

The Faerie Ring

Along the Twisting Way

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Special Thanks to Michael Bauer and BJ Hensley

And to Everaldo Neto and Paul Lefebvre for their extra eyes

Tremendous Thanks to the support of our 315 Kickstarter backers for making this all possible. You're wonderful.

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ISBN-13: 978-1-940372-38-9

Player's Guide

PATHFINDER
ROLEPLAYING GAME COMPATIBLE


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table of contents

INTRODUCTION	IX	DARKLINGS	34
BITTERCLAWS	10	ALTERNATE TRAITS	38
ALTERNATE TRAITS	14	FAVORED CLASS	38
FAVORED CLASS	14	ARCHETYPES	39
ARCHETYPES	14	Cultist of Forsaken Lore	39
Empath	14	Desolate Scavenger	39
Pathos Alchemist	16	Peacekeeper	40
Red Inquisitor	17	Shimmerling	42
Roadrunner	17	Twilight Monk	43
Weep	18	ADDITIONAL OPTIONS	44
Xaosian	19	Equipment	44
ADDITIONAL OPTIONS	20	Feats	44
Equipment	20	FAR DARRIG	46
Feats	20	ALTERNATE TRAITS	49
BLACK HATS	22	FAVORED CLASS	49
ALTERNATE TRAITS	25	ARCHETYPES	49
FAVORED CLASS	26	Faerie Knight	49
ARCHETYPES	26	Rat Sovereign	51
Big Boss	26	Redcap Witch	52
Bone Thief	27	Rowdy	52
Bonecaller	28	Scaremonger	53
Dark Reaver	29	ADDITIONAL OPTIONS	53
Order of the Overlord	30	Bardic Masterpieces	53
Soul Collector	30	Equipment	54
ADDITIONAL OPTIONS	31	Feats	55
Equipment	31		
Feats	32		

FIR BOLG	56	KITSUNE	86
ALTERNATE TRAITS	59	ALTERNATE TRAITS	90
FAVORED CLASS	60	FAVORED CLASS	90
ARCHETYPES	60	ARCHETYPES	90
Feyhound	60	Foxmate	90
Gloryhound	62	Inari Oracle	91
Guerilla	62	Ninetails	91
Predator Soul	64	Star Binder	92
Silent	65	Tailed Spirit	93
ADDITIONAL OPTIONS	66	ADDITIONAL OPTIONS	95
Equipment	66	Equipment	95
Feats	67	Feats	97
GOODFELLOWS	70	MATABIRI	100
GOODFELLOW WREATHS	73	ALTERNATE TRAITS	103
ALTERNATE TRAITS	74	FAVORED CLASS	103
FAVORED CLASS	74	ARCHETYPES	104
ARCHETYPES	74	Dreamweaver	104
Arclight Bombardier	75	Mud Kineticist	104
Beekeeper	76	Swampfolk	105
False Cupid	77	Xenogeneticist	106
Prankster	77	Zapper	108
Shrinking Violet	78	ADDITIONAL OPTIONS	109
Treetop Harrier	79	Equipment	109
ADDITIONAL OPTIONS	82	Feats	110
Equipment	82		
Feats	83		

NORN	112	TERAS	136
ALTERNATE TRAITS	115	ALTERNATE TRAITS	139
FAVORED CLASS	116	FAVORED CLASS	140
ARCHETYPES	116	ARCHETYPES	140
Fate Collector	116	Arcane Savant	140
Prescient	117	Chaos Scientist	141
Truthspeaker	117	Crusading Theurge	143
Waterbearer	118	Mutable Mage	145
Wyrd	119	Mutation Bloodline	145
ADDITIONAL OPTIONS	121	Mutator	147
Equipment	121	Oncomancer	147
Feats	121	ADDITIONAL OPTIONS	148
PUTTI	124	Mutation Feats	148
ALTERNATE TRAITS	127	Other Feats	150
FAVORED CLASS	128	TWILIGHT CHILDREN	152
ARCHETYPES	128	ALTERNATE TRAITS	155
Ascetic Gardener	128	SUBRACES	156
Godkin	129	FAVORED CLASS	156
Perfumer	131	ARCHETYPES	156
Source of Light	132	Court Hunter	156
Windstormer	133	Lost Child	157
ADDITIONAL OPTIONS	133	Mercurial Master	158
Equipment	134	Seelie/Unseelie Detective	159
Feats	134	Titan's Foe	161
		ADDITIONAL OPTIONS	161
		Equipment	161
		Feats	162
		APPENDIX	168

reference

This guide builds on the twelve primary servitor fey introduced in *Along the Twisting Way: The Faerie Ring Campaign Guide*.

Those twelve different fey species are presented here as options for players. They are designed to be balanced with one another and with other existing player races, so you should feel free to adventure however you please, as it should be. These player races are designed utilizing the kith subtypes introduced in *Along the Twisting Way: The Faerie Ring Campaign Guide*. Instructions are given under type in the **Traits** sidebar for each player race.

This book refers to several Pathfinder Roleplaying Game products, using the following abbreviations:

<i>The Faerie Ring: Campaign Guide</i>	TFRCG
<i>Advanced Class Guide</i>	ACG
<i>Advanced Player's Guide</i>	APG
<i>Adventurer's Guide</i>	AG
<i>Bestiary 2</i>	B2
<i>Bestiary 6</i>	B6
<i>Monster Codex</i>	MC
<i>Occult Adventures</i>	OA
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Intrigue</i>	UI
<i>Ultimate Magic</i>	UM
<i>Ultimate Wilderness</i>	UW



Introduction

*The wind blows out of the gates of the day,
The wind blows over the lonely of heart,
And the lonely of heart is withered away,
While the faeries dance in a place apart,
Shaking their milk-white feet in a ring,
Tossing their milk-white arms in the air;
For they hear the wind laugh and murmur and sing
Of a land where even the old are fair,
And even the wise are merry of tongue;
But I heard a reed of Coolaney say,
'When the wind has laughed and murmured and sung,
The lonely of heart must wither away.'*

—William Butler Yeats,
“The Land of Heart’s Desire”



Welcome to the vast possibilities of Faerie! Do watch your back.

We are here not to play in the realms we know but in the realms beyond, in the unknown, seeking wonder and strangeness in unplumbed proportion. These are the places free from judgement. (Except when they’re *not*.) And you have a mandate to explore and experiment. (Except when you *don’t*.) And everything is as it should be. (Except when it *isn’t*.)

These are the lands of the fey: delightful and fabulous, complicated and exasperating. Oh, you’re in it now, my friend—delight is waiting for you behind every corner. You can’t escape the delight so don’t even try.

And you’re here to play! How grand. You’re already one of us, so you’re fabulous right from the start. A complex and intriguingly unique sigil scratched upon the fabric of the multiverse. (Along with everyone else here.) You’re already a part of the mystery, a supernatural being with pleasure and misery at your fingertips.

Not to worry, for there is danger enough ahead for even the most wary. For sure, there is plenty of excitement in your future. And you’ll only get exactly as many chances as you need. So go find your joy, your mystery, your salvation. That’s all you’ll need.

Find your whimsy.



Bitterclaws

Yes, yes. I am quite apologetic! Though, I think, in time, you'll see you are blowing this whole "limb-loss" thing wildly out of proportion. It is all ultimately going to work out for the best. How many people have the proper motivation to use their feet like hands?!

—Sir Remolio Redondo Randostan VI



Bitterclaws—whether holding together the Divided Kingdom of Nibiru or wandering the worlds in sweet escape—can never shed their role as big siblings to the frenetic, infuriating gremlins. Their curse is twofold: both the love their sovereign has for gremlins and their own devotion to their utterly irrational liege. They bear these with some shred of dignity along with biting, sardonic wit.

Herding gremlins has created an overdeveloped sense of responsibility among bitterclaws. They keep careful watch of the people shuffling and events transpiring around them. They are always expecting the bad, and they prepare themselves for the worst. As a result, they have a tendency to get themselves into trouble, even when gremlins are not involved. When gremlins are about, however, bitterclaws are forced to follow their sibling's insane logic in order to get ahead of and hopefully confine ensuing mischief. Some confuse this unlucky tendency with recklessness.

Bitterclaws' genesis came from an inspired matabiri experiment, the result of an attempt to slow the destructiveness of metal-hungry gremlins. This weighs heavily on the psyche of these fey. They can't forget that Flibbertigibbet had little to do with their creation and greeted their gift by the matabiri with the glee of a child opening a birthday gift. While the matabiri infused bitterclaws with more intelligence and common sense than typically found among gremlins, the bitterclaws

suspect that such traits are no more than liabilities under the rule of the Scattered Prince.

As Flibbertigibbet is torn in three, the bitterclaws are torn in two. Motivated both by the urge to please their lord by bearing the responsibility of maintaining his demesne in his frequent absences and also by the drive to be just as carefree and rootless, embracing the wanderlust they share with the mogwoi sovereign. Their tempestuous emotions do not always blend well. The innate common sense they possess makes them insightful allies, but it is a burdensome gift in a realm of nonsense. The secret temper they try to hide sooner or later gets the better of them, perhaps influenced by the mystically tainted blood in their veins. It's uncertain how the bitterclaws developed such toxic blood: some conjecture it is the distilled resentment of the matabiri for fixing Flibbertigibbet's "mistakes" while others hold that perhaps the repressed frustrations bitterclaws have with their sovereign has comingled dangerously with their innate love and obedience for him. It grants them both a potent weapon and a hint of the deeper and darker currents





running beneath the surface.

Physical Description: Bitterclaws are much taller than their gremlin siblings but still quite small by human standards. The tallest among them reaches about 4 ft. tall, but few are shorter than 3-1/2 ft. Their bodies are lean and gray or white skinned. Some

maintain a coat of white, fuzzy fur along their backs and limbs, but others prefer to shave entirely to better resemble Flibbertigibbet.

Bitterclaws are mostly bipedal but drop to all fours when particularly irritated or curious. They have an unsettling grin filled with nearly indestructible metal

BITTERCLAW TRAITS

- ❖ **+2 Dexterity, +2 Wisdom, -2 Charisma:** You are supple of body and stubborn of mind but given to abrupt and sometimes violent mood swings.
- ❖ **Languages:** You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose from the following as bonus languages: Aklo, Draconic, Dwarven, Elven, Gnome, Goblin, and Halfling.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** You are a Small creature and gain a +1 size bonus to your AC, a +1 size bonus on attack rolls, a -1 penalty to your Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- ❖ **Speed:** You have a base speed of 20 feet.
- ❖ **Type:** You possess the fey type. You also gain the mogwoi subtype, including darkvision 60 feet, the racial saving throw bonus, anchored, and hibernation (see **Appendix**).

- ❖ **Attentive:** Your large, bat-like ears are very sensitive to sound, granting you a +2 racial bonus on Perception checks related only to hearing or where hearing is some component of the check.
- ❖ **Bitter Blood (Su):** Your blood is poisonous to humanoids. A humanoid creature that deals you lethal damage with an unarmed strike or natural weapon exposes itself to your twisted blood.
Bitter Blood—contact (blood); *save* Will DC 10 + 1/2 your Hit Dice + your Wisdom modifier; *frequency* 1/round for 2 rounds; *effect* 1 Strength damage; *cure* 1 save.
- ❖ **Break:** You may cast *break* once per day as a spell-like ability with a caster level equal to your character level.
- ❖ **Razor Bite:** Your grin with sharp, metallic teeth. Your bite is a primary natural attack that deals 1d4 points of damage.
- ❖ **Volatile Nature:** The temperamental nature of bitterclaws is well known. You can be raised to glorious heights with success and brought to horrible depression with failure. At the start of each day, your temperament starts as normal, but that can change with a dice roll. When you roll a natural 1 on an attack roll, ability check, skill check, caster level check, or saving throw, failing that check as a result, you are affected with melancholy. Conversely, if you roll a 20 on that same roll and succeed, you enter a state of euphoria. Melancholy negates euphoria and vice versa.

While in a state of melancholy, you lose your mogwoi racial bonus on saving throws against mind-affecting effects, and if you would become frightened, you instead become panicked for the same duration.

While in a state of euphoria, you regain your mogwoi racial bonus on saving throws against mind-affecting effects and can always choose to stay and fight while you have the frightened condition.

teeth set in an oversized mouth, so most bitterclaws avoid smiling unless they wish to terrify others. Equally disturbing are a bitterclaw's lengthy, needle-like claws, but these are primarily utilitarian in function and are often unsuitable to be used as weapons.

Garb is an individual choice for the bitterclaws, and some choose to do without clothing entirely. Others are more pragmatic and adopt the styles and customs of whatever land they happen to be traveling through.

They make exceptions for trappings of office or of accomplishment. Badges, medals, official uniforms, and so on are worn with pride and well-maintained with studious care.

Society: Within Nibiru, bitterclaws serve as wardens of a massive asylum, but no one has the keys. While they do their best to meet their sovereign's expectations, things eventually go wrong, and it's the bitterclaws who shoulder the blame.

Two bitterclaws in a room bicker like an old married couple. Larger groups of bitterclaws often transform into an assembly of cantankerous, hissing curmudgeons. These arguments lull in order to cobble together plans and sometimes even to enact those plans, but often they do not survive the mischief of the gremlins and the capricious attention of Flibbertigibbet himself. Bitterclaws expect such failure and then jockey to place the blame and retain their position or even gain promotion.

Flibbertigibbet assigns ranks and offices arbitrarily, often making up nonsensical titles and giving them out when he is breezing through his demesne. He even allows some bitterclaws to make up their own titles and treats the whole event with grand ceremony and pomp and circumstance. Then, without providing any explanation of what the title means or is responsible for or how it ranks in any form of hierarchy, Flibbertigibbet is gone again.

Bitterclaws divide themselves roughly into the Titled and the Untitled. Titled bitterclaws form a loose council that convenes regularly in the Divided Kingdom to maintain the demesne and enact Flibbertigibbet's will but usually just argues for days about what the sovereign's will actually is. Sometimes, when a particular bitterclaw is given obvious favor

and preference by Flibbertigibbet, the individual gains enough respect from his brethren to take a more active leadership role. Other bitterclaws then fall in line, though often begrudgingly.

A major quirk of the bitterclaws is their obsession with destiny. As a bitterclaw ages, they grow increasingly concerned with achieving their hidden ambitions, making their mark, and fulfilling an important purpose. Some are fortunate enough to be given missions by Flibbertigibbet himself and throw their all into achieving their "destined" quest. Most give in to their wandering urges sooner or later and seek out their personal meaning—a task often destined for catastrophic failure. Still, those bitterclaws that feel they've uncovered their purpose, either rightly or wrongly, are powerful forces throwing their considerable will behind their destiny.

Whether by accident or by matabiri design, there are noticeably more bitterclaw men than women. This limits their birth rates and makes mated pairs rare. Relationships are brief and filled with squabbling, and resulting children are raised by usually one parent who hardly ever forms much of a bond with their offspring.

Relations: It is difficult to faze a bitterclaw. Even the most erratic gnome is downright stodgy compared to a gremlin. As such, bitterclaws rarely take offense to others' behavior. Bitterclaws are too focused on their own aims to worry much about others, but if an outsider interferes with their plans, a bitterclaw's moody temperament becomes abruptly dangerous.

The mood swings of a bitterclaw can become tiresome for others. When bitterclaw plans are going well, they are confident and almost cocky. When things turn against them, they are withdrawn and passive-aggressive. Bitterclaws curiously prefer the company of non-fey whenever possible. They find the relative stability of other creatures refreshing.

Alignment and Religion: Most bitterclaws tend toward neutral alignment, but chaos is a part of their nature as well. Their petty, grandiose schemes make them seem selfish at times, but their disinterest in arguing moral politics is refreshing to some.

Bitterclaws find gods to be curious things as Flibbertigibbet is the only deity-like creature they



perceive. Most don't see the point in worshipping gods, but there are exceptions. Those bitterclaws who find a sense of purpose in the service of a deity make the most passionate—and dangerous—sort of zealots.

Adventurers: Most bitterclaws take up adventuring sooner or later, driven by wanderlust. They usually need help to fulfill their personal plots and are capable of working with anyone, even if they can't stand them; most have spent years negotiating with their own kind and gremlins, after all.

Bitterclaws are uncomfortable with leadership but are used to having it thrust upon them. Nonetheless, they ease comfortably into supportive roles as rogues, rangers, and alchemists or as the odd cleric or inquisitor as well. Bitterclaws overcome by their violent tempers embrace the bloodrager class or brawler, fighter, or slayer. Some are called by mysterious forces to serve as oracles, shamans, or witches; they tend to feel ill-suited for such roles but are used to being burdened.

Age: Bitterclaws persist for anywhere from 101 and 201 years before fading away to become part of Nibiru once more.

Female Names: Bellay, Dizzi, Ferrana, Hebbri, Morra, Ossriana, Rozz, Teggray, Zennix.

Male Names: Azzo, Cellan, Evanssam, Grezzel, Jorry, Linnzo, Nossam, Pergged, Syllbert, Vorenzno.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Gremlin Heritage: You retain a little more of your gremlin cousins' appetite for destruction than others. You may use *break* as a spell-like ability three times per day and gain a +2 racial bonus on Strength checks to break objects as well as a +2 racial bonus on combat maneuver checks to sunder. This racial trait replaces attentive and break.

Intimidating Grin: You don't always show off your teeth when not in use, but sometimes you relish terrifying your foes with your razor smile. You must have razor bite to gain this racial trait. You gain

Intimidating Prowess as a bonus feat. This trait replaces break.

Metal Claws: You were born with metal concentrated in your claws instead of your teeth. You can use your claws as natural weapons. They are primary natural attacks that deal 1d3 points of damage. This racial trait replaces razor bite.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/6 to your Dexterity bonus when using your mutagen.

Bloodrager: Add +1/4 to the DCs of your bloodline powers.

Brawler: Add +1/4 bleed damage to any confirmed critical hit with an unarmed strike.

Fighter: Add +1/4 to your CMD when resisting a dirty trick or grapple attempt.

Monk: Ignore 1/2 point of hardness when striking an object with an unarmed strike.

Oracle: Add +1/4 to your level for the purpose of determining the effects of your curse ability.

Slayer: Add +1/4 bonus on attack and damage rolls made against your studied target.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

EMPATH (MEDIUM)

When creating the bitterclaws, matabiri used dream magic to crack open the hidden parts of the bitterclaw mind. Some believe that this is the source of a bitterclaw's volatile nature. Empaths focus their minds to access these mental cracks to harness the spiritual powers of those around them or those who have passed through the area where these mediums

frequent. Empaths do not channel spirits but instead commune with the minds and the psychic remnants who dwell around them or the powerful personalities who once walked the place.

Communion (Su): Your seances tend to commune with the future potential of living individuals rather than legends of the past. These communions take 1 hour of concentration where you call forth fragments of the psychic energy around you. Most of that psychic energy comes from the people living at least 20 miles around you, but some are the residuals of strong personalities that have walked that area for as long as a millennium past. On completing the ritual, you are flooded with the memories and past glories of the target and gain access to that target's legend to borrow against the future potential of another. These memories are normally too jumbled and fragmented to give you specific information.

The legends that an empath accesses are not tied to favored locations but instead favored people. Most people within a population do not have significant enough potential or lives to be of legendary promise, but those rare few shine a little brighter in an empath's notice. Adventuring classes have the most potential and usually the most interesting lives to be worthy of legend, but notable aristocrats, adepts, and even experts may also serve as the basis of a someday legend. At GM discretion, simple commoners and soldiers may also be worthy of legendary notice. Favored people are listed below:

- ❖ *Archmage*: alchemist, arcanist, psychic, sorcerer, summoner, witch, wizard
- ❖ *Champion*: brawler, cavalier, gunslinger, fighter, kineticist, magus, slayer
- ❖ *Guardian*: bloodrager, barbarian, monk, warpriest
- ❖ *Hierophant*: cleric, druid, inquisitor, oracle, shaman, spiritualist
- ❖ *Marshal*: bard, medium, mesmerist, paladin, skald, swashbuckler
- ❖ *Trickster*: hunter, investigator, occultist, rogue, ranger, vigilante

Borrowing against the fate of another is not without consequence. If you gain enough influence points

for a legend to take control over you, you act as the target's future self would act. The target isn't aware it is influencing you. You can only borrow fate from a target a number of times equal to the target's character level; the target must be given opportunity to "make good" on destiny before it can be borrowed further. This ability alters seance.

Communion Taboo: You can only accept a taboo that is consistent with the personality you have communed with. In addition to the usual list of options for the chosen legend, you have the choice of abstaining from actions that would go against the individual's alignment. Doing so only grants you the ability to use spirit surge once without granting influence to the legend, rather than twice, but also means that spells that detect a creature's alignment (such as *detect good*) indicate you have that individual's alignment rather than your own. Accepting an alignment taboo doesn't prevent your own alignment from changing as a result of your actions and doesn't interfere with other spells or effects that vary depending on your alignment (such as *holy word*). This alters taboo.

Open Mind (Sp): At 3rd level, you may use *detect thoughts* at will as a spell-like ability. However, you can also hear whispers from other planes and, at times, vague warnings and prophecies of futures yet to come, though too little to understand or act on. Each round you have the *detect thoughts* ability active, you must make a Will save (DC 10 + 1/2 your empath class level + your Intelligence modifier) or be unable to take an action the next round except for maintaining or ending *detect thoughts* as a full-round action. The check grows harder as you grow in power; it's as though the mysterious voices take notice and become louder. This ability replaces haunt channeler.

Search Memories (Su): At 5th level, you may scan your borrowed memories for useful information. You may attempt a Knowledge check, even when you do not possess the requisite skill, with a bonus equal to your empath class level + your Intelligence modifier. This ability replaces location channel.

Borrow Consciousness (Sp): At 7th level, you may access the consciousness of your current legend. Three times per day, you become aware of what the legend is



seeing and hearing as though using *clairaudience* and *clairvoyance* simultaneously at the legend's current location. You may access the legend's consciousness for up to an hour. While using this ability, you take a -10 penalty to Perception checks to anything happening around your body. This ability replaces connection channel.

PATHOS ALCHEMIST (ALCHEMIST)

A bitterclaw's toxic blood transcends the biological: there is a mystical aspect to it that attacks the mind and emotions as well as the body, as though the inherent emotional volatility of the bitterclaws cannot be contained and seeks new hosts. A pathos alchemist takes advantage of the curious properties of their blood by utilizing it in their catalysts to create unique poison bombs that wreak havoc on their victims' minds.

Emotion Bombs (Su): You make bombs normally but can also swiftly mix mind-affecting poisons and chemicals and infuse them with elements of your blood and magical reserves to create potent mood-affecting bombs. To provide the liquid catalyst for these bombs, you must take damage equal to your alchemist level at the start of the day (or whenever extracts are prepared); this damage cannot be reduced in any way and can only heal naturally. Doing this, anytime you would throw a bomb, you can choose to throw an emotion bomb instead.

Emotion bombs do no damage. Instead, they rapidly absorb into the skin of anyone the humor touches, eliciting a disorienting jumble of out-of-control emotions. On a direct hit, the target of an emotion bomb must make a Will save (DC 10 + 1/2 pathos alchemist class level + your Intelligence modifier) or take a -1 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for a number of rounds equal to 1/2 your level. This penalty increases by 1 at every odd-numbered pathos alchemist level. Those caught in the splash radius can attempt a Reflex save (DC equal to the emotion bomb's Will save DC) to avoid the emotion bomb. Those who fail the Reflex save must attempt the Will save or suffer the same effect as a direct hit.

Creatures immune to mind-affecting effects are immune to emotion bombs. Emotion bombs are not affected by *delay poison* and *neutralize poison*, but the effects can be ended by *break enchantment*, *calm emotions*, *dispel magic*, *remove curse*, and similar effects. Successive bombs' penalties do not stack, but the save DC increases by 1 and the duration of the effect increases by 1 round for each additional bomb.

Alchemist discoveries that affect bombs or mundane poisons do not apply to the pathos alchemist's emotion bombs. An alchemist is immune to their own emotion bombs and to bombs made by discoveries that alter poison bombs. This ability alters bombs.

Discoveries: You gain access to the following discoveries, in addition to those available to other alchemists. Unless otherwise stated, discoveries modifying emotion bombs may not stack. However, all of the following discoveries stack with an emotion bomb's penalty effect. The save DCs, durations, and splash radius are the same as your emotion bombs.

Ecstatic Bomb (Su): When you would throw an emotion bomb, you can choose to throw an ecstatic bomb instead. Those affected by an ecstatic bomb are overcome by feelings of baseless joy and confidence. On a failed Will save, affected targets cease fighting or aiding allies, preferring to stand around in a fascinated state, apparently enjoying themselves even as companions are attacked. The effect lasts for the duration of the emotion bomb. If a fascinated creature is subject to a potential threat, it may make a new saving throw; if attacked or damaged, the ecstatic bomb's effect ends immediately for that creature, but others remain affected.

Fear Bomb (Su): When you would throw an emotion bomb, you can choose to throw a fear bomb instead. This emotion bomb activates a fight-or-flight impulse on affected creatures. On a failed Will save, targets become frightened and flee from you if able. The penalties from your emotion bomb stack with the penalties from being frightened. This is a mind-affecting fear effect.

Rage Bomb (Su): When you would throw an emotion bomb, you can choose to throw a rage bomb instead. This bomb can trigger a storm of anger and rage in

those it touches. Failing the Will save to resist, targets take a -2 penalty to AC and are unable to cast spells or use Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Intimidate, Fly, and Ride) until the emotion bomb duration ends. Characters with the bloodrage or rage class features receive a +4 competence bonus to their saves against a rage bomb and are immune while they are raging or in a blood rage. You must be at least 8th level to select this discovery.

Revulsion Bomb (Su): When you would throw an emotion bomb, you can choose to throw a revulsion bomb instead. On shattering, this bomb triggers profound disgust in targets. Those struck by the revulsion bomb must attempt Will saves or be sickened for as long as the emotion bomb's duration or until they, or you, move out of line of sight.

Sorrow Bomb (Su): When you would throw an emotion bomb, you can choose to throw a sorrow bomb instead. This bomb dredges up the most grief-stricken memories in the targets. On a failed Will save, targets descend into uncontrolled sobbing. Affected creatures can take no actions for 1 round but are not considered helpless while they sob. You must be at least 8th level to select this discovery.

RED INQUISITOR (INQUISITOR)

It's rare for a bitterclaw to be taken in by faith, but when it happens, their steadfastness is absolute. The red inquisitor takes their faith to an extreme where only the blood of enemies can give purpose.

Zealot: As a red inquisitor, you cannot choose the Healing domain.

Bloody Destiny (Ex): At 5th level, you gain the favor of divine wrath when slaying your faith's enemies. After you kill a foe with HD greater or equal to 1/2 your HD while a judgment is active, you may choose to automatically succeed your next critical hit confirmation roll the next time you threaten a critical hit. This ability may be used once per day at 5th level and again every 5 levels after (maximum 4 times per day). This ability does not stack. (You may not "save up" critical hit confirmations for the future every time you

slay a foe.) This ability replaces bane and discern lies.

Greater Bloody Destiny (Ex): At 12th level, whenever you kill a foe with HD greater or equal to 1/2 your HD while a judgment is active, you may double your critical threat range on all your attacks once per day. This ability lasts an hour or until you confirm a critical hit. This ability stacks with the automatic confirmation you gain from bloody destiny. It does not stack with Improved Critical and similar feats. This ability replaces greater bane.

ROADRUNNER (RANGER)

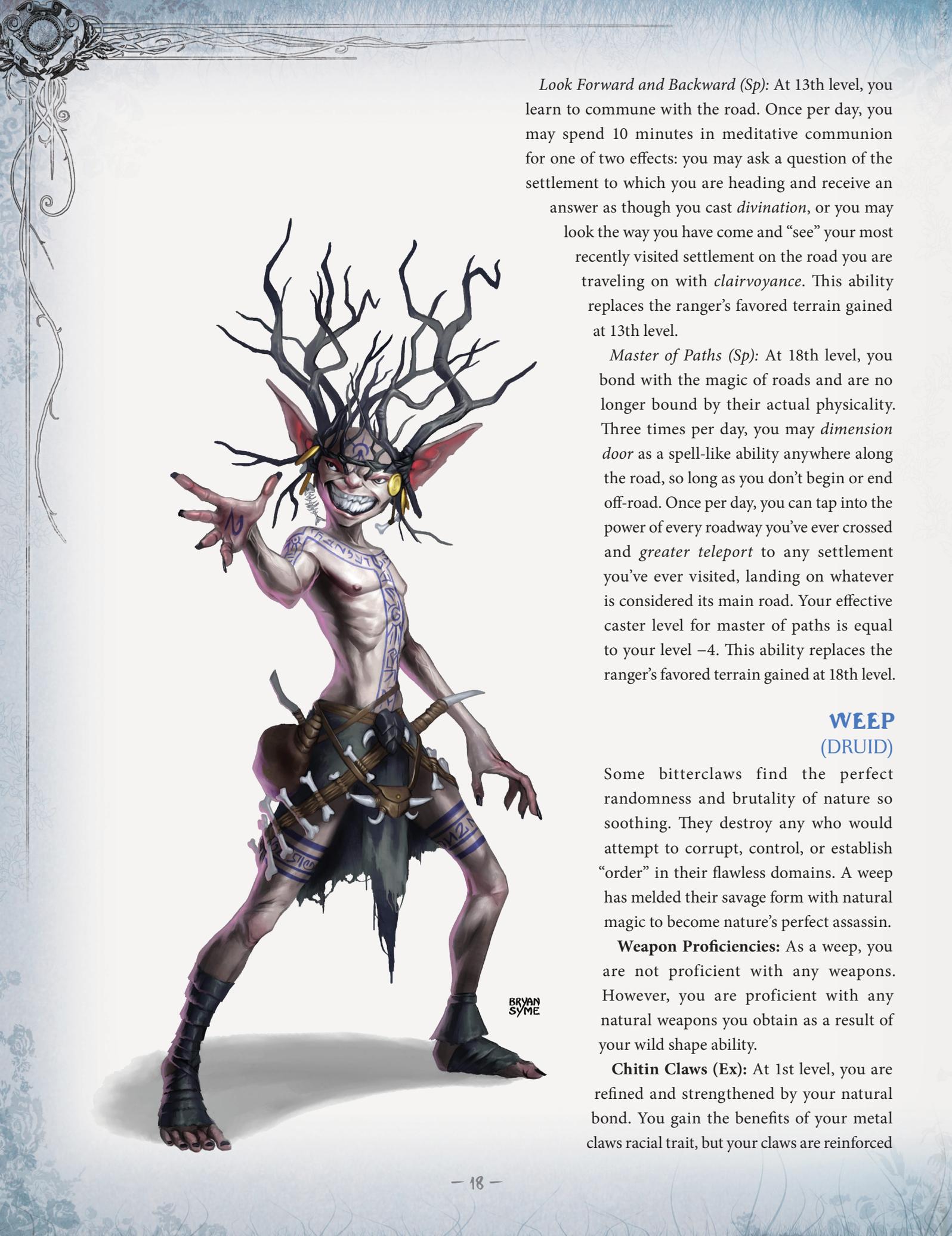
Roads are as much a mystic force as they are a physical feature—a fact bitterclaws understand well from the pathways of Nibiru. A traveler is one with the roads, gaining insight and strength from the places they've been and everywhere they're going.

Road Etiquette (Ex): Though bitterclaws lack charm in most social situations, your wanderlust has made you an expert in avoiding conflict when moving from one place to another. While on an identified roadway connecting two or more settlements, you may add your Wisdom modifier to Bluff, Diplomacy, and Intimidate checks. This ability does not apply to streets or paths inside a settlement. This ability replaces wild empathy.

Hither and Thither (Su): You may tap into Nibiru's mystical power, which underpins all roads, to make your journeys easier.

Quickened Stride (Su): At 3rd level, you can move with remarkable alacrity along roads. While on a road connecting two or more settlements, your base speed increases by 10 ft. This ability ends if you go "off-road"; if you exceeded your normal movement before moving off-road, then you must end your movement in the first off-road square you enter. This ability replaces the ranger's favored terrain gained at 3rd level.

Local Knowledge (Su): At 8th level, you may attempt a Knowledge check pertaining to either your next or your previous destination, even if you do not have ranks in the pertinent skill. You may add your Intelligence modifier + 1/2 traveler level, plus any other relevant bonuses to the check. This ability replaces the ranger's favored terrain gained at 8th level.



Look Forward and Backward (Sp): At 13th level, you learn to commune with the road. Once per day, you may spend 10 minutes in meditative communion for one of two effects: you may ask a question of the settlement to which you are heading and receive an answer as though you cast *divination*, or you may look the way you have come and “see” your most recently visited settlement on the road you are traveling on with *clairvoyance*. This ability replaces the ranger’s favored terrain gained at 13th level.

Master of Paths (Sp): At 18th level, you bond with the magic of roads and are no longer bound by their actual physicality. Three times per day, you may *dimension door* as a spell-like ability anywhere along the road, so long as you don’t begin or end off-road. Once per day, you can tap into the power of every roadway you’ve ever crossed and *greater teleport* to any settlement you’ve ever visited, landing on whatever is considered its main road. Your effective caster level for master of paths is equal to your level –4. This ability replaces the ranger’s favored terrain gained at 18th level.

WEEP (DRUID)

Some bitterclaws find the perfect randomness and brutality of nature so soothing. They destroy any who would attempt to corrupt, control, or establish “order” in their flawless domains. A weep has melded their savage form with natural magic to become nature’s perfect assassin.

Weapon Proficiencies: As a weep, you are not proficient with any weapons. However, you are proficient with any natural weapons you obtain as a result of your wild shape ability.

Chitin Claws (Ex): At 1st level, you are refined and strengthened by your natural bond. You gain the benefits of your metal claws racial trait, but your claws are reinforced

chitin rather than metal. If you already have this racial trait, you gain another one instead.

Bonus Feats: At 1st level, you gain Improved Unarmed Strike, Feral Combat Training (bite), and Feral Combat Training (claws), even if you do not meet the prerequisites for these feats. Additionally, beginning at 3rd level and at every other level thereafter, you may choose one bonus feat you qualify for that has Improved Unarmed Strike as a requirement. This ability replaces nature bond.

Gnosis (Su): At 3rd level, you gain a pool of gnosis points you can use to power your mystical abilities in the defense of nature. The number of points in your gnosis pool is equal to $1/2$ your weep level + your Wisdom modifier. As long as you have 1 point in your gnosis pool, you may make a gnostic strike. At 3rd level, this gnostic strike inflicts 1 point of bleed damage on a successful strike with a natural weapon. At 7th level, your gnostic strike allows your natural weapons to count as magical weapons to overcome damage reduction. At 11th level, your natural weapons are also treated as cold iron and silver to overcome damage reduction. At 15th level, your natural weapons are also treated as chaotic for the purpose of overcoming damage reduction. At 17th level, your natural weapons are treated as adamantine for the purposes of overcoming damage reduction and bypassing hardness.

By spending 1 point of gnosis from your gnosis pool, you may cast an orison from the list of druid orisons as a spell-like ability using your class level as caster level. In addition, you may spend 1 point to increase your natural armor bonus by 1 point per Wisdom modifier for 1 round. Finally, you can spend 1 point to increase the damage of one natural weapon by two size categories for one attack.

The gnosis pool is refreshed after 8 hours of rest or meditation in entirely wild surroundings. These hours need not be consecutive. Abilities, feats, and spells that affect or modify a monk's ki pool also affect a weep's gnosis pool. This ability replaces orisons and spells.

Sneak Attack: At 6th level, you gain sneak attack. This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every 4 levels (10th, 14th, 18th). If you get a sneak attack bonus from

another source, the bonuses on damage stack. This ability replaces the additional use of wild shape a druid gains at 6th, 10th, 14th, and 18th level.

Nature's Assassin (Su): At 13th level, you may inject an opponent with a lethal poison comprised of natural compounds and your own mystical blood. It is assumed you have the necessary components available or nearby to make the poison. As a full-round action, you may craft the poison (provoking attacks of opportunity). When you do so, you take 1d12 damage that cannot be reduced in any way. Once made, the poison must be used within 1 minute before losing potency. The poison can be applied to a natural weapon as a swift action. You are immune to this poison and do not risk accidentally poisoning yourself. An opponent injured by a natural weapon bearing the poison must attempt an immediate Fortitude save (DC 10 + weep level + your Wis modifier) or take 1 point of Constitution damage at the beginning of each round as poisonous plants take root in its body and grow with supernatural speed. This effect is the result of a magical toxin and is unaffected by *delay poison*, *neutralize poison*, and similar effects. It can only be stopped by *break enchantment*, *limited wish*, *miracle*, *remove curse*, *wish*, and similar magical effects. Once the target's Constitution reaches 0, it is slain and replaced by a healthy patch of inanimate, nonmagical poisonous plants of the weep's preference. This ability replaces mask of a thousand faces and timeless body.

XAOSIAN (MAGUS)

Fusing might and magic, some bitterclaws throw themselves into the service of absolute chaos. The xaosian, a magus who takes great risks in calling on the very fabric of chaos to fuel their abilities, is the result.

Alignment: As a xaosian, you must be chaotic.

Flux Blade (Ex): Your weapon is never quite the same from day to day. By spending 1 arcane point, you may shift the form of your weapon to another melee weapon of the same proficiency (for example, you can transform a simple weapon into another simple weapon) that does the same or less damage as your current weapon. By spending 2 arcane points, you

can attempt to transform your weapon into one that does greater damage than your current weapon or into a weapon using a different proficiency (a simple weapon into a martial weapon, for example) with a 50% chance of success. Each arcane point you spend on the transformation adds another 10% to your likelihood of success. If you fail, the arcane points are still lost, and your weapon automatically transforms into a dagger. You may use your flux blade ability once per day. The current form of weapon lasts for 24 hours before it reverts to its base form. This ability replaces spellstrike.

Wield Chaos (Su): When you use your spell recall ability, you may choose to not spend arcane points to recall a spent spell and draw on chaos instead. Spells recalled in this way gain the chaos descriptor until prepared again or recalled with arcane points. There is a 50% chance the spell is successfully recalled; this chance cannot be modified. If the recall fails, chaotic energies backlash on you. This ability alters recall spell. Roll 1d6:

- ❖ On a 6, you take 3d6 points of damage that cannot be reduced, but you still recall the spell.
- ❖ On a 4–5, the recall fails, and you take 3d6 points of damage.
- ❖ On a 2–3, you are stricken with confusion for 1 round.
- ❖ On a 1, you are stricken blind and deaf until cured through *break enchantment*, *remove blindness/deafness*, *remove curse*, or a similar spell.

Spells: You add the following spells to your magus spell list: *chaos hammer*, *dispel law*, *shard of chaos*, and any spell of 6th level or lower with the chaos descriptor.

ADDITIONAL OPTIONS

The following options are available to bitterclaws. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Bitterclaws developed the following equipment according to their specific needs and utilize them to particular effect.

Claw Guards: Similar to a cestus, these leather bracers cover the forearms, wrists, and mid-fingers of the wearer, but these go further and have leather and metal caps extending to all but the tips of lengthy claws. The wearer of claw guards is considered armed and deals normal unarmed damage with enhanced critical threat from the reinforced sharp claws. If the wearer can make natural attacks with claws, these attacks may be made with claw guards using the natural attack damage instead. If proficient with claw guards, your unarmed strikes may deal bludgeoning or slashing damage. Only bitterclaws can utilize claw guards. Bitterclaw monks are proficient with claw guards.

Nibiru Lockpick: This jagged metal tooth is set onto a small wooden handle carved in the vague shape of a gremlin. Given sufficient time, a Nibiru lockpick can saw through most anything, combining the indestructible property of gremlin teeth with their total lack of regard for subtlety. This lockpick inflicts 1d2 hit points of damage when used against objects, ignoring hardness. Objects that are smaller than Tiny can be broken or destroyed by this damage; larger objects reduced to 0 by a Nibiru lockpick may have a volume of up to 3 cubic inches of material removed.

Razor Puzzle Box: This metal toy (5 cubic inches) conceals blades under moving panels. Disarming and opening it requires a successful DC 20 Intelligence or Disable Device check. A Fine object fits inside. While open, it can attach to a latch or joint as a trap (Perception DC 20). Anyone using a trapped item or failing to open the box takes 1d6 points of slashing damage and equivalent bleed (Reflex DC 15 half).

BITTERCLAW EQUIPMENT

Item	Cost	Weight	Craft DC
Nibiru Lockpick	200 gp	—	30
Razor Puzzle Box	85 gp	1 lb.	25

FEATS

Bitterclaws have evolved a style all their own and are quite fond of the following feats.

BITTER AIR

You suffuse your toxin into a creature's lungs, delivering

a mind-twisting effect.

Prerequisites: Bitter Attacks, Improved Grapple, bitter blood racial trait, bitterclaw.

Benefit: When you begin your turn while grappling a living creature, you may forego a grappling maneuver to breathe into your opponent's face. This renders your bitter blood into an inhaled poison with otherwise the same statistics, but in addition to the Strength damage, the target must also make a Will save of the same DC or be afflicted with a bitter hopelessness as *crushing despair*^{UM} for 6 rounds. Using this feat does not break the grapple.

BITTER ATTACKS

You control your inner poison enough to seep it into your fangs and claws to deliver it with natural attacks.

Prerequisites: Bitter blood racial trait, bitterclaw.

Benefit: As a standard action, you may concentrate your bitter blood poison into a natural attack or unarmed strike of your choice. You must use additional actions to concentrate the poison into multiple attacks beyond the first. Once concentrated, the poison remains until discharged through a successful attack or after 1d4 minutes when it diffuses back into your body. You may deliver your toxin as an injury poison using natural attacks or unarmed strikes.

BITTER MIASMA

You exude your poison through your pores, producing a toxic gas that surrounds you.

Prerequisites: Bitter Air, Bitter Attacks, bitter blood racial trait, bitterclaw.

Benefit: You can create a toxic cloud in a 15-foot radius burst around you as a standard action. Those within the cloud must immediately attempt a Will save

(DC 10 + 1/2 your Hit Dice + your Wisdom modifier) or take penalties as if affected by *crushing despair*^{UM} and continue to attempt the save each round they remain in the cloud. Additionally, creatures who start their turn in the cloud must make a separate save at the same DC or take 1d3 Strength damage. The cloud dissipates 1d4 rounds after you create it, and you may create a cloud a number of times per day equal to your Constitution modifier.

DRIVEN BY FAILURE (LUCK)

You've learned to accept your propensity for misfortune and use it to drive yourself to new heights.

Prerequisite: Bitterclaw.

Benefit: Whenever you roll a natural 1 for a check twice in a row, you regain a hero point (see *Pathfinder Roleplaying Game: Advanced Player's Guide*).

ENHANCED JINX

You've embraced your gremlin heritage and worked to enhance your knack for mechanical mayhem.

Prerequisites: Character level 7th, break racial trait, bitterclaw.

Benefit: You may use *shatter* and *malfunction* once per day each as spell-like abilities. Your caster level is equal to your character level.

SAVAGE SUNDER

You are adept at using your powerful bite and needlelike claws to tear away your opponent's defenses.

Prerequisite: Bitterclaw.

Benefit: When you make a successful sunder combat maneuver with a natural attack on armor or a shield, you may double your normal damage and bypass up to 5 points of hardness.

BITTERCLAW WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>One-Handed Melee Weapon</i>								
Claw Guard	75 gp	1d3	1d4	18–20/x2	—	2 lb.	P	Monk

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

Black Hats

Yes, my lamb, it is as safe as your darling mother's arms. You are my dear friend, and I won't ever harm you. I swear it by the Painted Lady's unchanging face and form. Now drink it all down. Every drop. You'll feel so much better forever after.

—Argin Atisch



Black hats are tricksters without mercy or restraint, given over to their darker urges. These wayward cousins of the far darrig are not content to dawdle with illusion and glamor. Rather, they tap into darker forces, raising necromantic terrors to spread fear and suffering. Gone is the ubiquitous red hat, only to be replaced with one dyed black with shadow-stuff, giving these fey their name. Exiled and living under the rule of the Painted Lady, the black hats perfect their strange rituals and dark arts in the benighted caverns of Aralu.

Physical Description: The darkness tainting the spirit of the black hats has also twisted their form. With the slightest glance, one can see they are more akin to goblins than their far darrig cousins.

Unlike goblins, black hats can grow hair upon their heads and faces. Their lank hair is typically jet black but grays quickly in some, turning stark white as the years progress. Their skin is ashen and prone to wrinkles, making them appear aged beyond their years—even desiccated. A black hat's pointed ears stick out from the sides of their head, and the tips often fold over or carry scars from battles and other misfortunes. Their eyes are a sickly yellow as are their long, crooked teeth, often showing within unnerving smiles.

Their spindly, emaciated bodies twist and lurch from the bottom of their feet to their oversized heads. Black hats are rarely taller than 3 feet, though their hunched forms often make an individual seem shorter

than their actual height. A black hat's twisted and awkward frame hides surprising physical strength, and many who have underestimated these strange small creatures have paid for the mistake with their lives.

Society: In the dark, endless caverns of Aralu, the black hats congregate in fluid confederacies of up to several dozen individuals. They do so to protect one another against other denizens of the plane and to conspire in their foul necromantic rites. These groups are rarely harmonious for long and are often plagued with power struggles, petty arguments, and destructive vendettas. In truth, a black hat would readily sacrifice a fellow in the pursuit of arcane knowledge and other sources of power. They maintain their far darrig cousins' love of mischief and often engage in elaborate campaigns of terror against enemies or rivals. These machinations are no mere pranks and often end in a trail of blood and bodies. Torture and terror are high comedy to the twisted black hat mind.

Relations: Black hats find goblinoids extremely useful, making great underlings and having a delightfully vicious streak. Bugbears, in particular, are admired for their ability to sow fear. However, most black hats favor the stealth and cunning of kobolds and frequently form alliances with them to access their trap expertise. Dwarves are often targeted by black hats so as to ingratiate themselves to potential goblinoid allies. Gnomes remind black hats overly much of their far darrig cousins and of the fey courts and are often murdered on sight. Half-orcs are favored targets as black hats enjoy cowing those larger than themselves. Halflings are often

