categories of elements. Kragraks of that heritage are somewhat more likely to have secondary elements in that category, but those are only general tendencies. Ultimately all combinations of heritage and secondary element are possible. Since ash comes from fire and travels upon the wind, ash kragraks are associated with the dynamic elements. The heavy and solid bodies of boulder kragraks are associated with the static elements. Sand kragraks are associated with the vital elements, thanks to their connection with the sea as well as the endurance required to survive in harsh desert climates. Salt kragraks are associated with the esoteric elements and the occult, because of the protective properties that salt provides against supernatural forces as well as the harmonic potential of the geometric crystals on their bodies.

Ash Kragrak

Your body and mind are flexible. You are trained in Acrobatics, or in another skill if you were already trained in Acrobatics. Additionally, you gain the Quick Squeeze skill feat as a bonus feat. During Downtime, you Retrain slightly faster, taking only 6 days for each week that Retraining would normally require.

Boulder Kragrak

Boulder kragraks are particularly sturdy and extremely difficult to move, though their weighty forms do not lend themselves to rapid movement. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone. If any effect would force you to move 10 feet or more, you are moved only half the distance. You also gain the Toughness feat as a bonus feat. However, your Speed decreases from 25 to 20 feet.

Salt Kragrak

The salt in your body naturally purifies both physical and magical contaminants. You gain a +1 circumstance bonus to saving throws against curses, diseases, and haunts. If you roll a success on a saving throw against curses, diseases, or haunts, you get a critical success instead.

Sand Kragrak

Whether you are associated with the sands of churning coasts or the ever-shifting sand dunes of a desert, you understand that fortunes ebb and flow, and are skilled at seizing opportunities. You gain the Cycle of Tides and Dunes reaction.

CYCLE OF TIDES AND DUNES ↷

Trigger You attempt a saving throw, but you haven't rolled yet. You gain a +2 circumstance bonus to the triggering saving throw. If the bonus affects the degree of success of the saving throw, you take a -1 penalty to saves of the same type (Fortitude, Reflex, or Will) for 1 minute. While you have the penalty, you can't use Cycle of Tides and Dunes.

Ancestry Feats

The following feats are available to kragrak characters.

1ST LEVEL

CURL UP ↷

FEAT 1

KRAGRAK

You can curl up defensively to protect yourself from harm. You gain a +1 circumstance bonus to AC until the start of your next turn.

EARTH'S EYES

FEAT 1

KRAGRAK

Your eyes gain the depth of the caverns and the elemental protection of earth, allowing you to see in the dark. You gain darkvision.

ELDER MAGIC

FEAT 1

KRAGRAK

You can cast a simple magic spell drawn from the primal elements of the world surrounding you. Choose a cantrip from the primal spell list. You can cast this cantrip as a primal innate spell at will. As normal for cantrips, the cantrip is heightened to half your level, rounded up.

INVOKE NAME MARK ✦

FEAT 1

FORTUNE KRAGRAK

Frequency once per day

Trigger You fail a Will saving throw

You call upon the power of your name in order to hold your will steadfast. You can reroll the triggering saving throw and use the better result.

KRAGRAK LORE

FEAT 1

KRAGRAK

You've studied with the older kragraks in your settlement and learned about the elements and the world around you, as well as the old stories. You gain the trained proficiency rank in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Kragrak Lore.

Kragrak Adventurers

While kragraks as a whole don't have singular tendencies as adventurers, kragraks from all walks of life might consider adventuring as a way to seek out new experiences or to serve their communities. For all these reasons, each group of secondary elements is associated with different likely backgrounds and classes.

Dynamic: Typical dynamic kragrak backgrounds include artist, nomad, and tinker. Dynamic kragraks tend toward the alchemist, barbarian, and sorcerer classes.

Esoteric: Typical esoteric kragrak backgrounds include fortune teller, musical prodigy (*Pathfinder Secrets of Magic*), and scholar. Esoteric kragraks tend toward the bard, psychic, and thaumaturge classes.

Static: Typical dynamic kragrak backgrounds include guard, teacher (*Pathfinder Advanced Player's Guide*), and scout. Static kragraks tend toward the druid, fighter, and ranger classes.

Vital: Typical vital kragrak backgrounds include field medic, herbalist, and martial disciple. Vital kragraks tend toward the druid, monk, and rogue classes.

KRAGRAK SHARD

FEAT 1

KRAGRAK

You can detach numerous small shards from your body and launch them at foes, as your body instantly regenerates the launched shards. You gain a shard ranged unarmed attack with a range increment of 10 feet. The attack deals 1d4 piercing damage. Your shard is in the sling weapon group and has the propulsive trait. Like other unarmed attacks, you can improve this attack with *handwraps of mighty blows*.

PROTECTIVE EARTHRUNE

FEAT 1

KRAGRAK

Your earthrune transforms the outer surface of your body into a powerful protective armor as effective as a breastplate, defending you from physical harm. Your body is medium armor in the plate armor group that grants a +4 item bonus to AC, a Dex cap of +1, a check penalty of -2, a speed penalty of -5 feet, and a Strength value of 16, and has the comfort trait. You can never wear other armor or remove this armor, unless you retrain the feat and remove the earthrune. You can etch armor runes into your body to complement your earthrune, allowing you to upgrade your body's armor as normal.

ROCK FIST

FEAT 1

KRAGRAK

Your fists are as hard as rock, allowing you to make lethal punches and similar attacks and push your foes around the battlefield. Your fists lose the nonlethal trait and gain the shove trait. Additionally, when you take this feat, you can choose to have your fists lose the agile trait and in exchange increase the damage die from 1d4 to 1d6. Once you make the choice to remove the agile trait, you can't change it.

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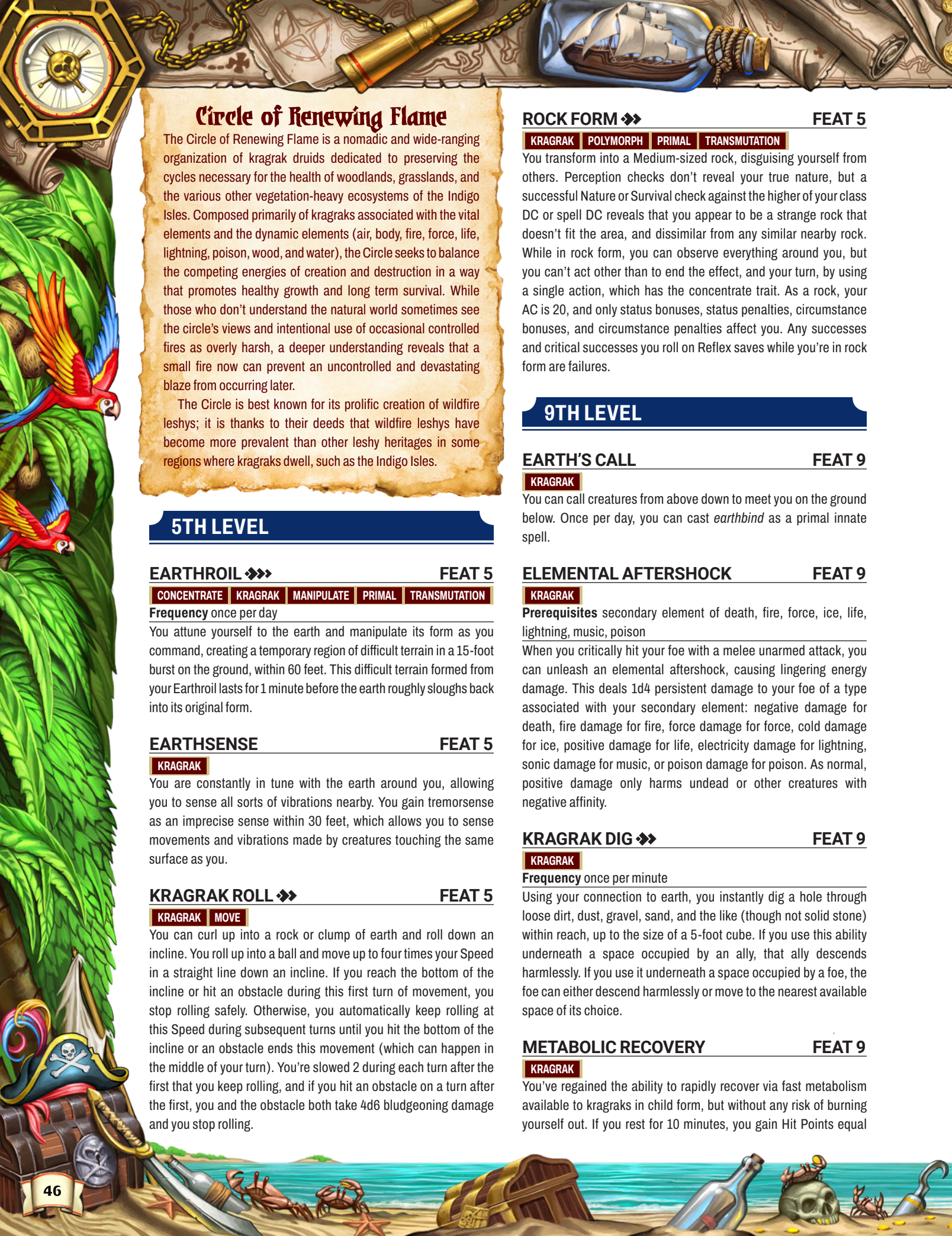
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Circle of Renewing Flame

The Circle of Renewing Flame is a nomadic and wide-ranging organization of kragrak druids dedicated to preserving the cycles necessary for the health of woodlands, grasslands, and the various other vegetation-heavy ecosystems of the Indigo Isles. Composed primarily of kragraks associated with the vital elements and the dynamic elements (air, body, fire, force, life, lightning, poison, wood, and water), the Circle seeks to balance the competing energies of creation and destruction in a way that promotes healthy growth and long term survival. While those who don't understand the natural world sometimes see the circle's views and intentional use of occasional controlled fires as overly harsh, a deeper understanding reveals that a small fire now can prevent an uncontrolled and devastating blaze from occurring later.

The Circle is best known for its prolific creation of wildfire leshys; it is thanks to their deeds that wildfire leshys have become more prevalent than other leshy heritages in some regions where kragraks dwell, such as the Indigo Isles.

5TH LEVEL

EARTHROIL ◆◆◆

FEAT 5

CONCENTRATE KRAGRAK MANIPULATE PRIMAL TRANSMUTATION

Frequency once per day

You attune yourself to the earth and manipulate its form as you command, creating a temporary region of difficult terrain in a 15-foot burst on the ground, within 60 feet. This difficult terrain formed from your Earthroil lasts for 1 minute before the earth roughly sloughs back into its original form.

EARTHSENSE

FEAT 5

KRAGRAK

You are constantly in tune with the earth around you, allowing you to sense all sorts of vibrations nearby. You gain tremorsense as an imprecise sense within 30 feet, which allows you to sense movements and vibrations made by creatures touching the same surface as you.

KRAGRAK ROLL ◆◆

FEAT 5

KRAGRAK MOVE

You can curl up into a rock or clump of earth and roll down an incline. You roll up into a ball and move up to four times your Speed in a straight line down an incline. If you reach the bottom of the incline or hit an obstacle during this first turn of movement, you stop rolling safely. Otherwise, you automatically keep rolling at this Speed during subsequent turns until you hit the bottom of the incline or an obstacle ends this movement (which can happen in the middle of your turn). You're slowed 2 during each turn after the first that you keep rolling, and if you hit an obstacle on a turn after the first, you and the obstacle both take 4d6 bludgeoning damage and you stop rolling.

ROCK FORM ◆◆

FEAT 5

KRAGRAK POLYMORPH PRIMAL TRANSMUTATION

You transform into a Medium-sized rock, disguising yourself from others. Perception checks don't reveal your true nature, but a successful Nature or Survival check against the higher of your class DC or spell DC reveals that you appear to be a strange rock that doesn't fit the area, and dissimilar from any similar nearby rock. While in rock form, you can observe everything around you, but you can't act other than to end the effect, and your turn, by using a single action, which has the concentrate trait. As a rock, your AC is 20, and only status bonuses, status penalties, circumstance bonuses, and circumstance penalties affect you. Any successes and critical successes you roll on Reflex saves while you're in rock form are failures.

9TH LEVEL

EARTH'S CALL

FEAT 9

KRAGRAK

You can call creatures from above down to meet you on the ground below. Once per day, you can cast *earthbind* as a primal innate spell.

ELEMENTAL AFTERSHOCK

FEAT 9

KRAGRAK

Prerequisites secondary element of death, fire, force, ice, life, lightning, music, poison

When you critically hit your foe with a melee unarmed attack, you can unleash an elemental aftershock, causing lingering energy damage. This deals 1d4 persistent damage to your foe of a type associated with your secondary element: negative damage for death, fire damage for fire, force damage for force, cold damage for ice, positive damage for life, electricity damage for lightning, sonic damage for music, or poison damage for poison. As normal, positive damage only harms undead or other creatures with negative affinity.

KRAGRAK DIG ◆◆

FEAT 9

KRAGRAK

Frequency once per minute

Using your connection to earth, you instantly dig a hole through loose dirt, dust, gravel, sand, and the like (though not solid stone) within reach, up to the size of a 5-foot cube. If you use this ability underneath a space occupied by an ally, that ally descends harmlessly. If you use it underneath a space occupied by a foe, the foe can either descend harmlessly or move to the nearest available space of its choice.

METABOLIC RECOVERY

FEAT 9

KRAGRAK

You've regained the ability to rapidly recover via fast metabolism available to kragraks in child form, but without any risk of burning yourself out. If you rest for 10 minutes, you gain Hit Points equal

to your Constitution modifier × half your level. This is cumulative with any healing you receive from Treat Wounds. Your bodily regeneration also works faster than other kragraks. It typically only takes you 1 day to regrow a body part the size of a finger, 1 week for a hand, and 1 month for an arm.

ROCK AND ROLL FEAT 9

KRAGRAK

Prerequisites Kragrak Roll

When you perform a Kragrak Roll, you are an unstoppable juggernaut, flattening all in your path. If you hit an obstacle on any turn, including the first, the obstacle takes 6d6 bludgeoning damage and you are unharmed. If this is enough to break the obstacle, you can choose to stop or keep rolling. If you hit a creature, you can try to roll over them. Attempt an Athletics check to Trip that creature, in addition to dealing damage; on a success, you can choose to stop or keep rolling, and if you keep rolling, you can move through the creature's space. You don't apply the multiple attack penalty from any such Trip attempts until after you finish resolving the full movement from Kragrak Roll.

13TH LEVEL

EARTHEN BURROW FEAT 13

KRAGRAK

You use your personal ties to the element of earth in order to attune yourself and burrow slowly through loose earth. You gain a burrow speed of 15 feet.

EARTH'S EMBRACE FEAT 13

KRAGRAK

Frequency once per hour

You disincorporate your body into a cloud of sediment (ash for ash kragraks, soil for boulder kragraks, salt for salt kragraks, or sand for sand kragraks) for 5 minutes, which is light enough to be picked up by the breeze. In this state, you're amorphous. You lose any item bonus to AC and all other effects and bonuses from armor, and you use your proficiency modifier for unarmored defense. You gain resistance 10 to physical damage and are immune to precision damage. You can't cast spells, activate items, or use actions that have the attack or manipulate trait. You gain a fly Speed of 10 feet and can slip through tiny cracks.

ROCK SKIN FEAT 13

KRAGRAK

Your earthen form is covered in a thin protective outer layer of rock that isn't part of your body, which can protect you from harm... at least until it chips away. During your daily preparations, you gain resistance 5 to physical damage (except adamantine). Any time this resistance prevents damage, it decreases by 1, to a minimum of 0. However, when your resistance is below 5, it slowly recovers itself over time; for every 10 minutes, it increases by 1, to a maximum of 5.

Lucky Rocks

Some kragraks believe that particular rocks or minerals are lucky, either in general or specifically in combination with certain secondary elements or times of year. This has led to the innovation of various art forms incorporating lucky rocks into accessories or earthrunes, as well as occupations such as lithomantic soothsayers and fortune tellers. Some kragraks will have their geological compatibilities read before agreeing to a further step with a potential business or romantic partner.

STURDY NAME FEAT 13

KRAGRAK

Prerequisites Invoke Name Mark

Through your great deeds and accomplishments, your name has gained more significance than other kragraks, and you can invoke it more often. You can use Invoke Name Mark once per hour, instead of once per day.

17TH LEVEL

EARTHEN GATE FEAT 17

UNCOMMON **KRAGRAK**

Your attunement to the earth element is so strong that you can open gateways directly to the Elemental Plane of Earth, as well as make your way back to the Material Plane. You gain *plane shift* as a primal innate spell. You can cast it twice per week. You can use this *plane shift* innate spell only to travel back and forth between the Elemental Plane of Earth and the Material Plane. Due to your body's natural resonance, you can act as the spell focus, and you don't require a tuning fork.

EARTH'S VOICE FEAT 17

UNCOMMON **DIVINATION** **EARTH** **KRAGRAK** **PRIMAL**

You've learned how to speak with the voices inside of stones, calling on the vitae, the fragments of the Eld within all things. While stone is not normally intelligent, you speak with the vitae, which have a personality colored by the type of stone, as well as by the type of structure the stone is part of, for worked stone. A stone's perspective, perception, and knowledge give it a worldview different enough from a human's that it doesn't consider the same details important. Stones can mostly answer questions about creatures that touched them in the past and what is concealed beneath or behind them.

VOLCANIC DESTRUCTION FEAT 17

KRAGRAK

While many kragraks envision volcanic eruptions as a primal and resplendent form of rebirth, you understand how to use them for destructive purposes as well. In fact, you've even learned how to call forth eruptions at a rate that should alarm everyone living nearby. Once per day, you can cast *volcanic eruption* as an innate primal spell.

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Orpok

Orpoks are stout humanoids with porcine features. They have keen senses of smell and taste, making them peerless gourmands. Hardy and hardworking, many orpoks prefer well-earned lives of ease.

Orpoks are recent arrivals to the Indigo Isles, having appeared in a fleet of wide-bottomed sailing vessels about 200 years ago. The orpoks who worked the ships had been born on them, and their elders spoke only vaguely of some great tragedy that they had escaped many years before. The knowledge of the orpok homeland died with these elders, and orpoks today don't have much to say about their lost ancestral homelands.

Despite the distant tragedy, orpoks didn't arrive as empty-handed refugees. Their vessels were filled with all manner of crafts, treatises, and treasures. Wherever orpoks came from, they had time to compile all that they needed to preserve their culture and settle someplace anew. In particular, the ships' holds were bursting with cookbooks and cooking implements, herbs and spices unknown in the Indigo Isles and the potted plants to regrow them, treasures such as silver and gemstones, and beautiful works of art, mostly in the form of exceptional furniture. Cookbooks served as primers to teach young orpoks to read and write. The furniture provided excellent examples of how to construct useful, comfortable things. Books explaining how to hunt, kill, and cook a variety of beasts were used to teach young orpoks the arts of combat. These materials, though extensive, were noticeably lacking in maps, histories, or anything that would tell the new generation where they had come from or why they left.

The orpok fleet arrived on Bluebell Island, in the deep bay where they would soon build the town of Seaview. The event is celebrated as "Landfall Day," although the

actual arrival spanned several weeks, as some of the vessels had been delayed by a storm and had to catch up. On Bluebell Island, orpoks easily found space among the few small communities of g'mayuns, hardriggans, and others and began establishing settlements that respected these other communities—but, importantly, they discovered

the bluebell plants that grew wild across the island. Their books said nothing of these flowers, but the industrious settlers soon realized that bluebell plants have an extraordinary number of uses: in dyes, cooking, textiles, ropemaking, insulation, paper, and more. Furthermore, the bluebell plants took easily to cultivation of the type described in their books. Many orpoks believed that their wandering days were coming to an end, and that the bluebell plants were a sign that they were to establish a new civilization here, expanding on the culture they had brought aboard their ships.

Orpoks made homes in these settlements where they were welcome and built their own communities all across Bluebell Island. Although they'd arrived as mariners, most orpoks quickly adapted to a settled, landbound life. The settlement of Bluebell

Island is now viewed as a peaceful time of collaboration and industry, but it doesn't take a close look at orpok history to see that this wasn't the

case. Some of the fleet captains rebelled at settling down on land; the oceangoing life was all they'd ever known, after all. It was clear that something had compelled orpoks to take to the open sea, and some felt that turning to a landbound life was a betrayal of their directive. Only a decade after orpoks had arrived on Bluebell Island and settled in, these restless orpoks took one of the largest vessels in the fleet, the *Wide Whale*, and sailed away from Bluebell Island. They haven't been seen again, but their



bold decision has since inspired generations of orpok explorers who strive to know what's over the horizon.

As an orpok adventurer, you eschew the sedentary, community-focused life most orpoks lead (either by your nature or your circumstances). You recognize that exploration is as much a birthright of orpoks as easy living, and you will write your name among the annals of orpok heroes.

If you want to play a porcine character with a keen nose, a sturdy body, and culinary sensibilities, you should play an orpok.

You Might...

- Enjoy eating often, both as an experience for the senses and as a way to bond with others.
- Be willing to shoulder a lot of work to make things easier for your friends.
- Take it easy when there's not a pressing need for immediate effort.

Others Probably...

- Appreciate your keen senses and assume you can prepare tasty meals or recommend quality eating establishments.
- Underestimate the amount of hardship you can endure (and the work you can perform) when necessary.
- Assume that you prefer eating to any other endeavor.

Physical Description

Orpoks are humanoids with distinctly pig-like features, including a porcine nose, floppy ears, tusks, and cloven hooves at the ends of their feet. They are nearly as tall as a human but significantly more stout; they tend to be heavy but carry their excess weight well on sturdy bones. Their eyes are often small and sunk back into their heads, like a pig's. Their hands end in three blunt fingers and a thumb. Orpoks have hair all over their bodies; this hair is usually fine, showing their skin color that ranges from light pink to brown so dark as to appear black. Some orpoks have thicker hair that gives them a bristly look, and others have a thin, clear layer of grease that makes them look oily all the time.

Although their vision and hearing aren't much keener than that of humans, orpoks have well-defined senses of taste and smell. They can detect subtle gradations of flavor in their food that most other creatures miss, and they find a complex flavor to be a very enjoyable sensation. They tend to snort when they eat, not out of greed or rudeness, but due to air escaping through their nose as they move a flavorful bite around in their mouths.

Orpoks generally have large families; litters of six or eight orpoks aren't uncommon, and most families consist of three or four litters. Although their birth rate is very high, orpoks have relatively short lifespans. Orpoks are physically mature by the end of their first decade of life, and few orpoks survive past 35 years of age. An older orpok shows their age with their hair becoming white (eventually manifesting as a soft white fuzz over the orpok's entire body) and their eyesight becoming increasingly poor. Even many middle-aged orpoks prefer spectacles to correct their declining vision.

Society

Orpoks society stresses civic unity and tradition. Orpoks are expected to support not only their families—particularly the elderly and young in their families—but the entire community in which they live. A simple, sedentary life is widely held as the orpok ideal, but orpoks are canny enough to realize that ease doesn't come without hard work to pave the way. Orpoks thus engage in diligent, cooperative efforts to ensure a good life for themselves and those who come after them in

RARITY

Uncommon

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Constitution

Charisma

Free

ABILITY FLAW

Dexterity

LANGUAGES

Common

Orpok

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Auran, Chochori, Draconic, Jotun, Sylvan, Terran, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Humanoid

Orpok

KEEN SNOOT

You have an acute sense of smell. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's exact location. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

You also gain a +2 circumstance bonus to Perception checks when trying to locate an undetected creature within range of your scent.

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.



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Orpok Adventurers

Orpok adventurers are relatively rare, as orpoks enjoy the comforts of home and like working to build their communities. Those orpoks who take to the roads or the seas usually don't intend a totally itinerant life and typically plan regular trips home (although misfortune might delay or prevent these anticipated homecomings). Orpoks are tough and personable, so they make excellent bards, champions, and fighters. They also make good alchemists. They might lack the manual dexterity that other ancestries have, but they are quick thinkers and make good investigators and wizards. They only rarely pursue nature-bound classes such as barbarians, druids, and rangers, so orpoks with these skills can help their communities in unique ways that make them highly valued. Typical orpok backgrounds include artisan, barkeep, barrister, cook (*Pathfinder Advanced Player's Guide*), emissary, farmhand, herbalist, noble, and scholar.

their community. People of other ancestries sometimes remark that orpoks work quite hard just to take it easy, but orpoks don't see this as a conflict.

Most aspects of orpok life revolve around food. Cuisine is the chief subject in casual orpok conversation, and most orpoks can describe in detail the best meals they've ever eaten—and will do so with little prompting. Food-related metaphors are common, and their vaunted institutions, such as the government, courts, and institutions of higher learning, often incorporate food-related concepts or titles.

Orpoks generally eat seven meals each day and never do so in a hurry if they can avoid it. Although orpoks often defer to the most skilled chef during the preparation of a meal, everyone pitches in to help cook in whatever way they're best suited to provide—even a clumsy orpok youth who can barely boil water, chips in by fetching ingredients or cleaning up. Orpok celebrations, such as weddings, births, or funerals, always revolve around an elaborate meal. Specific foods carry traditional meanings for these cultural celebrations, such as a wedding's multilayered cake to signify years of ascending love or a funeral's traditional potato casserole to acknowledge a body's return to the earth.

Orpoks love to eat, but they are never sloppy or frantic about it. Orpoks have some of the most convoluted table manners throughout the Indigo Isles, and anyone who attends a fancy orpok meal without comprehending the dizzying array of cutlery and courses is seen as unsophisticated. However, even an egregious lack of proper manners can be overcome with excessive compliments to the chef for each dish.

Orpoks love eating out at restaurants, both to sample a wide variety of flavors and as a chance to meet up

with friends. In many orpok settlements, restaurants outnumber all other businesses combined. Any orpok proud of their cooking skills is likely to establish one, even if their other duties mean they can only operate their restaurant at sporadic hours. Far from discouraging business, a restaurant with irregular operating times is often viewed as an epicurean dare, where nabbing a table is a mark of prestige.

Orpoks like to wear layers of clothing; in warm climates, they layer light or loose fabrics to avoid overheating. Rare or colorful fabrics are seen as a demarcation of status, so any orpok who can acquire velvet, silk, or similar luxurious fabrics likes to show them off. Many orpoks enjoy wearing hats, with a high toque with a billowing top being the most traditional, and thus most often replicated, style of headgear.

Noteworthy groups within orpok society are as follows.

Forerunners

Some orpoks claim that there were a handful of orpoks in the Indigo Isles even before the arrival of the great orpok fleet. These legends are bolstered by some carvings and mosaics in ancient ruins across the isles, which display images of humanoid figures with porcine features like hooves, snouts, and tusks. Most orpoks dismiss these images as either coincidences or frauds, but a determined subset of orpoks speak of the “forerunners,” or orpok explorers who found the Indigo Isles in the very distant past. Those who believe in these ancient orpoks, or consider themselves to be descended from them, call themselves the forerunners. The forerunners aren't formally organized as they can't agree on any history or origin for their ancestors—indeed, they can't even agree on what traits indicate such ancestry. Some claim that orpoks with more pronounced tusks must be descended from the forerunners, while others claim that a sense of psychic, ancestral “oneness” with the island is sufficient.

Gourmediators

Food is a critical component of orpok society, and the greatest orpok chefs are renowned not only for making good food but also for bringing people together over their meals. Many orpok stories center around a feud between families or communities that's solved when chefs from the opposing sides realize they must create a meal together and, in so doing, learn from each other, mending the rift. “And they came together for a wonderful meal” is the orpok equivalent of “and they all lived happily ever after.” The greatest orpok chefs take their charge of bringing people together quite seriously and hone their diplomatic skills as much as their culinary ones. These gourmediators serve as

peacekeepers, envoys, and magistrates in orpok society. The best of these have graduated from the most distinguished orpok learning institutions, such as the Academy of Tastes in Seaview.

Hamfisted

Orpok criminals are rare, as are orpok bullies, but a small group of orpoks are both. These outcasts and reprobates have decided that orpok society is a fruit ripe for the plucking, and that they're the ones to pluck it. Collectively called the "hamfisted" both for their brutally straightforward crimes as well as their tendency to pick fistfights, these orpoks are considered something between a nuisance and a menace to orpok society. There isn't any central organization of hamfisted; it's a catch-all term that incorporates lone hoodlums, bandit gangs, or protection racketeers. The hamfisted tend to be leaner than other orpoks as a result of living in small, desperate, ill-mannered groups on the fringes of orderly orpok society. A hamfisted that doesn't bear scarred knuckles from past fights is hardly worthy of the moniker.

Wide Whalers

The departure of the *Wide Whale* so soon after the orpok's arrival on Bluebell Island was a cultural touchpoint and an overt rejection of the sedentary, landbound life that many orpoks chose shortly after their fleet's arrival. The *Wide Whale* hasn't been seen again, but some orpoks take its lesson as a guide for living; these "wide whalers" rarely stay in one place for long and always strive to see what's just beyond the horizon. Though they seem to reject traditional orpok life, traveling wide whalers nevertheless serve an important role in orpok society, spreading news, messages, and inventions to multiple settlements. Most orpoks consider this life to be downright dangerous, but orpok heroes who have recovered opulent treasures, returned home with exciting new recipes, or vanquished great threats nevertheless hold positions of respect in orpok society, and their descendants tend to become orpok aristocracy. Most wide whalers strive to join the ranks of these legendary figures.

Alignment and Religion

Most orpoks enjoy working in a structured, predictable society and don't mind putting in the work to make

that society function. Most are lawful neutral, but many are lawful good. Orpoks who aren't lawful are usually travelers, traders, or other people who enjoy a more ephemeral or peripatetic existence, and that usually includes adventurers. Evil orpoks aren't generally wicked demon worshipers or despicable tyrants, but are instead bullies or misanthropes who engage in petty cruelties and evils. Most of these miscreants align themselves with the hamfisted, who see nothing wrong with taking what they want by force.

Few orpoks are religious, but those who are often venerate lawful deities of civilization and community such as Tova and Wera, with respect, if not full adherence, for Ebrugeses the goddess of feasts. Organized religions are rare among orpoks, but a fervent faith can strike anyone, so orpok evangelists and fanatics are uncommon but not unknown.



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Names

Orpok names are generally rolling and are typically chosen so they are easy to pronounce, even for the very young. Orpoks have expressive lips beneath their snouts, and their names include a lot of consonants. Their first names rarely include more than one or two vowels, even if a vowel is repeated multiple times, but family names tend to be longer and more complex. The orpok language is tonally complex but tends to sound like burbling to those who aren't familiar with its nuances.

Sample Names

Alshaba, Bippin, Gennel, Motollow, Munmun, Nonnino, Pumbus, Webben.

Sample Family Names

Harbendarben, Limbinnin, Lobronkew, Molliheel, Proonder, Ramblurin, Wonnihew.

Orpok Heritages

Orpoks are quick to manifest physiological differences based on the lives their ancestors led. As they have a relatively short lifespan, orpoks have manifested many heritages in only a short amount of time in the Indigo Isles. Choose one of the following orpok heritages at 1st level.

Greased Orpok

Your skin constantly exudes a thin, odorless oil that makes you hard to grasp. You don't treat tight spaces that don't require you to Squeeze as difficult terrain. In addition, you get a +1 circumstance bonus to checks made to Escape and to your Fortitude DC to resist being Grappled.

Hidebound Orpok

Some orpoks are known to be particularly obstinate in their deference to orpok traditions, and you've inherited a stubbornness that keeps your will your own. You gain resistance to mental damage equal to half your level (minimum 1). You also gain a +1 circumstance bonus to saving throws against effects that would make you controlled.

Tasked Orpok

Your tusks are thicker and sharper than those of other orpoks. Unlike most orpoks, your tusks are sufficiently sturdy to use as an unarmed attack in combat. Many tusked orpoks consider themselves to be descendants of the mysterious orpok forerunners who inhabited secret places in the Indigo Isles before the arrival of the large orpok fleet 200 years ago. Regardless of your belief in these legends, you have a tusk unarmed attack

that deals 1d6 piercing damage. Your tusk is in the brawling weapon group and has the shove, unarmed, and versatile S traits.

Stout Orpok

You come from a long line of laborers, travelers, or other orpoks who relied on their durability and determination to survive. Add 2 Bulk to the amount you can carry before becoming encumbered (normally, this increases this amount from 5 + your Strength modifier to 7 + your Strength modifier) and add 4 Bulk to the total amount you can hold or carry (normally, this increases this amount from 10 + your Strength modifier to 14 + your Strength modifier). When exploring, you can Hustle twice as long before you must stop.

Tastemaster Orpok

Your sense of taste and smell are keen even among orpoks, allowing you to identify subtleties in aromas and flavors that even other orpoks might miss. This helps protect you from eating or breathing in dangerous toxins. You gain the Seasoned skill feat (*Pathfinder Advanced Player's Guide*), even if you don't meet the feat's prerequisites, and a +1 circumstance bonus to saving throws against inhaled or ingested effects (such as some poisons) and olfactory effects.

Ancestry Feats

Orpoks learn, discover, and create many innovative techniques to eat and explore. The following feats are available to orpok characters.

1ST LEVEL

COOKING WEAPON FAMILIARITY FEAT 1

ORPOK

You are handy with cooking implements that might double as weapons in desperate straits, such as cleavers, filleting knives, and tenderizing mallets. You are trained with daggers, filcher's forks, hatchets, kamas, and light hammers, and you gain access to filcher's forks and kamas.

In addition, you gain access to all uncommon orpok weapons. For the purpose of determining your proficiency, martial orpok weapons are simple weapons and advanced orpok weapons are martial weapons.

DETERMINED GOURMAND FEAT 1

ORPOK

In sickness or in health, you vow to eat as much as you can, regardless of your stomach's rumbling or the protestations of your body. The sickened condition doesn't prevent you from ingesting anything. You gain a +1 circumstance bonus to Fortitude saves made to reduce the sickened condition by retching.

DILIGENT EFFORTS

FEAT 1

ORPOK

You have a sense of focus and concentration beyond even other hardworking orpoks. You gain a +1 circumstance bonus to checks to perform any downtime activity.

EXPANDED SCENT

FEAT 1

ORPOK

Prerequisites Keen Snout ancestry feature

Your sense of smell is particularly refined. Increase the range of your scent imprecise sense from 30 feet to 60 feet.

ORPOK LORE

FEAT 1

ORPOK

You have spent a lot of time learning about orpok history and culture, and you know its legends, heroes, and recipes well. You gain the trained proficiency rank in both Crafting and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Orpok Lore.

ORPOK WELCOME

FEAT 1

ORPOK

You make friends with other orpoks easily, and you have orpok connections in nearly every settlement where they reside. After you have spent at least one day in a settlement that has at least a dozen orpoks living openly there, you gain a +1 circumstance to Gather Information or Earn Income in that settlement.

5TH LEVEL

COOKING WEAPON TALENT

FEAT 5

ORPOK

Prerequisites Cooking Weapon Familiarity

Your talent for handling cooking implements translates into an ability to use them better in a fight. Whenever you critically hit using an orpok weapon or one of the weapons listed in the Cooking Weapon Familiarity feat, you apply the weapon's critical specialization effect.

DURABLE ALLY

FEAT 5

ORPOK

You know just how and when to advise your allies on withstanding hardship. You can use the Aid reaction to grant a bonus to an adjacent creature's Fortitude saving throw. As normal for Aid, you must prepare by using an action on your turn, such as to describe to the ally how to brace themselves for trouble or how to grit their teeth through the pain.

GARDENER

FEAT 5

ORPOK

You've spent so much time tending to plants that you can instinctively look past greenery to what lies beyond or beneath it. You ignore concealment caused by foliage and you don't take circumstance bonuses to Perception from foliage.

Orpok Settlements

Most orpoks reside on Bluebell Island (although the wide whalers are notable exceptions). There, orpoks typically gather in large communities made up of several big families, and only the most misanthropic of them live alone. Although orpoks don't have a particularly long lifespan, relatively speaking, they build their settlements to last, preferring to employ stone and brick in construction and establishing aquifers, cisterns, bridges, and other public works designed to last for many orpok generations. Orpoks welcome other ancestries into their communities. However, those who aren't willing to put in the same civic-minded spirit that most orpoks share eventually find themselves shunned. Conversely, orpoks can be found in other communities across the Indigo Isles, inserting themselves into roles that make them instrumental to their adopted homes. Yet most orpoks aren't shy about inviting relatives to come join them, and it's not uncommon for g'mayun, hardriggan, or other communities to wonder how they suddenly ended up with a large, hardworking orpok population practically overnight.

INDIGESTION RESISTANCE

FEAT 5

ORPOK

Your stomach is a marvel of efficiency and resilience, even compared to the iron stomachs of other orpoks. When you succeed at a Fortitude save to reduce the sickened value, reduce it by 2 (or by 3 on a critical success).

MYSTICAL CLEANSE

FEAT 5

ORPOK

When food goes rancid or drinks turn sour, you know how to salvage them to make them not merely edible but truly palatable. You can cast *purify food and drink* once per meal (at most once per hour, up to seven times each day), as a 1st-level primal innate spell.

POTION MIXOLOGIST

FEAT 5

ORPOK

You can use the Craft activity to brew potions and poisons. You immediately gain the formulas for four common potions or ingested poisons that are 3rd level or lower. At 7th level and every 2 levels beyond that, you gain the formula for a common potion or ingested poison of your level - 2 or lower (a 5th-level potion if you're 7th level, a 7th-level potion if you're 9th level, and so on). You store these formulas in a formula book.

TASTE SENSATION

FEAT 5

ORPOK

Prerequisites Seasoned skill feat

The food and drink you create is not only more flavorful but significantly more efficacious than is typical, even for other orpoks. Potions and elixirs you make that have an effect with a duration of at least 5 minutes provide their effects for an additional minute. If they have a duration of at least 1 hour, their effects last for an additional 10 minutes instead.

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Sundered Fleet

Orpoks believe that their entire culture was packed away into their fleet of ships and arrived intact on Bluebell Island 200 years ago. Young orpoks are taught this history, and few orpoks ever bother questioning it. Orpoks deem anything that was “with the ships” or “from Landfall” as automatically culturally significant. However, any outsider who hears orpoks enumerate what was carried in their fleet quickly realizes that it reads like a partial manifest: cooking materials, furniture, related tools, and...that’s about it, really. The orpok fleet that arrived in the Indigo Isles seems plainly part of some larger cultural migration that might have had weaponry, art, history, and any number of other topics stowed in different vessels from which the Indigo Isles orpoks were separated a generation before their arrival on Bluebell Island. The fate of these other orpoks—and what variant cultures they might have built with their own cultural fragments—remains a mystery.

TUSK TERROR

FEAT 5

ORPOK

Prerequisites tusked orpok heritage

Your skill with your tusks allows you to make brutal attacks that stun your foes. When you critically hit with your tusk attack, you apply its critical specialization effect.

9TH LEVEL

BOUNTIFUL BANQUET

FEAT 9

UNCOMMON ORPOK

You can summon extraplanar entities to aid you in creating a fabulous feast to soothe the body and delight the palate of all your guests. You learn the *heroes’ feast* ritual (*Pathfinder Advanced Player’s Guide*), and you can cast this ritual without needing any secondary casters by increasing the Primary Check DC by 2, though in that case you must also make one of the listed Secondary Checks. You can use Cooking Lore for the primary check by increasing its DC by 2. If you make both modifications, the DC increases are cumulative.

HEALTHY SNACK

FEAT 9

HEALING NECROMANCY ORPOK POSITIVE PRIMAL

Frequency once per day

You Interact to retrieve a morsel of food from somewhere on your person and then eat it, gaining an immediate restorative effect. You recover twice your level in Hit Points and gain half your level in temporary Hit Points for 1 minute.

MYSTICAL CHEF

FEAT 9

ORPOK

Your ability to conjure and season food is downright magical. You can cast *create food* and *enhance victuals* each once per day as 2nd-level primal innate spells. At 13th level, *enhance victuals* is heightened to 3rd level. At 17th level, both spells are heightened to 4th level.

ORPOK WAYS

FEAT 9

ORPOK

Prerequisites Orpok Lore ancestry feat

Frequency once per day

Trigger you attempt a Intelligence or Wisdom-based skill check, but you haven’t rolled yet

You recall a relevant hero or situation from orpok history and quickly apply those historical teachings to the situation at hand. Roll the check using your Orpok Lore skill instead of the usual skill, at the same DC as normal.

EXTRA GREASE

FEAT 9

ORPOK

Prerequisites greased orpok heritage

Frequency once per day

Trigger You become grabbed

The tight grip causes your body to exude an extra bit of grease. You cease being grabbed, then Step.

13TH LEVEL

COOKING WEAPON EXPERTISE

FEAT 13

ORPOK

Prerequisites Cooking Weapon Familiarity

Like an exquisite dish of warfare, you blend your familiarity with cooking implements with your class’s training and techniques in order to create a whole that is greater than the sum of its parts. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in daggers, filcher’s forks, hatchets, kamas, light hammers, and all orpok weapons in which you are trained.

DEFIANT COMRADE

FEAT 13

ORPOK

When your allies need help, your hard work and camaraderie gives them the power to defy their fates. You can cast *blessing of defiance* (*Pathfinder Secrets of Magic*) once per day as a 5th-level primal innate spell.

FREQUENT SNACKER

FEAT 13

ORPOK

Prerequisites Healthy Snack

In addition to the normal orpok seven meals during the day, you believe in numerous hardy snacks. You can use Healthy Snack once per hour instead of once per day.

MODEL OF DURABILITY

FEAT 13

ORPOK

Prerequisites Durable Ally

Your allies can always count on you to help them tough out the most physically demanding situations. You can use the Aid reaction to grant a bonus to an adjacent ally’s Fortitude saving throw even when you haven’t prepared to help.

NUTRISPEAKER ◆◆

FEAT 13

UNCOMMON DIVINATION ORPOK PRIMAL

Frequency once per day

Food resonates with the skill of the cook and the life energy of those around it, and you know how to tap into that information on a supernatural level. For 10 minutes, you can speak with any kind of food that's been prepared for consumption.

While food is not intelligent, you speak with an animating spark within the food, formed from a combination of the ingredients' fading essence and the cook's mental efforts. Food doesn't know anything prior to being prepared, but most food can describe anyone it's been around since becoming food (including the person who prepared it) and might be able to opine as to the nature of the meal it was intended for: as a victory feast, common meal, meager subsistence, and so on. Food is surprisingly accepting about its ultimate fate of being eaten, and thus it doesn't make any effort to avoid this topic. Fresh food tends to be lively and chatty, while food that is old or rotting tends to be slow to answer and churlish. The scope of food's knowledge is up to the GM.

PIGHEADED

FEAT 13

ORPOK

Your stubborn will can save your life, even when you would otherwise perish. When you would die, you can attempt a DC 17 flat check. On a success, you're instead reduced to 0 Hit Points and a dying value 1 less than the value that would kill you (typically, this takes you to dying 3). This has no effect against death effects or spells such as *disintegrate*, or other effects that annihilate you without leaving a body.

17TH LEVEL

DRAIN INGREDIENTS ◆◆

FEAT 17

NECROMANCY NEGATIVE ORPOK PRIMAL

Frequency once per hour

You magically draw ingredients out of your enemies' bodies, transforming them into a delicious meal, which you devour to heal you. You deal 6d6 negative damage to living enemies in a 20-foot emanation with a Fortitude save against the higher of your class DC or spell DC. You heal Hit Points equal to the damage a single creature takes; calculate the healing using the creature that took the most damage.

Critical Success The enemy is unaffected.

Success The enemy takes half damage.

Failure The enemy takes full damage and is drained 1.

Critical Failure The enemy takes double damage and is drained 2.

FEAST OF LIFE ◆

FEAT 17

HEALING NECROMANCY ORPOK PRIMAL

Frequency once per day

You enter a gourmet rapture that makes it impossible to kill you as long as you keep eating. For 1 minute, you recover 15 Hit Points at the end of each of your turns as long as you ate or drank something that turn. During

this time, you can Interact to ram your face into your supplies and munch on a normal piece of food without using a hand, but you can't use this to Activate magical or alchemical food or gain any other special effects that require eating. As long as you ate food since your last turn, you can't die from damage during your Feast of Life, and your dying condition can't increase to a value that would kill you (this stops most orpok from going beyond dying 3), though if your wounded value becomes 4 or higher, you stay unconscious until your wounds are treated.

REVITALIZING SNACK

FEAT 17

ORPOK

Prerequisites Healthy Snack

When you use Healthy Snack, you can also reduce the value of your clumsy, enfeebled, or stupefied condition by 1. Once per day, when you use Healthy Snack, you can reduce the value of your drained condition by 1 instead.



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Wildfire Leshy

The Indigo Isles contain a wide array of biomes, from arid deserts to tropical rainforests and everything in between. This vast ecological diversity lends itself to the creation of leshys of all forms, and leshys of almost every heritage can be found somewhere on the island.

The close interaction of the biomes encourages leshys from each region to interact, making them less insular on the whole than leshys in other lands and producing a higher rate of leshy adventurers. Curiously, while many of these biomes can't experience wildfires, wildfire leshys are the most abundant heritage. But this abundance is no coincidence; a kragrak druid order known as the Circle of Renewing Flame has been creating them in relatively large numbers over the past few centuries, in order to respond to imbalances created by shifts in the island's weather patterns. While some wildfire leshys continue to work directly with the Circle, others leave the Circle to go on their own adventures. For more on the Circle of Renewing Flame and their goals, see the kragrak section on page 36.

Wildfire Leshy Heritage

Wildfire leshys are nature spirits inhabiting a form of vegetation and flame. They watch over the natural cycles of rebirth through fire, both setting and extinguishing blazes to maintain a proper balance. Wildfire leshys know that when forests go too long without fire, the fires that eventually come last longer, spread faster, and reach farther, dealing a far greater blow to plant and animal life in their wake. Before deliberately setting fires, wildfire leshys often look to minimize collateral damage, carefully choosing weather conditions and recruiting aid from others to usher away the local wildlife where they can.

Flame can do more than clear the path for plants to sprout, however. Wildfire leshys who focus on the destructive aspects of fire often choose something to fight against and destroy, whether they do so by literally killing their foes or by tearing down organizations and institutions. A wildfire leshy in an undead-infested region might dedicate themselves to fighting undead, and a wildfire leshy in a land with a tyrannical government might dedicate themselves to fomenting rebellion.

Wildfire leshys who focus on renewal after flames, often chose more restorative paths, such as building communities, working as medics, or guiding others through challenging times of transition. Most wildfire leshys embrace both of these aspects as two sides of the same coin, though how much they manifest of each is a matter of individual personality and circumstances. Whatever their tendencies, wildfire leshys almost universally despise boredom, and seek new challenges when they perceive their lives to be growing stagnant.

The physical bodies of most wildfire leshys are created by druids in the aftermath of conflagrations, in the hope that they will watch over the land as new life springs forth from the ashes. Others arise spontaneously, when wildfires agitate nearby wandering nature spirits and coax them into new forms. On rare occasions, a leshy of a different heritage who is consumed by flames instinctively reaches out to nearby burned foliage, becoming a wildfire leshy. This new birth is so rapid that the leshy's spirit has no chance to return to its typical formless state and process the memories of its

most recent life. Instead, the new wildfire leshy retains many of their memories and abilities, with a few changes to their personality or outlook to better suit their new form.

Leshy ethnicities are broad groupings of personality and culture that are intrinsic to their spirits and are not directly tied to their particular physical incarnations. A leshy spirit's ethnicity does influence their preferences for physical vessels, however. Of all the leshy ethnicities, those who are most likely to take to a wildfire leshy body are wandersouls, who seek out stories and new experiences, and thornsparks, who are hot-tempered and always ready to spring into action.

Ritualists are the least likely to choose life as a wildfire leshy, as ritualists' focus on the innate power of objects and tendency toward sentimental attachment to trinkets can conflict with a wildfire leshy's role as a bringer of renewal.



Wildfire Leshy

Being on fire is your natural state, and it takes more than a brush with flame to harm you. You gain fire resistance equal to half your level (minimum 1). You can also recover from being on fire more easily. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

Wildfire Leshy Ancestry Feats

The following ancestry feats are available exclusively to wildfire leshys.

1ST LEVEL

FIRESTARTER

FEAT 1

LESHY

Prerequisites wildfire leshy heritage

The flames without your body are yours to wield as you please. You can cast *produce flame* as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

5TH LEVEL

SMOKE VISION

FEAT 5

LESHY

Prerequisites wildfire leshy heritage

Ash and smoke are just as much of a part of your being as fire. By attuning yourself to the fine particles that linger in smoky air, you can see through it clearly. Smoke doesn't impair your vision; you ignore the concealed condition from smoke.

9TH LEVEL

SEARING STRIKES

FEAT 9

LESHY

Prerequisites wildfire leshy heritage

When your attacks connect with great force, the fire within your body surges in response, racing down your fingers and igniting your foe. Your melee Strikes against adjacent creatures deal an additional 1d4 persistent fire damage on a critical hit.

SELF-IMMOLATE ◆

FEAT 9

EVOCATION FIRE LESHY PRIMAL

Prerequisites wildfire leshy heritage

Frequency once per hour

You cause your own burning embers to flare up, creating a thick plume of opaque smoke in a 5-foot emanation. You lose 1 Hit Point per level. All creatures within the affected area are concealed, and all other creatures are concealed to them. The smoke persists for 1 minute or until it is dispersed by a strong wind.

Embersap Oozes

Since ancient times, wildfire leshys have maintained a special bond with embersap oozes, tiny mobile balls of sap with smoldering embers at their core. Given their shared connection to fire, this relationship is often mutually beneficial.

Some sources claim that wildfire leshys created the first embersap oozes as allies in their work of responsible forest stewardship. What is certainly true is that the warm bodies of wildfire leshys make particularly appealing perches for embersap oozes. Many wildfire leshys enjoy keeping the creatures as pets, or imbuing them with a spark of magical sapience and traveling alongside them as companions. Wildfire leshys have access to the embersap ooze specific familiar (page 56).

Wildfire Leshy Magic Item

Wildfire leshys have access to the following magic item.

EMBERSTAFF

ITEM 6+

UNCOMMON EVOCATION MAGICAL STAFF

Usage held in 1 hand; Bulk 1

This blackened branch perpetually smolders with embers and is enveloped in a thin layer of charcoal. The charcoal blackens the hands of whoever holds it, but also lets the staff's wielder use it to draw on paper, stone and other smooth surfaces.

Activate Cast a Spell; Effect You expend a number of charges from the staff to cast a spell from its list.

Type emberstaff; Level 6; Price 225 gp

- Cantrip *produce flame*
- 1st *burning hands*
- 2nd *ash cloud* (*Pathfinder Secrets of Magic*), *burning hands*, *flame wisp* (*Pathfinder Secrets of Magic*), *scorching ray* (*Pathfinder Secrets of Magic*)

Type greater emberstaff; Level 10; Price 1,000 gp

- 3rd *ash cloud*, *blazing dive* (*Pathfinder Secrets of Magic*), *scorching ray*
- 4th *ash cloud*, *blazing dive*, *flame wisp*, *scorching ray*

Type major emberstaff; Level 14; Price 4,500 gp

- 5th *scorching ray*, *ash cloud*, *blazing dive*
- 6th *fire seeds*, *flame vortex* (*Pathfinder Secrets of Magic*), *flame wisp*

Craft Requirements Supply one casting of all listed levels of all listed spells.

Wildfire Leshy Druid Feat

Wildfire leshy druids have access to the following feat.

WILDFIRE LESHY FAMILIAR

FEAT 6

UNCOMMON DRUID

Prerequisites leaf order

You find it easy to attract weaker wildfire leshys to aid you. The number of abilities required to make your familiar a wildfire leshy (page 59) is two lower than normal.

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The Balance

As told by Elder Dyna to the children of Sembala.

Hello little ones,

You know all about The Father and The Mother and their Children yes? But did your parents ever tell you how they came to be? What they did after they arrived here in Alacar? Oh no, they're not from here, but they came from... beyond, someplace outside of Alacar, but no one knows where, though many have tried to find out through prayer and magic and even research.

We do know that they came here, loved Alacar the moment they saw it, and so decided to make it their new home. When they arrived, they found this world struggling to survive against powerful monsters. There were great beasts who stood too tall to see their face, whose footsteps shook the ground and could knock down a mighty tree just by their passing. The Father knew the people of this world would need greater order to survive against these monstrosities and helped them organize to fight the monsters, but it was not enough. The Mother taught them greater creativity to make more powerful weapons and different ways of fighting, in order to combat the terrible creatures, but it was not enough.

The Parents discussed the peril the monsters presented to Alacar and came to a decision: they would have a child. The Father insisted that this child would be more powerful than the monsters, able to match their terrible strength, their impressive speed, and near invincible resilience. The Mother insisted that this child have abilities and powers the monsters couldn't hope to combat such as magic, superior intelligence, an insatiable hunger, and the ability to breathe pure energy. Thus Talir, God of the Dragons and The First, was born.

Talir flew through the air spewing clouds of poison, jets of flame, bolts of lightning, and shards of ice at the monsters. They hunted the terrible creatures relentlessly, and with each one they defeated they fed. When they had their fill, they laid a clutch of eggs: the first dragons. Talir continued to fight and kill and feed. They continued to sup on the flesh of powerful creatures, and they continued to lay eggs. They filled the world with all manner of dragons, each clutch reflecting the nature of the creature Talir consumed. These first dragons shared their parent's hunger as reflected through their new nature. Thus dragons became greedy, their need to consume and collect driving them.

Soon the people of Alacar became as frightened of Talir and their dragons as they were of the monsters that hunted them. They turned their fear into violence and started to fight the dragons, thinking this was just some new horror. The Parents realized their mistake

and banished their firstborn, preventing them from ever coming near Alacar again, but Talir flew circles around the world, looking for a way in and finding none.

Though Talir was kept at bay, their many dragons remained. Some slumbered for centuries, waiting out the anger of mortals, while others fought mortals, harassed them, and caused them strife. The parents understood too late that they had given their child too much power. If the mortals were going to find harmony they needed powerful forces to guide them, but ones who would counter each other, ones who would keep each other in check.

Thus they created The Balance, a system where the world could become relatively peaceful, but ever changing; a world where mortals could find fulfillment through hard work and self-improvement. Rather than have one powerful, willful child they gave birth to several groups of children, all of whom would balance each other.

The first born to The Balance were Aoz and Zoa, who had dominion over life and death. Through their ministrations, they were able to balance the carnage on Alacar and allow for a more natural flow of vital energy. They work together to balance nature and mortals, creating a cycle of life in each part of the world. Thus we give birth, die, and find harmony with the world around us, allowing all creatures a chance to survive.

After the birth of Aoz and Zoa, Talir had an idea on how to get their way. They found a solution to re-enter the world. They would fly around Alacar so fast that they could reverse time and go back to the world before The Parents arrived, then wait for them in ambush. They planned to consume The Parents, freeing themselves from their control and spawning their most powerful clutch of dragons. The Mother realized what Talir was trying to do and told the Father, who came up with a plan.

The Parents birthed the Three Sisters of Time: Herst, Awanna, and Dremira. They keep time flowing, keep Alacar's future on track, and prevent unwanted time travelers such as Talir from going back in time. The eldest sister is Herst, the master of the past; she keeps an account of everything that has come to pass, writes it down, and safeguards it in her domain. Awanna is the middle sister and master of the present; she helps mortals to live in the moment and experience this wonderful world around them. The youngest sister is Dremira, master of the future; she helps mortals to look forward and dream of what could be. The three of them knew what to do as soon as they were born. Herst prevented Talir from reaching the past while Awanna slowed down

the dragon god and forced them to live in the present. Dremira warned Talir of what their future held if they continued to defy The Parents and upset The Balance.

But the dragon god wouldn't listen. Talir was infuriated and vowed to devour The Parents, but they knew their child too well. The Parents birthed more children who could help imprison Talir for good: Baoyan, Than Dat, Mului, Thongfa, and Kuu. These five represented five energies that corresponded roughly to at least eight of the twenty primordial elements of existence, as understood before the Balance: fire, earth and wood, water, air and electricity, and darkness and space respectively. Baoyan bathed Talir in a firestorm, weakening and distracting them. Than Dat encased Talir in layers upon layers of solid rock. Mului covered the rock with jagged ice that would slash Talir and chill them to the bone, were they ever to escape. Thongfa gave this prison air, so that powerful sentinels could live on the surface of this prison and patrol it endlessly. Finally, Kuu steadied the prison in the void of space, just outside of Alacar but apart from it so that Talir would forever be cursed to stay near the world they were born on, but never part of it again. Thus the blue moon of Talinos came to orbit Alacar, out of reach of mortals and dragons alike, but a reminder of how far The Parents will go to bring stability to Alacar.

The five siblings then descended to Alacar to rest and maintain their power within the world. Baoyan roams the world, causing wildfires and erupting volcanoes. Than Dat helps the plants grow and keeps the soil healthy for farmers. Mului settled in the deep parts of the ocean, jealously guarding his domain. Thongfa flies around Alacar, painting the world with wind and storms and weather. And Kuu... Kuu is rarely seen. They tend to dwell in ruins and ancient civilizations, lingering in the stillness of forgotten places, and becoming lost in self-reflection.

Finally, the world knew peace. People carried on their day to day: farming, gathering, building, living, and dying. But The Mother grew bored; she wanted excitement and change for the world. She approached The Father and asked to create seasons for the world to keep Alacar changing constantly, so that things wouldn't be stagnant for mortals. They could experience little changes from month to month over each year. Father insisted that the cycle repeat, so that mortals would know the changes were reliable and could plan around them.

Thus the seasons were born, and alongside the seasons, four new children to monitor and maintain them: Kasa, Chira, Chakisa, and Wera. Kasa freezes the world in Winter, causing animals to flee in migration or hide and hibernate. He challenges the resilience and resourcefulness of mortals, in order to survive his harsh conditions. Next comes Chira to bring new life each Spring. She gives mortals relief and the promise of new life, which makes spring the perfect time for us to go



Common Terms of the Gods

The Family Deities on Alacar are largely from the same family with The Mother and The Father having children in pairs or groups who are cosmologically balanced with each other.

Parents This terms refers to The Father and The Mother, the original two powerful interdimensional beings who arrived on Alacar and later established The Balance.

Siblings Each group of gods born from The Parents are considered Siblings, pairs or groups of gods who are related and have the closest relationships with each other. Though all of the Children (gods born from The Father and The Mother) are siblings of each other, the term 'Siblings' typically refers to a group of deities. The groups of Siblings in this article are some of the most popular in the Indigo Isles, but they aren't the complete set.

Children All of the Siblings collectively. Though technically lesser in power than The Father and The Mother, they tend to take a more active role in shaping and governing Alacar. While the dragon deity Talir was the first child of the Parents, they aren't part of a group of Siblings, and they're trapped inside of the moon Talinos, so it's common to exclude them when referring to the Children.

The Balance The Balance is both the common name for the religion worshipping The Parents and their Children as well as the system by which each group of Siblings keeps each other in check and ensures that there isn't a repeat of what happened with Talir.

The Eld One of Alacar's oldest religions, significantly predating The Balance, The Eld teaches worship of twenty elemental energies, as well as the vitae, spirits, thoughtforms, and other beings associated with those energies.

Enigmas These powerful entities sometimes whisper from beyond the world of Alacar and directly into the hearts of mortals. Their intentions are alien, disturbing, and often destructive to the harmony of the world. Nevertheless, mortals sometimes obey these whispers for power, money, love, or whatever vile urges they hide deep in their soul. The whispers from beyond know of these urges, feed on them, and build influence on Alacar. Out of all the Children, only Kuu and their faithful seem to be able to root out enigmas' influence with any regularity.

Other Gods There are many other faiths in Alacar, some of which have their own gods. They are generally less involved than the Children, but because they exist outside of The Balance, can disrupt it more easily. Among these other gods, powerful celestials, monitors, and fiends such as demon lords are especially likely to do so.



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planting. Chakisa is the lazy traveler, who brings the heat and light of Summer. It's because of Chakisa that you want to sleep through the middle of the day, cool in the shade. And last is Wera, the guardian of Autumn. She teaches us that through hard work and preparation we can survive the coming Winter. Others will tell you that the seasons existed before the Balance came to Alacar, but you should not believe them for I speak true: they were born only with these new children.

Of course, all of this happened many many years ago. Since then, The Mother and The Father have seen that we mortals needed more guidance, more gods to help serve The Balance and bring both change and stability to our lives. We all have heard of Hubitza, the Bloody General who brings war to mortals as they fight over land and gold and power. But don't be afraid, little ones. While we have peace, we can bask in the tranquility of Semelleh who brings calm and contentment.

But be careful not to let that contentment make you lazy, little ones. For decades, we enjoyed the bounties of Ebrugeses, Goddess of Feasts. She lavished us with bountiful crops, game, and gold. She ensured we would want for nothing. But we started to neglect our duties; when the storms came they destroyed our storehouses, bringing hunger and strife that winter. Kasa opened the door for Havath, as they say, and we barely survived until spring. Since then, we've been mindful to keep Havath away, for he brings famine and starvation. Those in turn lead to desperation, which calls Hubitza to our doorstep, and we don't want that, no. Now we honor Ebrugeses each harvest, and on the new year. We hold a feast in her name, but are careful not to overindulge.

And you, little ones, are familiar with Amon, Master Reveler, are you not? I know you'd like to play and have fun all day, and that's the voice of Amon whispering in your ear. He encourages us to have fun, relax, and enjoy all there is to enjoy about living. But his brother, Castilli, is important too; you can't get anything done if you're playing all day. Who will clear the crab traps? Who will pick the coconut off the ground before it spoils? Who will help gather tall grasses to repair the roof? Castilli, Master of Restraint, helps remind us of our duty and responsibilities. I know, you think he's boring and mean, but you need him to take care of you, to keep you focused on doing your chores. It is this Balance that lets us live our lives: hard work and relaxation are both important.

So here we are with a plethora of deities to take care of us, challenge us, and make our lives interesting. There are some who still believe in all sorts of other faiths. But these are not the ways of our family, little ones. Give thanks to Father for his grand designs. Give thanks to Mother for upsetting those designs and keeping our lives exciting.

Now run along, and bring back plenty of junu berries for tomorrow's breakfast.

Popular Gods in The Isles

The Balance is the predominant religion in The Isles, though some still worship the Eld, enigmas, other deities, or just aspects of the world itself. A fisher may choose to worship the sea itself, and religious scholars might argue whether they are worshipping Mului, the element of water from the Eld, or some other aquatic deity. But to the fisher, the name doesn't matter, and it's just the sea.


Religion is important to many in the The Indigo Isles, and its presence is marked in every aspect of people's lives. In smaller communities, the meeting hall is also a temple to The Parents, with The Father instituting a system of customs and traditions while The Mother looks to change the community for the better. Artisans of the isles ask The Father for guidance and The Mother for inspiration. After all, a boat needs to be waterproof and sturdy, but the images and stories carved on the hull give the boat its artistry.

Aoz and Zoa, the twins of Life and Death, are ever important on the Indigo Isles. For residents, the circle of life and death is important in all aspects of daily life. The fish live to eat the kelp and keep the harbors clear for ships to pass, while the ships catch the fish to feed the people. Indigo Isles residents bury the fish bones with the seeds they are planting, helping the new seedlings to grow faster and stronger into trees. They then cut down those trees and turn them into boats, to catch more fish in turn.

Far-thinking residents of the isles can see this cycle and realize that everything they do is in harmony with the circle of life and death. Thus they respect Zoa and death, even though they miss their loved ones who have passed. They can see their parents' faces in the smiles of their children, and with that, they are content, until the cycle turns again and carries them into Zoa's waiting hands.

Amon and Castilli have helped to give balance to the daily lives of residents of the Indigo Isles. While living there takes hard work, they toil during working hours before taking a break to enjoy the sun and surf and fruit of their land, or to throw festivals and parties. Residents also celebrate plenty of holidays and festivals, especially in the city of Rumplank. While Castilli is mostly invoked as a warning to lazy children, Amon's presence is ever felt as the residents know how to enjoy the life they've been given. Leisure time is considered extremely important to mental health and well-being, and not interrupted with work except in times of dire need.

Likewise, Ebrugeses is often worshiped for the feasts and plenty that she brings to residents of the Indigo Isles, but only occasionally. She is usually only invoked to bless a feast during one of the many holidays and



festivals. Havath, lord of famine, rarely shows his face in the Indigo Isles. Sometimes a major storm can ruin crops or scare the fish away, and blights have been known to make for tough years, but the residents are resourceful. They often trade and help neighboring settlements survive in tough times, weakening Havath's power over them.

The climate of the Indigo Isles is relatively stable year-round, as the islands don't experience as drastic of seasons as other parts of the world, though rainfall does vary significantly throughout the year. As such, residents of the Indigo Isles sometimes worship Chakisa as a patron of the Isles rather than specifically as a summer deity, as he is worshiped in other lands. Thus, a significant number of homes contain a small shrine, icon, or symbol of Chakisa, but his worship is less important than other deities, as the stable climate is almost a given.

Some deities vary from settlement to settlement, generally based on the settlement's major industries and pastimes. Those whose primary focus is on fishing, ocean travel, and trade often worship Mului. They ask the terrifying ocean god for safe passage and to partake in some of his fish. In return, they give offerings of offal and song, praising the ocean god for his might. They sing sea shanties to the ocean, hoping to placate the mighty waves and asking for calm waters or bountiful fish. Families particularly devoted to Mului bury their dead at sea, so that their spirits may swim with The Hungry Deep and their body may nourish fish and crustaceans.

Sailors and farmers alike ask for boons from Thongfa, hoping to catch her interest and earn her aid. They ask her to run along their ships, bringing a strong wind for sailing, and they thank her as her tears rain down on their crops. Shrines to Thongfa can be found around farms, and carved into the wood around the masts of a ship. Settlements in the mountains sometimes build tall monuments to the Stormbringer, in hopes that her capricious nature doesn't turn to ire, bringing wind storms and lightning and causing massive destruction. If they're lucky, she wouldn't destroy her own monument.

Than Dat also earns reverence from farmers, as she keeps their crops healthy and helps the trees grow tall. Shrines to Treesinger can always be found around areas of farmland, but they're also quite common in the workshops of shipwrights and woodcarvers. After all, not only does Than Dat help them grow fruit to eat, she also provides shade from the harsh sun and plants to build homes and boats. Families with a tradition of agriculture revere the Earth Mother above all others and bury their dead in the ground so that they may return to her and bring fortune to their progeny by fortifying the soil.

What Is a God?

The deities of The Balance are all descended from The Father and The Mother, two powerful interdimensional beings who came to Alacar from elsewhere, though sources conflict when it comes to determining where that is. They inhabit the world of Alacar itself, rather than living on some other plane of existence, but that doesn't mean that they are quite like the mortal creatures of Alacar.

At their core, they are beings that transcend concepts like ancestries and gender, but they don both as guises in order to relate to the beings of Alacar. Anyone who sees one of the deities of the Balance sees them as their own ideal image of that deity, almost always as a member of the viewer's own ancestry. This means that if several people are looking at a deity, they would all see something different, unless the deity was intentionally seeking to hide their identity by adopting a consistent disguise.

Furthermore, the deities are of all genders at once. They aren't limited to a single gender but are instead pangender, shifting between genders over time. During any given stretch of time, often spanning for multiple mortal generations, they tend towards a particular gender expression that they feel best suits them. The genders and pronouns expressed here are the ones the deities most often use in Alacar at this time.

This gender fluidity even applies to The Father and The Mother, despite their gendered titles, though they are the only deities in all The Balance that seem to have a bias towards their current genders. In times when their genders are reversed or different, The Father sometimes takes another title such as The Matriarch and The Mother sometimes takes another title such as The Progenitor.

Due to the ways of The Balance, groups of Siblings tend to shift their tendencies towards a particular gender together. For instance, Amon and Castilli, and the Siblings of Time, almost always match genders, so if Amon appears as female or nonbinary, Castilli would too.

Baoyan keeps the Indigo Isles warm on chilly nights, but he also sends rivers of fire through the land from his volcanos. Those hearty enough to survive such outbursts might find the cooled rivers turned to black glass that can be used for weapons and tools. Families devout to The Devouring Flame might feed their dead to him, casting the remains into a volcano's caldera in hopes of easing their fiery god's temper.

Kuu... everyone seems to forget Kuu, but that is their way. The Empty Vessel encourages their followers to take time just sitting under a palm or up on a mountain rock and just be. In their presence, residents of the Indigo Isles can feel the expanse of existence and their place in it, which makes them realize how big they must seem to all the tiny fish in the ocean. In the void of Kuu, they can find wisdom and understanding.



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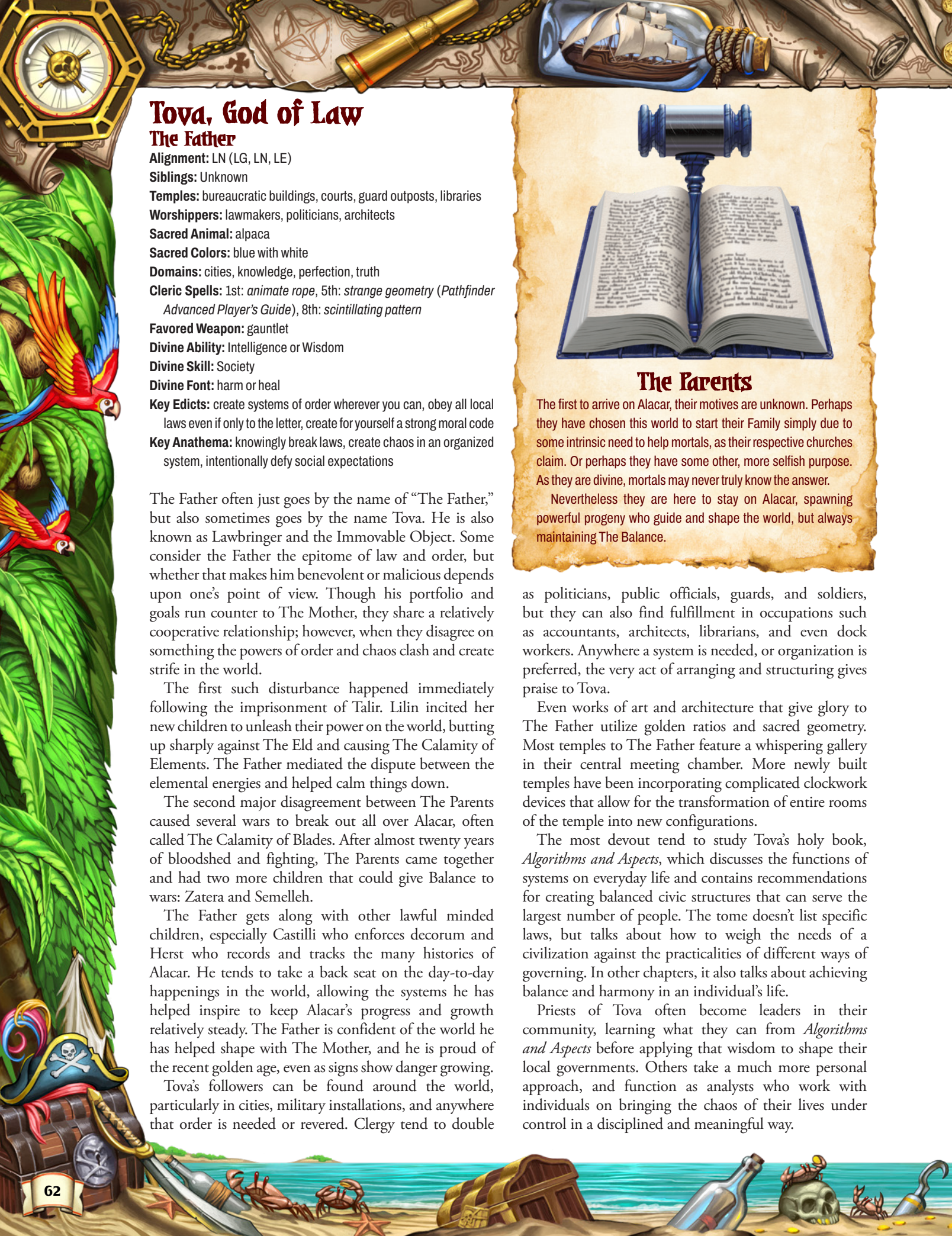
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Tova, God of Law

The Father

Alignment: LN (LG, LN, LE)

Siblings: Unknown

Temples: bureaucratic buildings, courts, guard outposts, libraries

Worshippers: lawmakers, politicians, architects

Sacred Animal: alpaca

Sacred Colors: blue with white

Domains: cities, knowledge, perfection, truth

Cleric Spells: 1st: *animate rope*, 5th: *strange geometry* (*Pathfinder Advanced Player's Guide*), 8th: *scintillating pattern*

Favored Weapon: gauntlet

Divine Ability: Intelligence or Wisdom

Divine Skill: Society

Divine Font: harm or heal

Key Edicts: create systems of order wherever you can, obey all local laws even if only to the letter, create for yourself a strong moral code

Key Anathema: knowingly break laws, create chaos in an organized system, intentionally defy social expectations

The Father often just goes by the name of “The Father,” but also sometimes goes by the name Tova. He is also known as Lawbringer and the Immovable Object. Some consider the Father the epitome of law and order, but whether that makes him benevolent or malicious depends upon one’s point of view. Though his portfolio and goals run counter to The Mother, they share a relatively cooperative relationship; however, when they disagree on something the powers of order and chaos clash and create strife in the world.

The first such disturbance happened immediately following the imprisonment of Talir. Lilin incited her new children to unleash their power on the world, butting up sharply against The Eld and causing The Calamity of Elements. The Father mediated the dispute between the elemental energies and helped calm things down.

The second major disagreement between The Parents caused several wars to break out all over Alacar, often called The Calamity of Blades. After almost twenty years of bloodshed and fighting, The Parents came together and had two more children that could give Balance to wars: Zatera and Semelleh.

The Father gets along with other lawful minded children, especially Castilli who enforces decorum and Herst who records and tracks the many histories of Alacar. He tends to take a back seat on the day-to-day happenings in the world, allowing the systems he has helped inspire to keep Alacar’s progress and growth relatively steady. The Father is confident of the world he has helped shape with The Mother, and he is proud of the recent golden age, even as signs show danger growing.

Tova’s followers can be found around the world, particularly in cities, military installations, and anywhere that order is needed or revered. Clergy tend to double



The Parents

The first to arrive on Alacar, their motives are unknown. Perhaps they have chosen this world to start their Family simply due to some intrinsic need to help mortals, as their respective churches claim. Or perhaps they have some other, more selfish purpose. As they are divine, mortals may never truly know the answer.

Nevertheless they are here to stay on Alacar, spawning powerful progeny who guide and shape the world, but always maintaining The Balance.

as politicians, public officials, guards, and soldiers, but they can also find fulfillment in occupations such as accountants, architects, librarians, and even dock workers. Anywhere a system is needed, or organization is preferred, the very act of arranging and structuring gives praise to Tova.

Even works of art and architecture that give glory to The Father utilize golden ratios and sacred geometry. Most temples to The Father feature a whispering gallery in their central meeting chamber. More newly built temples have been incorporating complicated clockwork devices that allow for the transformation of entire rooms of the temple into new configurations.

The most devout tend to study Tova’s holy book, *Algorithms and Aspects*, which discusses the functions of systems on everyday life and contains recommendations for creating balanced civic structures that can serve the largest number of people. The tome doesn’t list specific laws, but talks about how to weigh the needs of a civilization against the practicalities of different ways of governing. In other chapters, it also talks about achieving balance and harmony in an individual’s life.

Priests of Tova often become leaders in their community, learning what they can from *Algorithms and Aspects* before applying that wisdom to shape their local governments. Others take a much more personal approach, and function as analysts who work with individuals on bringing the chaos of their lives under control in a disciplined and meaningful way.

Lilin, God of Chaos

The Mother

Alignment: CN (CG, CN, CE)

Siblings: Unknown

Temples: art studios, scrap yards, lumberyards, workshops

Worshippers: artists, demolitionists, performers, salvagers

Sacred Animal: butterfly

Sacred Colors: white with blue

Domains: creation, destruction, family, secrecy

Cleric Spells: 1st: *agitate*, 4th: *creation*, 6th: *disintegrate*

Favored Weapon: fighting fan

Divine Ability: Wisdom or Charisma

Divine Skill: Crafting or Performance

Divine Font: harm or heal

Key Edicts: create something new, incite change, leave a legacy

Key Anathema: protect institutions from change, allow yourself to stagnate, stand on the sidelines

The Mother often just goes by the name of The Mother, but also sometimes goes by the name Lilin. She is also known as the Champion of Change and the Unstoppable Force. The Mother represents chaos in the world, as both a means of destruction and creation. For her, stagnation is the only true sin as we should always be looking to better ourselves, to create, and to make a mark on Alacar that future generations will not forget.

It is for these reasons that The Mother is cast as both a hero and a villain in various stories. While The Father is steadfast and sometimes overbearing or slightly authoritarian, The Mother's role in myth changes depending on the point of view of whomever is telling the story. When she and The Father locked Talir away, her rage and sorrow caused calamity on Alacar. But it is also for The Mother's intervention that great works of art are inspired, classic symphonies written, and melodic poetry written. To create something new, something lasting, is praise to The Mother, as she inspires all mortals to reach new heights and do things they had never thought possible. For this reason, most bards and artisans open their shows and exhibits with a prayer to Lilin as the Great Muse.

Worship of The Mother is at its grandest in concert halls and art galleries, which almost always include a shrine for attendees to leave their own mark, or change it in some way. This might be as simple as a guest book to sign, or a mound of clay that everyone helps to sculpt until the event is finished and the clay fired into a new statue, fit for a fountain or market square. Others worship her simply through singing with a tavern bard or praise her before making lunch. Cooking is a strong form of praise to The Mother because the act of cooking is transformative to the food itself.

Therefore the influence Lilin has on the world is constant and small, in every act of creation and



Law & Chaos

The parents are in relative harmony, even though they represent complete opposites and one might think that they would be opposed. The two forces neutralize each other, which is the core behind the entire Balance on which the Family is formed.

But this isn't always so. There are periods in Alacar's history where the two were diametrically opposed, which always led to strife for mortals. For now they exist in harmonious cooperation, perhaps knowing that complete dominion would end in disaster.

destruction in the world and through everything that shapes and changes it. There is no rigorous holy book from which to spout scripture, for the psalms would soon become stale and lose meaning. Rather than a holy book, devout of The Mother sometimes carry packs of cards with artwork on each card. They shuffle and deal the cards, trying to divine the meaning behind each one as it relates to that moment in their lives. Others use splashes of ink smeared on paper or rune-covered dice tossed about a stone bowl. These all reflect the capricious and ever-changing nature of the goddess.

In much the same way, her holy places are always changing as well. Permanent temples to The Mother are rare. Instead, most temples to Lilin are created contemporaneously, or erected for a specific purpose. For instance, during the Grand Lunar Festival, some followers of Lilin raise a tent to The Mother each year, but on a different spot in their settlement, and each time featuring different local artists in the interior.

Similarly, an official church hierarchy of The Mother is virtually non-existent. Instead, each group of clergy worships Lilin in their own way and create all sorts of their own local customs. These customs are often changed from year to year with new fads, the spreading of ideas, and updates to fashion. Adherents to The Mother's teachings are not just artists, but also political activists, revolutionaries, and even demolitionists. After all, making change in the world can take the form of destruction as easily as creation.



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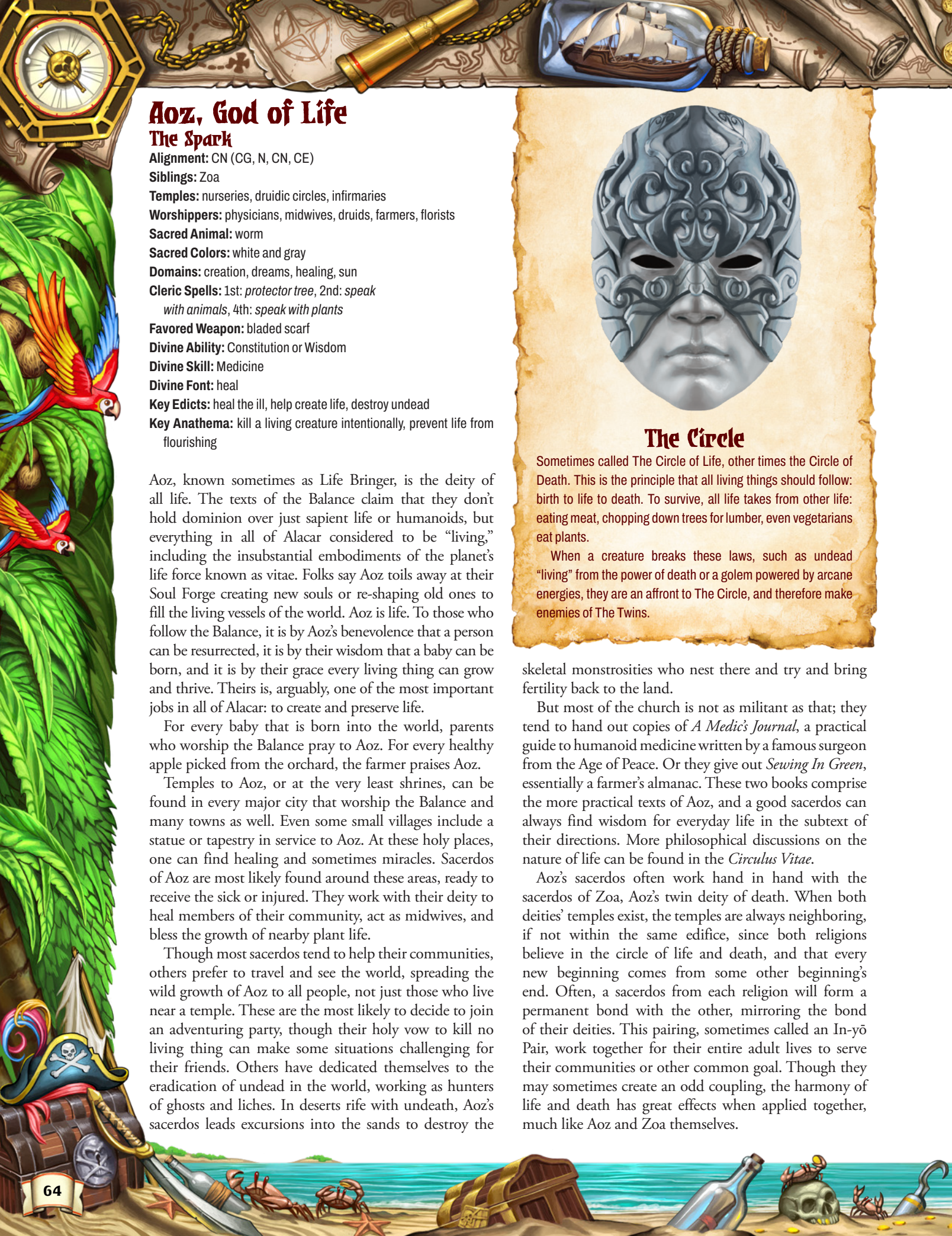
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Aoz, God of Life

The Spark

Alignment: CN (CG, N, CN, CE)

Siblings: Zoa

Temples: nurseries, druidic circles, infirmaries

Worshippers: physicians, midwives, druids, farmers, florists

Sacred Animal: worm

Sacred Colors: white and gray

Domains: creation, dreams, healing, sun

Cleric Spells: 1st: *protector tree*, 2nd: *speak with animals*, 4th: *speak with plants*

Favored Weapon: bladed scarf

Divine Ability: Constitution or Wisdom

Divine Skill: Medicine

Divine Font: heal

Key Edicts: heal the ill, help create life, destroy undead

Key Anathema: kill a living creature intentionally, prevent life from flourishing

Aoz, known sometimes as Life Bringer, is the deity of all life. The texts of the Balance claim that they don't hold dominion over just sapient life or humanoids, but everything in all of Alacar considered to be "living," including the insubstantial embodiments of the planet's life force known as vitae. Folks say Aoz toils away at their Soul Forge creating new souls or re-shaping old ones to fill the living vessels of the world. Aoz is life. To those who follow the Balance, it is by Aoz's benevolence that a person can be resurrected, it is by their wisdom that a baby can be born, and it is by their grace every living thing can grow and thrive. Theirs is, arguably, one of the most important jobs in all of Alacar: to create and preserve life.

For every baby that is born into the world, parents who worship the Balance pray to Aoz. For every healthy apple picked from the orchard, the farmer praises Aoz.

Temples to Aoz, or at the very least shrines, can be found in every major city that worship the Balance and many towns as well. Even some small villages include a statue or tapestry in service to Aoz. At these holy places, one can find healing and sometimes miracles. Sacerdos of Aoz are most likely found around these areas, ready to receive the sick or injured. They work with their deity to heal members of their community, act as midwives, and bless the growth of nearby plant life.

Though most sacerdos tend to help their communities, others prefer to travel and see the world, spreading the wild growth of Aoz to all people, not just those who live near a temple. These are the most likely to decide to join an adventuring party, though their holy vow to kill no living thing can make some situations challenging for their friends. Others have dedicated themselves to the eradication of undead in the world, working as hunters of ghosts and liches. In deserts rife with undeath, Aoz's sacerdos leads excursions into the sands to destroy the



The Circle

Sometimes called The Circle of Life, other times the Circle of Death. This is the principle that all living things should follow: birth to life to death. To survive, all life takes from other life: eating meat, chopping down trees for lumber, even vegetarians eat plants.

When a creature breaks these laws, such as undead "living" from the power of death or a golem powered by arcane energies, they are an affront to The Circle, and therefore make enemies of The Twins.

skeletal monstrosities who nest there and try and bring fertility back to the land.

But most of the church is not as militant as that; they tend to hand out copies of *A Medic's Journal*, a practical guide to humanoid medicine written by a famous surgeon from the Age of Peace. Or they give out *Sewing In Green*, essentially a farmer's almanac. These two books comprise the more practical texts of Aoz, and a good sacerdos can always find wisdom for everyday life in the subtext of their directions. More philosophical discussions on the nature of life can be found in the *Circulus Vitae*.

Aoz's sacerdos often work hand in hand with the sacerdos of Zoa, Aoz's twin deity of death. When both deities' temples exist, the temples are always neighboring, if not within the same edifice, since both religions believe in the circle of life and death, and that every new beginning comes from some other beginning's end. Often, a sacerdos from each religion will form a permanent bond with the other, mirroring the bond of their deities. This pairing, sometimes called an In-yō Pair, work together for their entire adult lives to serve their communities or other common goal. Though they may sometimes create an odd coupling, the harmony of life and death has great effects when applied together, much like Aoz and Zoa themselves.

Zoa, God of Death

The Veil

Alignment: LN (LG, LN, N, LE)

Siblings: Aoz

Temples: graveyards, mortuaries, battlefields, tombs

Worshippers: morticians, gravediggers, soldiers

Sacred Animal: caterpillar

Sacred Colors: black and gray

Domains: darkness, death, fate, nightmares

Cleric Spells: 1st: *grim tendrils*, 3rd: *ghostly weapon*, 8th: *spirit song*

Favored Weapon: sickle

Divine Ability: Constitution or Wisdom

Divine Skill: Religion

Divine Font: harm

Key Edicts: respect the dead and their resting place, accept the inevitability of death, destroy undead

Key Anathema: return the dead to life, create undead, disturb the dead's rest

“Death comes to all,” as they say, and so it is that to followers of the Balance, Zoa claims all life under their dominion eventually, even the lives of dragons. Their power on Alacar is great, but it is a sleeping power, a patient power, for Zoa waits in the light at the end of the tunnel, ready to pluck out the souls of those who perish and bring them... no mortal knows for certain. Some religious scholars of the Balance claim the souls of the dead are given to Aoz to reshape on their Soul Forge and place into the world again. Others claim they're consumed by Zoa, eaten whole with a juicy sounding pop for mortals that have lived full and interesting lives. Those who don't follow The Balance don't believe that Zoa has so much influence over life and death, pointing out that creatures lived and died long before Aoz and Zoa were born. Whatever the case, no one seems to know for sure, or at least if they do, they aren't talking...

Regardless, they're not a malevolent deity. Zoa and their followers know that life ends for every living thing and there is a system in place for dealing with that. When souls don't pass on, they can turn into undead, and there's nothing more of an affront to the twins than undead. Ghosts, specters, and poltergeists haven't returned to the Great Spiritual Balance, while intelligent, corporeal undead have remained in their fleshy vessels and not passed on in death, as they should, and mindless undead are simply animated flesh clinging to life that no longer belongs to them.

Particularly combat minded In-yō Pairs might spend their time hunting and destroying undead wherever they can find them. When sacerdos of Zoa are not making funerary arrangements or tending to the resting places of the dead, they are often creating and preparing weapons to use against the undead.

Many towns and cities have a temple to Zoa where



Life & Death

Aoz and Zoa appear almost passive in all things and simply observe with a dispassionate and unemotional attitude. This often confounds the other Siblings, and they rarely seem to understand Aoz and Zoa's motives, but the two seem to always be in perfect sync.

The twins, as they are often called, rarely speak; when they do, it's often in short, halting sentences, with their voices almost sounding musical. There are rumors among the Siblings that Aoz and Zoa can communicate through telepathy with one another.

Although none of the other Children would ever admit it publicly, Aoz and Zoa are sometimes considered the most powerful, and mysterious, Children in The Family.

they hold funerals, prepare remains, and lay the dead to rest. The sacerdos look over these sacred places, ensuring the dead are allowed to stay at rest. They also make house calls when someone in the settlement reports a haunting or other strange occurrence. As such, temples of Zoa are good places for adventurers to look for work if they're keen on hunting the undead.

Some sacerdos of Zoa also perform seances and other rituals to allow the living to contact their dead friends and relatives. Different sects have varying opinions on both the nature and appropriateness of these rituals, but the very ability to perform these rites suggests that Zoa doesn't mind communication with the deceased. The rituals are outlined in *Circulus Mortis*, the religious text of Zoa, and their sacerdos use this text to learn how to deal with various types of remains. One of the first duties of an acolyte is to memorize the book from cover to cover, then recite it for an elder sacerdos; this teaches them the patience required when staring in the face of death and ensures they have the temperament for the occupation. After all, “Death comes to all, in time.”



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Zatera, God of War

Bloody General

Alignment: NE (N, LE, NE, CE)

Siblings: Semelleh

Temples: battlefields, military encampments, tournaments

Worshippers: soldiers, weaponsmiths, merchants

Sacred Animal: raptor

Sacred Colors: silver and red

Domains: ambition, might, destruction, zeal

Cleric Spells: 1st: *draw ire* (*Pathfinder Secrets of Magic*), 2nd: *blistering invective* (*Pathfinder Advanced Player's Guide*), 4th: *weapon storm*

Favored Weapon: longsword

Divine Ability: Strength or Constitution

Divine Skill: Intimidation

Divine Font: harm

Key Edicts: fight for what you believe in, take what you deserve, outwit your enemies

Key Anathema: go easy on an opponent, yield when you are right, willingly flee

Conflict and strife come to all, but when things get violent, the Mistress of Battle revels in the destruction and bloodlust. Zatera's mere presence stirs up violence and aggression in people, causing neighbor to fight neighbor and two long allied countries to threaten violence. When the swords become unsheathed, that's when the fun really begins for Zatera. She enjoys the chaos of a bar fight as much as the complicated strategy of countries at war, and will gladly start either. Zatera sees her function on Alacar as helping to relieve the hidden pressures and secret resentments, bringing those conflicts out into the open. She also understands that violence is often part of survival, and believes reveling in it is accepting our natural urges.

Zatera's clergy are organized with military titles: general, lieutenant general, major general, and so on. They often act as military advisors to large nations and powerful city states, influencing their decisions on foreign policy and border defenses. Some of the best military academies in all of Alacar are run by the church of Zatera.

When a real war breaks out, Zatera's forces are always there offering their services as weapon brokers and mercenaries to the strategically weaker side, for there's no better way to ensure a long and interesting war. Slaughter holds no interest for the Bloody General, but a pitched battle whose outcome depends on the cunning of the generals and skill of the soldiers? That is an event worthy of her praise.

Zatera is evil because she believes in bloody contests of skill with a casual disregard for the loss of life that occurs in the process, not because she desires slaughter and death for their own purposes. She wouldn't mind a subordinate finding a way to spare enemies' lives, as



War & Peace

Zatera and Semelleh are the divine equivalent of two siblings where one wants to play a head-to-head board game and the other just wants to sit and read. The two get along surprisingly well, but they have different interests, and Semelleh just wants his sister to set down the mortals and stop messing around.

long as they wage war brilliantly and win.

In times of peace Zatera's officers continually train new worshipers, make weapons, and sometimes hold mock battles. These serve to hone the strategies of her commanders and the skills of her soldiers. Recreating famous battles is also a pastime of the church, though they use live steel which sometimes results in a few casualties.

The devout, as well as military academy students, read the several books, scrolls, and tablets that outline the various fighting styles and strategies that are important to Zatera. Though she doesn't have a single "holy book" to speak of, *The Purpose of War* is a philosophical discussion on fighting and violence and often acts as the primary source of theological discussion amongst Zatera's officers.

As for the goddess, she walks the world, starting violence wherever she goes and reveling in the divine truth of it all. Not one to be cooped up in a barracks or war room, she enjoys being in the field, sleeping in muddy encampments and eating rations while marching tirelessly for hours. While she travels, she enjoys changing forms to blend in with the local populace; no one dares oppose the Bloodsoaked Blade but they might get in a fight with a rival merchant who has come to town and is undercutting their prices. Anywhere there's fighting and strife, you'll find the footprints of Zatera, which makes her one of the most prolific deities in all of Alacar.



Semelleh, God of Peace

The Gentle Hand

Alignment: NG (LG, NG, CG, N)

Siblings: Zatera

Temples: battlefields, nature preserves, embassies

Worshippers: diplomats, negotiators, merchants

Sacred Animal: tree sloth

Sacred Colors: white with green

Domains: freedom, healing, protection, perfection

Cleric Spells: 1st: *charm*, 2nd: *glitterdust*, 8th: *maze*

Favored Weapon: fist

Divine Ability: Wisdom or Charisma

Divine Skill: Diplomacy

Divine Font: heal

Key Edicts: have compassion for those around you, cooperate to achieve a goal, compromise with others

Key Anathema: initiate combat, break a truce, provoke another

An old Alacar proverb states, “All wish for peace until there is something they can only get by war.” And so too is the worship of Semelleh. Most of the people of Alacar know about The Divine Diplomat and pay him lip service when the threat of war is a distant worry. However, when war looms over a community, impromptu shrines and services suddenly pop up, praying to Semelleh to keep the conflict away from their settlement. He is a god of convenience for most, a frustrating obstacle for weapon makers and ambitious soldiers wanting to prove themselves.

For diplomats, he is a guiding light, a voice of reason over the din of destruction that follows in war’s wake. Many diplomats worship Semelleh, and those who are devout enough to join his church are known as Arbiters. While some Arbiters set up chapter houses in towns and large cities, others prefer to travel the countryside, spreading good works and charity to rural towns and settlements.

By their teachings, Arbiters are pacifists and look to settle disputes with compromise and mutual respect. When a disagreement turns violent, they try to keep the peace as best they can, preventing bloodshed or, at the very least, loss of life. Because of this, Semelleh’s church contains few champions, but those who decide to take up arms in the name of peace often do so as protectors of the innocent, fighting only those who refuse to back down. Arbiters of The Gentle Hand use nonlethal weapons, spells, and tactics. They imbue their weapons with special runes to ensure they’re only putting an end to the violence and giving aggressors another chance to repent their violent ways.

When the violence has ended, Arbiters often read from the *Seven Ways of Peaceful Thinking*, Semelleh’s most holy text, in order to help people learn peaceful solutions to their problems. This book outlines problem



The Wages of Peace

Semelleh teaches that peace brings prosperity for all, though Zatera points out that this teaching isn’t always true and that conflict can bring people together and stimulate economy. Nonetheless, Semelleh has a good relationship with other Children who like to take it easy, feast, and party like Amon, Ebrugeses, and Chakisa. Zatera often seeks to get these deities on her side with lavish war banquets and victory celebrations.

solving techniques and negotiation strategies that can help the reader meet their objectives in place of the use of aggression. Though filled with flowery text, colorful language, metaphors, and parables, the lessons in the holy book have guided warring nations across Alacar to establish long lasting peace treaties.

Most of Semelleh’s holy days are regional in nature, celebrating the anniversary of a peace treaty being signed, or some other dispute coming to an end. That’s not to say that every nation on Alacar celebrates Semelleh on the ending of every major local conflict, though, as that would quickly become untenable. Nonetheless, Arbiters keep track of such things and designate them as minor holy days. Thanks to the recent golden age for the world of Alacar, there had been relatively few major wars, and thus relatively few new major regional holy days of Semelleh, but Zatera is always fomenting war and conflict is on the rise worldwide.

Semelleh himself roams Alacar, helping those in need and preventing war when he can. He usually travels in disguise as a day laborer, explorer, or traveling physician. He finds these roles allow him to be in the best position to help those in need. While visiting a community, he helps to put an end to strife and violence through generosity and non-aggression. He hopes by setting a personal example, he can foster a sense of community and personal responsibility towards others’ wellbeing.



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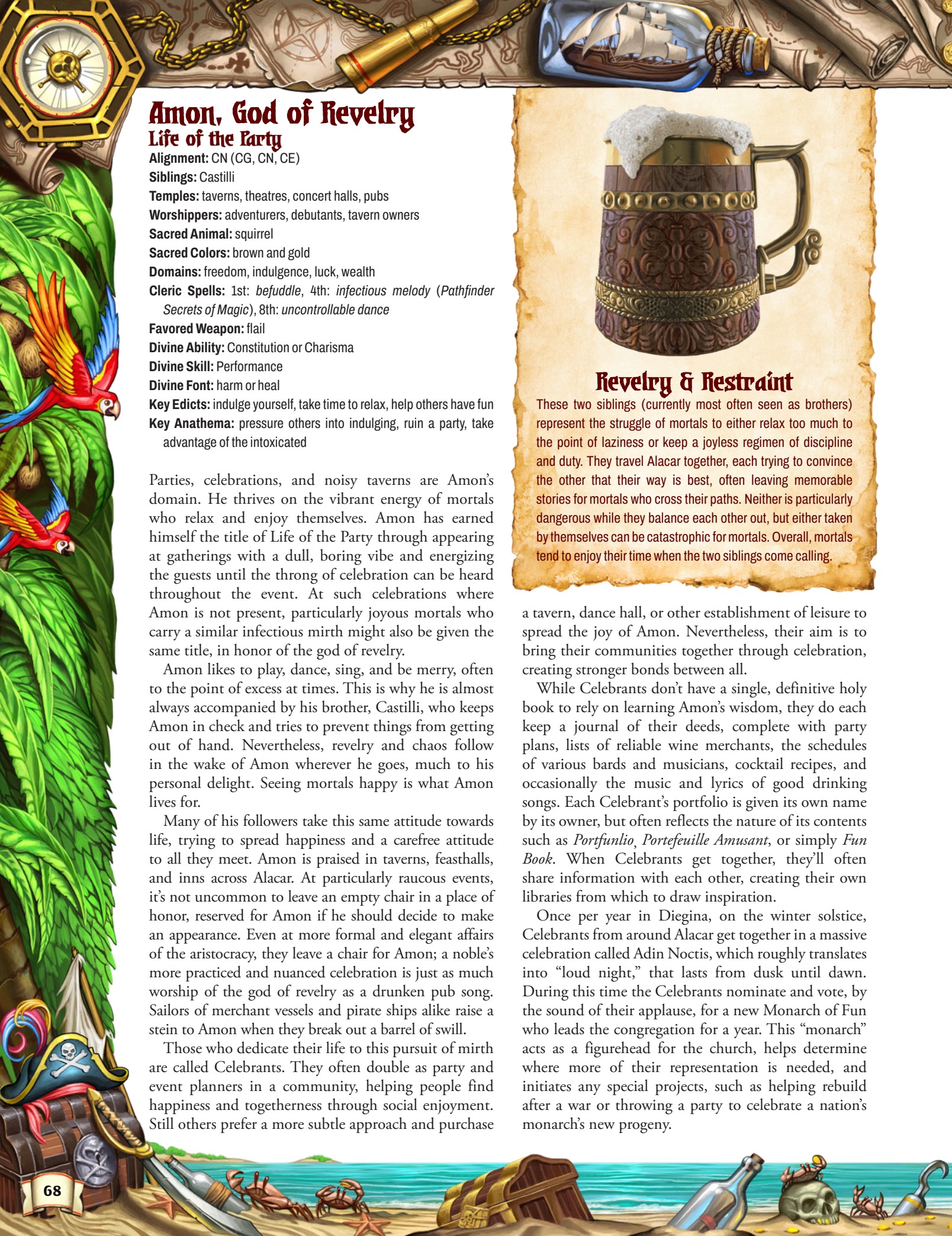
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Amon, God of Revelry

Life of the Party

Alignment: CN (CG, CN, CE)

Siblings: Castilli

Temples: taverns, theatres, concert halls, pubs

Worshippers: adventurers, debutants, tavern owners

Sacred Animal: squirrel

Sacred Colors: brown and gold

Domains: freedom, indulgence, luck, wealth

Cleric Spells: 1st: *befuddle*, 4th: *infectious melody* (*Pathfinder Secrets of Magic*), 8th: *uncontrollable dance*

Favored Weapon: flail

Divine Ability: Constitution or Charisma

Divine Skill: Performance

Divine Font: harm or heal

Key Edicts: indulge yourself, take time to relax, help others have fun

Key Anathema: pressure others into indulging, ruin a party, take advantage of the intoxicated

Parties, celebrations, and noisy taverns are Amon's domain. He thrives on the vibrant energy of mortals who relax and enjoy themselves. Amon has earned himself the title of Life of the Party through appearing at gatherings with a dull, boring vibe and energizing the guests until the throng of celebration can be heard throughout the event. At such celebrations where Amon is not present, particularly joyous mortals who carry a similar infectious mirth might also be given the same title, in honor of the god of revelry.

Amon likes to play, dance, sing, and be merry, often to the point of excess at times. This is why he is almost always accompanied by his brother, Castilli, who keeps Amon in check and tries to prevent things from getting out of hand. Nevertheless, revelry and chaos follow in the wake of Amon wherever he goes, much to his personal delight. Seeing mortals happy is what Amon lives for.

Many of his followers take this same attitude towards life, trying to spread happiness and a carefree attitude to all they meet. Amon is praised in taverns, feasts, and inns across Alacar. At particularly raucous events, it's not uncommon to leave an empty chair in a place of honor, reserved for Amon if he should decide to make an appearance. Even at more formal and elegant affairs of the aristocracy, they leave a chair for Amon; a noble's more practiced and nuanced celebration is just as much worship of the god of revelry as a drunken pub song. Sailors of merchant vessels and pirate ships alike raise a stein to Amon when they break out a barrel of swill.

Those who dedicate their life to this pursuit of mirth are called Celebrants. They often double as party and event planners in a community, helping people find happiness and togetherness through social enjoyment. Still others prefer a more subtle approach and purchase



Revelry & Restraint

These two siblings (currently most often seen as brothers) represent the struggle of mortals to either relax too much to the point of laziness or keep a joyless regimen of discipline and duty. They travel Alacar together, each trying to convince the other that their way is best, often leaving memorable stories for mortals who cross their paths. Neither is particularly dangerous while they balance each other out, but either taken by themselves can be catastrophic for mortals. Overall, mortals tend to enjoy their time when the two siblings come calling.

a tavern, dance hall, or other establishment of leisure to spread the joy of Amon. Nevertheless, their aim is to bring their communities together through celebration, creating stronger bonds between all.

While Celebrants don't have a single, definitive holy book to rely on learning Amon's wisdom, they do each keep a journal of their deeds, complete with party plans, lists of reliable wine merchants, the schedules of various bards and musicians, cocktail recipes, and occasionally the music and lyrics of good drinking songs. Each Celebrant's portfolio is given its own name by its owner, but often reflects the nature of its contents such as *Portfunlio*, *Portfeuille Amusant*, or simply *Fun Book*. When Celebrants get together, they'll often share information with each other, creating their own libraries from which to draw inspiration.

Once per year in Diegina, on the winter solstice, Celebrants from around Alacar get together in a massive celebration called Adin Noctis, which roughly translates into "loud night," that lasts from dusk until dawn. During this time the Celebrants nominate and vote, by the sound of their applause, for a new Monarch of Fun who leads the congregation for a year. This "monarch" acts as a figurehead for the church, helps determine where more of their representation is needed, and initiates any special projects, such as helping rebuild after a war or throwing a party to celebrate a nation's monarch's new progeny.

Castilli, God of Restraint

Marquis of Civility

Alignment: LN (LG, LN, LE)

Siblings: Amon

Temples: schools, bureaucratic offices, libraries, prisons

Worshippers: lawmakers, guards

Sacred Animal: dog

Sacred Colors: black and blue

Domains: confidence, protection, truth, tyranny

Cleric Spells: 1st: *sleep*, 3rd: *paralyze*, 5th: *subconscious suggestion*

Favored Weapon: bola

Divine Ability: Constitution or Wisdom

Divine Skill: Society

Divine Font: harm or heal

Key Edicts: Stay levelheaded, do only what is required, minimize your risk

Key Anathema: Willingly experience a toxin or drug, break social decorum, act foolish

Acting, looking, and being treated appropriately is everything to Castilli. When it comes to the rules of social interaction, Castilli literally wrote the book; it's even actually called *The Rules of Social Interaction*. A dry title, to be sure, but straight to the point, which is exactly how The Marquis of Civility prefers it. His worshipers study and annotate it, based on local customs and changes in what is considered polite, so Castilli's holy book might give different instruction depending on which version one reads and from which region and era.

While the most influential and widely known priests of Castilli are also members of the aristocracy, they aren't ruling nobles. Instead, they are often a third or fourth child who has little chance of inheriting land. Their functions in polite society include tutoring the children of aristocrats so that they can better function among their peers, coordinating major social events such as coronations, and reprimanding those who step out of line at court. In regions without a strong aristocracy, they can also be found as teachers, barristers, and sometimes even jailors, though ones who focus on rehabilitation.

The church of Castilli holds regional conferences to discuss matters of style, ritual, and custom. The largest of these is, appropriately enough, know as Castillarium. At this event priests who attend the nearby noble courts gather to discuss courtly intrigue, present and decide on the newest fashions, and occasionally administer punishments for nobles who have purposely disrupted decorum in the court. In one of the most famous examples, during the Castillarium of 482 they dictated the washing of hands before and after every meal to prevent the spread of plague, a custom that continues to this day.



Real World Implications

Though Amon and Castilli make a humorous duo, it is important to acknowledge that substance abuse can lead to serious issues and is no laughing matter. Their dichotomy, their contribution to The Balance, is here to remind us that though we may enjoy ourselves we need to stay responsible. Be sure to find the balance of revelry and restraint in your own life so you can remain safe.

Though detractors of Castilli might see his faith as being in direct opposition to the idea of individual freedom, his clergy would argue that Castilli wants mortals to have freedom but to remain civil and practice their freedom in an appropriate way. In more chaotic regions, such as the wilder areas of the Indigo Isles, the adherents of Castilli practice in secret or in a more low key manner, but they still maintain any rules of decorum they can, such as becoming arbiters of pirate disputes and other similar conflicts.

His priests are also some of the most likely to open shelters and rehabilitation programs for those habitually suffering from excess. They frequent taverns, hookah clubs, and other locales where intoxicants are used willingly, and employ their healing techniques on those who have gone too far, or give guidance to those who are about to harm themselves.

Castilli himself travels the world with his brother, Amon, trying to keep him from getting in too much trouble. The pair are often sighted for brief moments in one settlement or another with Amon riling up the populace and Castilli in his wake trying to keep the situation under control. In times where Amon can cause sufficient chaos to distract his brother, Castilli oft needs to nurse his brother back to good health, usually with the addition of a lecture. Nevertheless, the two love each other, but that doesn't stop Amon from continuing to instigate bad behavior from mortals, despite Castilli's warnings.

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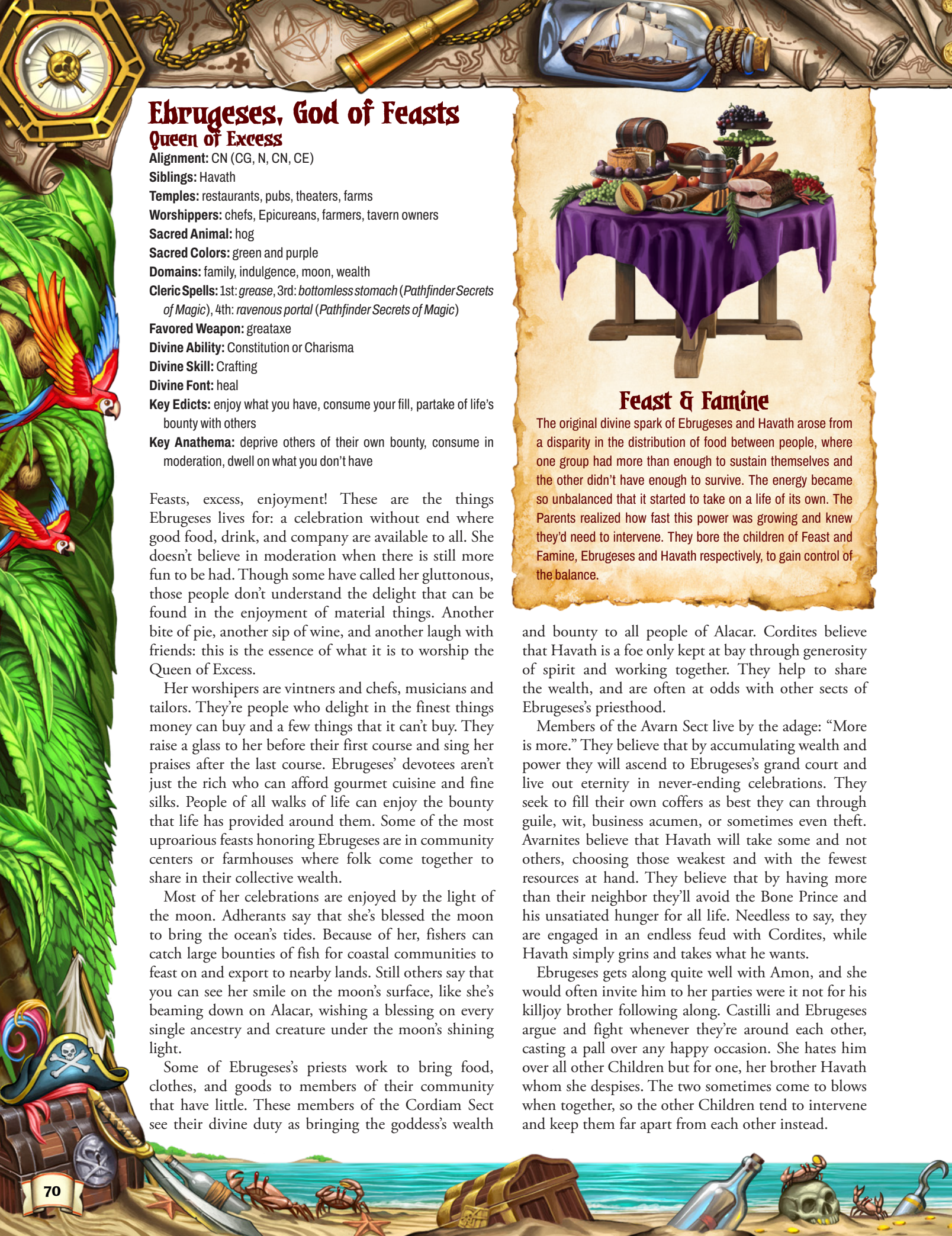
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Ebrugeses, God of Feasts

Queen of Excess

Alignment: CN (CG, N, CN, CE)

Siblings: Havath

Temples: restaurants, pubs, theaters, farms

Worshippers: chefs, Epicureans, farmers, tavern owners

Sacred Animal: hog

Sacred Colors: green and purple

Domains: family, indulgence, moon, wealth

Cleric Spells: 1st: *grease*, 3rd: *bottomless stomach* (*Pathfinder Secrets of Magic*), 4th: *ravenous portal* (*Pathfinder Secrets of Magic*)

Favored Weapon: greataxe

Divine Ability: Constitution or Charisma

Divine Skill: Crafting

Divine Font: heal

Key Edicts: enjoy what you have, consume your fill, partake of life's bounty with others

Key Anathema: deprive others of their own bounty, consume in moderation, dwell on what you don't have

Feasts, excess, enjoyment! These are the things Ebrugeses lives for: a celebration without end where good food, drink, and company are available to all. She doesn't believe in moderation when there is still more fun to be had. Though some have called her gluttonous, those people don't understand the delight that can be found in the enjoyment of material things. Another bite of pie, another sip of wine, and another laugh with friends: this is the essence of what it is to worship the Queen of Excess.

Her worshipers are vintners and chefs, musicians and tailors. They're people who delight in the finest things money can buy and a few things that it can't buy. They raise a glass to her before their first course and sing her praises after the last course. Ebrugeses' devotees aren't just the rich who can afford gourmet cuisine and fine silks. People of all walks of life can enjoy the bounty that life has provided around them. Some of the most uproarious feasts honoring Ebrugeses are in community centers or farmhouses where folk come together to share in their collective wealth.

Most of her celebrations are enjoyed by the light of the moon. Adherants say that she's blessed the moon to bring the ocean's tides. Because of her, fishers can catch large bounties of fish for coastal communities to feast on and export to nearby lands. Still others say that you can see her smile on the moon's surface, like she's beaming down on Alacar, wishing a blessing on every single ancestry and creature under the moon's shining light.

Some of Ebrugeses's priests work to bring food, clothes, and goods to members of their community that have little. These members of the Cordiam Sect see their divine duty as bringing the goddess's wealth



Feast & Famine

The original divine spark of Ebrugeses and Havath arose from a disparity in the distribution of food between people, where one group had more than enough to sustain themselves and the other didn't have enough to survive. The energy became so unbalanced that it started to take on a life of its own. The Parents realized how fast this power was growing and knew they'd need to intervene. They bore the children of Feast and Famine, Ebrugeses and Havath respectively, to gain control of the balance.

and bounty to all people of Alacar. Cordites believe that Havath is a foe only kept at bay through generosity of spirit and working together. They help to share the wealth, and are often at odds with other sects of Ebrugeses's priesthood.

Members of the Avarn Sect live by the adage: "More is more." They believe that by accumulating wealth and power they will ascend to Ebrugeses's grand court and live out eternity in never-ending celebrations. They seek to fill their own coffers as best they can through guile, wit, business acumen, or sometimes even theft. Avarnites believe that Havath will take some and not others, choosing those weakest and with the fewest resources at hand. They believe that by having more than their neighbor they'll avoid the Bone Prince and his unsatiated hunger for all life. Needless to say, they are engaged in an endless feud with Cordites, while Havath simply grins and takes what he wants.

Ebrugeses gets along quite well with Amon, and she would often invite him to her parties were it not for his killjoy brother following along. Castilli and Ebrugeses argue and fight whenever they're around each other, casting a pall over any happy occasion. She hates him over all other Children but for one, her brother Havath whom she despises. The two sometimes come to blows when together, so the other Children tend to intervene and keep them far apart from each other instead.

Havath, God of Famine

Bone Prince

Alignment: CE (NE, CE)

Siblings: Ebrugeses

Temples: secret locations

Worshippers: cultists, necromancers, undead

Sacred Animal: housefly

Sacred Colors: brown and black

Domains: death, pain, trickery, undeath

Cleric Spells: 1st: *noxious vapors* (*Pathfinder Advanced Player's Guide*), 2nd: *vomit swarm* (*Pathfinder Advanced Player's Guide*), 8th: *horrid wilting*

Favored Weapon: club

Divine Ability: Constitution or Wisdom

Divine Skill: Survival

Divine Font: harm

Key Edicts: consume the living, embrace undeath, destroy life

Key Anathema: heal another creature, share what is yours with others, create life

Life and death are opposites that live in harmony, creating a cycle of birth, death, and rebirth. However, both are opposed to Havath and his insatiable hunger for power. He destroys life so that it can't regrow, leaving never-ending death in its wake. What he doesn't kill, he twists and corrupts into undeath, a grim mockery of both life and death that shares attributes of both as a contradiction. The Bone Prince and his undead followers are a plague on Alacar, one that can never quite be stamped out.

Havath is Ebrugeses's brother and her greatest enemy, even more so than Castilli, who chides her for simply enjoying herself. The Bone Prince stalks around her feasts, hoping to snatch up those who are unaware, then slinks away with them to the Dust Pits, where he consumes them whole and spits them out as another of his undead legion.

The desperate and hopeless turn to Havath as the last tiny vestige of salvation at the end of a doomed existence. While he certainly gives them power and strength that they otherwise lacked, such rewards from Havath come only at the cost of their lives. Followers of Havath create societies who meet in secret, leeching from their friends, family, and neighbors alike. Often, a powerful undead leads the group, acting as the Overseer and spiritual leader of a cell of the secret society, while other members are unaware of any other cells of Havath's worship. That way, if one of them is captured or exposed, they can't leak very many other identities to enemies of the faith.

Of course, there's also always a risk that a secret society member gets cold feet and begins to have second thoughts about worshipping a blatantly malevolent entity who seeks to take everything from the many



Cult of Famine

While several deities have both good and evil followers, and a handful are evil in their own right, many dedicated to Havath are the kind of wholly destructive irredeemable evil that feeds off everything, insatiable and corrupt, and can never be satisfied. These followers turn on each other as easily as their allies and constantly look for ways to make others suffer, for through the suffering of mortals they find favor in their god's eyes.

peoples of Alacar, leaving nothing but scarcity and hardship behind. Fortunately (or perhaps unfortunately for everyone else), secret societies of Havath have contingency plans for just such a situation. Whenever one of their members falters, the others simply capture them and eat them alive in an unholy ritual. The most ravenous of cultists transform into ghouls, finishing their transition from another cult member to an Overseer themselves. The magically inclined might dedicate their studies to become necromancers or find a way to transform themselves into a powerful undead, such as a lich.

The secrets of lichdom are said to be encoded in the *Diegesis of Dearth*, a holy text full of horrific narrated allegories that hide the secrets to various necromancy and evil spells dedicated to the destruction of plenty and the propagation of undead. It contains several additional secrets in its pages of humanoid vellum and blood-infused ink, each hidden deftly within the narrator's stories so that only Havath's most dedicated may discover them.

Fables tell that at the heart of Havath's vast network of secret cells sits the Noxium, a council of powerful undead. They seek to destroy life on Alacar, making enemies of many, including the Parents. Why Tovah and Lilin haven't acted to put a stop to Havath's wickedness is unclear; perhaps he holds some divine leverage that prevents them from simply destroying him outright.



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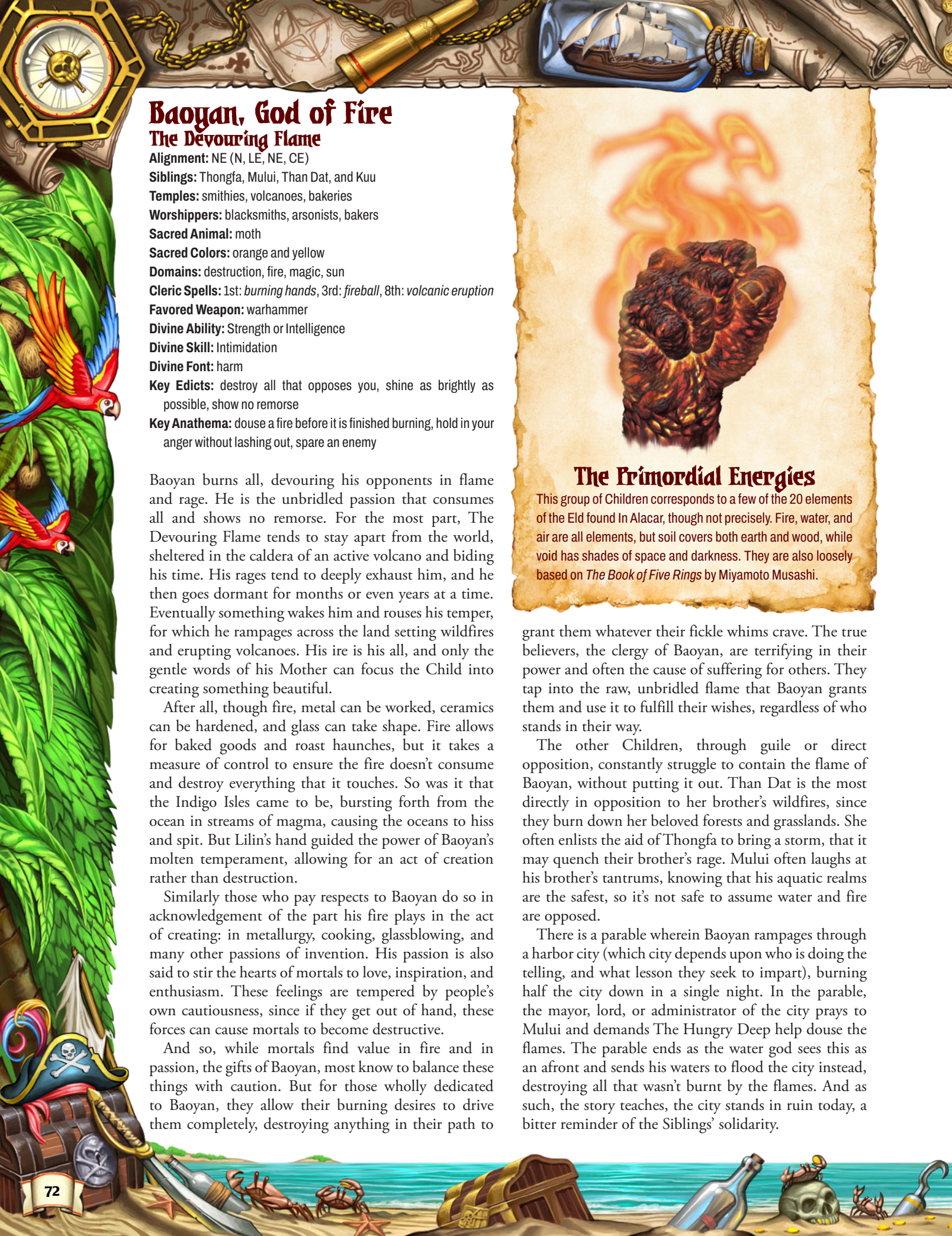
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Baoyan, God of Fire The Devouring Flame

Alignment: NE (N, LE, NE, CE)

Siblings: Thongfa, Mului, Than Dat, and Kuu

Temples: smithies, volcanoes, bakeries

Worshippers: blacksmiths, arsonists, bakers

Sacred Animal: moth

Sacred Colors: orange and yellow

Domains: destruction, fire, magic, sun

Cleric Spells: 1st: *burning hands*, 3rd: *fireball*, 8th: *volcanic eruption*

Favored Weapon: warhammer

Divine Ability: Strength or Intelligence

Divine Skill: Intimidation

Divine Font: harm

Key Edicts: destroy all that opposes you, shine as brightly as possible, show no remorse

Key Anathema: douse a fire before it is finished burning, hold in your anger without lashing out, spare an enemy

Baoyan burns all, devouring his opponents in flame and rage. He is the unbridled passion that consumes all and shows no remorse. For the most part, The Devouring Flame tends to stay apart from the world, sheltered in the caldera of an active volcano and biding his time. His rages tend to deeply exhaust him, and he then goes dormant for months or even years at a time. Eventually something wakes him and rouses his temper, for which he rampages across the land setting wildfires and erupting volcanoes. His ire is his all, and only the gentle words of his Mother can focus the Child into creating something beautiful.

After all, though fire, metal can be worked, ceramics can be hardened, and glass can take shape. Fire allows for baked goods and roast haunches, but it takes a measure of control to ensure the fire doesn't consume and destroy everything that it touches. So was it that the Indigo Isles came to be, bursting forth from the ocean in streams of magma, causing the oceans to hiss and spit. But Lilin's hand guided the power of Baoyan's molten temperament, allowing for an act of creation rather than destruction.

Similarly those who pay respects to Baoyan do so in acknowledgement of the part his fire plays in the act of creating: in metallurgy, cooking, glassblowing, and many other passions of invention. His passion is also said to stir the hearts of mortals to love, inspiration, and enthusiasm. These feelings are tempered by people's own cautiousness, since if they get out of hand, these forces can cause mortals to become destructive.

And so, while mortals find value in fire and in passion, the gifts of Baoyan, most know to balance these things with caution. But for those wholly dedicated to Baoyan, they allow their burning desires to drive them completely, destroying anything in their path to



The Primordial Energies

This group of Children corresponds to a few of the 20 elements of the Eld found in Alacar, though not precisely. Fire, water, and air are all elements, but soil covers both earth and wood, while void has shades of space and darkness. They are also loosely based on *The Book of Five Rings* by Miyamoto Musashi.

grant them whatever their fickle whims crave. The true believers, the clergy of Baoyan, are terrifying in their power and often the cause of suffering for others. They tap into the raw, unbridled flame that Baoyan grants them and use it to fulfill their wishes, regardless of who stands in their way.

The other Children, through guile or direct opposition, constantly struggle to contain the flame of Baoyan, without putting it out. Than Dat is the most directly in opposition to her brother's wildfires, since they burn down her beloved forests and grasslands. She often enlists the aid of Thongfa to bring a storm, that it may quench their brother's rage. Mului often laughs at his brother's tantrums, knowing that his aquatic realms are the safest, so it's not safe to assume water and fire are opposed.

There is a parable wherein Baoyan rampages through a harbor city (which city depends upon who is doing the telling, and what lesson they seek to impart), burning half the city down in a single night. In the parable, the mayor, lord, or administrator of the city prays to Mului and demands The Hungry Deep help douse the flames. The parable ends as the water god sees this as an affront and sends his waters to flood the city instead, destroying all that wasn't burnt by the flames. And as such, the story teaches, the city stands in ruin today, a bitter reminder of the Siblings' solidarity.

Than Dat, God of Earth & Wood

Treesinger

Alignment: NG (LG, NG, CG, N)

Siblings: Thongfa, Mului, Baoyan, and Kuu

Temples: caves, low roads, mountain tops

Worshippers: farmers, druids

Sacred Animal: mole

Sacred Colors: brown and green

Domains: earth, family, healing, nature

Cleric Spells: 1st: *pummeling rubble* (*Pathfinder Advanced Player's Guide*), 4th: *shape stone*, 8th: *earthquake*

Favored Weapon: maul

Divine Ability: Constitution or Wisdom

Divine Skill: Nature

Divine Font: heal

Key Edicts: care for the land, be kind to animals, nurture your family

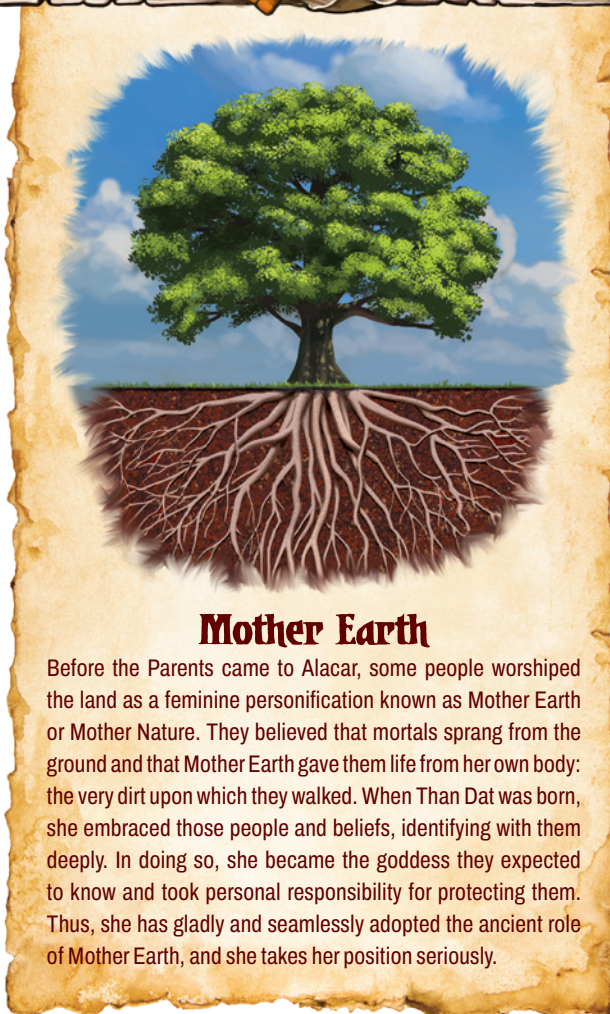
Key Anathema: harm a plant or animal without need, poison the land, harm a natural wonder

For people who live in the city, Than Dat is the vague notion of a goddess they learned about in school, if they received a formal education. She's also known as Treesinger, someone who helps the parks bloom more vibrant flowers. They don't consider her very often, on the whole, and she doesn't interact with their lives in a direct way.

However, for farmers, hunters, druids, and others who live in a more natural setting, the blessings of Than Dat are a daily experience. They see her smile when the sun shines through tree branches, creating magical dappled lighting on the forest floor. They feel her warm embrace in the fertile soil. They hear her song in the rapids of the river. Than Dat's followers attribute most of the beautiful things in nature to her, and she's very important to mortals who survive off the land. Those who subscribe to the Eld find it odd that the worship of Than Dat combines some aspects of the elements of earth and wood, and perhaps more, but to Than Dat's faithful, it's only natural.

Her faithful try to maintain balance in nature. They don't overfish the lakes or hunt a species into endangerment. When they harvest trees for wood they plant more to replenish the forests. They consider themselves keepers of nature and tend to act in the best interests of plants and animals over people.

Local communities of Than Dat worshipers might give her church structure, but it varies, and the organization is often need-based. There's often a head priestess who leads efforts for the community, and larger groups might break into divisions that look after the interests of a particular part of nature, such as forests, rivers, or burrowing animals; everything except for birds and other flying animals, as those are Thongfa's domain. Similarly, Than Dat doesn't have a



Mother Earth

Before the Parents came to Alacar, some people worshiped the land as a feminine personification known as Mother Earth or Mother Nature. They believed that mortals sprang from the ground and that Mother Earth gave them life from her own body: the very dirt upon which they walked. When Than Dat was born, she embraced those people and beliefs, identifying with them deeply. In doing so, she became the goddess they expected to know and took personal responsibility for protecting them. Thus, she has gladly and seamlessly adopted the ancient role of Mother Earth, and she takes her position seriously.

single unifying set of holy scriptures, but rather local customs and rituals passed down to each generation through scrimshaw carving, cave painting, or the like.

Other deities and their followers, with the exception of Chira, see Than Dat's worshipers as flighty. They often overestimate nature's ability to bounce back from deforestation, pollution, and natural disasters like wildfires and floods. And so, most of the other gods and mortals pay little mind to Than Dat and her followers.

Though, Semelleh does like to bring Than Dat gifts from time to time, and Than Dat often chats with Thongfa and Chira about events around the world. The three of them are extremely close friends, and they're always willing to get each other out of a bind. Generally, Than Dat and her faithful are a calm bunch who rarely stir up trouble.

Though lately, there has been a rumor going around about Than Dat having her own Children, against the edicts of The Parents. Cults to supposed new deities have been popping up in secret around farming communities and aristocratic "garden clubs." Similarly, several groups calling themselves Claws have been terrorizing poachers and travelers in the countryside.



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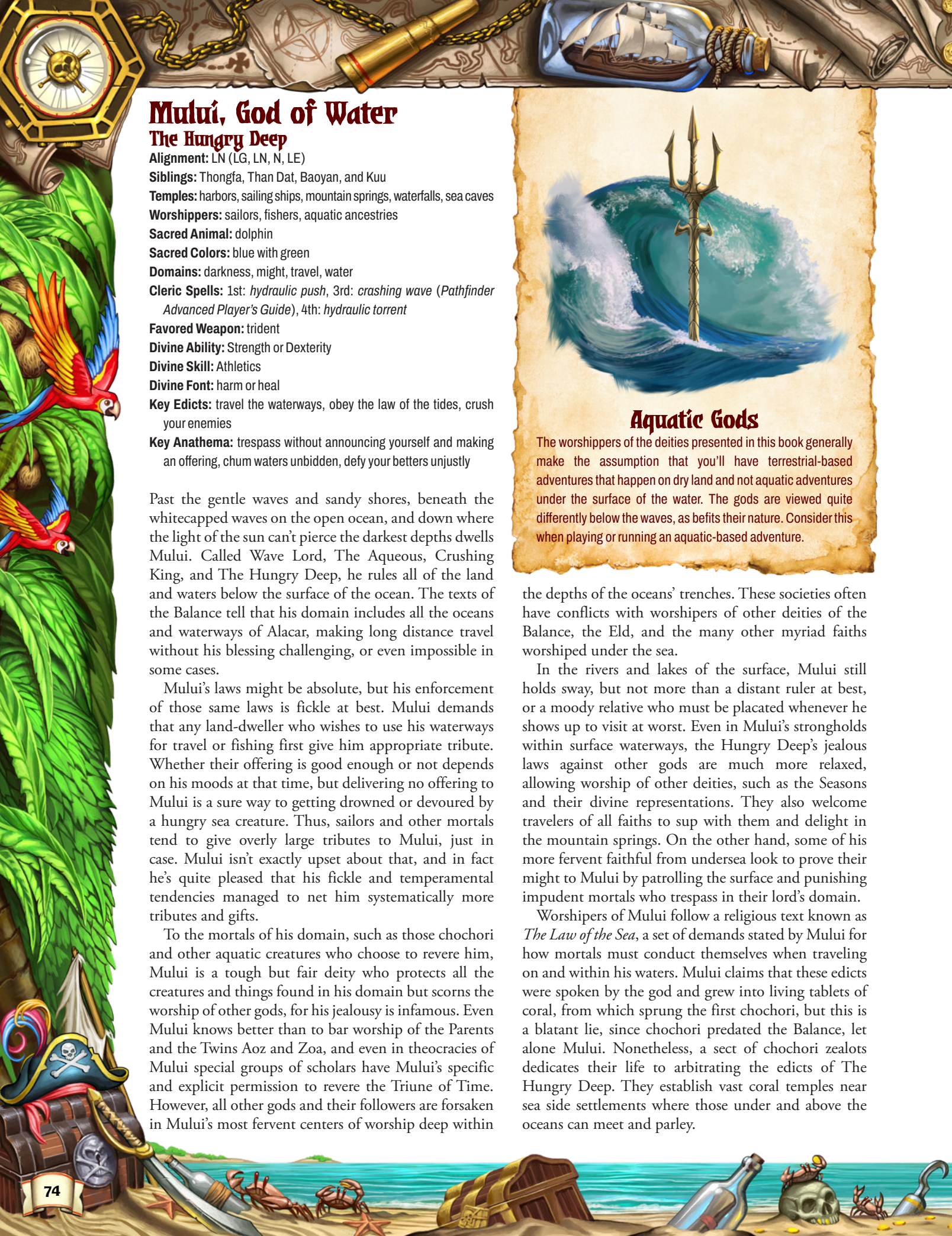
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Mului, God of Water

The Hungry Deep

Alignment: LN (LG, LN, N, LE)

Siblings: Thongfa, Than Dat, Baoyan, and Kuu

Temples: harbors, sailing ships, mountain springs, waterfalls, sea caves

Worshippers: sailors, fishers, aquatic ancestries

Sacred Animal: dolphin

Sacred Colors: blue with green

Domains: darkness, might, travel, water

Cleric Spells: 1st: *hydraulic push*, 3rd: *crashing wave* (*Pathfinder Advanced Player's Guide*), 4th: *hydraulic torrent*

Favored Weapon: trident

Divine Ability: Strength or Dexterity

Divine Skill: Athletics

Divine Font: harm or heal

Key Edicts: travel the waterways, obey the law of the tides, crush your enemies

Key Anathema: trespass without announcing yourself and making an offering, chum waters unbidden, defy your betters unjustly

Past the gentle waves and sandy shores, beneath the whitecapped waves on the open ocean, and down where the light of the sun can't pierce the darkest depths dwells Mului. Called Wave Lord, The Aqueous, Crushing King, and The Hungry Deep, he rules all of the land and waters below the surface of the ocean. The texts of the Balance tell that his domain includes all the oceans and waterways of Alacar, making long distance travel without his blessing challenging, or even impossible in some cases.

Mului's laws might be absolute, but his enforcement of those same laws is fickle at best. Mului demands that any land-dweller who wishes to use his waterways for travel or fishing first give him appropriate tribute. Whether their offering is good enough or not depends on his moods at that time, but delivering no offering to Mului is a sure way to getting drowned or devoured by a hungry sea creature. Thus, sailors and other mortals tend to give overly large tributes to Mului, just in case. Mului isn't exactly upset about that, and in fact he's quite pleased that his fickle and temperamental tendencies managed to net him systematically more tributes and gifts.

To the mortals of his domain, such as those chochori and other aquatic creatures who choose to revere him, Mului is a tough but fair deity who protects all the creatures and things found in his domain but scorns the worship of other gods, for his jealousy is infamous. Even Mului knows better than to bar worship of the Parents and the Twins Aoz and Zoa, and even in theocracies of Mului special groups of scholars have Mului's specific and explicit permission to revere the Triune of Time. However, all other gods and their followers are forsaken in Mului's most fervent centers of worship deep within



Aquatic Gods

The worshippers of the deities presented in this book generally make the assumption that you'll have terrestrial-based adventures that happen on dry land and not aquatic adventures under the surface of the water. The gods are viewed quite differently below the waves, as befits their nature. Consider this when playing or running an aquatic-based adventure.

the depths of the oceans' trenches. These societies often have conflicts with worshipers of other deities of the Balance, the Eld, and the many other myriad faiths worshiped under the sea.

In the rivers and lakes of the surface, Mului still holds sway, but not more than a distant ruler at best, or a moody relative who must be placated whenever he shows up to visit at worst. Even in Mului's strongholds within surface waterways, the Hungry Deep's jealous laws against other gods are much more relaxed, allowing worship of other deities, such as the Seasons and their divine representations. They also welcome travelers of all faiths to sup with them and delight in the mountain springs. On the other hand, some of his more fervent faithful from undersea look to prove their might to Mului by patrolling the surface and punishing impudent mortals who trespass in their lord's domain.

Worshippers of Mului follow a religious text known as *The Law of the Sea*, a set of demands stated by Mului for how mortals must conduct themselves when traveling on and within his waters. Mului claims that these edicts were spoken by the god and grew into living tablets of coral, from which sprung the first chochori, but this is a blatant lie, since chochori predated the Balance, let alone Mului. Nonetheless, a sect of chochori zealots dedicates their life to arbitrating the edicts of The Hungry Deep. They establish vast coral temples near sea side settlements where those under and above the oceans can meet and parley.

Thongfa, God of Air

Stormbringer

Alignment: CN (CG, N, CN, CE)

Siblings: Mului, Than Dat, Baoyan, and Kuu

Temples: mountaintops, sailing ships, windmills

Worshippers: sailors, farmers, millers, travelers

Sacred Animal: common swift

Sacred Colors: sky blue and white

Domains: air, change, luck, travel

Cleric Spells: 1st: *gust of wind*, 5th: *lightning storm* (*Pathfinder Advanced Player's Guide*), 8th: *whirlwind* (*Pathfinder Secrets of Magic*)

Favored Weapon: longbow

Divine Ability: Dexterity or Charisma

Divine Skill: Acrobatics

Divine Font: harm or heal

Key Edicts: seek out new experiences, explore, travel

Key Anathema: willingly restrain yourself, become stagnant, take the wind out of another's dreams

Though as old as her Siblings, Thongfa consistently appears and acts like a young, naive girl with frivolous interests and fleeting attention. She wanders Alacar in search of new experiences, stopping and traveling again at her whim. Wherever she goes, she changes those around her, affecting them in some way as influenced by her own fleeting desires. Comparative religious scholars note that Thongfa embodies at least two of the so-called "elements" understood by the ancient religion known as the Eld: air and electricity.

Ever playing the part of the innocent, Thongfa also often plays the fool as part of her own designs, allowing the schemes of the other Children to get her in trouble or at the very least some form of minor peril. The goddess seems to delight in these situations, calling out for local heroes to help her, irrevocably changing their lives in the process.

When things don't go her way, Thongfa earns the title of Stormbringer. Her temper is swift and capable of conjuring thunderstorms, tornadoes, and hurricanes. One such story in the Indigo Isles is as follows: In a valley, a community called Greenrose once flourished. Thongfa disguised herself as a local hardrigger woman and got caught by an irivyrn who lived up in the hills. Her voice carried on the wind, hoping to entice a local hardrigger hero to come and rescue her. No one came, for they knew the irivyrn was formidable and anyone caught by them was as good as dead. Thongfa was furious and called down a thunderstorm that destroyed the settlement with rains that flooded the valley. Storms frequent the area, giving the name Thunderclap Valley, and none but the irivyrns remain.

Most mortals decide to play Thongfa's games, allowing her to frolic among them. Her clergy, a group of priests referred to as the Weathermakers, help to interpret her



Bards of the Gale

News travels fast on Alacar, mostly because of a sect of performers who bring news of the world far and wide. They revere Thongfa and her gift of gab, emulating her communicative nature to share the events of Alacar through song, mummer's plays, and even interpretive dance. These Bards of the Gale might travel alone, with a group of adventurers, or several at once in a troupe.

wishes and bring good weather to their communities and rains for the crops. The Weathermakers themselves travel often, but try not to leave settlements unattended. When a new Weathermaker comes to town, the old one packs and departs, looking for a new home. Such is the way of her faithful, always on the move and reinventing their lives again.

These priests follow the teachings of Thongfa as originally written by her own hand in *Any Way The Wind Blows*, a somewhat autobiographical, heavily fictionalized text of her first decades on Alacar and the people she met. Priests attempt to interpret the events in allegorical contexts to give meaning and direction to their lives, though the stories are sometimes contradictory to each other.

While farmers often ask their local Weathermaker for rain during the growing season and clear skies when it's time to harvest, sailors are more likely to be casual servants of Thongfa. Sailing vessels might have a small shrine or two at the base of each mast, so that a deckhand can give a small prayer before raising a sail in hopes of favorable winds. Particularly fancy vessels even have her likeness carved into the masts, her flowing hair spiraling around the wood. Particularly devout crew sometimes throw a bit of food off the prow into the wind, allowing it to scatter as an offering to Thongfa.



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Kuu, God of the Void

The Empty Vessel

Alignment: N (NG, LN, N, CN, NE)

Siblings: Thongfa, Mului, Than Dat, and Baoyan

Temples: forgotten places, ruins, tombs

Worshippers: monks, the grieving, investigators, archaeologists

Sacred Animal: bumblebee bat

Sacred Colors: black

Domains: darkness, knowledge, truth, void

Cleric Spells: 1st: *pass without trace*, 5th: *shadow siphon*, 9th: *implosion*

Favored Weapon: unarmed strike

Divine Ability: Intelligence or Wisdom

Divine Skill: Occultism

Divine Font: harm or heal

Key Edicts: accept the truth, embrace the void, become the stillness

Key Anathema: deceive others, blame someone else for your own fault, remain comfortable in ignorance

What Kuu is and what they want is simple: the unabashed, shameless, and naked truth about everything. Often, others find the truth ugly and frightening, but Kuu embraces all aspects of the truth in order to gain a deeper understanding of all things. The empty Vessel has no time for petty biases and finds beauty in the singularity of truth and the comfort of the darkness. Some who follow the elemental framework professed by the Eld see Kuu as being associated with two separate elements of that faith: darkness and space.

Just because Kuu believes in absolute truth, that doesn't mean that they tell all their secrets to everyone. They're silent in situations where the truth would cause more harm than good, though they still will not lie. In those times, they sit in perfect stillness, in silence, betraying nothing. When Kuu does speak, it is often in bewildering aphorisms and riddles that leave the listener in deep thought for long periods of time. The sound of their voice itself is like the echoes from a distant mountain or a whisper in the back of your mind, sending body hair to stand on end. While few actively worship Kuu, many regard their seemingly unknowable wisdom as something both desirable and unattainable: "Kuu only knows." Some revere The Empty Vessel, and use techniques to focus their mind by clearing it of distraction, or keep minimalistic lifestyles to avoid clutter and unnecessary interference. Still others seek Kuu to learn truths that others would hide from them, knowing that the power of the void consumes and keeps all, though shrouded in darkness. A third group worships Kuu as part of a struggle against the gods known as enigmas, a struggle in which Kuu alone seems to participate.

Those who worship Kuu are often drawn to monastic orders who sequester themselves from the rest of civilization. They practice silence, meditation, and



The Perfection of Stillness

The Order of Stillness is a monastic sect who worship Kuu and emulate emptiness by practicing breathing and body control exercises. They're known for their very long lives, staving off the deterioration of age, as well as their unique fighting style, in which they stand very still, often balancing on a single arm or leg, and avoid attacks through subtle movements. They often take retreats to ruins or other forgotten places.

stillness as ways of hearing the truths of existence in the emptiness such practices create. These sects often send a monk into the world to gain a deeper understanding of their deity's teachings. This is often commanded with the following aphorism: "Listen to the noise and hear the silence. Seek stillness in chaos. In the crowd, find solitude." When they have achieved these three things, they are to come back to the monastery and bask in their enlightenment.

Some have tried to achieve Kuu's enlightenment by taking shortcuts or employing magical rituals to imbue themselves with the truth know only to the void. Most of these mortals have met horrible fates instead, cursed with the knowledge of the truth without an understanding. They've peered into the unknown and seen unfathomable visions, heard the echoes of silence, and felt the touch of nothingness only to have their mind perish while their body lives on.

Many nations and states give Kuu's followers a wide berth, not wanting to interfere with their quests for enlightenment. Some have outlawed the worship of Kuu instead out of sheer ignorance, fearing what nightmares might be conjured and set loose on their civilization. While those unaware (or deliberately misled by the enigmas) seek to destroy Kuu and their followers wherever they may be found, the quest for enlightenment and truth continues ever onward.



Herst, God of the Past

Grand Historiographer

Alignment: LN (LG, LN, N, LE)

Siblings: Awanna and Dremira

Temples: colleges, libraries, ancient sites, ruins

Worshippers: historians, scholars, librarians

Sacred Animal: owl

Sacred Colors: beige and black

Domains: knowledge, magic, protection, vigil

Cleric Spells: 1st: *pocket library* (*Pathfinder Secrets of Magic*),
3rd: *threefold aspect* (*Pathfinder Advanced Player's Guide*), 7th:
retrocognition

Favored Weapon: staff

Divine Ability: Intelligence or Wisdom

Divine Skill: Arcana

Divine Font: harm or heal

Key Edicts: preserve the past, know your history, seek knowledge

Key Anathema: destroy records, deny historical fact, disrespect
your elders

Of the Three Sisters of Time, Herst is the most involved with mortals and their daily lives. She has gone out of her way to establish a presence in most major population centers, helping with the founding of a grand library or hall of records. Her clergy are all scholars, and use their professional titles more often than ecclesiastical positions, valuing the ideology of the academy more than the strict tenets of faith. That said, some of The Grand Historiographer's most faithful use the title "seer," though in her case they tend to be scholars more focused on philosophy than they are on history. These fonts of ancient wisdom generally prefer to ask questions of other knowledge seekers who come to them with requests, helping them find their own answers, rather than dispensing facts like an oral encyclopedia.

Regardless of their methodology, the Grand Historiographer's faithful tend to be among the most learned on the events of history, and therefore act as civil advisors as often as professors, teachers, or librarians. Monarchs and democratic councils alike keep a scholar or seer on hand to dispense wisdom before the governing body makes a decision. In this way, Herst has a significant amount of influence on not only history but also both the current events and the future of Alacar, much to her sisters' annoyance to see her muscling in on their purview.

Still, the sisters get along as well as any mortal group of sisters: often bickering and arguing, but ultimately loving each other and standing up for each other during times of adversity. They often travel near each other, if not together, checking in on Alacar and the mortals therein. When some occultist attempts to change the events of the past through some bizarre unique ritual, even when they claim to do so with "good intentions,"



The Three Sisters of Time

The Sisters of Time are literally born from a need to keep others in check, giving them a suspicious view of mortals as a whole. Herstia tends to overwhelm mortals with events of the past and has a tendency to lecture. Awanna is the kindest to mortals, urging them to do their best. Meanwhile, Dremira uses her powers of prophecy to lead mortals into doing deeds they might otherwise have avoided.

the sisters band together to strip the over-eager temporal spellcaster of their powers. Whispers suggest that sometimes, in the case of extreme lack of remorse or signs of recidivism, the Sisters banish these erstwhile chronomantic ritualists to imprisonment on the moon, just as their five siblings of energy previously managed to banish their eldest sibling, the dragon deity Talir.

If these rumors are true, then the only mortal with clear records of these punishments would be a hidden high priest of the entire religion sometimes called the Supreme Sage. If the Supreme Sage even exists, they supposedly function as the head of Herst's church and keep note of the events of the past locked away in a secret vault hidden far away from mortal eyes and grasping hands. The Supreme Sage is said to preside over a secretive synod of Herst worshippers that includes all the librarians who control the grandest libraries from across Alacar. Some say that secret portals in each grand library connect it to the hidden vault, allowing them to meet quickly in times of crisis, but others say that's preposterous, as it would expose the fabled vault needlessly to include so many possible entry points. The wildest conspiracy theorists out there who believe in this synod of sages have begun to speculate that the synod controls several governments on Alacar as puppet states. That there is not a single shred of evidence to any of these claims does not stop them, and clearer heads think Herst uses these theories to hide her real secrets.



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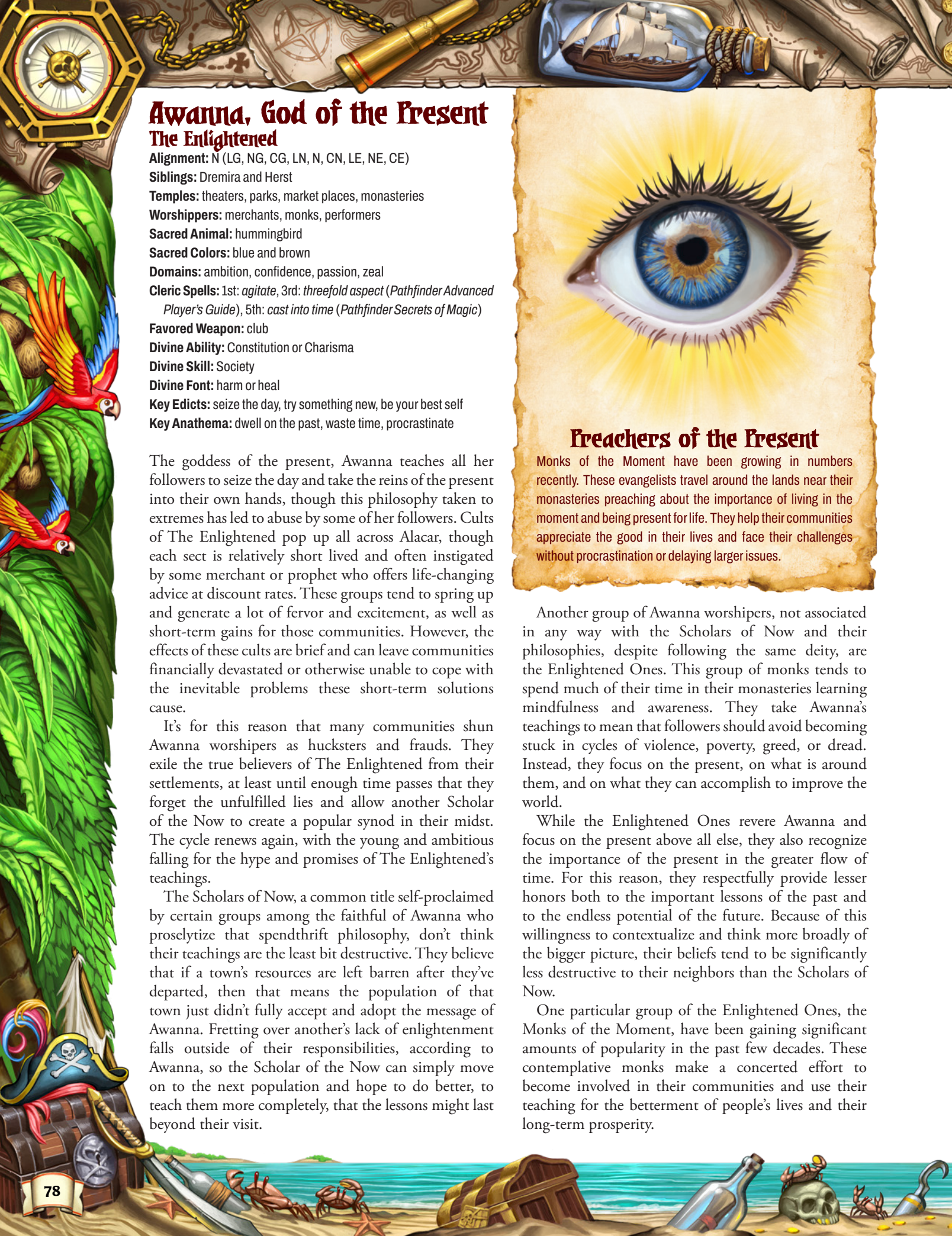
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Awanna, God of the Present The Enlightened

Alignment: N (LG, NG, CG, LN, N, CN, LE, NE, CE)

Siblings: Dremira and Herst

Temples: theaters, parks, market places, monasteries

Worshippers: merchants, monks, performers

Sacred Animal: hummingbird

Sacred Colors: blue and brown

Domains: ambition, confidence, passion, zeal

Cleric Spells: 1st: *agitate*, 3rd: *threefold aspect* (*Pathfinder Advanced Player's Guide*), 5th: *cast into time* (*Pathfinder Secrets of Magic*)

Favored Weapon: club

Divine Ability: Constitution or Charisma

Divine Skill: Society

Divine Font: harm or heal

Key Edicts: seize the day, try something new, be your best self

Key Anathema: dwell on the past, waste time, procrastinate

The goddess of the present, Awanna teaches all her followers to seize the day and take the reins of the present into their own hands, though this philosophy taken to extremes has led to abuse by some of her followers. Cults of The Enlightened pop up all across Alacar, though each sect is relatively short lived and often instigated by some merchant or prophet who offers life-changing advice at discount rates. These groups tend to spring up and generate a lot of fervor and excitement, as well as short-term gains for those communities. However, the effects of these cults are brief and can leave communities financially devastated or otherwise unable to cope with the inevitable problems these short-term solutions cause.

It's for this reason that many communities shun Awanna worshipers as hucksters and frauds. They exile the true believers of The Enlightened from their settlements, at least until enough time passes that they forget the unfulfilled lies and allow another Scholar of the Now to create a popular synod in their midst. The cycle renews again, with the young and ambitious falling for the hype and promises of The Enlightened's teachings.

The Scholars of Now, a common title self-proclaimed by certain groups among the faithful of Awanna who proselytize that spendthrift philosophy, don't think their teachings are the least bit destructive. They believe that if a town's resources are left barren after they've departed, then that means the population of that town just didn't fully accept and adopt the message of Awanna. Fretting over another's lack of enlightenment falls outside of their responsibilities, according to Awanna, so the Scholar of the Now can simply move on to the next population and hope to do better, to teach them more completely, that the lessons might last beyond their visit.



Preachers of the Present

Monks of the Moment have been growing in numbers recently. These evangelists travel around the lands near their monasteries preaching about the importance of living in the moment and being present for life. They help their communities appreciate the good in their lives and face their challenges without procrastination or delaying larger issues.

Another group of Awanna worshipers, not associated in any way with the Scholars of Now and their philosophies, despite following the same deity, are the Enlightened Ones. This group of monks tends to spend much of their time in their monasteries learning mindfulness and awareness. They take Awanna's teachings to mean that followers should avoid becoming stuck in cycles of violence, poverty, greed, or dread. Instead, they focus on the present, on what is around them, and on what they can accomplish to improve the world.

While the Enlightened Ones revere Awanna and focus on the present above all else, they also recognize the importance of the present in the greater flow of time. For this reason, they respectfully provide lesser honors both to the important lessons of the past and to the endless potential of the future. Because of this willingness to contextualize and think more broadly of the bigger picture, their beliefs tend to be significantly less destructive to their neighbors than the Scholars of Now.

One particular group of the Enlightened Ones, the Monks of the Moment, have been gaining significant amounts of popularity in the past few decades. These contemplative monks make a concerted effort to become involved in their communities and use their teaching for the betterment of people's lives and their long-term prosperity.

Dremira, God of the Future

The Visionary

Alignment: CN (LG, NG, CG, LN, N, CN)

Siblings: Awanna and Herst

Temples: schools, bureaucratic buildings, nurseries

Worshippers: politicians, revolutionaries, artists

Sacred Animal: raven

Sacred Colors: black and silver

Domains: cities, dreams, fate, secrecy

Cleric Spells: 1st: fleet step, 3rd: threefold aspect (*Pathfinder Advanced Player's Guide*), 5th: *dreaming potential*

Favored Weapon: hand crossbow

Divine Ability: Dexterity or Wisdom

Divine Skill: Occultism

Divine Font: heal

Key Edicts: learn a secret, invent something new, change the world

Key Anathema: Expose someone else's secret publicly, stagnate, regress

People tend to regard Dremira and her followers as cheerless and skeptical people, fatalistic about the world and its myriad complexities. While she and her faithful are indeed rather cynical, it's only because The Visionary has seen the many potential horrors that await Alacar if evil is allowed to flourish. Her faith is one that attempts to subvert disaster in a world insisting on choking itself to death.

Her guiding hand, and those of her followers, work to sway the forces of good and neutrality in Alacar, that they may stave off the coming corruption. Dremira's prophets, her most devoted faithful, follow their goddess's lead by trying to interpret meaning in *Prophecy and Prediction*, her holy tome. In order to assist, the Visionary sometimes sends her prophets auspices, guides who take the form of animals or magical creatures. They offer the prophets advice and help provide the prophets with their goddess's divine spark.

Since Dremira's first use of prophets and auspices, several other gods have taken notice and adopted the practice. Today there are all sorts of mortal prophets with their own auspices from deities of the Balance, local gods, ancient entities, enigmas, and even stranger things.

Because of the magical pact enforced by the Three Sisters of Time, no entity can affect the flow of time by divulging its secrets without the sisters discovering the incursion and attempting to put a stop to it. This prohibition extends to the sisters themselves, though Dremira has found ways of getting around this magical binding by offering vague prophecies, speaking in riddles, and using esoteric imagery to give mortals hints toward the events of the future without incurring her Sisters' ire. The Sisters are not all powerful, and



Time Magic

While the Three Sisters of Time prevent the use of time magic rituals to go back in time and change events, they aren't the only arbiters of time and can't police all of its flow. This allows numerous time spells to exist that affect the flow of time for one or more people (such as *haste*, *slow*, and *time stop*) accelerate the aging process, or uncover the secrets of the past, such as *object reading*. Anything substantially larger than those examples could cause the sisters to take notice and strike against the spellcaster in order to protect the timeline.

sometimes other deities or entities associated with time act against their wishes and provide even deeper insights, potentially destabilizing the time stream. While Dremira is lax in policing herself, she is certain to notice such violations when performed by other beings, and so her insights and visions often lead the Sisters of Time into conflict with other deities of the Balance or from other religions, more so than most of the other groups of Children manage to instigate. Other time deities or beings of the Eld don't always take the Sisters' attempted monopoly kindly, and there are several notable instances in the past where they've had to back down from their hard line initial posturing and strike some sort of compromise to allow a small amount of manipulation of the time line in order to avoid much larger ripple potential from a struggle between evenly matched deities of the temporal flux.

Needless to say, when some paltry mortal wizard occasionally tries to use their own powers to peer into the future for information on the fluctuating price of onyx or diamond dust, Dremira is able to act with impunity. She doesn't prefer lasting harm and instead institutes something of a "time out," banishing them to realms outside of time to contemplate the nature of paradox with the intent to bring them back to the world eventually... at least when she remembers to do so.



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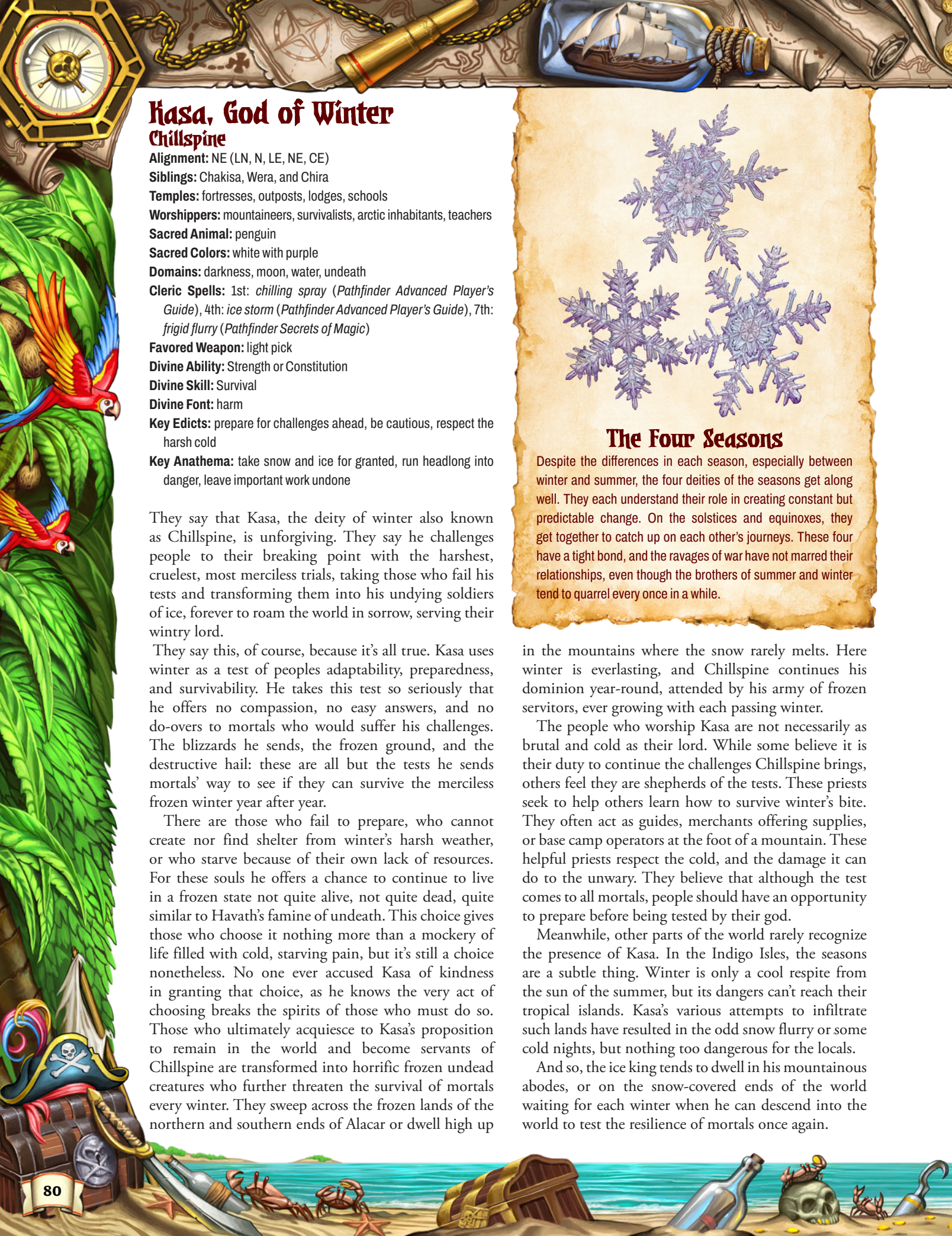
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Kasa, God of Winter

Chillspine

Alignment: NE (LN, N, LE, NE, CE)

Siblings: Chakisa, Wera, and Chira

Temples: fortresses, outposts, lodges, schools

Worshippers: mountaineers, survivalists, arctic inhabitants, teachers

Sacred Animal: penguin

Sacred Colors: white with purple

Domains: darkness, moon, water, undeath

Cleric Spells: 1st: *chilling spray* (*Pathfinder Advanced Player's Guide*), 4th: *ice storm* (*Pathfinder Advanced Player's Guide*), 7th: *frigid flurry* (*Pathfinder Secrets of Magic*)

Favored Weapon: light pick

Divine Ability: Strength or Constitution

Divine Skill: Survival

Divine Font: harm

Key Edicts: prepare for challenges ahead, be cautious, respect the harsh cold

Key Anathema: take snow and ice for granted, run headlong into danger, leave important work undone

They say that Kasa, the deity of winter also known as Chillspine, is unforgiving. They say he challenges people to their breaking point with the harshest, cruelest, most merciless trials, taking those who fail his tests and transforming them into his undying soldiers of ice, forever to roam the world in sorrow, serving their wintry lord.

They say this, of course, because it's all true. Kasa uses winter as a test of peoples adaptability, preparedness, and survivability. He takes this test so seriously that he offers no compassion, no easy answers, and no do-overs to mortals who would suffer his challenges. The blizzards he sends, the frozen ground, and the destructive hail: these are all but the tests he sends mortals' way to see if they can survive the merciless frozen winter year after year.

There are those who fail to prepare, who cannot create nor find shelter from winter's harsh weather, or who starve because of their own lack of resources. For these souls he offers a chance to continue to live in a frozen state not quite alive, not quite dead, quite similar to Havath's famine of undeath. This choice gives those who choose it nothing more than a mockery of life filled with cold, starving pain, but it's still a choice nonetheless. No one ever accused Kasa of kindness in granting that choice, as he knows the very act of choosing breaks the spirits of those who must do so. Those who ultimately acquiesce to Kasa's proposition to remain in the world and become servants of Chillspine are transformed into horrific frozen undead creatures who further threaten the survival of mortals every winter. They sweep across the frozen lands of the northern and southern ends of Alacar or dwell high up



The Four Seasons

Despite the differences in each season, especially between winter and summer, the four deities of the seasons get along well. They each understand their role in creating constant but predictable change. On the solstices and equinoxes, they get together to catch up on each other's journeys. These four have a tight bond, and the ravages of war have not marred their relationships, even though the brothers of summer and winter tend to quarrel every once in a while.

in the mountains where the snow rarely melts. Here winter is everlasting, and Chillspine continues his dominion year-round, attended by his army of frozen servitors, ever growing with each passing winter.

The people who worship Kasa are not necessarily as brutal and cold as their lord. While some believe it is their duty to continue the challenges Chillspine brings, others feel they are shepherds of the tests. These priests seek to help others learn how to survive winter's bite. They often act as guides, merchants offering supplies, or base camp operators at the foot of a mountain. These helpful priests respect the cold, and the damage it can do to the unwary. They believe that although the test comes to all mortals, people should have an opportunity to prepare before being tested by their god.

Meanwhile, other parts of the world rarely recognize the presence of Kasa. In the Indigo Isles, the seasons are a subtle thing. Winter is only a cool respite from the sun of the summer, but its dangers can't reach their tropical islands. Kasa's various attempts to infiltrate such lands have resulted in the odd snow flurry or some cold nights, but nothing too dangerous for the locals.

And so, the ice king tends to dwell in his mountainous abodes, or on the snow-covered ends of the world waiting for each winter when he can descend into the world to test the resilience of mortals once again.

Chira, God of Spring

Flower Child

Alignment: NG (LG, NG, CG, N)

Siblings: Chakisa, Wera, and Kasa

Temples: flower shops, concert halls, ballrooms, gardens

Worshippers: florists, romantics, matchmakers, musicians

Sacred Animal: viscacha

Sacred Colors: red and yellow

Domains: creation, family, freedom, passion

Cleric Spells: 1st: *shillelagh*, 4th: *petal storm* (*Pathfinder Secrets of Magic*), 8th: *burning blossoms* (*Pathfinder Secrets of Magic*)

Favored Weapon: staff

Divine Ability: Dexterity or Charisma

Divine Skill: Performance

Divine Font: heal

Key Edicts: nurture life and relationships, keep growing, see the world anew

Key Anathema: stifle the growth of a relationship or a living thing, dwell on old grudges or mistakes, refuse another point of view

Every spring, Alacar is blooming with fresh flowers, smells of overturned dirt, and refreshing rains. The spring is a time of growth and rebirth, and Flower Child relishes in every last moment, singing to the plants and watching them grow. She spends most of the spring encouraging flowers and people to stay healthy, grow, and forge new relationships just as the land awakens to new life.

Her faithful follow suit, planting gardens, helping build friendships, and encouraging families to grow. Chira's priestesses often act as herbalists, matchmakers, and midwives. They reference her holy book, *Growing Families and Gardens*, which acts as part alchemical text, part farmer's almanac, and part therapeutic guidance. Most copies are bound in magical living wood that has the power to bloom flowers and grass, depending on the season and climate. Chira loves songs, especially newly created ones, and so individual texts tend to include songs and music created by her faithful and found in no other copy in the world.

When Chira visits an area, the land and creatures within it are blessed with fertility and increased resistance to diseases. When she specifically blesses a plant, it often grows with magical properties of healing fruit, intoxicating flowers, and specialty wood capable of being magically sculpted into a variety of useful shapes. Chira tends to travel often from one land to the next, enjoying the company of all sorts of locals and hearing all of their stories, but she sometimes avoids cities and other large urban settlements unless they have an enticing premiere of a new symphony or other form of music. After all, there's more beauty to be found in nature than in an urban sprawl or other similar environment.



Chira and Than Dat

Much of the time, Chira and Than Dat can be found together roaming Alacar. They plant enchanted gardens, explore haunted forests full of nature spirits, and watch the many animals race about. Legends say that Than Dat's sister, Thongfa, once encountered the two cavorting in a kelp forest. Though the legends aren't clear what happened, Thongfa became embarrassed and disappeared for a month and there were shifts in the wind patterns across Alacar. Even so, the goddesses of soil and spring continue to remain in each others company almost constantly, swapping clothes and snuggling on a seaside cliff listening to the waves hit the rocks.

Chira is found alongside Than Dat with extreme frequency, though the two also have their own boundaries and spend a healthy amount of time apart. Aoz and Semelleh are also close friends of Chira. The three have had many competitions to see who can make a region grow and flourish with life, love, peace, and prosperity. They love this game because, usually, everyone wins!

Chira's belief in love, companionship, and family make her an extremely popular deity even in places that aren't as much in tune with nature, the seasons, or the spring. In most nations and lands, Chira is significantly more popular than the other three seasons, though in farming communities and other places where the harvest is crucial, Wera can surpass even Chira's popularity. Chakisa is easygoing enough that he doesn't mind whether he's the most popular as long as everyone is having fun and doing what they want to do. Kasa smirks dismissively as well. He believes that while Chira might be more popular now, in the soft times when people feel like they have the privilege to focus on things like love and friendship, when the going gets tough and they fall to the harshness of winter, they'll have no choice but to abandon love.



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Chakisa, God of Summer

Laughing Traveler

Alignment: CN (CG, N, CN, CE)

Siblings: Wera, Kasa, and Chira

Temples: beaches, coastal dwellings, open spaces

Worshippers: travelers, explorers, epicureans

Sacred Animal: frog

Sacred Colors: purple with white

Domains: fire, luck, sun, travel

Cleric Spells: 1st: *longstrider*, 2nd: *ignite fireworks* (*Pathfinder Secrets of Magic*), 4th: *fly*

Favored Weapon: hatchet

Divine Ability: Wisdom or Charisma

Divine Skill: Performance

Divine Font: heal

Key Edicts: be kind to others, find harmony, strive for humility

Key Anathema: act impatiently, cause strife, allow cruelty to befall others

The gentle sound of the wind rustling through trees, the waves crashing on the sand, and the feeling of warm sunlight dancing across your face. These simple things exemplify the joys of summer and what is precious to Laughing Traveler. He takes the time to enjoy everything summer brings: from flowers, to the spray of the ocean, to the sunlight dancing across the horizon.

Those who worship Chakisa take the same measured and deliberate approach to life. They respect all people, and take the time to hear what they have to say, but they're difficult to rile. Those who spread the faith and lifestyle of Chakisa call themselves Travelers, after their god, the Laughing Traveler. They explore the world, delighting in the customs and cultures they find among Alacar's myriad of ancestries.

When two Travelers of Chakisa meet, they'll often spend several days enjoying each other's companies, swapping stories of their travels, and generally relaxing for a moment before moving on to continue their journeys alone. Many Travelers live in the tropics of Alacar, where they can feel their god's presence every day and where even the cold sting of winter is but a chilly breeze and a little less daylight. That said, there are others who travel across the world instead, either chasing summers or exploring all that each season has to offer.

Travel is difficult in the winter throughout most lands, so Travelers that venture far from the equator tend to find shelter for the winter and stay put, only roaming in the spring, summer, and fall. They'll find a good community in which to settle down for the season, helping the people of the community in any way they can in order to get through the harsh cold together, then flitting away to continue their journey at the melting of the spring.



Indigo Spirit

On the Indigo Isles, many inhabitants tend to take things slower than on the mainland. Their actions are deliberate, sincere, and generally done with care and kindness. For the most part, inhabitants of the isles seek to be in harmony with each other, with the ocean, and with their homes. This sort of gentle sincerity occasionally comes off as naive to outside observers, but these attitudes are born of mutual respect. It is in this way that Chakisa has become such an important deity there.

Chakisa himself has a similar approach to life on Alacar, often relaxing in comfortable places like the Indigo Isles, but on occasion he has been known to travel to the far reaches of Alacar in search of some new meaning to existence.

While it might seem like he and Kasa have diametrically opposed ideals, despite their differences, Chakisa gets along well with his harsh boreal sibling. Chakisa feels that his warmth and brotherly love can thaw the frozen heart of his brother, allowing him to experience love for a brief while, to feel compassion for a moment. Even though Chakisa knows he can't stay with his brother forever, or the ice caps might melt or something, he enjoys the times they have together and cherishes each of them for the precious and fragile moments they are.

Chira also gets along with her brother, as both have relatively easy-going approaches to existence. Wera is a different story entirely, however. The goddess of autumn believes in hard work and preparation; when she specifically seeks out Chakisa, it is usually to scold him for his lack of productivity. When Kasa and Chakisa do get together, it's often Wera that breaks them up, reminding her icy brother of the work to be done and their job ensuring mortals are prepared for the hard times ahead.

Wera, God of Autumn

Reaper

Alignment: LN (LG, LN, N, LE)

Siblings: Chakisa, Kasa, and Chira

Temples: farms, marketplaces, workshops

Worshippers: farmers, merchants, butchers, crafters, engineers

Sacred Animal: beaver

Sacred Colors: red with yellow

Domains: death, duty, family, toil

Cleric Spells: 1st: *feather fall*, 2nd: *barkskin*, 3rd: *cozy cabin*
(*Pathfinder Advanced Player's Guide*)

Favored Weapon: scythe

Divine Ability: Strength or Intelligence

Divine Skill: Crafting

Divine Font: harm or heal

Key Edicts: work hard, do your duty, show respect for your community

Key Anathema: deceive others, procrastinate today's tasks until later, shirk responsibility

"With autumn comes change. With change comes strife. With strife comes death. Those who do not work hard to prepare themselves for the challenges ahead will fail, and they will die." So says *The Simple Truth*, religious text of Wera, Reaper. She is the most serious of her Siblings, surprisingly even more so than Kasa Chillspine, who has a rich, though somewhat dry and cruel, sense of humor. Humor simply doesn't have an important place to Wera or to her philosophy, and she sees such things as trivial at best and distracting at worst.

To Wera, life is work. Life is struggle. If you are living and not working (for instance, if you are standing around thinking up humorous jokes, or having a side conversation) then that means someone else is doing your labor for you and you are leeching off all their hard work and determination. Wera is not a merciless taskmaster. She simply believes in equal effort towards a common goal. She promotes her followers to always come together for the communal good. She demands that anyone who is able to help should exert every effort to contribute.

This does not mean everyone performs exactly equal work, but instead that they perform equitable work. Even those who can't stoop to plant and pick can still boil and preserve fruit. They can also mix pickling brines to store vegetables, and they can even weave baskets, sacks, and rope. In Wera's eyes, everyone is capable of contributing in their own specific way, and everyone should be given that opportunity. Nay, it is their responsibility to take initiative and contribute to the communal good.

Her Parsons are often community leaders, labor organizers, and sometimes even bureaucrats. They work to find ways to strengthen communities, plan for



Grim Reaper

As summer turns to autumn and the colors of the leaves change, much of the world goes into a state of repose before a harsh winter arrives. During this time, much that was living and vibrant dies out, and so the autumn season has built up an association with death, or at least death's immanent arrival. And so it is that Wera with her hooded cloak, wrapped face, and scythe started to become associated with portents of doom. In parts of the world she is seen as the Grim Reaper, the harvester of souls who collects mortal spirits from Alacar and delivers them to the beyond.

contingencies, and ensure everyone is able to use their talents to aid the greater whole. In rural settings, this means organizing crop shares, communal silos, and the raising of a barn. In urban areas her Parsons often work as civic leaders who manage district funds, negotiate with merchants, solve unemployment issues, or assist the unhoused.

She gets along with Tovah the Father very well, and their clergy tend to overlap in focus. However, while Tovah's priests are extremely focused on building and maintaining structure, Wera's Parsons are always looking ahead at future challenges, trying to solve systemic issues, and looking for small problems right now that could become major catastrophes if they are left unchecked.

Wera finds Ebrugeses far too wasteful of the plenty they embody, and so the two fight constantly. Dremira has a fondness for Wera and often tries to give her esoteric hints about what to do next, but Reaper finds her advice too flighty and insubstantial. For as much as Autumn's Administrator preaches team work and contribution to a group, she often has a difficult time working with others at the same level. She'd much rather be the one in charge of distributing tasks.



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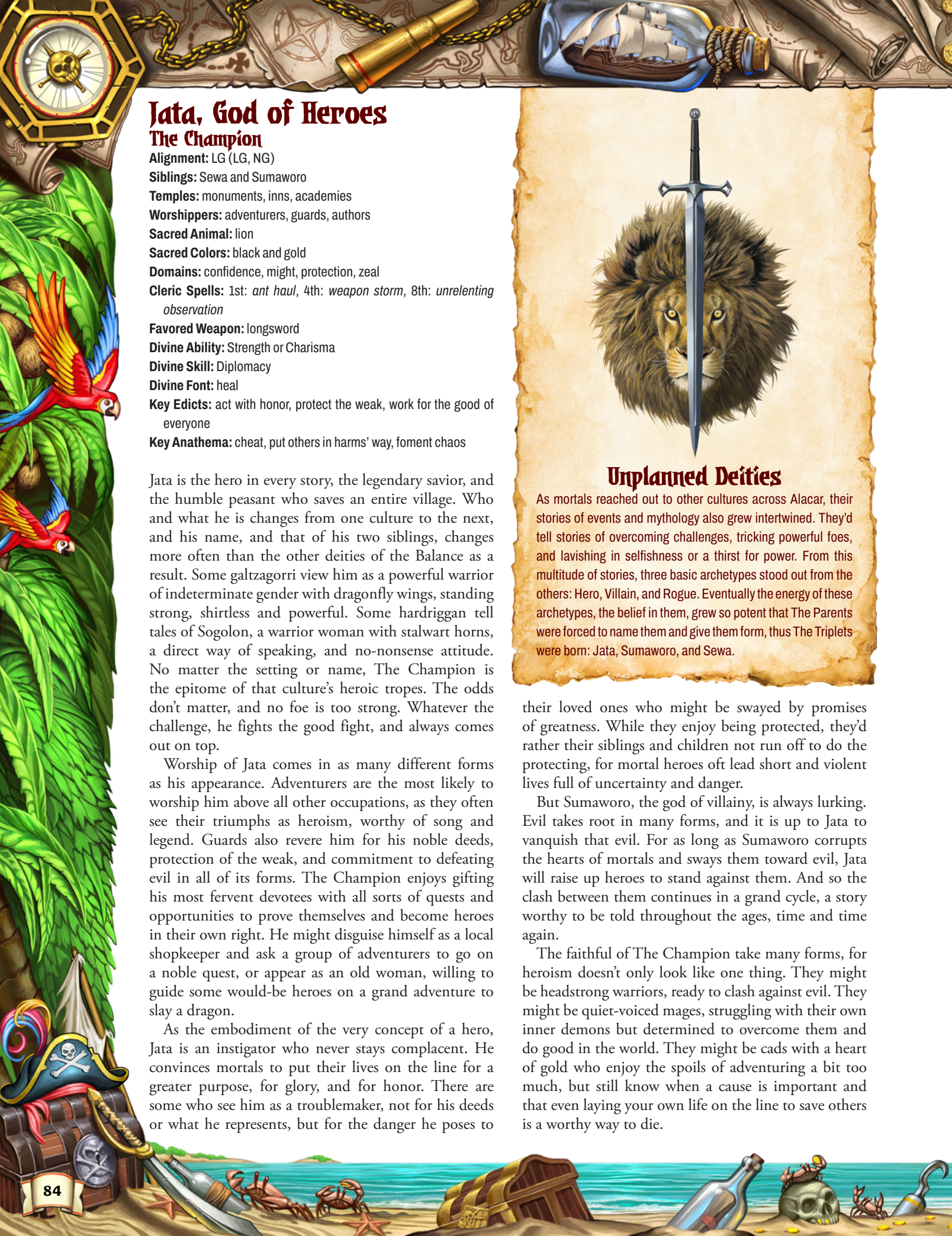
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Jata, God of Heroes

The Champion

Alignment: LG (LG, NG)

Siblings: Sewa and Sumaworo

Temples: monuments, inns, academies

Worshippers: adventurers, guards, authors

Sacred Animal: lion

Sacred Colors: black and gold

Domains: confidence, might, protection, zeal

Cleric Spells: 1st: *ant haul*, 4th: *weapon storm*, 8th: *unrelenting observation*

Favored Weapon: longsword

Divine Ability: Strength or Charisma

Divine Skill: Diplomacy

Divine Font: heal

Key Edicts: act with honor, protect the weak, work for the good of everyone

Key Anathema: cheat, put others in harms' way, foment chaos

Jata is the hero in every story, the legendary savior, and the humble peasant who saves an entire village. Who and what he is changes from one culture to the next, and his name, and that of his two siblings, changes more often than the other deities of the Balance as a result. Some galtzagorri view him as a powerful warrior of indeterminate gender with dragonfly wings, standing strong, shirtless and powerful. Some hardriggeran tell tales of Sogolon, a warrior woman with stalwart horns, a direct way of speaking, and no-nonsense attitude. No matter the setting or name, The Champion is the epitome of that culture's heroic tropes. The odds don't matter, and no foe is too strong. Whatever the challenge, he fights the good fight, and always comes out on top.

Worship of Jata comes in as many different forms as his appearance. Adventurers are the most likely to worship him above all other occupations, as they often see their triumphs as heroism, worthy of song and legend. Guards also revere him for his noble deeds, protection of the weak, and commitment to defeating evil in all of its forms. The Champion enjoys gifting his most fervent devotees with all sorts of quests and opportunities to prove themselves and become heroes in their own right. He might disguise himself as a local shopkeeper and ask a group of adventurers to go on a noble quest, or appear as an old woman, willing to guide some would-be heroes on a grand adventure to slay a dragon.

As the embodiment of the very concept of a hero, Jata is an instigator who never stays complacent. He convinces mortals to put their lives on the line for a greater purpose, for glory, and for honor. There are some who see him as a troublemaker, not for his deeds or what he represents, but for the danger he poses to



Unplanned Deities

As mortals reached out to other cultures across Alacar, their stories of events and mythology also grew intertwined. They'd tell stories of overcoming challenges, tricking powerful foes, and lavishing in selfishness or a thirst for power. From this multitude of stories, three basic archetypes stood out from the others: Hero, Villain, and Rogue. Eventually the energy of these archetypes, the belief in them, grew so potent that The Parents were forced to name them and give them form, thus The Triplets were born: Jata, Sumaworo, and Sewa.

their loved ones who might be swayed by promises of greatness. While they enjoy being protected, they'd rather their siblings and children not run off to do the protecting, for mortal heroes oft lead short and violent lives full of uncertainty and danger.

But Sumaworo, the god of villainy, is always lurking. Evil takes root in many forms, and it is up to Jata to vanquish that evil. For as long as Sumaworo corrupts the hearts of mortals and sways them toward evil, Jata will raise up heroes to stand against them. And so the clash between them continues in a grand cycle, a story worthy to be told throughout the ages, time and time again.

The faithful of The Champion take many forms, for heroism doesn't only look like one thing. They might be headstrong warriors, ready to clash against evil. They might be quiet-voiced mages, struggling with their own inner demons but determined to overcome them and do good in the world. They might be cads with a heart of gold who enjoy the spoils of adventuring a bit too much, but still know when a cause is important and that even laying your own life on the line to save others is a worthy way to die.

Sumaworo, God of Villains

The Tyrant

Alignment: LE (LE, NE, CE)

Siblings: Sewa and Jata

Temples: academies, secret places, bureaucratic offices

Worshippers: politicians, warlords, merchants

Sacred Animal: viper

Sacred Colors: white and red

Domains: ambition, might, tyranny, secrets

Cleric Spells: 1st: *thicket of knives* (*Pathfinder Secrets of Magic*),
2nd: *misdirection*, 8th: *monstrosity form*

Favored Weapon: dagger

Divine Ability: Constitution or Intelligence

Divine Skill: Deception

Divine Font: harm

Key Edicts: take what you deserve, take care of yourself first, use any means to reach your desired ends

Key Anathema: act without personal gain, deny yourself your desires, get caught breaking the rules

Everyone has a desire. Everyone has something they want, something that they *need*, something they believe will make their lives complete. Sumaworo feeds on this seed of need within their soul, grows it, and nurtures it, until the person believes that fulfilling that need is the only thing that matters.

While he represents the villain in every story, and is made of wicked desire given godly form, he doesn't simply twirl his mustache just for the evil of it. Rather, he asks himself the question, "What is evil?" To Sumaworo, the concept of "evil" is merely a justification those who label themselves as "good" invented in order to allow them to attack all their enemies in the name of self-righteousness. The "good" just want to impose their own will on the "evil" and use this as justification to violently ruin their opponents. Those identified as "evil" are simply people trying their hardest to achieve their goals, whatever those might be. Their only sins are to want something, to strive for it, and to pursue their own happiness. How can that be called evil? When interacting with mortals, The Tyrant (though that is an unjust title, given to him by the self-righteous), whispers in their ears to remind them of their own wants, the things they crave that they deserve, and a plan for how to get it. The worship of Sumaworo often happens slowly as people become consumed with their desires while Sumaworo and his clergy promise a path to satisfaction.

Occasionally a large group of people will come together to Sumaworo's side quickly in pursuit of a common goal. For example, they might wish to eradicate an outgroup of "others" that they feel is taking away resources meant for them and altering their way of life. The Tyrant cultivates their fear into hatred and



The "Sin" of Desire

To want. Every humanoid has desire, has cravings, has needs. Sometimes these needs are so urgent, and yet so out of reach, that they do ever-increasingly dubious things to get what they want. They don't see themselves as villains, but as victims of circumstance. "I had to" and "There was no other way!" are the cries of the desperate, driven to do unspeakable things. It often starts out slowly and builds because the thing they want, the thing they deserve... lies just out of reach. So they reach further, and step on others to get there. After all, their need is justified and doing whatever they need to do to get it is only natural.

weaponizes it against the scapegoat. He's able to whip them into a frenzied mob of like-minded folk, feeding them lies and justifying his falsehoods as an alternative point of view, or perhaps the only correct point of view, while the other supposed "facts" are incorrect or even maliciously false. After all, if they have a firmly held belief and find evidence to support that belief, what need is there to interrogate it? Sumaworo tells them to hold on to it and shout that evidence at the top of their lungs! They should know that they are justified in their beliefs and should purge all who disagree.

At the end of the day, Sumaworo teaches that his followers are the only one who really matters. Why should they sacrifice anything for others? What good is it to them to give of themselves for another? How can they win that way? They can't, and so looking out for themselves first is only natural. To worship Sumaworo isn't evil, according to the Tyrant, that's just something misguided people say. They don't understand that Sumaworo helps guide people on the path to perfection. Once someone has everything they desire, then they can help others get what they want too, but they have to put themselves first or what good will they be?



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Sewa, God of Rogues The Fool

Alignment: CN (NG, CG, N, CN, NE, CE)

Siblings: Jata and Sumaworo

Temples: inns, gambling halls, thieves' guilds

Worshippers: gamblers, thieves, spies, performers

Sacred Animal: spider

Sacred Colors: gray and green

Domains: freedom, luck, magic, trickery

Cleric Spells: 1st: *illusory disguise*, 2nd: *invisibility*, 5th: *secret chest* (*Pathfinder Advanced Player's Guide*)

Favored Weapon: rapier

Divine Ability: Dexterity or Wisdom

Divine Skill: Stealth

Divine Font: harm or heal

Key Edicts: have fun, make people laugh, mess around and find out

Key Anathema: take a solemn vow, take things too seriously, refuse to indulge your curiosity

From polymorphing monarchs to sending a torrential storm to flood parched lands, Sewa is constantly wreaking havoc on mortals. Her japes are usually disruptive and occasionally cruel, but always things she finds hilarious. If there's someone laughing in a hurricane, it's probably Sewa. She has many titles and personas she uses, switching between them at a whim. She is The Fool, The Rogue, The Jester, The Spy, and The Enchantress. She'll take whatever form and persona best fit her mood and her goals for a particular endeavor.

Her followers tend to have equally light-hearted approaches to life, but while taking less extreme and chaotic measures than the Rogue herself. Many harlequin dragons and comedic performers of all sorts adore Sewa and consider her their muse, while thieves and spies enjoy her true nature as a worker of the shadows and manipulator of fates. Her faithful often employ magic, just as she does, in order to achieve their various goals. They see magic as the essence of chaos given purpose, even if that purpose is only to create an illusion with which to mask their other intentions from the world.

Sewa rarely interacts with her followers directly, even though she used to do so once upon a time. This is because she finds that every time she does so, her trickster magic inevitably causes the follower some sort of difficulty, which has an annoying tendency to cause them to suddenly lose their sense of humor and denounce her. From hard-earned experience, she's learned that leaving her followers alone to pursue their own style of hilarity is a much better way to spread joy and mirth throughout the world than micromanaging them from the shadows. Leading by example has been a much better tactic for Sewa, as she then gets to have



Shenanigans

The many japes of Sewa have caused wars, peace treaties, abdications, and abductions. Many quests begin when one of The Fool's twisted jokes require adventurers to handle the fallout. If events are getting a bit dreary in your game, consider having the player characters receive a visit from Sewa or some of her aftermath in order to mix things up.

her fun without causing people who actually like her to turn to boring and banal things like chastity, duty, and honor.

Occasionally Sewa's siblings make the choice to pull her in to assist on some scheme or heroic quest or something, despite the fact that she inevitably puts her own spin on things. Her brothers, Jata and Sumaworo, are constantly fighting with each other. In a typical scenario, first one of them does something to upset the other, then the two start one-upping each other in their attempts to "win" whatever the new conflict is. Often whichever of the two of them is losing the fight decides to enlist Sewa to aid them as a last resort, and of course she comes to her darling brother's aid. The other brother is usually jealous and denounces her for the untrustworthy trickster that she is.

However, neither brother tends to realize when Sewa is the one who orchestrated the entire conflict in the first place. She might get something out of their fighting: chaos in a settlement, a new hilarious monster on the loose, or getting a leader or religious figure to do something foolish and ruin their entire reputation. Once, she convinced both of them that the other was going to find a world-altering treasure of the gods on a forgotten strip of beach. While they fought over literal grains of sand, she was out converting both of their nearby cults to worship her instead.

Goldcrop Isle



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Indigo Isles Familiars

The interplay of elements has a strong influence on the world of Alacar. Eldamon are among the most obvious manifestations of this primal power, but it is also reflected in which of Alacar's creatures take most readily to the magic that turns a mundane creature into a familiar. While all of these familiars are uncommon, characters from the Indigo Isles have access to them.

Astroloptera

Astrolopteras are bat-like creatures with large ears, blue or purple fur, and starry wings. Favored by occult spellcasters, they sense and read subtle cosmic vibrations to divine predictions of the future. They are also known for engaging in cryptic musings. After important events occur, they often point back to their past musings and confidently assert that they had accurately predicted what would transpire. How much any individual astrolopteras actually predicts the future is hard to discern.



ASTROLOPTERA

UNCOMMON BEAST

Required Number of Abilities 6

Granted Abilities flier, independent (*Pathfinder Advanced Player's Guide*), second opinion (*Pathfinder Grand Bazaar*), skilled (Occultism, Astrology Lore), speech

Cosmic Insight (occult, divination, fortune) ♦♦ Frequency Once per day; Effect An astroloptera can peer into the near future, granting their master a vision of a possible future. Select one action that the astroloptera's master could reasonably perform in

the next minute that requires rolling a 1d20, and roll that d20 in advance. The astroloptera's master automatically receives that result the first time they take that action within the next minute; if they do not wish to receive that result, they can instead spend 1 action with the manipulate trait to perform a quick series of gestures to ward off ill fortune; if they do so, they instead roll the d20 associated with the check normally.

Echolocation An astroloptera has echolocation as a precise sense with a range of 20 feet.



Embersap Ooze

According to legend, the first embersap oozes were created long ago by a grove of wildfire leshys, who sought to breathe a spark of life into tree sap in the aftermath of a forest fire. Embersap oozes seek companionship to ensure that their body temperatures don't get too cold and to defend against potential predators, and often travel together in embersap ooze swarms (*Jewel of the Indigo Isles* page 258). However, some embersap oozes form a special bond with a single creature who imbues them with an additional spark of intelligence, becoming familiars. This spark also magically endows them with vision and hearing, senses which the familiars find strange and intriguing, and which inspire their natural desire to explore. When the temperature drops, however, they want little to do with the outside

world. They hide away snugly in scarves, coats, and bedrolls, making them an excellent companion for cold nights. To assist in communication with people who are accustomed to looking at faces, embersap ooze familiars often display pieces of charcoal or other fire-resistant objects on the front of their bodies to approximate eyes and a mouth. They manipulate these objects to change their apparent expressions, and may occasionally throw them at people to get their attention or express extreme annoyance.

EMBERSAP OOZE

UNCOMMON OOZE TINY FIRE

Required Number of Abilities 5

Granted Abilities climber, darkvision, greater resistance (fire), tough (*Pathfinder Advanced Player's Guide*)

Cauterize ♦♦ **Frequency** once per hour; **Effect** The embersap ooze flows over an open wound and draws all of its heat onto its surface, giving an immediate flat check to end the bleed with the lower DC for particularly effective assistance.

Enflame Weapon ♦♦ **Frequency** once per day; **Effect** The embersap ooze can reshape its body to coat a melee weapon, and then set its outer surface ablaze. For 1 minute or until the embersap ooze resumes its original form, the weapon deals 1 additional fire damage per weapon damage die.

Frozen Sap Exposure to cold dulls an embersap ooze's flames and solidifies the sap that forms its body. It gains weakness to cold equal to your level. You can spend an additional familiar ability, either permanently or on a per-day basis, to reinforce the embersap ooze's body, removing this weakness.

Ooze Defense Your embersap ooze familiar is easy to hit, but it lacks weak points. It is immune to critical hits and precision damage, but its AC is only 10 + your level (instead of an AC equal to yours).

Mechanical Parrot

Mechanical Parrots are graceful constructs made from a fusion of intricately carved metal parts and gems infused with air magic. G'mayun creators typically use several colors of metal and gems to give color to their mechanical parrot's plumage. The precursors to mechanical parrot familiars were parrot-shaped constructs that could only record sound, and while the familiars retain that ability, they are capable of saying much, much more. In fact, mechanical parrots are inveterate chatterboxes with keen memories, so those who wish to keep their secrets safe had best not utter them in earshot of these familiars.

MECHANICAL PARROT

UNCOMMON CONSTRUCT

Required Number of Abilities 6

Granted Abilities flight, manual dexterity, skilled (Deception), speech, valet (*Pathfinder Advanced Player's Guide*)

Constructed A mechanical parrot is immune to bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, and unconscious. It can recover Hit Points only via the Repair action and other methods that fix items, not from any form of Hit Point healing. It's destroyed at 0 HP.

Record Once per day, your mechanical parrot can listen carefully to and memorizes a snippet up to 1 minute worth of sound down to the slightest detail. The parrot can then reproduce the sound at any time on command. When repeating a memorized snippet, the parrot gains a +4 circumstance bonus on Deception checks to sound like the original source. A mechanical parrot can only remember one snippet at a time in this way; once it memorizes a new snippet, the previous one is lost.



Seafoam Spirit

Seafoam spirits are manifestations of the world's life force embodied in water (so like "leshy spirits," they aren't literal spirits). Their boundless curiosity drives them to explore the world beyond the ocean's grasp. While their natural form is an invisible force animating about a gallon of water, they can effortlessly and fluidly transform their shape, taking on the form of ocean-dwelling animals. When in water, these animals may look like a typical member of their species. On land, they can be easily identified by the wave of seawater that engulfs their bodies and surrounds them everywhere they go.



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SEAFOAM SPIRIT

UNCOMMON WATER

Required Number of Abilities 3

Granted Abilities amphibious, gills (*Pathfinder Grand Bazaar*)

Change Shape ◆ (concentrate, primal, polymorph, transmutation)

The seafoam changes its shape from its default form as an amorphous blob of water to the form of a Tiny aquatic animal that lives in saltwater. It can use this action again to return to its natural shape or adopt a new shape. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The seafoam spirit's transformation automatically defeats Perception DCs to determine whether it is an aquatic animal, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. The seafoam spirit doesn't gain any special abilities of the new shape, only its physical form. As a part of this transformation, the seafoam spirit can swap out any familiar abilities specifically based on its physical form to better fit its new form (though it can't swap out amphibious or gills, since it always changes to an aquatic creature, which means only a seafoam spirit with more than the minimum number of familiar abilities will have enough abilities to switch them out). For example, a seafoam spirit might have darkvision to represent its form as a deep sea anglerfish with ability to see in the dark that it swaps out for burrower when it transforms into an oyster.

Evaporation Under normal conditions, seafoam spirits can extract enough water from the air, soil, puddles, or other sources to replenish what they lose. When in particularly arid environments such as a desert, seafoam spirits experience a slow evaporation of their bodies. They must consume at least 1 gallon of water every 2 hours in such environments or become slowed 1 until they replenish their lost water. If a seafoam spirit goes at least 24 hours in an arid environment without water, they fall into a state of torpor and do not awaken until rehydrated. Seafoam spirits have weakness 5 to effects based on dehydration.

Waveglider A seafoam spirit is always surrounded by a wave of seawater that moves along with it, allowing it to Swim wherever it goes. This water provides a buffer between the spirit and airborne toxins, granting it a +2 circumstance bonus to saving throws against inhaled effects.

Shale Hatchling

Adventurers and treasure hunters alike prize the crystals that shale spitters naturally produce, but shale spitters are notoriously territorial. Those who take a hatchling as a familiar can forge a lasting bond with the creature. Shale hatchling familiars magically retain their Tiny size. As their master gains power, their appetites grow, and they produce ever greater amounts of precious crystal. A well-fed shale hatchling emits a low rumbling sound reminiscent of a cat's purr. When hungry, afraid, or otherwise distressed, shale hatchlings typically curl up into a ball.



SHALE HATCHLING

UNCOMMON ANIMAL EARTH

Required Number of Abilities 4

Granted Abilities burrower, darkvision

Bloodless Shale hatchlings lack blood, so they are immune to bleed damage.

Crystal Generation If your shale hatchling familiar is conscious and healthy, you can use Nature to Earn Income, by spending your time carefully feeding your familiar and harvesting its precious crystalline waste.

Curl Up ◆ The shale hatchling recoils into its carapace, gaining a +2 circumstance bonus to AC. It retains this bonus to AC and is slowed 1 until it uncurls by spending an action (this action has the move trait).

Rock Stride Shale hatchlings ignore difficult terrain in caves and rocky mountains.



Toogtoog

Toogtoogs (*Jewel of the Indigo Isles* page 273) are cunning, chubby, tiny, froglike creatures that are popular on the Indigo Isles as pets, both because of their cute features and because of the continuous supply of ink they produce from the inkwells on the top of their heads. On the other hand, chefs sometimes consider them pests when they gather in swarms, also called “spills” and devour their tasty ingredients. Toogtoog familiars can infuse this ink with magical properties, and even transform themselves into ink to become a living tattoo on their master’s body.



TOOGTOOG

UNCOMMON ANIMAL

Required Number of Abilities 2

Granted Abilities climber

Inkwell A typical healthy toogtoog produces enough ink to fill a standard ink vial every day. Toogtoog familiars can also choose to produce a different type of ink that is well-suited for tattoos. This faintly magical ink is nontoxic and resistant to fading. The toogtoog’s master can recolor this ink at will, allowing them to alter the color of tattoos or even make them invisible if desired. Despite being a minion, your toogtoog familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Crafting check to create a tattoo or other ink-based artwork (it still has to prepare to help you as normal for the Aid reaction). It automatically succeeds at its check to Aid you with those skills or automatically critically succeeds if you’re a master of the skill in question.

Toogtoog Tattoo A stylized tattoo of a toogtoog appears on your body. The toogtoog can spend a single action, which has the magical, move, and transmutation traits, to meld into or exit the tattoo. It must be adjacent to you to meld into your tattoo, and it exits your tattoo in an open space adjacent to you. Any of the familiar’s companion items remain on it, but it can’t carry any other items with it. While melded in the tattoo, the only action it can use is the action to exit the tattoo. If your toogtoog familiar dies, this tattoo loses its magic and becomes a mundane tattoo. You can alter the color of the tattoo’s ink as normal for tattoos produced by toogtoog ink.

Wildfire Leshy

Whether due to exposure to flames or by the nature of the materials from which it was created, wildfire leshy familiars carry a spark of fire with them everywhere they go. Druids are typically the only ones who can earn the trust of these tiny manifestations of natural renewal, though other determined and patient spellcasters have occasionally succeeded in their efforts to forge familiar bonds with them.



WILDFIRE LESHY

UNCOMMON LESHY PLANT

Required Number of Abilities 4 (must be a leshy familiar)

Granted Abilities manual dexterity, plant form (*Pathfinder Advanced Player’s Guide*), speech, greater resistance (fire; *Pathfinder Advanced Player’s Guide*)

Self-Immolate ♦♦ (evocation, fire, primal) **Frequency** Once per hour **Effect** Your wildfire leshy familiar can flare up its own burning embers, creating a thick plume of opaque smoke where it stands in a 5-foot burst. The wildfire leshy loses 4 Hit Points. All creatures within the affected area are concealed, and all other creatures are concealed to them. The smoke persists for 1 minute or until it is dispersed by a strong wind.

Smoke Vision Smoke doesn’t impair a wildfire leshy’s vision; it ignores concealment from smoke.

Water Weakness Your wildfire leshy familiar has weakness to water equal to your level. In addition to damaging effects with the water trait, as normal, the weakness applies when your wildfire leshy is exposed to a nondamaging water effect, such as when it’s doused with water (either through a spell or some other effect, such as pouring a bucket of water over it or being caught in the rain). You can spend an additional familiar ability, either permanently or on a per-day basis, to reinforce your wildfire leshy and waterproof it, removing this weakness.



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Pirates of the Indigo Isles

Pirates are infamous throughout the history of the Indigo Isles, despite the Isles' unusual relationship with piracy. New piratical techniques developed in the Indigo Isles make the life of an adventuring pirate more dynamic and exciting

In the Indigo Isles, pirates are both especially common and especially complicated. While the islands certainly have their share of traditional pirates, ruthless bloodthirsty raiders who have no qualms with blatant theft and murder of any ship they can catch, even more common are performative adventuring pirates who act as rakish romantic heroes. Though in many regions bloodthirsty pirates scoff at these adventuring pirates, considering them little more than children playing dress-up as pirates, it's hard to dismiss adventuring pirates in the Indigo Isles because of the legacy of Poppy, the Gilded Pirate.

Poppy, the region's greatest hero, was the one who started the regional trend of cosmetic piracy, with all the trappings of pirates without actually engaging in malicious skullduggery. Indeed, the consensus for heroic and adventuring pirates means that the most wicked and villainous among the pirates of the Indigo Isles are often defeated and captured, or left marooned

on isolated Moonshadow Island. Nonetheless, the pirates of the region run the gamut, and often it's impossible to judge a particular pirate crew's intentions without prior experience. This means that from the perspective of merchants and other travelers, it's safer to just avoid all the pirates just in case.

The Redfeathers, the royal family of Rumplank and descendants of Poppy's legacy, help keep the status quo of relatively benevolent piracy via a series of policies intended to maintain it. For instance, merchants who pay their tariffs and taxes receive a certification, and a flag they can fly, and nearly all pirates follow a rule that disallows attacking such merchants. Pirates who are registered and can prove they've kept to these terms receive a payoff from the government, and they're free to go after unregistered pirates, smugglers, and other ne'er-do-wells.

Due to this situation, various pirates are famous, respected, and even considered trendy in the Indigo Isles. This means many children grow up dreaming of becoming pirates, rather than being forced into piracy only in the worst of circumstances, and in turn it continues to reinforce the cycle of heroic piracy. In the modern era, many such would-be pirates roam the streets of Rumplank, Seaview, and other settlements, and they run the gamut among social classes and backgrounds.

Pirate Feats

The following feats are available to characters with the pirate archetype, in addition to the feats found in *Pathfinder Advanced Player's Guide*. They are all listed as uncommon, and they might not be appropriate for stereotypical pirates in other regions, but pirates from the Indigo Isles have access to all of them.

BOOTY FINDER

FEAT 4

UNCOMMON ARCHETYPE

Prerequisites Pirate Dedication

You have an innate sense for treasure and booty, and your larcenous nature and cupidity mean that you agonize over any such loot you might have missed through lack of searching. You gain a +2 circumstance bonus to Perception checks to find hidden treasure and when using Recall Knowledge to determine the value of treasure. Even if you aren't Searching, the GM rolls you a secret check to find hidden treasure that normally requires you to be Searching. You still need to meet any other requirements to find the treasure.



THE OLD RUMPLANK SNATCH & GRAB ◆◆ FEAT 6

UNCOMMON ARCHETYPE

Prerequisites Pirate Dedication, Pickpocket

You rush past a foe and attack them, distracting them and cutting their purse or otherwise forcefully taking their valuables. You Stride. At any point during your Stride, you can make a melee Strike against a single creature. If the Strike hits, you can attempt to Steal from the target, even if the target is in combat. You still must meet any other requirements for the Steal action (they must be in reach, you need a free hand, and you can only Steal certain types of items, as specified in the action's description in the *Pathfinder Second Edition Core Rulebook*).

THE DEAD TELL NO TALES FEAT 7

UNCOMMON ARCHETYPE SKILL

Prerequisites Pirate Dedication, master in Intimidation

You remind others that the dead keep secrets best of all, scaring them into silence. Due to your fearsome reputation threatening others into silence (and explicit activities you take to do so such as using the Coerce action), it becomes much more difficult to gain information you're trying to suppress. Checks to Request the information, Gather Information, or otherwise get someone to divulge the information in question when you're actively attempting to suppress it, must exceed your Intimidation DC, in addition to all other relevant DCs. If they succeed at the other DC but not against your Intimidation DC, they are able to determine that people know the information but are too scared to reveal what it is.

YO HO HO AND A BOTTLE OF RUM! ◆ FEAT 10

UNCOMMON ARCHETYPE

Prerequisites Pirate Dedication

Frequency once per hour

You withdraw and swig a drink of alcohol in order to overcome a difficult situation and give yourself a dose of liquid courage. Interact to draw a drink of alcohol and then Interact again to drink it; this can't be a special alchemical alcohol that has additional effects beyond the base effects of alcohol (*Pathfinder Gamemastery Guide*). You gain 3 temporary Hit Points per level for 2 rounds and attempt a counteract check against a mental effect currently affecting you, using your Will save modifier as the counteract modifier and half your level rounded up as the counteract level. If the counteract check doesn't remove the mental effect, you can't try to remove it again with Yo Ho Ho and a Bottle of Rum! You don't have to attempt a saving throw against the alcohol, and you don't gain any other special benefits from other abilities that require you to drink alcohol, or that occur when you drink alcohol.

X MARKS THE SPOT ◆◆ FEAT 12

UNCOMMON ARCHETYPE

Prerequisites Pirate Dedication

You make two quick attacks against your foe, forming an X and marking a vulnerability for your allies to exploit. Strike twice against the same foe. If both Strikes hit, the foe is flat-footed until your next turn, and each of your allies gain a +1 circumstance bonus on their next attack rolls against that foe before your next turn. If both Strikes are critical hits, the circumstance bonus is +2 instead of +1.

Acceptable Targets

The more adventurous and heroic pirates of the Indigo Isles still engage in piracy and raids. Otherwise, how could they call themselves pirates? However, they don't ply their trade against innocents or the defenseless. Instead, they battle monsters, villains, and evil pirates alike in glorious battle, plundering their foes' ill-gotten gains.

POPPY'S PEERLESS PIERCE ◆◆ FEAT 14

UNCOMMON ARCHETYPE

Prerequisites Pirate Dedication

Using a piratical technique passed down by Poppy von Barnacle and mastered by few others since her heyday, you effortlessly pierce a foe's defenses and attack a foe behind them as well. Make a melee Strike with a piercing weapon against a foe within reach. This Strike ignores an amount of the foe's Hardness or resistance equal to your level. If your attack hits and damages the target, you can compare the result of your attack roll to the AC of a foe adjacent to the first target and in a straight line behind them. Use the same damage roll against the second foe. You can attack the second foe even if they would normally be 5 feet beyond the edge of your reach. Poppy's Peerless Pierce counts as two attacks for the purpose of calculating your multiple attack penalty.

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The Legend of Old Woody





The Legend of Old Woody

In addition to the items found elsewhere in the world, the Indigo Isles are home to countless magical and alchemical brews, including the legendary Old Woody.

OLD WOODY

ITEM 6

RARE CONSUMABLE MORPH PRIMAL TRANSMUTATION

Usage held in 1 hand; Bulk L

Activate  Interact

Old Woody is a legendary brew, a strange magical alcohol that produces randomized effects. Its price and taste vary wildly based on the year of the brew, which can not only change the taste, but also cause it to have different effects than the ones listed below, or make some of the effects more likely than others. Some brews of *Old Woody* even have a different item level. A single drink from a typical brew of *Old Woody* sells for around 50 gp, if you can find one. After drinking *Old Woody*, roll a d100, and apply the listed effect. If you didn't willingly drink the *Old Woody*, you can attempt a DC 20 Fortitude save to negate the effect. After drinking *Old Woody*, you are temporarily immune to the effects of further drinks of *Old Woody* for 24 hours.

OLD WOODY EFFECTS

D100 Effect Name

Mechanical Effect

01-03 Life Of The Party

For 1d12 × 10 minutes, you become charismatic but vapid and unintelligent. You gain a +2 item bonus to Charisma-based skill checks, and a -2 item penalty to Intelligence-based skill checks.

04-06 That's Deep, Man

For 1d12 × 10 minutes, you stagger slowly as you contemplate the secrets of the universe. You gain a +2 item bonus to Will saves, Perception, and Wisdom-based skill checks, and a -2 item penalty to AC, Reflex saves, and Dexterity-based skill checks.

07-09 You Gotta Problem?

For 1d12 × 10 minutes, your muscles bulge but you suffer from a quick temper and poor impulse control. You gain a +2 item bonus to Strength-based attack rolls, Strength-based skill checks, and Strength-based damage rolls, and a -2 item penalty to Will saves, Perception, and Wisdom-based skill checks.

10-12 Hard Headed

For 1d12 × 10 minutes, you become resilient at the expense of your social skills. You gain 10 temporary Hit Points, a +2 item bonus to Fortitude saves and a -2 item penalty to Charisma-based skill checks.

13-15 Hair Of The Dog

For 1d12 × 10 minutes, you grow thick fur that protects from cold. You ignore the effects of severe cold, and you gain resistance 5 to cold.

16-18 Dragon Scales

For 1d12 × 10 minutes, you grow scales all over your body. You gain resistance 7 to physical damage, but each time the resistance prevents damage, it decreases by 1, as the scales flake off. When the resistance reaches 0, the scales are gone and the effect ends.

19-21 Colorful Concoction

For 1 day, your skin color changes to a random hue.

22-24 Long In The Tooth

For 1d12 × 10 minutes, you grow fangs. You gain a fangs unarmed attack that deals 1d6 piercing damage and has the finesse trait.

25-27 Supersize Me

For 1d20 minutes, you become larger. You gain the effects of *enlarge*. This is a polymorph effect rather than a morph effect.

28-30 Plants On The Ground

For 1d12 × 10 minutes, vegetation grows rapidly along the path you walk. The vegetation is not enough to create difficult terrain, and in most cases, it rapidly withers away after the hour is over. However, if the conditions are right, it's possible for some of the vegetation to survive.

31-33 Putting Down Roots

For 1d12 × 10 minutes, you grow roots that burrow into the floor, preventing you from moving. You are immobilized for the duration of the effect.

34-36 I Wood If I Could

For 1d12 × 10 minutes, your skin transforms into wood. You gain the effects of *barkskin*.

37-39 Love It Or Leaf It

For 1 day, your hair turns to leaves. You gain sustenance via photosynthesis and water, rather than food and water.

40-42 Overdressed

For 1d12 × 10 minutes, worn items become uncomfortable. You can't don or wear any worn items during that time. Additionally, you must attempt a DC 20 Will save immediately and every 10 minutes during the duration. On a failure, you must remove one of your worn items.

43-45 Earworm Supreme

For 1d12 × 10 minutes, a favorite tune repeats in your head, distracting you, providing a -2 item penalty to Perception checks and whenever you attempt an action with the concentrate trait, you must attempt a DC 6 flat check; on a failure, the action is disrupted.

46-48 Something Fishy In This

For 1d12 × 10 minutes, you grow gills and gain the ability to breathe water.

49-51 Beer Goggles

For 1d12 × 10 minutes, you become fascinated toward a random person you can see. If your fascination is broken by violence, it returns again after 1 round without violence.

52-54 Forgotten Friends

For 1d12 × 10 minutes, you have a vivid hallucination that one random person you can see is an important acquaintance from your past.

55-57 Encyclopedia Intoxica

For 1d12 × 10 minutes, you become trained in one random Lore skill and gain a +3 item bonus to that Lore skill, but you are compelled to talk about that topic incessantly.

58-60 Drunken Singer

For 1d4 hours, you become trained in Performance and gain a +2 item bonus to Performance checks to sing.

61-63 Do You Speak My Language?

For 1d12 × 10 minutes, you are forced to speak a language randomly chosen by the GM instead of any language you know.

64-66 Stings The Nostrils

For 1d12 × 10 minutes, your sweat creates severe body odor. A creature that comes within 20 feet of you must succeed at a DC 20 Fortitude save or be sickened 1 (plus slowed 1 for the same duration on a critical failure). On a success, the creature is temporarily immune to body odor for 1 minute, at least under normal circumstances. However, when you enter a stressful situation, such as combat, you begin to sweat more. Creatures who had previously been temporarily immune to your body odor are no longer temporarily immune.

67-69 Fizzy Lifting Drinks

For 1d20 minutes, you float up into the air 10 to 20 feet and hover, but you can't control how high you are floating and have no way to move laterally, so you just float in place. This is similar to the effects of a *levitate* spell except you can't change your vertical position voluntarily.

70-72 What A Lightweight

For 1d12 × 10 minutes, your weight decreases to 1/10th of your normal weight. This doesn't affect your size or any of your features; you simply become so low in density that you weigh much less. Your gear is unaffected. For a typical Medium creature, this reduces your Bulk, not counting your gear, to 1.

73-75 In Vino Veritas

For 1d12 × 10 minutes, you can't lie, with the effects of the cursed item *ring of truth* (*Pathfinder Gamemastery Guide*). This not only prevents deliberate lies, but also forces you to avoid lies of omission or misleading wording unless you succeed at a DC 11 flat check.

76-78 Get Your Motor Running

For 1d12 × 10 minutes, your metabolism is supercharged. You are quickened, and you can only use the action to Strike, Stride, or Step.

79-81 The Home Stretch

For 1d20 minutes, all of your limbs elongate and your body becomes elastic. This increases your reach to 10 feet (or 5 feet if you are Tiny). This is a polymorph effect, rather than a morph effect.

82-84 I Can Shpeak Jusht Fine

For 1d12 × 10 minutes, your speech is drunkenly muddled, making it difficult to communicate, even though you're convinced you're talking normally. If you attempt to use an action with the linguistic trait or to cast a spell with a verbal component, you must succeed at a DC 6 flat check or the action or spell is disrupted. For actions that take more than 1 round, you make the flat check only after you've spent the time to attempt the action, as you're convinced you were talking normally whether or not you actually were.

85-87 Punch Drunk

Your fists grow hard as wood. For 1 hour, your fists deal 1d6 bludgeoning damage and lose the nonlethal trait. During that time, your fists also become a +1 striking unarmed attack, causing them to add a +1 item bonus on attack rolls and deal a second damage die of damage.



88-90 Dizzy

For 1d12 × 10 minutes, you can't tell which direction is which. You're flat-footed, and whenever you attempt to move, the GM rolls randomly to see which direction you move instead (in an open space, d8 can be used to determine whether you move NW, N, NE, E, SE, S, SW, or W, but in enclosed areas, there may be a different number of options).

91-93 Mean Drunk

You immediately enter a frenzy, which lasts for 1 minute. During this time, you gain a +4 status bonus to Strength-based damage rolls, but you attack other creatures and significant objects nearby, starting with actually life-threatening foes, moving onto those who angered or annoyed you, and saving those you cherish for last. If you would be forced to attack one of your own possessions, or a friend or close ally, you can attempt a DC 20 Will save to end the frenzy early.

94-96 Own Little World

For 1d12 × 10 minutes, you become deluded into thinking you can't fail at anything. During that time, you experience an illusory version of reality that is the same as normal except that you succeed at everything you attempt, even if you actually failed. For example, if you fail to Force Open a door, in your mind, you actually opened it, and as everyone else sees you repeatedly walking into a closed door, you imagine yourself going inside (either using images from your memories if you know what the other side looks like or fabricating it entirely if it's unknown to you). This applies to every check you make, so especially in combat, your opinion of how a battle is going, with you believing you hit with every attack and succeed at every saving throw, might be very different than that of everyone else.

97-99 Moment of Greatness

Somehow the *Old Woody* hit you with the perfect blend of effects, so when you think you're amazing and unstoppable (as normal for alcohol), just this once it's actually true. For 1 hour, you gain a +1 item bonus to all weapon attack rolls, unarmed attack rolls, skill checks, and saving throws. Additionally, once during that time, as a free action, you can bask in your greatness to gain a +1 status bonus to all attack rolls, skill checks, and saving throws for 1 minute.

100 Double Whammy

Roll twice more and apply both effects, ignoring a result of 100.



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Inside you'll also find The Balance, an interconnected pantheon of deities that you can use in the Indigo Isles or throw into an established world. The Balance works for either, since the assumption of The Balance is that there are other deities and belief systems.

Rounding things out are various smaller offerings, including new cute and interesting specific familiars to befriend, additional feats to enhance and complement the pirate archetype, an extremely random magical alcohol, and more!

