

PATHFINDER[®]
COMPATIBLE

A character with dark hair and a silver mask covering their face, wearing a white and blue robe with gold trim. They are holding a large, ornate book with a blue cover and gold detailing, featuring a red gem. The background is a stylized, blue-toned architectural setting with a large archway. The character's hands are outstretched, palms up.

SINCLAIR'S CODEx

SINCLAIR'S LIBRARY

A character with dark hair, wearing a white mask with a large, stylized eye and a white cape with gold trim, stands in a dramatic pose. The background is a soft, ethereal blue and white, with a large, ornate golden archway behind the character. The character's hands are outstretched, and a faint, glowing light emanates from their chest.

Playtest Package

Playtest Package 1

LILIANA, THE BANDIT WARLORD

On a seemingly eternal warpath, Liliana and her army of mercenaries are a grave threat to the established gentry. Once, she was dismissed as a mere bandit; the leader of yet another clan of warriors in the wastelands. Now, her empire greedily devours country after county, tearing down the wealth and power of landed lords and uplifting the common folk. Wherever she goes, death and bloodshed follows, and from the ashes of destruction, a prosperous and peaceful nation grows.

Origins

Born from a Marilith and a Hobgoblin, Liliana was destined to become a great leader. Raised within a society of warriors in the desert, her childhood was as harsh as one could expect. Fighting among kids was common in these streets, if not encouraged, and by her fourth birthday she was no stranger to brawls and scraps. The summer of her sixth birthday, she was sent to training camp far out in the wasteland, as per the customs of her clan, where she very quickly distinguished herself from the other would-be warriors. Liliana stood out not by any particular talent, but by her dedication, focus, and determination. Always the first one on the field and the last one in the barracks, she was relentless, determined to achieve martial perfection.

Whenever she was not training, she was fighting with another recruit, as her overachieving personality had made her an outcast among her peers.

But things took a different turn once she was assigned to a squad. After six long years of drills, combat training, and forced marches under the sun, she was an accomplished warrior, ready to take on the dangers of the wastelands. Assigned to border protection, Liliana would spend weeks on end out in the desert, tracking down predators and hunting parties from neighboring territories crossing the border.

Now living in close quarters with nine other men and women, all of them older and more experienced warriors, Liliana had no choice but to do something she had never bothered with in the past: pay attention to others. This led her to two realizations that would shape the woman she would become. First, her squad leader was utterly incompetent, and more importantly, a coward. Her illusions that rank equated to merit shattered, and she became sickened by traditional military structure. Second, her new brothers in arms, all hardened veterans, showed no



contempt for her unusual determination, but rather admiration and respect. They quickly became family to her, and while they showed her the value of easing up—of sharing a drink by the fire or a little rest under a tree on a hot afternoon—she inspired them to become better fighters, to take their training more seriously, and to perfect their craft.

Unfortunately for her commanding officer, as the bond with her squad grew, so did her insubordination. Her contempt for his cowardice was unveiled, and she would commonly ignore any order she deemed unworthy of consideration, invariably followed by the rest of the unit. This dynamic carried on for nearly three years until one day, during a routine border patrol, the squad discovered an unusual group of intruders on their land. Made up of twelve heavily armed warriors and four wargs, this was a war party—a raid group looking to pillage and plunder. To no one's surprise, the squad leader called for a retreat, which sent Liliana into a rage. Avoiding large predators or forgiving trespassing hunters was one thing, but ignoring a war party was utterly unacceptable. Anyone killed by this raid party would be blood on Liliana's hands and those of her squad. She violently expressed her opinion, but apparently her commanding officer could easily live with blood on his hands, so long as it wasn't his own.

The argument was abruptly interrupted when the head of her commanding officer rolled off his shoulders. The largest member of her unit, a towering minotaur, had simply and cleanly decapitated the coward. Without a word, without a look, all unanimously agreed: Liliana was the new squad leader. To this day, the bards still talk about the bloodbath that followed. Without a single casualty suffered, Liliana and her squad eviscerated the raid group in a matter of minutes.

At the capital, they were received as heroes. The official story: the squadron had discovered and handled a serious threat to the clan, tragically losing their esteemed leader in the process. The truth was an open secret, however, and many secretly celebrated a squad deposing their incompetent officer in favor of a more suitable candidate. Well aware of this fact, the city council saw in Liliana an immediate threat. A sixteen year old insubordinate novice earning the loyalty of experienced warriors was a danger they could not ignore. They elected to handle the situation in perfect military fashion: by promoting her and sending her far away to die on foreign lands.

This news was received with great applause. Finally, a deserving leader was climbing the ranks. The folk organized a large banquet in Liliana's honor, to the

greatest displeasure of the upper ranks. The celebrations went on for three consecutive days, during which Liliana received many pledges of allegiance, marriage proposals she bluntly declined, and gifts of all sorts. Even Liliana's mother, whom she had never met, made an appearance. The imposing yet seductive marilith brought gifts as well: an enchanted necklace and an abyssal bison calf named Baastri. Unmoved by the maternal gesture but appreciative of the value of these gifts, Liliana swore to never part ways with either.

Unfortunately for the powers that were, Liliana would come back victorious from her raids without fail. Even more worrying, she often came back from her raids with more soldiers than she left with. Mercenaries and warriors from all over the region, having heard the tales of the legendary captain, traveled from far and wide to join her ranks. Everytime she returned victorious from her increasingly dangerous quests, riding her impressive flaming bison, her war banner floating in the wind, her reputation and influence grew. Desperate and anxious, the city council took action: they hired a skilled assassin to deal with the issue. This mistake would be their last. The very same night, Liliana could be seen walking the streets of the city, dragging the bloodied body of the assassin, weapon in hand, in direction of the city hall. As she reached the steps of the building, not a single guard lifted a finger to stop her.

Within two years of her ascension, there was not a single village in the region that did not proudly wave Liliana's war banner. One territory at the time, she united the region into an empire, then turned her eye to conquest. Leading her impressive army of mercenaries, bandits, and warmongers, she began her expansion, showing no intentions to stop.

Personality

Despite her impressive ascension to power, Liliana stayed true to her roots as a dedicated warrior. Her nights might be occupied by banquets, lovers, or bare knuckle brawls, they are nothing but distractions. Her one true love and joy is the battlefield.

Most who have had the chance to carouse alongside Liliana describe her as a blunt and honest woman; a bit rough around the edges, but quick with a laugh and generous with her drinks. The ones who truly know her—the ones close enough she would call a friend—tell a different story. The story of a focused, determined, rigorous, and willful soldier. These few select individuals also know all the suppositions about her military campaign are wrong. Liliana does not

conquer land by ambition or ideology, nor is her crusade holistic or moral. She wages war simply because she knows and enjoys nothing else. Her rule is harsh but just and honest, which does not come from any moral belief but from a deep sense of responsibility to honor the brave men and women who fought to defend their home against her invasion. She has no interest in power for its own sake but perceives her reign to be the price to pay for the privilege of waging war, no more no less.

While being an honorable person, showing respect and grace to those she deems worthy of it, Liliana can be outright cruel. Not only does she believe cowardice and greed deserves to be eliminated from the world, she actually enjoys watching those she considers unfit to live suffer before their demise. This strange dichotomy in her personality leads her to commit actions which may seem unpredictable, like publicly dismembering an enemy general who dared surrender his city to her without a fight, but healing, feeding, and releasing an assassin who attempted to slit her throat, so long as she did not beg for her life.

The Mercenary Empire

Liliana's reign is a ruthless but fair military regime following a single dogma: life is not deserved but earned. Growing up in the harsh wasteland, where survival requires hard work, she has learned to recognize the value of hardship and to despise those who would usurp the precious resources needed for their survival. Her regime applies this philosophy to the fullest. No titles of nobility are awarded or recognized, while the ruling class of conquered lands are executed, their wealth seized, and their opulent residences burned to the ground. Thievery, racketeering, and fraud are punished by death, and military ranks hold no authority over civilians. The raiding of civilians is strictly forbidden, as well as pillaging of any kind, at the exception of palaces, mansions, castles, and city halls.

Military Structure

The military structure of Liliana's band of mercenaries is a very unusual one. Squads of soldiers are considered independent entities, and promotions are given from the bottom, rather than from the top. Squad members decide on a commanding officer to lead them into battle, whose only qualification must be earning their respect. Squads are then organized into factions, whose leader is determined by the officers of each squad to answer directly to Liliana's generals. These generals are in charge of logistics more than anything, allocating regions or fronts to factions, an action similar to removing a leash from a dog in many ways. The spoils of

war are divided evenly within the squad or faction responsible for taking a city, with officers getting nothing more than the privilege of choosing first among rare items. This strange compromise between organized legions and guerrilla warfare makes it incredibly hard to organize a counter offensive against Liliana's troops, as a squad's position is unpredictable and yet always close to potential reinforcements.

The Enforcers

The flexible structure of Liliana's armies would make it impossible to stick to her counterintuitive rules of engagement regarding looting and occupation of newly conquered territories if it wasn't for her enforcers. Led by officers hand-picked by the warchief herself, these select groups of elite warriors are in charge of enforcing her will among the troops. The enforcers investigate, assess, and execute the culprits of any infringement of the rules. Any abuse of power, inequitable distribution of riches, unauthorized looting, or misconduct of justice is met by a swift and often public death.

The Peacekeepers

The Peacekeepers are the newest military branch of the mercenary empire. As time passes, life within newly conquered territory regains a sense of normality and with it, crime and corruption returns. The Peacekeepers serve as investigators in charge of rooting out potentially problematic agents within the general public. More often than not, Peacekeepers spend their time keeping an eye on guild leaders and larger enterprise owners, ensuring they don't use their positions to accumulate wealth or influence.

Like the Enforcers, the Peacekeepers are all personally selected by Liliana herself, often by having shown rigorous morality or proven to be incorruptible in one way or another.

Public Perception

The public perception about Liliana's unending campaign is a varied one. Those who resist her conquest speak of the bison-riding demon in terror, telling stories of mass murder and merciless bloodshed. Depicted as a cruel and cold blooded monster, Liliana is said to be the physical manifestation of evil itself. Soldiers who survived an encounter with her forces speak of the ruthless nature of their tactics, while their nightmares are fueled with public executions of their commanding officers.

Ask a mercenary flying her colors, however, and you will hear the story of a legendary warchief—an invincible warrior who leads her army head first on the battlefield,

rewards might and courage, and punishes cowardice and greed. Due to the structure of her military apparatus, even the lower ranks hold every officer in high esteem, a feat thought to be impossible by any military entity.

The most interesting opinions regarding Liliana often come from the citizens of her newly conquered lands. Of the ones still alive, most testify of the improved lives they enjoy under the reign of the bandit warlord. The harvests, weapons, and equipment she needs to feed her troops are never taken by force but bought and paid for, bringing financial prosperity to farmlands and small towns. The spoils of war she offers her troops are plenty enough to attract would-be criminals into the ranks of the army, while the public beheadings of thieves dissuade cowards who consider racketeering civilians rather than honestly earn a coin. Her military regime has made road bandits now a thing of the past, making commerce safer and prosperous.

Legends and Stories

Like those of most such figures, the legend of Liliana the bandit warlord is accompanied by a plethora of tales ranging from the mundane to the fantastic. These stories are told universally across the realms, although often heavily altered by the perspective of the storyteller.

The burning tower

The most notorious of these stories tells of an army general defending an outpost attacked by Liliana herself. After having sent his men to the front lines knowing they would get slaughtered, he locked himself in a tower with his officers, cowering in fear. Once the outpost was conquered, Liliana offered a chance to the officers: if they surrendered their general, she swore not a single blade would strike. The officers immediately opened the door, offering their general. Liliana was already disgusted by the cowardice of the officers for avoiding battle, and watching them surrender their commander simply added insult to injury. True to her word, not one man hidden in that tower was struck by a blade. She simply locked the officers inside the tower and set fire to it. The general, whom she deemed responsible for promoting these cowardly officers in addition to abandoning his troops in battle, was thrown into the warg enclosure for the entertainment of her soldiers.

The fall of Zarachas

The fall of Zarachas is by the far the most mysterious of stories surrounding Liliana. Only a few elements of

the tale are undeniable and refuted by none. One day, in the midst of her eternal crusade, Liliana saddled her loyal flaming bison and headed north. She took no rations nor escort, and offered no explanations. Two weeks later, she rode back into camp with an enormous white dragon's head dragging behind her steed. Tied to Baastri's saddle, two bags of holding contained the dragon's hoard. Stories say the celebrations lasted three days all across her empire.

"Why did Liliana risk her life to kill Zarachas, even I can't say for sure. Some say her crusade was in desperate need of funds, others claim she did it to bolster her reputation. Local tribes are convinced she did so to protect them from the ire of the beast. Personally, I think none of these things ever even crossed her mind. I think she simply did it for the hell of it . . . Quite the woman, really."
~ Sinclair

The independent city of Kalesh

Among the mercenary empire stands one independent city, free from the warlord's reign. The city of Kalesh is in no way remarkable, and is easily mistaken for any other fortified city in the region. And yet, it was granted full autonomy and immunity by Liliana herself. Back when the bandit chief and her troops first besieged Kalesh, it was expected to take three days, at most, for the city to fall. Two weeks later, the gate had not been breached, none of the mages defending the walls had fallen, and they had suffered fewer casualties by a factor of ten. Impressed by the resilience and vigor of the city's defenders, Liliana issued an offer: should the warriors of Kalesh agree to join her army as a factionless squad, the siege would end immediately. The officers and soldiers of Kalesh knew the siege couldn't last forever, and that eventually the walls would fall, but still they unanimously refused the offer within the hour. They held the siege for an additional month—a feat nearly unbelievable given their circumstances. When the city finally fell, Liliana gave the order to stand down. A city with leaders and soldiers this brave and united would not suffer any unnecessary casualties. She granted Kalesh the status of free city under complete self governance without any further interference from her or her warriors. She provided the necessary gold to rebuild the city walls and went on her way.

Building a Campaign

Liliana and her crusade are designed to be the core of a war theme campaign. Regardless of which side your party operates from, whether they act as soldiers in an army or as independent agents, if your adventurers are

in the vicinity of the bandit chief, so is war. But where its theme is fairly unidimensional, a Liliana campaign offers significant diversity in style and genre.

The first session of play is crucial in determining the type of campaign you intend to run, and some key elements might help organically inform the direction you and your players decide to venture.

Military Campaign

In a military campaign, the players likely begin as part of an army defending their nation from the evil invasion of Liliana and her mercenaries. In order to build a military style campaign, the suggested pattern is a linear ascension, with the party starting as low ranking members of the army fighting standard soldiers and gaining ranks and level as they defeat officers of the mercenary troops until they ultimately face Liliana herself. This style of campaign often takes a “good versus evil” structure and the standard progression of heroic fantasy.

To set the party on the path of a military campaign, we suggest starting the first session with the party defending against an assault. By making Liliana’s mercenary forces the aggressor, you can imply the righteousness of opposing the invasion, while simultaneously granting the players their first heroic victory, thus setting them on the path of becoming legends.

To build your encounters, a healthy balance between combat against enemy troops and wild creatures will be important to avoid becoming repetitive (more on encounter building down below). It is also suggested to prepare statblocks and persona ahead of time for 1) a squad leader, 2) a faction leader, and 3) a general for the party to face. Many NPCs found in this book can make for suitable candidates to fill these roles. Making these officers recurring encounters will help keep continuity throughout the campaign. We suggest using the squad leader between levels 4 and 6, the faction leader between 9 and 11, the general between 16 and 18, and finally facing Liliana to close the campaign. Making Liliana a recurring character, following the guidelines found below, should help keep the thread and the tension between story arcs against her officers.

Mercenary Campaign

In a mercenary style campaign, the players find themselves part of Liliana’s army. While the format can resemble a military campaign, with the party instead siding with the bandit warlord against an oppressive monarchy, a mercenary campaign can take a very different turn. The freedom of operation granted to Liliana’s troops can offer a wider variety of adventures

NOT INHERENTLY EVIL

A mercenary campaign does not require the party to be evil. By making the surrounding countries truly oppressive to their citizens, abusing the power granted by their titles, or by taming down a little the savagery and selfishness of the mercenaries, Liliana’s crusade can appear truly just and right, especially for neutral or chaotic characters. Alternatively, sending the party on the path to become enforcers or peacekeepers and punishing mercenaries who elect to loot civilians can allow the players to lean on either their lawful or good alignment.

FACING LILIANA

If you plan on having the party face Liliana despite being part of her mercenaries, the simplest way is to play off the motives of your players. If Liliana starts losing her war, she might grow tyrannical, removing the moral component to justify her actions. One of her generals or perhaps her marilith mother might attempt to take her place, enticing the party into a coup attempt. In the event of a more morally ambiguous or self-serving party, the players might simply desire to overthrow Liliana in order to seize her power for themselves.

than a battlefield centric story.

When building a mercenary campaign, take a more quest-based approach to your campaign, sending the party through various missions, such as infiltrations, escorts, investigations, or priority target eliminations. These operations can lead the party to climb the ranks of the mercenary army, from squad leader to general, but they can also lead the party on the path to becoming enforcers or peacekeepers, keeping order within the empire.

To send your players on the path of a military campaign, we suggest making your players part of an assault on a city whose walls just fell. Once the city is taken, grant your players a generous loot, and have their squad leader assign them a new mission. The familiar mission-reward pattern should set the players expectations right about the style of campaign you are running. At some point, elevate them to their own squad, possibly following the success of a difficult mission. In this way, you can demonstrate Liliana’s unusual means of promotion, where respect for one’s abilities is more important than experience.

Building encounters for a mercenary campaign follows the same basic rules of encounter building than

any standard campaign. The somewhat encapsulated nature of the missions and story arcs allow for any type of encounter. In order to diversify your campaign, it is recommended to include missions which cannot be resolved solely by combat, like discreet infiltrations or scouting a path forward for the squad to march on.

Sandbox Campaign

A sandbox Liliana campaign uses the war as a setting, rather than its core. By placing your players anywhere near a contested border, you can use the effects of the war as a motivator, a trigger, an obstacle, or an opportunity for the party. Sandbox campaigns are varied and personal, but here are a few tips and key points to keep in mind.

Try and keep the conflict morally neutral. By exposing the party to both sides of the war, allowing them to witness justice and cruelty on both sides, you should be able to help the players feel a sense of agency, prompting them to build an opinion based on their own moral compass. By doing so, you introduce nuance to the game and limit the risk of developing a manichean, black and white story.

Expose your players to every side of the conflict. The nature of sandbox campaigns offers a chance for your players to get a bird's eye view of the world you crafted. Exposing them to civilians, soldiers, and commanding officers of both warring nations should help your players stay engaged and curious about your story.

Finally, try to make sure the world around your players is moving forward, with or without their involvement. By occasionally moving territory lines, or by changing the occupying force of a city between two visits from the party, the war will feel real and the world immersive.

Building a campaign without Liliana

If the setting of a mercenary empire is appealing to you but the idea of your party facing the warlord herself is not, the event of Liliana's death can touch off a compelling campaign. The integrity of her army, prosperity of her empire, and the well-being of her conquered citizens relies entirely upon her. In the event of her demise, the military structure providing near autonomy to the squads, the absence of proper law enforcement and justice system in favor of a few independent agents trusted to wield their power honestly, and the absence of local authorities of any kind would create a power vacuum of unprecedented magnitude.

To build a campaign setting in this manner, simply open the story with the death or disappearance of Liliana. Then divide a large piece of land into four territories occupied by four factions and their leader, and you are off to the races. A high-level combat wherein a group of heroes defeat the warlord can make for a great session zero and provide some context to the events. While removing Liliana from the story removes the moral quandaries her empire are meant to instigate within the players, a power vacuum campaign offers the chance to tell a story of unforeseen consequences and the possible terrible ramifications of a seemingly heroic act, like putting an end to a conquering warlord.

Low Level

At low level, Liliana should be a distant figure. Keeping her out of reach of the players, physically and/or socially, will establish her importance and

SWITCHING CAMPAIGN STYLES

Even if you started a Liliana Campaign electing to follow a specific style, it is possible your party pushes to go in a different direction, or you might feel like changing things up a little bit along the way. Shifting campaign style is an easy task in this setting. Simply use a transition point, like the party getting captured, the party becoming defectors and changing sides, or even the unsuspected death of Liliana, to transition toward a new style of campaign. From there, simply follow the guidelines provided for the new style and move onward.



provide a sense of direction to the story. We recommend introducing Liliana as early as the first or second session, either as a leader, an antagonist or a significant world event. The player characters should feel how powerful she truly is to establish her as a force to be reckoned with and an element which cannot be ignored.

Mid Level

This is a good time to start introducing your party to Liliana herself. They aren't powerful enough to be a challenge for her, but their efforts have probably accumulated enough stories by now to catch her attention. There are many ways to introduce the warlord to the party. If the players are on her side of the conflict, a private meeting to convey a promotion or a celebration banquet after a victory would be organic events. In the event of the party opposing her, the party being captured or a parlay prior to a battle are easily arranged. This is a good opportunity to show how much Liliana's personality, her respect for strength and her hatred of cowardice.

High Level

Around 15th level is a good time for your players to start planning to take Liliana down. There are plenty of ways a party can tackle this issue: a full frontal attack, a more subtle assassination attempt, or some combination of both. If they have risen to high rank in her army, they might plan a coup to take over, or decide her ambitions have gone too far and she must be stopped. If the party has been opposing her for long enough or caused her a significant setback (such as defeating one of her generals), she might decide the players are too big a thorn in her side and the time has come to handle the situation herself. Having her come after the party can help build tension and give your players a sense of urgency to deal with the situation.

Building Encounters

A Liliana campaign can become very repetitive encounter-wise if you aren't careful. Even when trying to diversify its content, a group of mercenaries is still a group of mercenaries. We suggest using a few simple solutions to remedy the situation. Beast taming is a very common practice among the mercenaries' army, and so is unleashing a powerful creature in a territory and just letting it rampage throughout the region. This allows you to pick almost any creatures available to you and throw it at the players without breaking immersion or campaign logic.

The second point to remember is that, despite the region being at war, the wilderness is still a dangerous place. Sometimes clearing the region of a ferocious beast

is a more pressing matter than the battlefield. Wild creatures may even interrupt an encounter, attracted by the sound of combat, making for a three-sided conflict.

Finally, it is implied that the mercenary empire spreads across several lands, and your party being sent to varied fronts makes a good deal of organic sense in the story. This should allow you to use diverse climates, terrain, and regions to change up your bestiary selections and your battlemap design.

Combat tactics

While always surrounded by her most loyal followers, Liliana will never send her troops ahead of her. Quite the opposite: she will always be leading the charge, riding on her loyal partner Baastri. We recommend using 2 level 18 NPC alongside her (most likely two of her generals). At least once per turn, she will use an ability to empower her bandits, command Baastri to move and Strike, and make a Strike with each of her weapons with any remaining action.

When selecting the generals to accompany her in battle, remember that both Liliana and Baastri are resilient and powerful front liners. Favoring more mechanically diverse generals with some spell casting, ranged options or high mobility combat style should help keep the combat engaging, and avoid the common "big bags of hit points" issue.

If Baastri is killed before her, Liliana goes berserk and whoever kills him will suffer her wrath until they are dead and in pieces. Use all three actions to either Stride towards the culprit or Strike them, ignoring every other party member.

Liliana and Baastri

LILIANA, BANDIT WARLORD CREATURE 22

UNIQUE CN MEDIUM SHE/HER HUMANOID GOBLIN
TIEFLING

Perception +36; darkvision

Languages common, goblin, jotun, abyssal

Skills Acrobatics +42, Athletics +45, Diplomacy +37, Intimidation +45, Nature +45, Society +37, Survival +42

Str +10, **Dex** +4, **Con** +10, **Int** +6, **Wis** +2, **Cha** +7

Items *skin of zarachas, fearmonger, dread's fang*

AC 48; **Fort** +42, **Ref** +34, **Will** +32

HP 536; **Immunities** cold, fear;

Commander's Rage (aura, emotion, mental) 100 feet. All creatures in the aura gain a +2 circumstance bonus to attack rolls, +4 to damage rolls and a -1 penalty to AC.

Don't Die On Me 2 (auditory, manipulate) **Frequency** once per day; **Trigger** Baastri would be reduced to 0 hit points; **Effect** Liliana shouts, calling on Baastri's eternal loyalty for his mistress, allowing him to push onward. He doesn't fall unconscious and regains 50 hit points.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 43

Speed 25

Melee ♦ fearmonger +41 [+36/+31] (disarm, finesse, magical, reach 15 feet, trip), **Damage** 4d6+26 slashing plus terrifying lash

Melee ♦ dread's fang +41 [+36/+31] (magical, versatile P), **Damage** 4d8+26 slashing plus 1d6 fire, dread's bite, and 2d10 persistent fire on a critical hit, ignores resistance to fire damage.

Baastri's Charge ♦♦ (flourish) **Requirements** Liliana is riding Baastri; **Effect** Liliana pushes her loyal steed to charge forward. Baastri Strides once, igniting the area he passes through under his flaming hooves. Until the beginning of Lilianna's next turn, these spaces are hazardous terrain and a creature that moves through it takes 10 fire damage for every square of that area it moves into. Liliana can make one Strike with Fearmonger and one Strike with Dread's Bite at any point during Baastri's movement.

Breath Weapon ♦♦ (arcane, cold, evocation) **Frequency** Once per day; **Effect** Liliana breathes a cloud of frost that deals 16d6 cold damage in a 30-foot cone (DC 36 basic Reflex save).

Dread's Bite (necromancy, negative) Whenever Dread's Fang deals damage to a creature, it takes additional mental damage equal to 1d8 per the target's frightened value.

Gang Up (A) (auditory) Liliana commands her bandits to focus on a single target. Up to two allies within 30 feet of her use their reactions to Stride toward the designated creature.

On Your Feet! ♦♦♦ (healing, necromancy, positive) **Frequency** Once per day; **Effect** Liliana touches her necklace, unleashing a wave of positive energy around her. Liliana's allies within a 120-foot emanation regain 50 Hit Points and gain a +1 status bonus to Will saves and attack rolls until the beginning of her next turn.

Rallying Cry ♦♦ (auditory) **Frequency** Once per day; **Effect** Liliana calls out to her bandits and pushes them to give their all in combat. All allies within 30 feet that can hear her gain 25 temporary Hit Points.

Terrifying Lash (emotion, fear, mental) A frightened creature damaged by fearmonger increases its frightened value by 2, to a maximum of frightened 4. On a critical success the target becomes frightened 1 if it was not already frightened. It cannot reduce their frightened condition below 2 until the beginning of her next turn.

BAASTRI

CREATURE 20

UNIQUE CE LARGE BEAST FIEND FIRE MINION

Perception +30; darkvision, scent (imprecise) 60 feet

Languages goblin, abyssal, (cannot speak any language)

Skills Acrobatics +38, Athletics +41, Intimidation +28

Str +10, **Dex** +6, **Con** +7, **Int** -3, **Wis** +2, **Cha** +0

AC 44; **Fort** +36, **Ref** +33, **Will** +30

HP 452; **Immunities** fire; **Weaknesses** cold 20

Speed 45

Melee ♦ horn +38 [+33/+28] (magical), **Damage** 4d8+22 piercing plus 3d8 fire

Melee ♦ hoof +38 [+34/+30] (agile, magical), **Damage** 4d6+20 bludgeoning plus 3d6 fire

Scorching Earth ♦♦ Baastri stomps the ground violently, shattering the earth in a 20-foot emanation. Each creature touching the ground in the area must attempt a DC 42 Reflex save or fall prone and take 3d10 bludgeoning damage and 3d10 fire damage. The area becomes difficult terrain for any creature other than Baastri.

Trampling Charge ♦♦ Baastri charges and tramples everything in his path. He Strides up its Speed in a straight line, dealing 4d6+20 bludgeoning and 3d6 fire (DC 42 basic Reflex save) to any Medium or smaller creature in its path.

Items

DREAD'S FANG

ITEM 20

UNIQUE MAGICAL MENTAL

Usage held in 1 hand; Bulk 1

This +3 *major striking greater flaming longsword* seemingly crafted for a giant was in fact made personally for Liliana to complement Fearmonger. Whenever it deals damage to a frightened creature, the creature takes additional mental damage equal to 1d8 per the target's frightened value.

FEARMONGER

ITEM 20

UNIQUE MAGICAL

Usage held in 1 hand; Bulk 1

This +3 *major striking fearsome whip* made from a dark steel chain was part of Zarogovich's hoard. It has a reach of 5 feet longer than a normal whip, has a damage die of 1d6 instead of 1d4, does not have the nonlethal trait, and whenever it deals damage to a frightened creature, it increases its frightened value by 2, to a maximum of 4.

SKIN OF ZARACHAS

ITEM 20

UNIQUE MAGICAL MENTAL

Usage worn armor; Bulk 1

This +3 *major resilient high-grade white dragonhide breastplate* has been crafted directly from the head of Zarachas, an ancient white dragon. While wearing the Skin of Zarachas, you gain immunity to cold damage and a breath weapon activation.

Breath Weapon ♦♦ (arcane, cold, evocation) **Frequency** Once per day; **Effect** You breathe a cloud of frost that deals 16d6 cold damage in a 30-foot cone (DC 36 basic Reflex save).

PATHFINDER
COMPATIBLE



SINCLAIR'S ALMANAC

SINCLAIR'S LIBRARY



Playtest Package

Playtest Package 1

BOVIANS

The proverb “A meal for a story is a trade you always take” probably describes best the bovia culture. Peaceful people living in large communities, they value the art of craft, the beauty of nature, and the love shared around a fire. But peaceful and harmless are not the same, and one would be wise to know the difference before angering a Bovian.

Bovians are strong in body and heart. Bearing a strong sense of community overall, they tend to be friendly to outsiders as well as each other. Though mostly peaceful, their history is not without darkness; while minotaurs’ predisposition to violence gives a bad reputation to bovians around the world, these assumptions do not reflect reality in the slightest. Bovians tend to make fast friends and love nothing more than a good conversation about the wonders of nature.

If you want to play a character who is a gentle giant, loyal to a fault, and a team player in a party of adventurers, with a combination of strength and towering willpower, you should play a bovia.

You Might...

- Like to make friends, and perhaps give a little too much of yourself to keep them happy.
- Grow your own food or craft things out of glass for yourself and your friends.
- Have features or fur colorations similar to those of bovines.

Others Probably...

- Are intimidated by your stature or afraid of your strength.
- Assume you’re a vegetarian, farm all the time, or use your strength to get your way.
- Think of you as a lowly beast of burden, or an overly friendly fool.

Physical Description

Bovians are tall and powerful, with thick builds and fur of various natural shades and patterns. They usually sport small horns and hoofed feet. With the exception of the much smaller Anoa, the shortest bovia tends to be around 6 feet, with many growing to about 8 feet. Their clothing tends to favor natural materials and incorporate their famed glasswork, in which they take great pride.

Bovians reach physical maturity around the age of 15, which is often accompanied by a massive celebration. Outsiders rarely observe any obvious difference in the lifestyle of a bovia after this milestone. A typical bovia lives to around 100 years old.

Society

The bovia people have a largely peaceful history, never conquering or holding an empire and eschewing dreams of world conquest, albeit with one notable exception (see The Great Conquest, below). Today bovians cling to the same qualities of peace and loyalty, with an added sense of community, and only rarely do they wish harm upon each other.

Living in communal halls with plenty of space and easy access to the

RARITY

Uncommon

HIT POINTS

10

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Wisdom

Free

LANGUAGES

Bovian

Common

Additional languages equal to your intelligence modifier (if it’s positive).

TRAITS

Bovian

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.

HOOVES

Thanks to your muscular legs and heavy hooves, you are never without a weapon.

You have a hoof unarmed attack that deals 1d6 bludgeoning damage. Your hooves are in the brawling weapon group and have the finesse and unarmed traits.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND

exterior, it is not uncommon for them to live the majority of their lives outside, only coming indoors to shelter from the weather. Bovians share a deep love of glassworking, and their artisans are widely considered to be masters at the art of infusing magic into glass. It is not unusual to see their cunning glasswork incorporated into their clothing, tools, and even architecture. Chief amongst such infusions are the remarkable stained glass windows which feature prominently in their buildings, casting light in wondrous new ways.

The Great Conquest

A dark shadow stains the bovians' otherwise peaceful history. They once lived in a single grand society; a united community occupying one of the largest territories known to peaceful nations. None knows why or even precisely when this nation of bovians existed, only that a terrible blight followed quickly on its hooves. Grass dying, rivers turning sour, even the storms seemingly abandoning them... the bovians' land was becoming uninhabitable.

The bovia leaders, family chiefs, and clan representatives argued endlessly over the best course

of action. Some favored trusting the druids and the clerics to heal the land, while others advocated for asking help from outside societies. A few suspected the blight to be the responsibility of an individual and suggested finding them. Asterion, leader of the Peacekeepers, eventually burst into a rage. Convinced that each of these solutions would leave the bovians to extinction—if the unending negotiations themselves did not do the job first—he took action.

Taking to the pastures, Asterion started an uprising and convinced a few of the clans into a plan of mass migration, taking the new territory by force if necessary. A very short but bloody crusade followed. Asterion waged war against neighboring nations, trying to claim any piece of grassland he could find in the name of the bovia people's survival. He was eventually defeated, executed, and his warriors exiled, their lineage cursed for eternity. To this day, descendants of the bovians who once lost their way are filled with visions of mazes and labyrinths, leading many among them to fits of rage and violence, unable to find peace. Over time, outsiders have come to fear these individuals, known now as minotaurs.

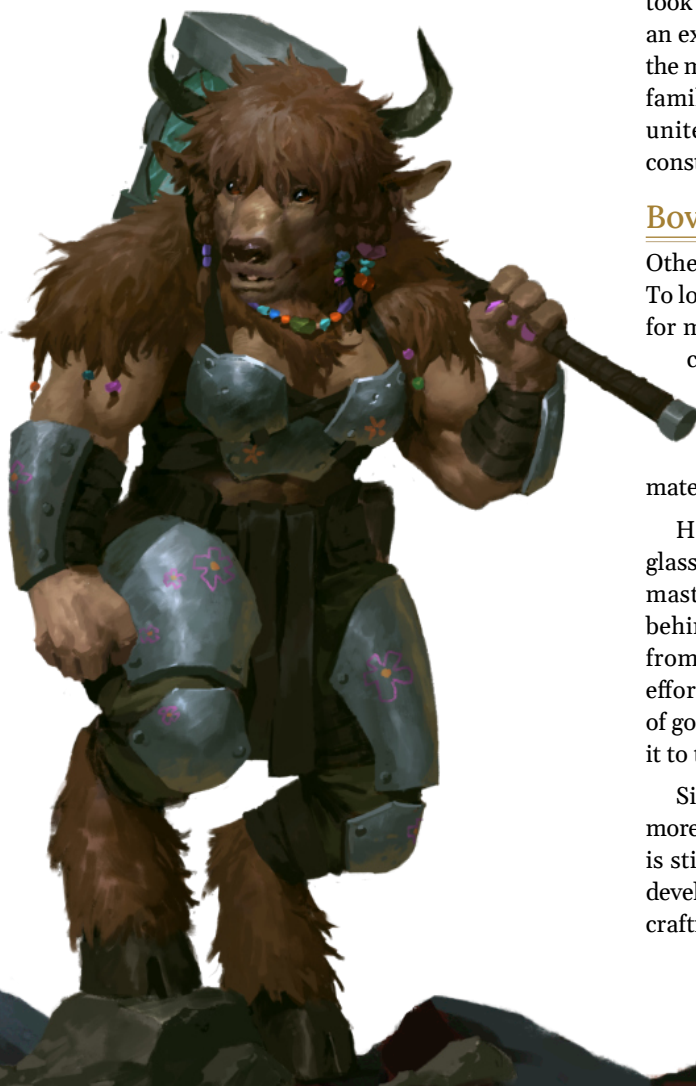
Asterion's fears proved valid, however, as the bovians who remained behind argued until the blight took half their numbers. In desperation, they launched an exodus from their cursed lands. Some clans took to the mountains, others to the forest. Knowledge was lost, families broken, wonders abandoned, and the once united and prosperous bovia nation became a constellation of tribes scattered across the land.

Bovian Glassblowing

Other folk often balk at the idea of bovia glasswork. To look at the cow-like beings' mighty stature, it is easy for members of other ancestries to conclude that they couldn't possibly master the delicate and intricate work of glassblowing. Looks are deceiving in this case, as bovia glasswork is among the best in the world; from the strongest of building materials, to the most beautiful of sculptures.

Historically speaking, the traditions of bovia glassblowing date back to their earliest tales. The first masters of the craft discovered glassy fulgurites left behind by thunder strikes and considered them gifts from the storm itself. Through patient and diligent efforts, they refined the material, crafting all manner of goods in worship and honor of the powers that gifted it to them.

Since then, the bovians' techniques have grown ever more delicate and wondrous, and although thunderglass is still considered the most powerful form, they have developed numerous other means of crafting glass; even crafting it from scratch, forming it from the sands and



dirts most able to create the finest of glass. Despite more modern means of glassblowing at their disposal, it is not unusual for a bovia master to forgo these in favor of using their own massive lungs to perform the work. Such an act is often considered spiritual, with the artisan imbuing their own life into the glasswork.

Today glass saturates every part of bovia life from architecture and homewares to armaments. Much of it is purely functional, but the bovia desire for beauty in all that they do means that their crafts are commonly multicolored and capable of catching light to create the most amazing of patterns. In the same way, the bovians produce storyshards, pieces of shaped and colored glass, to tell tales of significance to their people.

Strangely enough, it was this means of telling tales that drew the attention of the dwarves; who, knowing good work when they saw it, sought to trade with the bovians. Though negotiations were somewhat bumpy to begin with, dwarves and bovians alike found common ground on their shared love of crafting. This led to the trading of secrets and friendships forged, with many a night spent together sharing stories and drinks.

On the Plains

Most bovians find their happiest home on the vast open plains and fields of the world, experiencing the freedom of the open road and nature all around them. This leads many to live nomadic lifestyles, always on the move and wandering, trying to absorb new sights and sensations. Although this would conjure images of tents and wagons, in bovia lands it's not unusual to see the landscape dotted with more permanent structures. Considered not to belong to an individual but to all bovians, these buildings often take the form of long halls capable of housing entire families. Quite often they will travel to these buildings, teaching the various lessons and stories the architecture has to tell, before moving on, cleaning the building and leaving gifts for whomever may come after.

In the Forests

Home to the Anoa—an ethnic group of bovians that frequently possess the sapiutan bovia heritage—the dense forests of sub-tropical regions provide well for these often-diminutive bovians, whose frequently-smaller stature makes them better equipped to navigate the thick vegetation. In contrast to the more roving lifestyle of plains-dwelling bovians, in the forests villages of Anoa frequently stay in an area for an entire season, gathering food and preparing resources, before moving on. This rotational migration pattern keeps them in balance with their forest homes, which they value for their personal survival and preserve for the

generations to come; such preservation is considered of the utmost importance to the Anoa culture.

In the Mountains

Bovians sometimes make their homes on the cold heights of mountains, where their thick fur protects them from the worst of the cold. Many of these bovians have adapted to the colder climates with the shaggy bovia heritage, and their benevolent nature makes these thickly-furred bovians a welcome sight to lost mountain climbers. Within the caverns and tunnels of those mountains, however, travelers are more likely to encounter the infamous Minotaurs. Exiled long ago for following the infamous Asterion, the would-be conqueror that drove their people to civil war, these bovians have taken the cavernous and winding depths of mountain, cavern, and crypt as their homes. In spite of their grim reputation among surface-dwellers and adventurers, they will happily trade with outsiders; their access to the precious ores and minerals found underground puts them in an excellent economic position, a position fortified by their knowledge of how to work those materials to perfection.

In the Cities

Bovians often find city life uncomfortable, as most buildings in metropolitan areas are built with smaller creatures in mind, and navigating streets and alleyways can be difficult, if not claustrophobic. The bovians' large stature often has them ducking to enter doorways, while furniture not built to accommodate them may be unusable due to their stature. This has led many bovians to feel unwelcome in dense cities, further reinforcing their love of nature—and their distrust of anyone too attached to the trappings of cities. That's not to say all bovians hate cities: many amongst the minotaur lineages love cities, which they consider a happy balance between the winding streets and the sky above, and their natural instincts for traversing tunnels and subterranean caverns translate well to narrow alleyways and densely packed buildings.

Alignment and Religion

Despite their imposing stature, bovians tend to be a peaceful people, naturally happy and benevolent. They don't like to be restricted or restrained too much, whether the binds be literal, legal, or metaphoric. As such, many tend to be neutral good or chaotic good.

Religiously, bovians favor deities that venerate nature and the values of freedom and community. As such, gods of nature tend to feature prominently. Their love of artistry frequently inspires reverence for gods of beauty and crafting.

Names

Bovians tend toward names that are simple and easy to bellow and understand over long distances. As such, two-syllable names that can be elongated easily tend to be favored. With their strong ties to community, it's rare for a bovia to have a last name based on family lineage. Instead, last names, when used at all, are most often based on the herd or group they travel with. This leads to some bovians taking on the names of caravan companies or mercenary bands. Bovians don't assign much permanence to last names, as the group they travel with may change several times over a lifetime.

Sample Names

Kaltaar, Kisa, Quron, Radoom, Vatu

Bovian Heritages

Minotaur

UNCOMMON

You are one of the minotaurs; those that carry the legacy of Asterion the Conqueror, who once tried to rally the bovians into conquering new lands. The civil war that followed saw Asterion and those of his army cursed and exiled to the tangled caverns of the world. Over time, such bovians developed a natural instinct for surviving in these tunnels. You gain darkvision, allowing you to see in total darkness. Additionally, whenever you roll a success on a Survival check to Sense Direction, avoid becoming lost, or to find your way, you get a critical success instead; these benefits apply only while underground or in a labyrinthine location.

Sapiutan Bovian

Known for your straight horns and small stature, you have the understated build of a bovia adapted to life in forests. Though others often mistake your ancestry, you are still a bovia through and through. Your size is Small instead of Medium, and you gain Feather Step as a bonus feat.

Shaggy Bovian

You possess a thick pelt, grown out and decorated in celebration of life. Your thick and shaggy pelt protects you from colder climates. This grants you cold resistance equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step less extreme.

Stormborn Bovian

UNCOMMON

You were born in a mighty storm, a sign of the gods' blessing, and your steps echo with thunderous power. Your hoof attack has the shove trait and deals an additional 1 sonic damage for every weapon damage die. If you have access to the critical specialization effect for brawling weapons, on a critical hit with your hoof, you can knock the foe prone instead.

Trueheart Bovian

You are a paragon of the herd, most at home in the company of others. Such bovians often become leaders in their communities, their peaceful and gregarious nature making them natural peacemakers and calming presences. You become trained in Diplomacy and gain the No Cause for Alarm skill feat as a bonus feat.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a bovia, you select from among the following ancestry feats.

1st Level

BEAST OF BURDEN

FEAT 1

BOVIAN

Prerequisites trained in Athletics

Your massive stature allows you to carry weights that would grind others to a halt. You gain Hefty Hauler as a bonus feat. When encumbered, you only take a 5-foot penalty to your Speed; this does not stack with other abilities that reduce this penalty. If you are a master in Athletics, you no longer take a penalty to Speed when encumbered.

BOVIAN LORE

FEAT 1

BOVIAN

Raised around the campfires and the halls of your people, you dutifully absorbed the lessons taught there. You gain the trained proficiency rank in Crafting and Nature. 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 Bovian Lore.

BOVIAN WEAPON FAMILIARITY

FEAT 1

BOVIAN

Raised from a young age to wield the traditional weapons of your people, you've learned how to use them effectively. You are trained with the blowgun, light hammer, main-gauche, and maul.

In addition, you gain access to all uncommon bovia weapons. For you, martial bovia weapons are simple weapons, and advanced bovia weapons are martial weapons.

BULLHORN FEAT 1

BOVIAN

Leveraging your massive lungs, your bellowing can be heard for miles around. You can cast the *bullhorn*^{SoM} cantrip as a primal innate spell. A cantrip is heightened to a spell level equal to half your level rounded up.

In addition, while under the effects of *bullhorn*^{SoM}, you gain a +1 circumstance bonus on checks to Demoralize if the action has the auditory trait.

CLEAR SKIES FEAT 1

BOVIAN

Nothing brightens your heart like a clear sky above and grass beneath your hooves. When in plains or lightly wooded terrain, you gain a +1 circumstance bonus on saving throws against effects with the cold, emotion, or water trait, and if you roll a success on a save against an emotion effect, you get a critical success instead.

DEEP BREATHING FEAT 1

BOVIAN

You've practiced the deep breathing techniques of bovians to great effect. You gain Breath Control as a bonus feat.

GLASSWRIGHT FEAT 1

BOVIAN

Prerequisites trained in Crafting

Well-versed in the techniques of glassblowing taught by your fellow bovians, you have become quite adept at making things of glass, even able to create battle-ready weapons and armor from specialized glass. You gain the Specialty Crafting feat for glassblowing. You may create weapons and armor made of glass, applying the bonus granted by Specialty Crafter. When you Craft an Item of light or negligible bulk that would normally be crafted out of wood or metal, you can use glass as the material instead, applying the bonus granted by Specialty Crafter. Glass items you create have a Hardness of 2 plus an additional 2 for every rank in Crafting you had when creating the item (to a maximum of 10 Hardness for legendary) but otherwise have standard statistics for an item of their type; you can spend one day of Downtime to increase the Hardness of a glass item you created to match your present proficiency level.

LANDWALKER FEAT 1

BOVIAN

At home in your native clime, your steps are steady even on the slipperiest ice or roughest stone. Choose ice, rubble, or foliage and undergrowth. You ignore difficult terrain and uneven ground caused by naturally occurring terrain of this type.

LONGHORN FEAT 1

BOVIAN

Your horns grow long and thick, and you keep them sharp. You gain a horn unarmed attack that deals 1d6 piercing damage. Your horns are in the brawling weapon group and have the deadly d6 and unarmed traits.

5th Level

ASTERION'S GUIDANCE FEAT 5

BOVIAN

Prerequisites minotaur heritage

Your ability to find your way is more refined than ever. While underground or in a labyrinthine location, you treat Survival checks to Sense Direction, to find your way, or to avoid getting lost as one degree of success better.

BOVIAN CHARGE FEAT 5

BOVIAN OPEN

Prerequisites you have a horn unarmed attack

Though bovians are not known for their aggression, they all know the devastating effectiveness of a well-timed charge. Stride twice. If you end your movement within reach of a creature, you can make a horn Strike against it.

BOVIAN WEAPON STUDY FEAT 5

BOVIAN

Prerequisites Bovian Weapon Familiarity

Your skills with bovia weapons improve. Whenever you critically hit using one of the weapons listed in Bovian Weapon Familiarity or with an unarmed attack granted by a bovia ability, you apply the weapon's critical specialization effect.

PATIENT STRIDE FEAT 5

BOVIAN

A life of walking has bolstered your endurance. You gain Pick Up The Pace^{APG} as a bonus feat, and you gain Caravan Leader^{APG} as a bonus feat as soon as you meet its level prerequisite. In addition, when attempting saving throws against effects that would make you fatigued, treat your result as one degree of success better.

STRONGER TOGETHER FEAT 5

BOVIAN

Requirements You are adjacent to the chosen ally.

A true member of the herd, you believe in strength in unity. Until the start of your next turn, you and one ally of your choice aren't flat-footed to flanking creatures of your level or lower (though such creatures can still help their allies flank). If you are using a shield, you may Raise a Shield as part of this action.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND

VISION IN GLASS

FEAT 5

BOVIAN

You wield glass as not only art or arms, but as a window to the future. You may cast *augury* as an occult innate spell once per day, but you must use a piece of glass as the focus.

9th Level

BULLHORN SHOUT

FEAT 9

BOVIAN

Prerequisites ability to cast the *bullhorn*^{SoM} cantrip

Your shouting invokes not only fear, but pain as well. When you cast *bullhorn*^{SoM}, you may attempt to Demoralize a creature within 30 feet as part of casting the spell; this check does not suffer the penalty for not speaking a language. On a success, the target also takes sonic damage equal to the level of your *bullhorn*^{SoM} cantrip. On a critical success, the target is also stunned 1.

COLD RESILIENCE

FEAT 9

BOVIAN

Prerequisites shaggy bovia heritage

Your fur grows even thicker and stronger than that of your kin, allowing you to survive in the harshest of climates. Your cold resistance is now equal to your level. Whenever you critically fail a save against a cold effect, you get a failure instead.

STAMPEDING RUSH

FEAT 9

BOVIAN

With a rush of fury, you charge toward your opponents, intent on crushing them under your hooves. You Trample, as the monster ability (*Bestiary*). You can Trample creatures that are smaller than your present size, the damage dealt is equal to your hoof damage, and the DC is equal to your class DC or your spell DC, whichever is greater.

TERROR OF THE HUNT

FEAT 9

BOVIAN

Prerequisites minotaur heritage

You know how to project the sound of your snorts and clomps, maximizing terror in the hearts of the foes you stalk. Attempt an Intimidation check to Demoralize all creatures within 60 feet that can hear you but not see you, rolling once and applying the result to all targets. If the targets are in a maze or similarly difficult-to-navigate structure, you gain a +2 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. This use of Demoralize doesn't take the penalty for not using a language.

13th Level

ASTERION'S LIBERATION

FEAT 13

BOVIAN

Prerequisites Asterion's Guidance

Your ability to find your way is unparalleled. While underground or in a labyrinthine location, you automatically critically succeed at Survival checks to avoid becoming lost or to find your way, including to escape from a *maze* spell.

BONECRUSHER

FEAT 13

BOVIAN

Prerequisites hoof unarmed attack

You crush fallen foes beneath your mighty hooves. Whenever you succeed at a hoof Strike against a prone creature, that creature must attempt a Fortitude save against the higher of your class DC or spell DC; on a failure, it becomes enfeebled 1 (or enfeebled 2 on a critical failure) until its Hit Points are restored to their maximum, as you crush limbs and break bones. Additionally, if you have the Stampeding Rush feat, prone creatures you Trample that fail or critically fail their saves are likewise enfeebled.

BOVIAN WEAPON EXPERTISE

FEAT 13

BOVIAN

Prerequisites Bovian Weapon Familiarity

Your skill with your ancestral weapons is among the best your folk have ever produced. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency for the weapons listed in Bovian Weapon Familiarity.

IMPALING GORE

FEAT 13

BOVIAN

Prerequisites horn unarmed attack

Grown especially strong, your horns can now impale your foes. Your horn unarmed attack gains the grapple trait. Whenever you critically hit with a horn unarmed attack, the creature automatically becomes grabbed by your horns.

17th Level

HERD IMMUNITY

FEAT 17

BOVIAN CONCENTRATE DIVINE

Requirements You resist one or more types of damage.

A herd is most protected when they stick together. Until the beginning of your next turn, allies within 30 feet of you gain each type of resistance you possess, with a value equal to half your value in that resistance rounded up.

Special If you have access to the Rage action, this action gains the rage trait.

KRONAG

Roaming the world in search of new experiences and knowledge, kronags make for great traveling companions. Their many lifetimes of experience provide excellent stories, and kronags are always happy to share. Despite their cultural tendency toward pacifism—kronags prefer to resolve conflicts through understanding and compromise—their nigh-impenetrable skin and strong connection to elemental earth makes them dangerous adversaries and powerful allies.

Kronags are earthen beings living through a cycle of reincarnation, roaming the world one lifetime after another. They wander for millennia, discovering new societies and cultures through each incarnation. Kronags despise traveling alone, and so often seek to join adventuring groups or merchant caravans, whom they delight with endless fireside stories. Their natural empathy, bolstered by the wisdom of many lifetimes, and their stoicism in the face of physical danger combine to make them valuable and beloved companions of any group living on the road.

If you want to play a character who inspires respect and is dedicated to protecting the lives of others, you should play a kronag.

You might...

- Seek new adventures and experiences unfelt by past incarnations.
- See a situation from every point of view or a conflict from multiple perspectives.
- Consider violence a last resort.

Others probably...

- Assume you are simple-minded or mistake you for an artificial construct or earth elemental.
- Both appreciate and be alienated by your ability to understand anyone's perspective, regardless of morality.
- Appreciate your endless source of fantastic stories.

Physical description

Despite being living rocks, not all kronags are hulking, moving mountains. At the moment of reincarnation, a kronag's essence melds with clay and stone to form a new body of a shape and morphology best suited for its mineral composition, allowing their structure and appearance to vary widely. They most frequently adopt the form of average size humanoids to facilitate social integration. Being mostly made of non-organic material, kronags' bodies do not age in the conventional sense of the term, giving little indication of the time that has passed since their last incarnation; however, someone with an eye for stonework would be able to estimate the age of a kronag's body as they would any other structure.

Origins

While many assume kronags originated from the Plane of Earth as kindred of earth elementals, evidence suggests otherwise. Testimonies of kronags who traveled to this elemental plane talk of feelings of discomfort and unease, as if their connection to the material plane was pulling them back—calling them home. Additionally, archaeological evidence shows the

RARITY

Rare

HIT POINTS

10

SIZE

Medium

SPEED

20 feet

ABILITY BOOST

Constitution

Wisdom

Free

ABILITY FLAW

Intelligence

LANGUAGES

Common

One uncommon language; work with your GM to determine which languages might be most appropriate.

Additional languages equal to your Intelligence modifier (if it's positive).

Choose from the list of common languages and any other languages to which you have access.

TRAITS

Earth

Kronag

Humanoid

LOW-LIGHT VISION

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

ENVIRONMENTAL RESISTANCE

Kronags' stone bodies, while still being damaged by the elements, do not feel them as harshly as flesh might. While in the Material Realm, you treat environmental heat and cold effects as if they were one step less extreme.

SPECIAL


Kronags cannot be resurrected by any magical means, nor can any effect cause them to rise as undead.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND



presence of kronags among the oldest empires known to the Material Realm, scholars and kronags alike have mostly accepted their native status. Any search for further details, however, leads the seeker into an ancient debate. Of the generally accepted theories, two stand out the most. The first, born from simple deduction, pins Kronags as divine creations (like most of the ancestries roaming the Material Realm), possibly by a dead or lost deity. However, what this theory offers in simplicity, it lacks in evidence. The second theory, highly contested by scholars but widely accepted among druids, claims the kronags to be a living manifestation of primal forces—siblings, perhaps, to the creatures known as leshies—or even an extension and necessary part of the Material Realm’s own magical ecosystem.

Lifecycle

Kronags exist in a state of endless reincarnation. When their physical body is destroyed, their essence returns to the earth, there to search for a new location and mineral composition from which to progenerate. How the essence of a kronag chooses where, when, or what kind of body to rebuild is still a mystery, as the time between their incarnations is the only span of which they possess no memory. The only apparent pattern seems to be a distance, either in time or space, between each incarnation; meaning that each new life starts within a vastly different culture. Even so, stories proliferate of kronags taking a new body mere days and miles from their previous death, especially when they leave unfinished business. This suggests kronags may have some kind of agency in their reincarnation, as though the need for completion or sense of responsibility can overtake their curiosity for new experiences and prompt a faster, closer rebirth. Rare legends tell the story of a kronag going so far as to reincarnate multiple times on the same battlefield, each time within seconds of its destruction, like an immortal warrior of the earth itself. Although these legends have never been confirmed, no kronag questioned about this notion has ever expressed a reason to doubt them, thinking the phenomenon possible (if unusual) given the mysterious nature of their rebirth.

Eventually, a kronag will decide its essence has experienced as much as there is to offer and will elect not to form a new body once destroyed, returning to the earth and, for all intents and purposes, passing on. As no undead kronag have ever been sighted, nor the essence of a kronag ever seen in another plane of existence, it is largely accepted that a kronag who stops reincarnating, rather than being drawn toward any form of afterlife, simply melds with the spirit of the world or dissipates into the aether.

Overflowing Memories

Those lucky enough to travel with a kronag might develop the impression that they have a vast but muddled memory. Kronags seem to blend eras and empires together, seeming so mixed up in their own lives that they cannot provide reliable information about any age. This couldn’t be further from the truth. Kronag memories are flawless, by and large; they simply store information in an unusual fashion. Most kronags remember stories to perfection, but are terrible with out-of-context information. A kronag could read half a book filled with runes and not remember a single one of them, but maintain a flawless image of the single rune that caused a friend’s death centuries ago. The name of the conqueror leading an opposing army would be wholly foreign to them a mere week after the war, but they would remember the faces of every soldier they exchanged blows with, even a millennium later. This peculiar quirk of memory makes kronags incredible bards, capable of remembering an infinity of stories and legends, lived or heard; but atypical arcane users or engineers, crafting stories as mnemonic devices around each rune or formula in order to remember it.

Limitless Empathy

Living through endless lifetimes, traveling with people of all cultures and origins, kronags’ unique lifespan can lead to deep and persistent empathy. Capable of placing themselves in the position of almost anyone, and of looking at situations from many different perspectives, they make excellent devil’s advocates—unfortunately, sometimes all too literally. Seeing value in almost any perspective, peacemaking kronags sometimes clash with more violently righteous allies as their understanding of their foes’ perspectives increases, eventually seeking to make peace between the two sides and find equitable solutions. In some cases this ends in redemption and peace, as contentious issues are resolved without further bloodshed. In rare instances, however—particularly where cunning and wily evildoers can hide the grim results of their deeds from the kronag—these peacemakers may be deceived into taking the wrong side, keeping the peace and preaching tranquility as cover for their allies’ cruel oppression.

Society

Kronags being few and widely scattered, most never encounter another one of their kind, even over their many lifetimes. This solitude manifests itself in varied ways among individual kronags. Some desperately crave connection with other peoples, trying to fill the

void left by the lack of kindred, while others develop a certain detachment towards the world, as if they are but an observer sent to collect and share knowledge. Some even take great pride in this purpose. Though rare, history tells of a few kronags tragically twisted by solitude, unable to relate to living or dead alike. These traumatized kronags often become agents of chaos and destruction, their empathy having devoured itself in the silence.

While it is impossible to tell how many lives a kronag has lived, their self-perception, particularly as it relates to their own nature and mysterious origins, often reveals their age in the roughest sense. Younger kronags tend to express their curiosity the way ancestries of shorter life span do; they rove out with excitement and eagerness, neglecting to ponder upon their own existence or purpose in favor of the here and now. Older kronags, however, often possess a temperament familiar to elves and dwarves; they ponder existential questions or strike a curious balance between conviction and uncertainty, one characteristic of centuries-long lives.

Being near-timeless and with no cultural or biological imperative, it is somewhat unusual for a kronag to engage in conventional romantic relationships. It is, however, quite frequent for them to find a bonded companion without equal, resulting in a deep and fulfilling platonic friendship.

Alignment and religion

Kronags aren't known to favor any specific deity, and when they do, they often worship in curious or atypical ways; many are older than the religions of the present era, after all. However, the appropriate context and circumstances can lead a kronag to worship a particular deity or pantheon, or practice a specific philosophy, over the course of a single lifetime. Their unusual empathy typically guides kronags to neutral alignments, but otherwise they can be found anywhere on the ethical and moral spectrum.

Names

A kronag name is often a common name of the region in which it most recently reincarnated, as they often take a new name when forming a new body. This is often simply a nickname given to them by their first traveling companion. A kronag will answer to the name of a previous body, provided it remembers it—some of its lives may have been particularly uneventful, leaving it with few (if any) related tales to tell.

Sample Names

Arcos, Boulder, Crag, Daev, Dagur, Kito, Koko, Krog

KRONAG ADVENTURERS

Kronags are born adventurers, always looking to discover something, whether new or old, and often caring very little for treasures compared to their companions. Nobody knows better than a kronag that you can't take it with you.

Typical kronag backgrounds include archeologist, courier, field medic, merchant, and nomad. Kronags' connection with the earth makes them excel as druids and rangers, while their storied memories often guide kronags to become bards or to develop sorcerous or oracular abilities. Some decide to commit a lifetime to an otherworldly cause, becoming champions or clerics.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND



Kronag Heritages

Ancient Kronag

Your essence is ancient. You've decided this life will be your last before returning to the earth, whether due to fulfillment, weariness, or perhaps a desire to finally experience the fervor of someone with everything to lose. You gain the Diehard feat, and you gain 12 Hit Points from your ancestry instead of 10.

Caldera Kronag

Your latest reincarnation arose from volcanic rock or nearby to flowing magma, giving you the look of a cooled lava flow. You gain the Inner Fire action.

INNER FIRE

FIRE **KRONAG** **PRIMAL**

Frequency once per minute

You focus on the intense heat within your body's core, willing it to return to its primal state. Your exterior cracks to make way for the molten stone within, granting you an additional 1 fire damage per weapon damage die on your unarmed Strikes until the end of your next turn.

Earthbound Kronag

Your many reincarnations have reinforced your connection to the earth. Select a cantrip from the primal spell list. You can cast this cantrip as an innate primal spell at will, heightened to half your level.

Granite Kronag

Your current body is made from solidified magma forged deep beneath the earth. You gain resistance to slashing damage (except magical) equal to half your level (minimum 1).

Schist Kronag

Glistening with tiny crystals along densely layered bodies and gleaming in a way no portrait could ever capture, schist kronags are spectacular marvels in person. Against creatures that can see you, you gain a +1 circumstance bonus on skill checks to Make an Impression and to Perform.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a kronag, you select from among the following ancestry feats.

1st Level

CAPTIVATING STORYTELLER

FEAT 1

KRONAG

You've got a knack for telling stories in a way that draws people in; a time-honored tradition, if ever there was one among the kronag. You become trained in Performance (or another skill if you are already trained in Performance), and you gain the Fascinating Performance skill feat.

LIVING ARMOR

FEAT 1

KRONAG

Your stone body is armor in and of itself. Your living armor is medium armor in the composite armor group that grants a +3 item bonus to AC, a Dex cap of +2, a check penalty of -2, a speed penalty of 0 feet, a Strength value of 14, and the comfort trait. You can never wear other armor, nor can you remove your living armor. Finally, you can etch armor runes onto your living armor as with any other armor of its type.

LORE BREADTH

FEAT 1

KRONAG

Thanks to your many lifetimes, you didn't learn about history, you lived it. You become trained in Society, and you gain the Additional Lore skill feat, even if you don't meet its prerequisites.

MAGMA KRONAG

FEAT 1

KRONAG

Prerequisites caldera kronag heritage

Your magmatic body easily withstands heat and flames. You gain resistance to fire equal to half your level.

MAINSTAY

FEAT 1

KRONAG

Through your many incarnations, there is something you have always gravitated towards; a comfortable groove your essence fits into with ease. You become trained in a skill of your choice and gain the Assurance skill feat for a skill of your choice in which you are trained. When you use Assurance with this skill, you get a result of 11 plus your proficiency modifier, instead of 10 plus your proficiency modifier.

PALEOGLOT

FEAT 1

KRONAG

One of your past incarnations had an unmatched love for languages. You begin play knowing one additional language, chosen from common languages and others you have access to, and gain a +1 circumstance bonus to Decipher Writing when deciphering ancient versions of languages you know.

STONE FIST

FEAT 1

KRONAG

Your impressive stone fists strike like pounding hammers. The damage die for your fist unarmed Strike increases to 1d6, and you do not take a penalty when using your fists to make lethal attacks.

5th Level

EARTH MAGIC

FEAT 5

KRONAG

The last time you reincarnated, you took a bit of primal magic with you, giving your new body some of those abilities. Select a common 1st-level spell with the earth trait from the primal spell list. You can cast this spell as a 1st-level primal innate spell once per day.

HANDCARVER

FEAT 5

KRONAG

You are able to coax stone into new shapes with your bare hands as though carefully shaping clay. You can Craft stone items without tools at no penalty, and when you successfully Force Open a stone object, you critically succeed instead. If you roll a critical success, you can Force Open the object without damaging it, and can return it to its sealed state without leaving evidence of tampering.

IMPENETRABLE SKIN

FEAT 5

KRONAG

Prerequisites granite kronag heritage

Made of pure granite, your skin cannot be pierced easily. You gain resistance to piercing damage (except magical) equal to half your level (minimum 1).

LIVING JUGGERNAUT

FEAT 5

KRONAG

Prerequisites Living Armor

The stone your body is made from is so thick and strong it rivals the best crafted armors. Your living armor item bonus increases to +5, its maximum Dexterity bonus decreases to 1, and it becomes heavy armor. If your proficiency in heavy armor increases to expert or greater, you gain the armor specialization effect of your rocky body.

MAGMA STRIKE

FEAT 5

KRONAG

Prerequisites Stone Fist, powerful fist class feature, or a similar ability

Your fist swells and cracks open, revealing a bright magma core. Make a melee unarmed Strike; this Strike deals an additional 1d12 fire damage. If you are at least 13th level, you deal an additional 2d12 fire damage instead.

Special if you are under the effects of Inner Fire while making a Magma Strike, the bonus fire damage from Magma Strike is 1d12+2, or 2d12+4 if you are at least 13th level.

MOUNTAIN AFFINITY

FEAT 5

KRONAG

Your deep understanding of stone's true nature allows you to climb easily. You gain a climb Speed of 15 feet while Climbing unworked rock or stone.

9th Level

INDESTRUCTIBLE KRONAG

FEAT 9

KRONAG

Prerequisites granite kronag heritage

Your body is so solid you are practically indestructible. Your resistance to slashing (and to piercing if you have the Impenetrable Skin feat) no longer excepts damage with the magical trait.

ROCK MANIPULATOR

FEAT 9

KRONAG

Prerequisites Earth Magic

The spark of primal magic within you grows stronger. Select a common 3rd-level spell with the earth trait from the primal spell list. You can cast this spell as a 3rd-level primal innate spell once per day.

WHISPERS OF THE STONE

FEAT 9

KRONAG

Your connection to the earth allows you to feel your surroundings. You gain tremorsense as an imprecise sense with a range of 30 feet.

SUDDEN RECOLLECTION

FEAT 9

KRONAG

You reach into your endless memory, dredging up old stories to expand your horizons. Once per day, you may cast *hypercognition* as an innate occult spell. When you do so, you gain a +1 circumstance bonus to Performance checks for the next minute, as you are inspired by the tales rushing back into your mind.

13th Level

ONE WITH THE MOUNTAIN

FEAT 13

KRONAG

Prerequisites Mountain Affinity

You are one with the mountain and the mountain is one with you; for you, climbing is just like walking. Your climb Speed when Climbing on rock surfaces becomes equal to your Speed. In addition, you can Climb using only your feet.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND

STONE COMMANDER

FEAT 13

KRONAG

Prerequisites Rock Manipulator

Earth and stone follow your commands, as if they were extensions of your body. Select a common spell of 5th level or lower with the earth trait from the primal spell list. You can cast this spell as a 5th-level primal innate spell once per day.

STONE TALKER

FEAT 13

CONCENTRATE **DIVINATION** **KRONAG** **PRIMAL**

Frequency once per day

You have a connection with stone and earth that allows you to gather echoes of their surroundings. By touching an unworked stone surface of your size or larger for ten minutes, you may ask a single question of the stone and receive answers from it, allowing you to learn about the surrounding area with clear line of sight or within 60 feet as though the stone had tremorsense as a precise sense. The stone is not able to tell you things that would require a Recall Knowledge check on its part, but its descriptions are adequate to allow you to attempt your own checks regarding creatures or events it tells you about.

TECTONIC DRIFT

FEAT 13

KRONAG

You meld into the stone as if you were a part of it, allowing you to move through it. You gain a burrow Speed of 15 feet. You may Burrow through unworked natural stone at half speed, though you must hold your breath while doing so. You cannot Burrow through worked stone or other unnatural stone formations.

17th Level

EARTHWALKER

FEAT 17

KRONAG

Frequency Once a week

You learn to travel the earth the same way your soul does during reincarnation. You may cast *earth warp* (page 12) once per week as a 7th-level primal innate spell.

EMBODIMENT OF THE EARTH FEAT 17

CONCENTRATE **MANIPULATE** **KRONAG** **PRIMAL**
TRANSMUTATION

Frequency Once per day

You become a conduit of the stone and earth of the Material Realm, transforming into a powerful juggernaut. You become a Large earth elemental battle form, as if affected by 7th-level *elemental form*. This effect lasts for inute or until you Dismiss it.

TECTONIC SHIFT

FEAT 17

KRONAG

Prerequisites Tectonic Drift

Rock offers you little resistance, and you navigate through it with ease. Your burrow Speed when Burrowing through unworked natural stone becomes equal to your Speed.

Spells

EARTH WARP

SPELL 7

RARE **TRANSMUTATION** **EARTH**

Traditions primal

Spell List elemental

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** you and up to 5 willing creatures touched

Duration 8 hours

Touching a natural stone surface connected to the earth, like the side of a mountain or the wall of an underground cavern, you and the spell's other targets melt into the stone and can travel through the earth at breakneck speeds so long as you remain in physical contact with one another. As a group, you have a burrow Speed of 60 feet while navigating spaces that require fine control of your movement, or a travel Speed of 100 miles per hour over wider areas. Though blind, you and any creatures you bring with you have a general sense of direction, knowing which way is magnetic north (if applicable), which way is down, and how far away and in what direction the nearest surface is. While in this state, you do not need to breathe, cannot speak, and may communicate telepathically with the creatures you brought along with you. If at any point you or one of the creatures accompanying you exit the earth, the spell ends, placing all affected creatures in the nearest unoccupied space to the creature that exited first.

If a creature breaks physical contact or the duration of the spell ends before a creature willingly exits the earth, they take 10d6 force damage and are shunted out of the earth into the nearest unoccupied space. If a target of the spell is carrying a creature in an extradimensional space, the spell fails.



Vitamancer Archetype

Throughout history, various practitioners of magic have sought means to transcend the bounds of their own limited casting, and some have succeeded, though at a cost. A vitamancer drains their own life-force, both physically and metaphysically, to power their magic. Though the earliest forms of this practice was known as hemomancy or blood-magic, the practice has since evolved to include modifications that allow any sufficiently practiced mage to unleash their power, albeit at a cost.

The following dedication and archetype allow for one to practice vital casting, either as the source of their magic or as a supplement to their existing power.

VITAMANCER DEDICATION FEAT 6

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Constitution 14; ability to Cast a Spell of at least 3rd level

You gain the ability to perform incredible feats using your own vital essence, through the art known by few as Vitamancy. You can now use Vitamancy actions. You can only use Vitamancy once per turn. You gain Vital Casting.

Vital Casting Twice per day, you can pay your Vitamancy cost to cast a spell up to one level lower than your highest level spell level. If you are a prepared caster, you need to have the spell prepared during your daily preparation. If you are a spontaneous caster, the spell needs to be in your spell repertoire. Spells Cast this way do not consume a spell slot and gain the vitamancy trait.

Special You cannot select another dedication feat until you have gained two other feats from the vitamancer archetype.

SANGUINOUS SPELL FEAT 8

ARCHETYPE METAMAGIC

Prerequisites Vitamancer Dedication

You alter your spells to pull at a creature's vital fluids, bleeding them out. If the next action you use is to Cast a Spell that deals damage to a single target, the spell deals additional persistent bleed damage equal to the spell level in addition to its other effects. This has no effect if the spell already deals persistent bleed damage.

VITAL REFOCUS FEAT 8

ARCHETYPE VITAMANCY

Prerequisites Vitamancer Dedication; a focus pool

Frequency Once per day

You tap into your life force to quickly refocus. You regain 1 focus point.

VITAL BINDING FEAT 8

ARCHETYPE METAMAGIC VITAMANCY

Prerequisites Vitamancer Dedication

If your next action is to Cast a Spell that summons a creature with the minion trait, such as *animate dead* or *summon animal*, you may spill some of your life into the spell. When you do, your summoned minion gains the elite adjustment.

REVERSED FLOW FEAT 10

ARCHETYPE CONCENTRATE MAGICAL NECROMANCY

Prerequisites Vitamancer Dedication

You have also learned to reverse vitamancy, sacrificing some of your magic to restore your vital essence. You expend a spell slot and regain a number of Hit Points equal to three times the expended spell's level.

VITAL ECHOES FEAT 12

ARCHETYPE

Prerequisites Vitamancer Dedication

By resonating your vital energies, you are able to draw more power from your vital essence. You may cast an additional spell per day using Vital Casting at each spell level other than the highest spell level you can cast.

VITAL SUSTENANCE FEAT 14

ARCHETYPE VITAMANCY

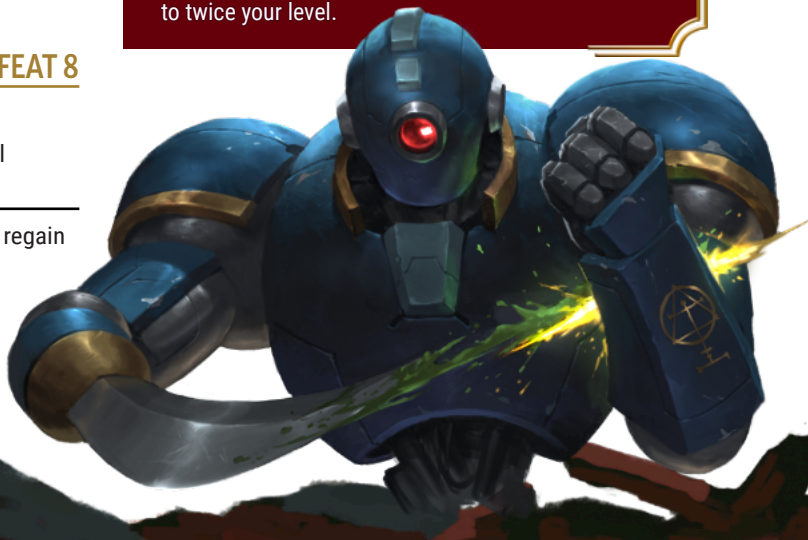
Prerequisites Vitamancer Dedication

Frequency Once per turn

You sacrifice more of your vital essence to fuel your magic. You Sustain a Spell.

VITAMANCY

Vitamancy actions are a special type of action reserved to practitioners of this lost art. To use an action with the Vitamancy trait, you must spend a number of Hit Points equal to three times your level. This is referred to as your vitamancy cost and cannot be mitigated in any way. At 11th level, your vitamancy cost decreases to twice your level.



New Magus Hybrid Study

The following hybrid study is available to magi in addition to those found in *Secrets of Magic*.

Goliath Stone

You know how to hold your ground, keeping spell and sling ready and refusing to budge against the mightiest foes.

When you use Spellstrike, you can make a ranged Strike with a simple sling, as long as the target is within the first range increment of your sling. You can deliver the spell even if its range is shorter than the range increment of your sling. When you enter Arcane Cascade and at the start of each of your turns while you're in that stance, if you have taken no actions with the move trait since the start of your last turn, the range increment of simple slings you wield increases by 10 feet and you gain resistance 1 to all damage until the start of your next turn or until you use an action with the move trait. The range increment increase becomes 15 feet if you have weapon specialization and 20 feet if you have greater weapon specialization, and the resistance becomes 2 if you have weapon specialization and 3 if you have greater weapon specialization.

Conflux Spell *read and reload*

Studious Spells 7th: *dispel magic*;
11th: *slow*; 13th: *stoneskin*

READ AND RELOAD

FOCUS 1

UNCOMMON DIVINATION MAGUS

Cast ◆ verbal

You keep an eye on your enemies' weaknesses as your hands put stone to sling. Recall Knowledge about a creature you can see, learning one weakness it has if you succeed in addition to any other information you would gain, then Interact to reload a sling you're wielding.

New Magus Feats

4th level

GEODE SPELLSTRIKE ◆◆ FEAT 4

MAGUS

Prerequisites goliath stone hybrid study, Spellstrike

Requirements You are in Arcane Cascade stance and your Spellstrike is charged.

Your sling stones might not seem like much, but they contain magical potential. Choose either acid, cold, electricity, or fire. Make a Spellstrike with a simple sling. Foes adjacent to the target

take splash damage equal to 2 + the extra damage from Arcane Cascade. The damage type is the same as Arcane Cascade; if the spell already deals splash damage of the same type, combine the damage together before applying weaknesses or resistances.

10th level

GROUNDING GUMPTION

FEAT 10

MAGUS

Prerequisites goliath stone hybrid study

Your drive to succeed keeps you sturdy. When you end your turn in Arcane Cascade and have not taken an action with the move trait since the start of your turn, you gain temporary hit points equal to 2 + your Intelligence modifier and a +2 circumstance bonus to your checks and DCs against effects that would move you against your will or inflict the controlled or prone condition.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND



New Summoner Eidolon

The following eidolon is available to summoners in addition to those found in *Secrets of Magic*.

Aesir (Summoner Eidolon)

Your eidolon embodies battle and conflict, most likely manifesting as an angel of battle or a chosen warrior in the conflicts of the gods. Most aesir eidolons are humanoid in appearance with a commanding presence, adorned with weapons and insignia of battle. Your connection to an aesir eidolon has similarly taught you much about combat, inclining you to fight with similar zeal.

Tradition Divine

Traits Aesir, Monitor

Alignment must be chaotic neutral

Home Plane Maelstrom

Size Small or Medium

Suggested Attacks Unarmed attack shaped like a weapon (bludgeoning, piercing, or slashing)

Conqueror Aesir Str 18, Dex 12, Con 14, Int 10, Wis, 10, Cha 14; +2 AC (+3 Dex cap)

Guardian Aesir Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 16; +3 AC (+2 Dex cap)

Skills Intimidation, Religion

Senses darkvision

Language One common language from your home region

Speed 25 feet

Eidolon Abilities *Initial* instrument of war; *Symbiosis* righteous vindication; *Transcendence* not your time

Instrument of War

Your eidolon is a spirit of battle, and your bond has taught you much. Choose one weapon group. You are trained in martial weapons of that weapon group. If you gain the simple weapon expertise class feature, you become an expert in martial weapons of the chosen weapon group.

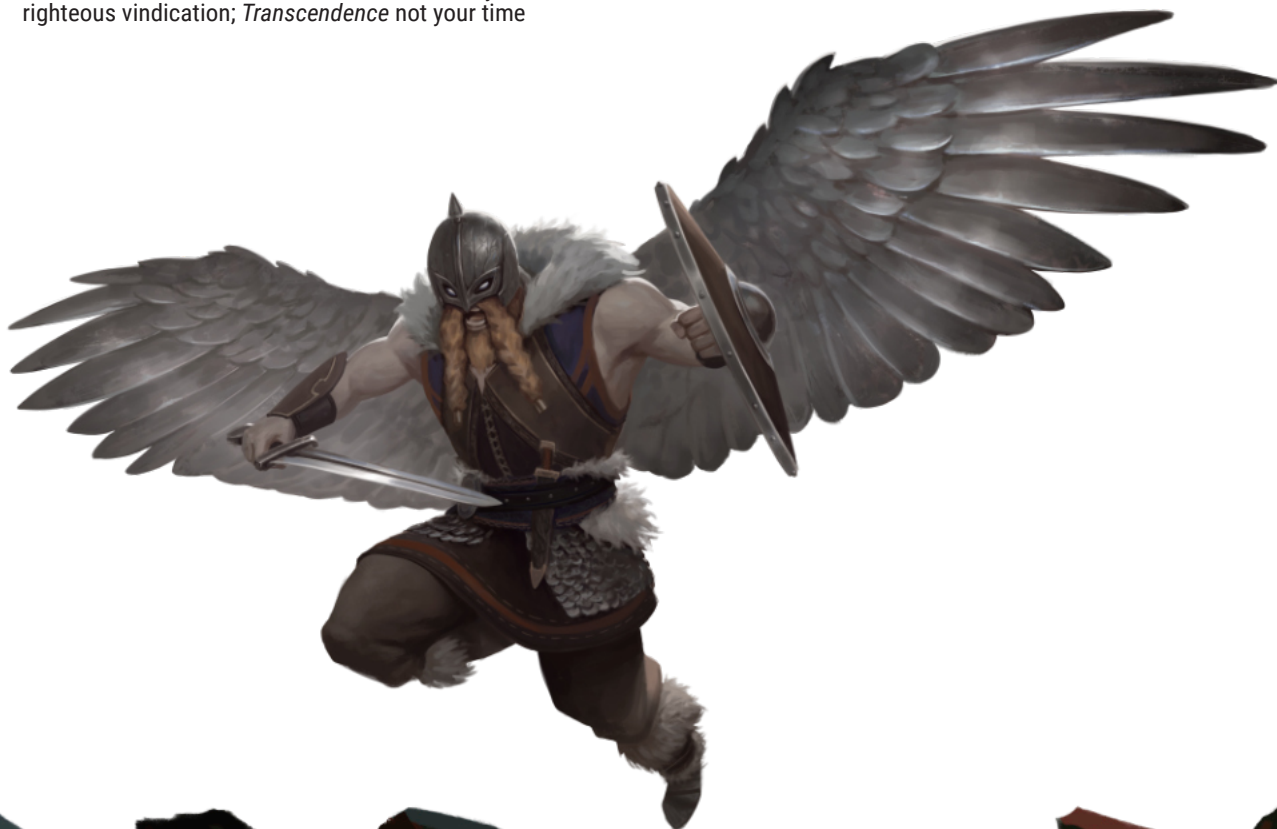
You gain the Advanced Weaponry summoner feat, choosing traits for each of your eidolon's starting melee unarmed attacks; these traits can be different for each unarmed attack. You can't retrain Advanced Weaponry into another feat.

Righteous Vindication

As a guardian angel of battle, your eidolon knows how to keep hordes at bay. You gain the Eidolon's Opportunity feat, and your eidolon deals 1 additional damage per damage die on a successful Strike made as part of the Eidolon's Opportunity reaction. If you already have this feat, you gain a level 6 or lower evolution feat of your choice.

Not Your Time

Your eidolon's power for choosing what souls can continue to fight becomes readily apparent. Your eidolon can cast *breath of life* once per day as an innate divine spell.



LAST STAND

Sometimes, in a story of heroic proportions, a character simply falling unconscious due to physical stress is boring. Heroes defy the odds and get through insurmountable difficulties to complete their quest, even if it means staving off death for just a few more seconds. Last Stand actions allow you to do just that.

This variant rule introduces the Last Stand condition and trait. This condition is applied to any player character who has just been reduced to 0 hit points, before they fall unconscious. While in Last Stand, a character is prone, takes a -4 penalty to AC, can speak to an adjacent creature and can take one action at the start of their next turn, before rolling their first recovery check, after which they fall unconscious and become dying as normal. When a character gains the Last Stand condition, as usual for any creature reaching 0 hit points, they immediately move their initiative position accordingly. If a character with the Last Stand condition uses any action, reaction, or takes damage, they immediately fall unconscious and begin dying as normal. For any other purpose than the ability to take Last Stand actions, a character with the Last Stand condition is considered to be dying.

Basic Actions

While in Last Stand, a character can only use three basic actions: Crawl, Seek, Recall Knowledge. When using the Seek or Recall knowledge action, the character can share the gathered information with the party as part of the action.

Class Actions

Every class treats its final moments differently. As such, each class has access to its own unique Last Stand action. Instead of using one of the listed basic actions, a character can spend a Hero Point to use its class specific Last Stand action.

ALCHEMIST

TAKE THIS

ALCHEMIST LAST STAND

Using the last of your strength, you pull out and throw one last surprise! You may create a single alchemical item of up to half your advanced alchemy level that's in your formula book. You do not need to spend an alchemical reagent or to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn. If this item is an alchemical bomb, you may make a ranged attack with it on an enemy within your first range increment. If it is any other type of alchemical item, you may toss it to a nearby ally within 20 feet.

BARBARIAN

GO DOWN SWINGING

BARBARIAN LAST STAND

Trigger You gain the Last Stand condition

You may be going down, but you're taking them with you. Make a melee Strike against a creature. If the Strike fails, it deals damage to the creature equal to your rage bonus damage.

HANDLING LAST STAND AS A GM

Characters in Last Stand are often so wounded they could easily be confused with a dying or a dead character at first glance, and most intelligent creatures, unless extremely perceptive, would consider them out of the fight. When determining if you should strike a character during their Last Stand, consider the question the same way you would a dying character.

Alternatively, you can incorporate the slight distinction between Last Stand and Dying in the combat dynamic, by making an intelligent creature roll a perception check with a hard DC for its level when adjacent to a character in Last Stand, or by having the creature use the Seek action, like a wolf sniffing the body before deciding what to do next.

ANCESTRIES

ARCHETYPES

CLASS OPTIONS

LAST STAND

BARD

DYING CRESCENDO ◆

BARD **COMPOSITION** **EMOTION** **ENCHANTMENT**
LAST STAND **MENTAL**

Utilizing your own ill fate, you give one final moving performance. All allies within 60-feet gain a +1 status bonus to attack rolls and AC until the end of their next turn.

CHAMPION

FINAL DEFENSE ◆

CHAMPION **LAST STAND**

Trigger You gain the Last Stand condition

Even at death's door you will not abandon your allies. You do not fall prone, can Stride up to 15 feet instead of Crawling and you do not take the Last Stand -4 penalty to AC. Until the beginning of your next turn, you can use your champion reaction whenever its trigger occurs. As normal with the Last Stand condition, if you use any action, reaction or take any damage, you fall unconscious immediately and begin dying.

CLERIC

PRAYER OF PROTECTION ◆

CLERIC **DIVINATION** **LAST STAND**

You use your last breath to pray your allies don't share your fate, or to wish misery upon your foes. Allies within 60 feet gain a +1 status bonus to saving throws until the end of

your next turn. If you have the harmful font, enemies within 60 feet gain a -1 status penalties to their saving throws instead. This bonus increases to +2 at level 11.

DRUID

NATURE'S RESILIENCE ◆

ABJURATION **DRUID** **LAST STAND**

Calling on nature's protection, you temporarily thicken the skin of your allies. All allies within 30 feet gain resistance 1 to bludgeoning, piercing, and slashing damage for 1 round. This resistance increases by 1 at levels 7, 13, and 19.

FIGHTER

ONE LAST STRIKE 2

FIGHTER **LAST STAND**

Trigger You gain the Last Stand condition

Even bleeding, you're prepared to strike, one, more, time. Make a melee Strike; if the Strike is a critical hit the creature is flat-footed against the next melee Strike made against it before the end of your next turn.

GUNSLINGER

PULL THE TRIGGER ◆

GUNSLINGER **LAST STAND**

You may not be able to stand, but you can pull a trigger. You can use the Slinger's Reload action granted by your way, and make a Strike with the reloaded firearm or crossbow.



INVENTOR

LAST RESORT

INVENTOR LAST STAND

You always knew this day would come. Initiate self-destruct sequence. Use the Explode action.

INVESTIGATOR

HIT THEM THERE!

INVESTIGATOR LAST STAND

Don't let your ally make a mistake! Make sure they hit them where it hurts! You use the Recall Knowledge action on a creature. On a success, an ally of your choice deals an extra 1d6 precision damage against that creature until the end of their next turn. This bonus damage increases to 2d6 at level 11. If you have already successfully Recalled Knowledge on this target, you automatically succeed the check for this action.

MAGUS

CASCADE FALLOUT

LAST STAND MAGUS

Requirements You are currently in Arcane Cascade

Unable to control the magic from your stance, you release it in a burst of arcane energy. The burst deals 1d4 points of damage with a basic Reflex save against your spellcasting DC to all creatures adjacent to you. The damage type is the same as your Arcane Cascade. At 3rd level, and every 2 levels thereafter, the damage of Cascade Fallout's increases by 1d4.

MONK

MEDITATION

LAST STAND MONK

Rather than focus on the battle at hand, you focus on controlling your body. You do not make a recovery check this turn and your dying value does not change. You do not fall unconscious after using this action. Instead, you can sustain this action each turn with a concentrate action up to a maximum of 3 turns. Afterwards, you fall unconscious and begin dying.

RANGER

SHARED EDGE

LAST STAND RANGER

Sometimes you need to rely on your allies to get the job done, and you'll tell them exactly how to do it. Grant one ally your Hunter's Edge bonus against your hunted prey until the end of their next turn.

ROGUE

NOT DEAD YET

LAST STAND ROGUE

It's the perfect plan. They think you're done, but not quite. Make a Strike against a creature. They are flat-footed to this attack. On a failure, this attack deals your sneak attack damage to the creature.

SORCERER

BLOOD PANIC

LAST STAND SORCERER

As the adrenaline of near-death floods your body, you release the magic of your bloodline. Cast one sorcerer focus spell even if you have zero focus points left. The spell's level is half your usual focus spell level (minimum 1). Your blood magic effect applies as normal.

SUMMONER

EXERT BOND

LAST STAND SUMMONER

In a vengeful act, your eidolon lashes out before being sent back to its plane. Your eidolon makes a Strike before it unmanifests.

SWASHBUCKLER

ONE LAST TRICK

LAST STAND SWASHBUCKLER

Even when the odds are stacked against you, that one trick always pulls through. Use one skill action that grants you panache based on your Swashbuckler Style (for example, Demoralize if you are a Braggart or Trip if you are a Gymnast).

WITCH

HELP ME OUT

LAST STAND WITCH

You're never truly alone so long as your familiar is still by your side. Command your familiar, giving it two actions.

WIZARD

ARCANE BOLT

ARCANE EVOCATION FORCE LAST STAND WIZARD

You're only able to conjure a crude bolt of raw energy, but it can still do some damage. Make a spell attack roll against one creature within 30 feet. On a hit, the target takes force damage equal to your intelligence modifier. At levels 5, 9, 13, and 17, you're able to fire an additional bolt. You can select a different target for each bolt.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

12. Inability to Comply: If it is impossible for You to comply with any of the

terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

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

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

15. COPYRIGHT NOTICE

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

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

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Advanced Player's Guide © 2020, Paizo Inc.; Authors: Amiral Attar Olyae, Alexander Augunas, Kate Baker, Brian Bauman, Logan Bonner, Carlos Cabrera, James Case, Jessica Catalan, John Compton, Paris Crenshaw, Jesse Decker, Fabby Garza Marroquin, Steven Hammond, Sasha Laranoa Harving, Joan Hong, Nicolas Hornyak, Vanessa Hoskins, James Jacobs, Erik Keith, Lyz Liddell, Luis Loza, Ron Lundeen, Patchen Mortimer, Dennis Muldoon, Stephen Radney-MacFarland, Jessica Redekop, Mikhail Rekun, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Kendra Leigh Speedling, Jason Tondro, Clark Valentine, and Andrew White.

Pathfinder Bestiary (Second Edition) © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

Bestiary 2

Pathfinder Secrets of Magic © 2021, Paizo Inc.; Authors: Amiral Attar Olyae, Kate Baker, Minty Belmont, Logan Bonner, James Case, Jessica Catalan, John Compton, Katina Davis, Jesse Decker, Chris Eng, Eleanor Ferron, Leo Glass, Joan Hong, Vanessa Hoskins, Jason Keeley, Joshua Kim, Luis Loza, Ron Lundeen, Liane Merciel, David N. Ross, Ianara Natividad, Chesley Oxendine, Stephen Radney-MacFarland, Shiv Ramdas, Mikhail Rekun, Simone D. Sallé, Michael Sayre, Mark Seifter, Sen H.H.S., Shay Snow, Kendra Leigh Speedling, Tan Shao Han, Calliope Lee Taylor, Mari Tokuda, Jason Tondro, Clark Valentine, Ruvid Virk, Andrew White, Landon Winkler, Tonya Woldridge, and Isis Wozniakowska.

Sinclair's Library Playtest Pack 1 © 2022, Sinclair's Entertainment LLC; Authors: Brogan Kelley, Matthew C. Ninness, Natthan Senteni, Sasha Harving, and Shawn Pommier

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder to learn more about Pathfinder.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Sinclair's Library Playtest Pack 1 © 2022, Sinclair's Entertainment LLC. All Rights Reserved.

Editors: Erick Scott De Bie and Isabelle Lee