

## Pioneers of the New World

Recently victorious in a nearly decade-long war against the Kingdom of Walshire, King Sveinn One-Eye of Græl has turned his eyes overseas to the New World, funneling much of the wealth gained in the war's aftermath to improving the Grælish colony of Hvalraland, the 'land of the whales.' Struggling under the administration of Jarl Hallbjorn, King Sveinn's half-brother, the colony is beset by numerous troubles, including hostile natives, new diseases, strange weather phenomena, and others. By sending new groups of skilled settlers to Værborg, the 'capital' of Hvalraland, King Sveinn hopes to reinvigorate the colonial fervor of decades past, resulting in increased production of silver, fish, furs, and other raw materials.

You are members of such a group of settlers, coming from varied potential backgrounds (see [Campaign Traits](#), p.4-6). With a grant of resources and initial salary paid out of the Royal Treasury, the goal of your expedition is to create a settlement south of Hvalraland – the first official Grælish settlement in the province being called Sørerne, 'the lakes.' After the initial voyage across the North Marue Ocean, you will dock in Værborg, procure additional supplies and settlers from Jarl Hallbjorn, and begin exploring the region to find suitable ground for a settlement.

The options in this guide will help create player characters suitable for this campaign, and allow players to tie their backstories to the campaign world.

## Character Tips

For this campaign, you will generate a character using the following method:

- 15 point-buy for Ability Scores
- 2 traits, ideally including one campaign trait
- Characters should be Humans originating from the Kingdom of Græl (see [Campaign Traits](#), p.3)
- Characters should have a good reason why they would agree to go on such a dangerous expedition to an unknown land
- Class options should be picked with the suggestions in this guide in mind.

- It is suggested that players collaborate to create characters that will play well or interestingly together, both in terms of strategy and personality. Shared backstories between characters are an interesting option as well.

## The Kingdom of Græl

As citizens of Græl, there are things about the local culture and history that your characters would know regardless of any knowledge rolls or character creation options. This section is meant to provide a brief overview of this knowledge to help you design your characters.

### Græl on the map

Græl is a northern country with a history of violence. It was only late in the Age of Law that the first reports of northern raiders called Vikings first appeared in the more civilized world, and records of these Vikings were uncommon until several centuries into the Fifth Age. Over the past millennium, Græl and the other northern nations slowly advanced to their current early renaissance state while much of the rest of the world stagnated under the pressure of demonic invasions.

### Recent History

The current year is y.3324, and within the past century, many events transpired that are common knowledge and would shape the worldviews of characters in this campaign.

In 3210, 104 years ago, the Coven of Black Sisters emerged from the Old Hekswood north of Kalundborg, summoning demons in the names of the Chaos Gods with the goal of eradicating human civilization from the continent. This coven, led by several hags but composed primarily of human witches, succeeded in destroying much of the capital region of Græl and slaying the King and royal family within a single year of its emergence. A hero of the Church, Asbrand Eskilsson, emerged to defeat the coven – images of Asbrand piercing the heart of the blood hag Maeva with his flaming sword are common fixtures in churches and monuments, whether in stained glass, mosaic, or mural form.

Asbrand became the new King, crowned by the Church, and the Asbrandic Dynasty still persists.

Though tens of thousands were killed by the Coven of Black Sisters, their assault was thankfully contained to Græl and the neighboring Kingdom of Nitras. Two cities and several smaller towns were utterly destroyed by the Coven and their demons. In response to this, the Church of Sol – the monotheistic solar religion followed throughout the continent – began to recommend harsh laws against arcane magic, and training witch hunter inquisitors of their own to eradicate any remaining covens. All but a select few schools of arcane magic are now considered Chaos worship and are dealt with accordingly. The penalty for witchcraft is immediate execution. These laws are the strictest in the Kingdoms of Græl and Nitras. The only form of arcane magic permitted in Græl is rune magic, and even the rune magi are heavily supervised by the Church. Alchemy is not considered explicit arcane magic, though it is still viewed with suspicion.

The second paradigm-changing event was the discovery of the New World by explorers in 3230. A single ship, captained by explorer Ulf Eyvindsson and his sister Astrid Eyvindottir, discovered and named New Græl Island. Seven years later, the first colonial settlement of Sælhaven was founded on the island as a base for further exploration of the continent. Several generations of explorers managed to map much of the region around the Groensaal, an enormous inland sea, and establish multiple settlements, which eventually were consolidated into the colonial province of Hvalraland. This was an incredibly rich region in minerals, whales, seals, fish, and lumber, and production of these resources fueled rapid recovery of the damages done to Græl by the Coven of Black Sisters.

Though many native tribes were discovered and contacted by colonists, interactions tended to be neutral leaning towards hostile. The Osowego Confederation – a fairly primitive group of human tribes established in permanent settlements to the southwest of Hvalraland – are the only group to maintain peace and trading relationships with the Grælish colonists. Other native tribes, such as the

Pequogot and Lenapa, became hostile for reasons unknown, becoming a thorn in the side of the colonists.

In addition to the native human tribes, several unsettling rumors made their way back from the colonies. Ruins were discovered that the natives never could have built on their own – Maru scholars visiting from the merfolk empire have identified some retrieved artifacts as belonging to the ancient Maru empire from the Age of Magic, more than two and a half millennia ago. Others are far more mysterious in origin. Unknown beasts and creatures were reported to stalk the dense boreal forests, shadowed winged forms were constantly sighted outside the northern settlement of Kalding, and many colonists insisted upon seeing multiple dragons – even though dragons were exterminated from the world two millennia ago during the Draconic Crusade. These rumors, alongside the hostility of the natives, caused the initial colonial fervor to decline by the time of y. 3300.

Finally, the early 3300s were plagued with a series of wars fought by Græl, all of them defensive in nature. The first, which lasted from 3299-3305, was a campaign of conquest by the Kingdom of Vanheim, which was trying to gain control of the Grælish coastal city of Osenhavn. Though the war was initially one-sided in Græl's favor, Vanheim dragged the Jarls of Røros and Akerhavn in to assist him, which caused the war to last for years. The end result was a hard-won Grælish victory, and the subjugation of Røros as a vassal state. The second war was a rebellion from Vestland, a region of Græl; this rebellion came during a minor succession crisis in 3307, and poor organization by the regency council led to a loss for Græl and independence for Vestland. Sensing weakness in their northern rival after the successful rebellion and the crowning of a young new king, Sveinn II, King Oswald IV of Walshire declared war on Græl in 3310. This war lasted for 10 years, and resulted in tens of thousand dead on both sides. The young King Sveinn proved himself time and time again in battle, gaining his epithet 'One-Eye' during this time; it was his leadership and the assistance of the allied Kingdom of Nitras that allowed Græl to win the war.

## Religion

The Holy Church, also the Church of Sol, holds dominion in Græl, and essentially all people living on the continent are adherents of some sect or another of the Church. The Church of Sol originated with the second splintering of the Shivan Pantheon during the Age of Law, when the sun god Surya gained power equal to Shiva's during the Solar Awakening. The nature of the two gods clashed, but rather than spark a destructive war between gods, Surya agreed to leave the pantheon and establish his own religion to the north. The Church of Sol is the result.

The Church assumes a role of oversight in nations that adhere to it and operates as an international organization. The Church is led by a college of Cardinals, which assemble in the Rorquish city of La Ciel, and has agents in every settlement on the continent. This extends to the New World, though oversight tends to be lower there. There are two covert organizations within the Church – the Witch Hunters and Temple Assassins – which serve to further the Church's aims. Witch Hunters hunt witches and other users of arcane magic, while Temple Assassins eliminate heretics, non-witch Chaos worshippers, and enemies of the Church. There are also countless paladin orders of the Church, which tend to be country or even city specific. The Order of the Key is the Grælish paladin order, and its headquarters are in the Grælish capital, Kalundborg.

As the center of a monotheistic religion, Surya, known also as Sol, the Lord, or simply God, has access to a much larger number of domains than the typical deity. Clerics of the Holy Church may select the following domains: Artifice, Community, Earth, Fire, Glory, Good, Healing, Knowledge, Law, Nobility, Protection, Rune, Strength, and Sun.

Adherents of the Holy Church follow a bible containing the holy texts, and adhere to the following tenets of the faith:

1. Thou shalt not succumb to the temptations of Chaos
2. Thou shalt worship Sol alone
3. Thou shalt honor thy family above all else

4. Thou shalt love thy neighbors after thy family, and not sow discontent
5. Thou shalt not murder
6. Thou shalt not commit adultery
7. Thou shalt not steal
8. Thou shalt not lie for thine own personal gain
9. Thou shalt despise violence and seek any other resolution before force
10. Thou shalt honor the name of God

Priests of the Holy Church can be of either gender, though in Græl priestesses are far more common due to cultural expectation of men to adhere to the warrior culture, and thus violate the 9<sup>th</sup> commandment. Priests wear loose white robes and carry a golden stylized emblem of the sun around their necks. Most people carry a smaller version of the holy symbol, and use it to ward off evil and help their words find God during prayer. As a solar religion, daily prayers occur at noon, when the sun is highest in the sky. The Summer Solstice is the holiest day for the Church and is celebrated over a two-week long festival.

## Society

Originally a nation of raiders and pirates, Græl has matured significantly over the past nine centuries, though violence is still a thematic element of society. Gender roles are strict, but there is a significant amount of overlap between the roles of men and women, resulting in a society that is fair, if slightly restrictive, to both. Men are expected to serve in the military or pursue some combat-related art, skill, or career; those who don't are looked upon as weaklings who cannot defend their families. Women are expected to become mothers, unless they take the path of religion. Women are also expected to pursue some form of artisanry or skilled profession that does not involve combat; those who do not are negatively stereotyped as lazy women who 'live only to give birth.' While professions requiring combat prowess are essentially restricted to men, and professions requiring artistic prowess are essentially restricted to women, other professions have no such restrictions.

Grælish society is divided into several social classes – serfs, commoners, nobility, and the priesthood. Serfs are farmers tied to the land and exist in a feudal relationship with their lords. Commoners are free citizens who are not nobles; most live in cities or towns and range from poor farmers to artisans or merchants wealthier than nobles. They are the bulk of the population, with basic property and personal rights guaranteed by the Crown. The nobility are descended from the old Viking warlords who established settlements in the first place – though most now are wealthy and ‘cultured’ enough to avoid any sort of dangerous combat. With the rise of the commoners and decline of various noble families, the power of the nobility is threatened by what seems to be an inevitable decline of feudalism. Finally, the priesthood is exempt from many laws of the Crown, and are instead governed by the Holy Church from La Ciel.

Magic is very uncommon in Græl, and almost all practitioners are either rune magi of the Esbjerg School, or witches from illegal underground covens. Sorcerous bloodlines are rare, and when a sorcerer is identified, they are usually pressured to join the priesthood to prevent a fall to Chaos. Some sorcerers go through life never having their innate talents used or discovered by society.

### Suggested Class Options

The following classes would be well-suited to this campaign. Interesting archetypes that may have interactions with the world are suggested in italics, but are by no means necessary picks.

- Cleric (*Evangelist, Ecclesitheurge*)
- Barbarian
- Fighter
- Rogue (*Sylvan Trickster*)
- Paladin (*Enforcer*)
- Ranger
  - Recommended favored enemies for early campaign: humanoid (human), animal, fey, plant
  - Reasonable animal companions for setting: any non-dinosaur with a temperate or cold range. Suggestions are bear, bird, boar, small cat (lynx, snow leopard,

mountain lion), dog, elk, megaloceros, horse, ram, stag, walrus, wolf

- Sorcerer
  - Recommended bloodlines: abyssal, arcane, boreal, deep earth, fey, phoenix, serpentine, solar, verdant
- Rune Magus (see included class material)
- Inquisitor (*Witch Hunter, Sacred Huntmaster*)
- Alchemist
- Witch
  - Recommended special patrons: Fey Gifts, Hag’s Calling, Green Whispers, Touched by the Outer Gods
  - Recommended patrons: ancestors, animals, aurora, autumn, death, elements, enchantment, endurance, entropy, fate, healing, insanity, light, moon, mountain, plague, plant, revenge, rot, spring, summer, thorns, water, winter, woodlands
- Hunter (see Ranger for recommended animal companions)
- Brawler
- Slayer

### Campaign Traits

#### Walshire Veteran

A veteran of the recent war with Walshire, you marched with the army and participated in many battles, including the year-long Siege of Whitebrook. As recompense for your victorious service, you had been promised a grant of land – what the army didn’t tell you is that your promised land would be in the New World. Whatever your feelings about this may be, you aren’t about to discard your just reward for years of grueling service.

Your military experience grants you a +1 trait bonus on Fortitude saves. Additionally, your haste to claim what is yours grants you a +1 trait bonus on Initiative checks.

### Hekswood Ranger

You are a ranger employed by the crown to hunt witches and other malevolent beings within the New Hekswood on the outskirts of Hvalraland. With the attempted destruction of humanity by the Coven of Black Sisters still within living memory, any attempt to establish new covens in unclaimed habitable territories must be crushed immediately and mercilessly. Whether you are an actual wilderness ranger, an inquisitor of the Church, or simply a zealous witch-hater, you've joined the expedition to hunt down witches and ensure that their foul hexes do not interfere with the colonies.

You gain a +1 trait bonus on attack and damage rolls against creatures capable of casting arcane spells. This increases to a +2 trait bonus against creatures with the Hex feature.

### Stay of Execution

Sentenced to death for some crime you may or may not have committed, you have been offered a stay of execution in exchange for leaving Græl forever to bolster the population of the colonies. Whether you are grateful for this second chance or not, you had little choice but to join the expedition to the New World.

As a former criminal, you gain a +1 trait bonus on Knowledge (local) checks, and Knowledge (local) is a class skill for you. In addition, select one of the following skills: Disable Device, Intimidate, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

### Rune Scholar

You are a student of rune magic from Esbjerg, the only arcane tradition permitted by law in Græl. Whether you seek a wider breadth of arcane knowledge by searching for ancient secrets in the New World, you were asked to volunteer for the expedition by your master, or simply wish to ply your trade in the colonies, you are likely the only person on the expedition capable of legally using arcane magic.

You must have the Runecasting class feature to select this trait (see [Rune Magus](#) class, p.5).

Pick one level 1 spell that is not on your spell list, and add it to your spell list. You may also use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

### Colonial Aspirant

For your entire life, you have dreamed of setting off to unknown lands to make a life for yourself, whether as an explorer, a settler, or a tradesman. Drawn by the lure of freedom that the New World offers, you spent much of your childhood reading legends of the first explorers and studying maps of undiscovered territories.

You gain a +1 trait bonus on Survival checks relating to exploration in the New World, and Survival is always a class skill for you. You also gain a +1 bonus on Diplomacy checks towards other colonists.

### Coven Fugitive

Born and raised a witch, you are an outcast in the truest sense of the word. The reclusive coven you were born into, deep within the wilderness, underground, or somewhere else away from prying eyes, is permeated by hatred towards the Church and Crown, urged on by the whisperings of the strange Chaos Gods the coven worships. By some miracle, you managed to escape the coven while young – perhaps some adventurer slew the elder witches and took you in out of pity, or you learned of the outside world and managed to escape on your own. Nevertheless, you are already a witch, and your only fate in polite society is execution once your identity is discovered. Seeking to escape persecution – from both the state and the vindictive coven you left – you volunteered to join the expedition as a colonist.

You must have the Hex class feature to select this trait.

Used to hiding your identity, you gain a +1 trait bonus on Deception checks, and Deception is always a class skill for you. In addition, select one hex; you gain a +1 trait bonus to the save DC of that hex.

## Solar Missionary

An acolyte of the Church of Sol, you are on this expedition for the sake of the Church to spread the faith among the natives. Whether you volunteered for the expedition or were asked to join by your superiors in the Church, you are resolved to faithfully fulfill your duties in the name of the Lord.

You gain a +2 trait bonus on Diplomacy checks made to interact with natives of the New World, and Diplomacy is always a class skill for you. In addition, add native tongues Osowego, Pequogot, and Lenapa to your known languages.

## Class Supplement: Rune Magus

Similar to the alchemist in function, the rune magus is a student of the arcane who uses the most ancient form of arcane magic – rune inscription – to unleash magical effects, create powerful explosions, or charge his weapon with runic energy.

**Alignment:** Tends towards Lawful

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10gp or less.

## Class Skills

The Rune Magus's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Intimidate (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier

## Class Features

**Weapon and Armor Proficiency:** A rune magus is proficient with all simple weapons and explosive runes. The rune magus is also proficient with light armor, but not with shields.

**Runecasting:** A rune magus does not cast spells, but instead inscribes runes that duplicate the effect of arcane spells. A rune mage can inscribe arcane runes

drawn from the magus spell list, and adds the following spells to his list at the indicated spell level:

- 0<sup>th</sup> level: *arcane mark*
- 1<sup>st</sup> level: *bomber's eye, crafter's fortune, detect secret doors, erase, keen senses, targeted bomb admixture*
- 2<sup>nd</sup> level: *acute sense, heroic fortune, kinetic reverberation, perceive cues, protection from arrows, resist energy, shadow bomb admixture, symbol of mirroring*
- 3<sup>rd</sup> level: *absorbing touch, draconic reservoir, explosive runes, glyph of warding, lightning lash bomb admixture, rune of durability, rune of warding, secret page, sepia snake sigil, tongues*
- 4<sup>th</sup> level: *freedom of movement, spell immunity, symbol of revelation, symbol of slowing, viper bomb admixture, vitriolic mist*
- 5<sup>th</sup> level: *elude time, languid bomb admixture, magic jar, overland flight, planar adaptation, polymorph, resurgent transformation, spell resistance, symbol of scrying*
- 6<sup>th</sup> level: *analyze dweomer, caging bomb admixture, greater glyph of warding, shadow walk*

Like other spellcasters, a rune magus can only inscribe a certain number of runes of each spell level per day. He receives bonus runes per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day. A rune becomes inert if it leaves the rune magus's possession, reactivating as soon as it returns to his keeping – a rune magus cannot normally pass out his runes for allies to use (but the Infusion discovery can be applied to runes to allow this). A rune, once created, remains potent for 1 day before becoming inert, so a rune magus must re-prepare his runes every day. Inscribing a rune takes 1 minute of work – a rune magus need not inscribe all his daily runes at once, and may keep some (or even all) of his daily rune slots open to prepare runes as necessary in the field.

A rune must be inscribed on a token (small chips of polished bone, ceramic, or stone), and the rune is 'cast' by breaking the token, which requires a standard action – the effects of a rune magus's rune exactly duplicates the spell upon which the rune is based. The cost of materials to create runes is

insignificant. Runes cannot be made from spells that have focus requirements.

To learn or use a rune, a rune magus must have an Intelligence score equal to at least 10 + the rune's level. The DC for a saving throw against a rune magus's runes is 10 + the rune's level + the rune magus's Intelligence modifier. A rune magus may know any number of runes. He stores his runic knowledge in a special tome called a rune book. He must refer to this book when inscribing rune tokens, but not when activating them.

A rune magus begins play with all 0<sup>th</sup> level runes and two 1<sup>st</sup> level runes of his choice, plus a number of additional runes equal to his Intelligence modifier. At each new rune magus level, he gains one new rune of any level that he can cast. A rune magus can add runes to his book just as a wizard adds spells to his spellbook, using the same cost and time requirements. A rune magus can study a wizard's spellbook to learn any rune that is equivalent to a spell the spellbook contains; however, a wizard cannot learn spells from a rune book.

**Alchemy (Su):** Rune magi are masters of creating mundane alchemical substances, and gain a competence bonus equal to his rune magus level on Craft (alchemy) checks. In addition, a rune magus can use Craft (alchemy) to identify items made of rock – including ceramic, crystal, and glass – as if using *detect magic*. He must hold the item for 1 round to make such a check.

**Scribe Scroll:** At 1<sup>st</sup> level, a rune magus gains Scribe Scroll as a bonus feat.

**Explosive Runes (Su):** In addition to inscribing runes with spells, a rune magus can swiftly create explosive runes. These runes are scribed into his palm and manifest as glowing ethereal runes that can be thrown at enemies. A rune magus can create a number of explosive runes each day equal to his rune magus level + his Intelligence modifier. Explosive runes are unstable, and if not used in the round they are created, they become inert and vanish.

Inscribing an explosive rune and throwing it requires a standard action that provokes an attack of opportunity. Thrown explosive runes have a range of 20 feet and use the Throw Splash Weapon special attack. Explosive runes are considered weapons and can be selected using feats such as Weapon Focus. On a direct hit, a rune magus's explosive rune inflicts 1d6 points of energy damage + additional damage equal to the rune magus's Intelligence modifier. The base type energy damage for a rune magus's explosive runes can be fire, electricity, acid, or cold, and must be chosen upon character creation. The damage of a rune magus's explosive rune increases by 1d6 points at every odd-numbered rune magus level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a rune magus's explosive rune is always equal to the explosive rune's minimum damage. Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + ½ the rune magus's level + the rune magus's Intelligence modifier.

Rune magi can learn new types of explosive runes as discoveries as they level up. A rune magus's explosive runes, like inscribed runes, become inert if used or carried by anyone else.

Alternatively, a rune mage can trace a series of explosive runes upon a book, map, scroll, or similar object bearing written information. These explosive runes remain until they are read at which time they detonate, dealing an amount of fire damage as listed on Table: Rune Magus. Anyone next to the explosive runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the explosive runes is entitled to a Reflex save for half damage. The object on which the explosive runes were written also takes full damage (no saving throw). The rune magus and any characters he specifically instructs can read the protected writing without triggering the explosive runes. The rune magus can remove the explosive runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase spell*, but attempting to dispel or erase the explosive runes and failing to do so triggers the explosion.

At 3<sup>rd</sup> level, a rune magus can, as a standard action, create a blast rune in any adjacent square. Any creature entering this square takes damage equal to his explosive rune damage. This rune deals either acid, cold, electricity, or fire damage, decided when the rune mage creates the rune. The rune is invisible and lasts a number of rounds equal to the rune magus's level or until discharged. A rune magus cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a Perception skill check and disarmed with a Disable Device skill check; the DC for these checks is equal to 10 + ½ the rune magus's level + the rune magus's Intelligence modifier. Creating a blast rune counts against the number of explosive runes the rune magus can create per day.

At 7<sup>th</sup> level, as a swift action, a rune magus can change the location of one of his blast runes. The rune must be within 30 feet. The rune mage can place the blast rune in any square adjacent to him, including one occupied by another creature.

At 9<sup>th</sup> level, when a creature is damaged by a rune magus's blast rune, it cannot attack him for a number of rounds equal to 1/2 the rune magus's level unless it succeeds at a Will save, as per the spell *sanctuary*. Using this ability is an immediate action when a creature triggers one of the rune mage's blast runes. The ability does not prevent a rune magus from being attacked or affected by area of effect spells or abilities. A rune magus can use this ability once per day at 9<sup>th</sup> level, plus one additional time per day at 13<sup>th</sup> level and 19<sup>th</sup> level.

At 11<sup>th</sup> level, a rune magus can, as a swift action, attach another rune that she can cast to one of her blast runes, causing that rune to affect the creature that triggers the rune, in addition to the damage. This rune must be of at least one level lower than the highest-level rune he can cast and it must target one or more creatures. Regardless of the number of targets the rune can normally affect, it only affects the creature that triggers the rune. This expends a rune slot equal to the level of the rune that is attached to the blast rune.

**Discovery (Su):** This is exactly like the alchemist ability of the same name, except that a rune magus can select a discovery at 2<sup>nd</sup> level and every three levels thereafter. Any bomb discovery he chooses is applied instead to his explosive runes. Also, whenever a rune magus can select a discovery, he may select a magus arcana in place of a discovery.

In addition, a rune mage can choose one of the following cipher lore from the Cyphermage prestige class (see *Pathfinder Campaign Setting: Inner Sea Magic*) in place of a discovery or magus arcana: Analyze Scroll, Bypass Symbol, Defensive Scrollcaster, Enhance Scroll, Extend Scroll, Focus Scroll, Glyph Finder, Insightful Scroll, Rune Trap, Swift Scrivener, or Swift Scroll.

**Craft Wondrous Item:** At 3<sup>rd</sup> level, a rune magus gains Craft Wondrous Item as a bonus feat.

**Rune of Power (Sp):** Starting at 3rd level, a rune magus learns additional secret Runes of Power separate from arcane knowledge. These runes can temporarily be inscribed upon a single individual (or object) for a 24 hour period or until activated, whichever comes first. Once inscribed, the recipient can activate the rune as a spell-trigger item, or by the rune magus as per the individual rune of power descriptions. Unless noted otherwise, the effect of an activated Rune of Power last for 1 minute per level of the rune magus that inscribed it, and affect only the recipient.

At 3rd level, and every six levels thereafter, a rune mage learns one of the following runes of power.

- **Rune of Authority:** The bearer of this rune is cloaked in an illusion of authority. Others perceive the bearer to be a legitimate figure of authority—a higher-ranking official, a religious figure, a more powerful warrior. This illusion grants the target a +5 bonus on all Diplomacy and Intimidate checks. If the bearer attempts to disguise himself as a specific authority figure, he gains a +10 competence bonus on the Disguise check and any Bluff check related to impersonating that authority figure. In

addition, others are uncomfortable acting against the bearer of the rune. Creatures with an Intelligence of 4 or more must make a Will save or take a -2 penalty on all opposed checks against the bearer. This rune can be activated by the bearer. The rune magus must be at least 3rd level to learn this rune of power.

- *Rune of Contingency*: The bearer of this rune gains the effects of the *feather fall* and *water breathing* spells. In addition, if the bearer of the rune is reduced to 0 or fewer hit points and is not killed, the rune is immediately activated and he turns into a cloud of vapor as per the spell *gaseous* form for 5 rounds. He remains conscious during this time, but after 5 rounds returns to his normal form and is unconscious and dying. This rune can be activated by the bearer. The rune magus must be at least 6th level to learn this rune of power.
- *Rune of Conveyance*: The bearer of this rune can summon a floating, semi-real palanquin for 1 hour per level of the rune magus that inscribed it. This conveyance has all the special abilities of a *phantom steed* and can hold the bearer and up to 150 additional pounds of weight. Other creatures can ride the palanquin so long as the total weight is less than 150 pounds. The palanquin can be dismissed at any time as a free action. The look of the palanquin is decided when the rune is inscribed, though it usually takes the form of a regal, comfortable-looking litter that moves without the need for bearers. This rune can be activated by the bearer. The rune magus must be at least 6<sup>th</sup> level to learn this rune of power.
- *Rune of Inscrutability*: The bearer of this rune confuses all attempts to divine information about him. This functions as a permanent *misdirection* spell, which the bearer can change the target of (and thus what he is detected as) at will. In addition, whenever the rune's bearer enters an area affected by a divination (scrying) effect or anytime a creature casts a divination (scrying) spell that targets him, the scrying spell's caster

must make a DC 18 Will save. If this save fails, the rune's bearer realizes that he is being scryed upon, knows what spell is in effect, and knows the name of the spell's caster. This rune can be activated by the bearer. The rune mage must be at least 6th level to learn this rune of power.

- *Rune of Obedience*: Designed as a foolproof means of ensuring absolute loyalty, even from those ordinarily immune to compulsion and mind-affecting magic, this rune is infused with a single specific prohibition when first inscribed. This prohibition must be stated in 10 words or fewer and the bearer must agree to it of his own free will. From then on, if the bearer breaks this prohibition, he is afflicted with searing pain, taking a -4 penalty on attack rolls, skill checks, and ability checks for as long as he is in violation of the prohibition and for 5 minutes thereafter. This rune does not expire and remains on the target creature until it is *dispelled* or *erased*. This rune affects any creature who agrees to bear it and is immediately active. The rune mage must be at least 9th level to learn this rune of power.
- *Rune of Razing*: This rune grants the bearer the ability to ignore hardness and damage reduction for the duration of the rune's effect. This rune can be activated by the bearer. The rune mage must be at least 12th level to learn this rune of power.
- *Rune of Resistance*: This rune grants the bearer resistance 5 to two energy types chosen at the time that the rune is inscribed. At 9th level, this resistance increase to 10. This rune can be activated by the bearer. The rune mage must be at least 3rd level to learn this rune of power.
- *Rune of Spell Pilfering*: Anytime a harmless (so noted by a spell's saving throw description) spell of 3rd level or lower is cast by a spellcaster within 30 feet of the bearer of this rune, he may choose to immediately gain the benefit of that spell as if it had also targeted him. The intended target still gains the effect of the spell. This

rune can be activated by the bearer. The rune mage must be at least 9th level to learn this rune of power.

- **Rune of Spell Power:** The bearer of this rune can cast spells at a higher caster level. The bearer gains a +1 bonus to his caster level for the next spell he casts. At 12th level, this bonus to caster level increases to +2, at 18th level this bonus increases to +3. This rune can be activated by the bearer. The rune magus must be at least 6th level to learn this rune of power.
- **Rune of Susceptibility:** Three times per day, the bearer of this rune can cause a creature he touches to take a -4 penalty on all Will saves made against spells of the enchantment school for the next 24 hours. This rune can be activated by the bearer. The rune mage must be at least 9th level to learn this rune of power.
- **Rune of Wrath:** This rune forcibly repulses all creatures within 30 feet of the bearer, an object, or a location. The rune is triggered when any creature not designated as an ally by the rune magus comes within 5 feet of the bearer or site of this rune. All creatures within the effect's area take 1d6 points of force damage per level of the rune magus that inscribed it (maximum 15d6) and are subjected to a bull rush that attempts to push them directly away from him. The blast's bull rush effect is treated as having Strength 25 + the rune mage's Intelligence modifier but gains no other bonuses for size or charging. The rune magus, bearer, and any designated allies are unaffected by both the rune's force damage and bull rush effect. This rune is activated by any creature within 5 feet of the rune that is not designated as an ally of the bearer or inscriber of the rune. The rune mage must be at least 12th level to learn this rune of power.

Upon reaching 6th level, and at every three rune mage levels thereafter (9th, 11th, and so on), a rune mage can choose to learn a new rune of power in place of one she already knows. In effect, the rune mage loses the old rune in exchange for the new

one. The new rune's level must be the same as or lower than that of the rune being exchanged. A rune mage may swap only a single rune of power at any given level, and must choose whether or not to swap a rune at the same time that she gains a new rune of power.

**Bonus Feats:** At 6<sup>th</sup> level, and every 6 levels thereafter, a rune magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

**Grand Rune (Su):** At 20<sup>th</sup> level, a rune magus's knowledge of rune magic greatly increases. The rune magus can gain two additional discoveries, magus arcana, or cipher lore. In addition, the rune magus can select one of the following spells which he can inscribe onto his rune tokens as a 7<sup>th</sup> level rune once per day: *guards and wards*, *instant summons*, *planar binding*, *symbol of fear*, *symbol of pain*, *symbol of persuasion*, *symbol of sealing*, *symbol of sleep*, *symbol of stunning*, or *symbol of weakness*.

**Special:** A rune magus can use a *runestone of power* (as per the wondrous item) to spontaneously cast a spell of a particular level as if he were a spontaneous spellcaster. A rune magus can also expend a *runestone of power's* daily charge to cast a single Rune of Power that he knows without expending a use of that ability. The Rune of Power must be of a level equal to or lower than the spell level of the runestone.

Table: Rune Magus												
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Runes per Day						
						0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	+0	+0	+2	+2	Runecasting, alchemy, explosive runes 1d6, scribe scroll	3	1	-	-	-	-	-
2	+1	+0	+3	+3	Discovery	4	2	-	-	-	-	-
3	+2	+1	+3	+3	Craft Wondrous Item, Rune of Power, explosive rune 2d6	4	3	-	-	-	-	-
4	+3	+1	+4	+4		4	3	1	-	-	-	-
5	+3	+1	+4	+4	Discovery, explosive rune 3d6	4	4	2	-	-	-	-
6	+4	+2	+5	+5	Bonus Feat	5	4	3	-	-	-	-
7	+5	+2	+5	+5	Explosive rune 4d6	5	4	3	1	-	-	-
8	+6/+1	+2	+6	+6	Discovery	5	4	4	2	-	-	-
9	+6/+1	+3	+6	+6	Rune of Power, explosive rune 5d6	5	5	4	3	-	-	-
10	+7/+2	+3	+7	+7		5	5	4	3	1	-	-
11	+8/+3	+3	+7	+7	Discovery, explosive rune 6d6	5	5	4	4	2	-	-
12	+9/+4	+4	+8	+8	Bonus Feat	5	5	5	4	3	-	-
13	+9/+4	+4	+8	+8	Explosive rune 7d6	5	5	5	4	3	1	-
14	+10/+5	+4	+9	+9	Discovery	5	5	5	4	4	2	-
15	+11/+6/+1	+5	+9	+9	Rune of Power, explosive rune 8d6	5	5	5	5	4	3	-
16	+12/+7/+2	+5	+10	+10		5	5	5	5	4	3	1
17	+12/+7/+2	+5	+10	+10	Discovery, explosive rune 9d6	5	5	5	5	4	4	2
18	+13/+8/+3	+6	+11	+11	Bonus Feat	5	5	5	5	5	4	3
19	+14/+9/+4	+6	+11	+11	Explosive rune 10d6	5	5	5	5	5	5	4
20	+15/+10/+5	+6	+12	+12	Discovery, grand rune	5	5	5	5	5	5	5