

## **Word from the Sages**

Greetings all and thanks for taking the time to review this little playtest. Need some eyes on this from a balance perspective and figured, why not go to the community with it. You'll see kicked around some words you likely aren't familiar with in this context like "Theia", "hokhala", "cataclysms" treated as a more common thing, and other terms. If you find an unexplained term after reading the document, please let us know as it should be detailed here if it's being used. This document is a piece of a larger project to build a campaign setting thus in-world terms are being used. If you're curious about the world itself, jump over to our website to take a look.

## **Disclaimer**

This content is a playtest document and not meant to be a "for sale" product, hence not seeing some of the standard things one may see in that type of a product like the OGL, an ISBN, other legal niceties, etc.

The content is still in development. This means that the final content can be expected to be modified. However, that's kinda to be expected when one sees the versioning counter I reckon.

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## **GITP:**

<http://www.giantitp.com/forums/showthread.php?549705-Cobalt-Sages-Creations-Announces-the-Viiz-Matrices-and-Species-Playtest&p=22799164#post22799164>

**Paizo:** <http://paizo.com/threads/rzs2uulb?Cobalt-Sages-Creations-Announces-the-Viiz#1>

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## Theia, the World Rent Asunder

# Introduction

## What is Theia?

Theia is a giant experiment - built by unknown hands as a crucible and testing ground. Theia is a world in which no civilization can last forever, a world in which violent change is a normal and natural cycle - perhaps reminiscent in some ways of N.K. Jemisin's *\*Fifth Season\**, but flavored with classic fantasy.

What Theia is not, is your typical Tolkien-influenced fantasy world - although those influences are certainly in there. Dwarves and halflings are quite different from their Tolkeinian antecedents and elves, in the classic sense, are extinct.

Theia is intended to be used as a campaign setting as a whole - but could also make an interesting port of call for an old-style Spelljammer campaign or the new Starfinder, challenging for the players and characters.

Theia, after all, is not just an experiment. It is also a trap. It draws those who did not intend to come, and those who arrive here find it hard to impossible to leave...

## Cataclysms

Theia is subject to recurring cataclysms. The dragons, the oldest beings on Theia, have recorded six cataclysms - the most recent being about 700 years ago (this is the recommended campaign start - you can, of course, also choose to explore Theia's history or its future!). Much of what ordinary people know about the cataclysms is myth and rumor.

When there is a cataclysm, the viiz (see magic below) on the planet is refreshed and restored to a higher level. This often causes massive viiz storms and was responsible, among other things, for the rapid evolution of some of Theia's species. Between cataclysms, the amount of viiz slowly decreases, with magic and magic items becoming more expensive. Even the dragons do not know why this is.

Despite the cataclysms, the species of Theia are making slow progress - and beginning to understand the nature of their world, despite all the dragons can do.

## Species

Not all the species are native to Theia. Dragons, kulvix, orcs and their offshoot the hurcine, vlax and deleted are those of this world, along with the dragon-blooded kashaan. Theia's humans are native to Theia, but not to Barshiin - which has been used as a penal colony for the original human population. From them came the diminutive halflings and the strangely-altered dwarves. The kulvix tell of their lost creators - but the truth is that most of the species of Theia are from somewhere else, albeit in some cases twisted by the peculiar nature of this world. Elves came

here in their starship, thrived for a while, and then died along with their gods - leaving only their altered descendants, the virakarasht, and their plant-based creation, the hokhala - the latter seeing themselves as heirs to elven civilization. Tycho come of their own world from the shadow lands and seek to bring more of their kind to Theia.

Theia's halflings are sailors and ocean-goers, valuing small size and deft agility. The dwarves are humans altered by mining viiz from the rocks, and most work for a nation which cares for wealth over sustainability.

Theia, thus, is a chance to play and explore some unique species - not all of them animals - and some new twists on old favorites. Of course, if somebody wants to play a character from a more typical fantasy race, then perhaps they were on a ship that crashed, or pulled here after a teleportation spell went wrong.

Outside of the species found in this playtest, Barshiin has several other species that make up the majority of the population of sentient beings roaming the region.

**Dwarf:** Also coming from human origins, the dwarves may seem most similar to their iconic natures. With a penchant for the theia beneath their feet and a coin in hand, dwarves are expectantly set in their ways. They still align themselves with religion frequently.

**Hokhala:** The hokhala are a constructed race of plant-like beings, created by the elves to harvest viiz from soil, air, and water, and then raised to sentience during the Cataclysm of Raging Scorpions, centuries after their progenitors had been destroyed. Most embraced their place as scions of a dead race, shaping themselves to resemble the dead elves, and some even came to believe they are in fact elves inhabiting new woody bodies. Now the hokhala follow their ancestor trees in the migratory forest of Lyrata.

**Hurcine:** The hurcine are half-orcs - the descendants of interbreeding between orcs and humans many generations ago. Once they ruled Barshiin, setting up a mostly-beneficial imperium and bringing most of the continent under their sway. After a cataclysm, most of them joined the halflings on their islands, offering labor in exchange for protection. With this period now over, the halfling islands and lomaguns are still where one most often finds hurcine, but there are hurcine settlements all over Barshiin. Their past is not forgotten - it is still their tongue that the people of Barshiin call "Common."

**Kulvix:** Kulvix are unlike any other species of Theia. Crystalline creatures sometimes called "bismuth men," come out of the earth and are of the earth. Isolationist to a fault, they are organized into a complex system of tribes and color-based castes that may rapidly lose an outsider, but which is highly practical and works for them, allowing for a simple legal structure - and a dedication to clarity of thought.

**Tycho:** Tycho are refugees on Theia, descendants of those who fled the threat of extinction on their ancestral home world in the Plane of Shadow. Once on Theia their physical forms were warped, giving them a second pair of arms made of shadowstuff. They are Theia's consummate researchers; their society is controlled by technocrats in the skycity of Restoration whose primary goal is rescuing those tycho who might remain on the Plane of Shadow.

**Vahsh:** A being born of a virakarasht uniting with another species, the vahsh are tied heavily to the spacial creature that caused the virakarasht to come into being. They may not have a unified culture, but they struggle to survive like all of Barshiin's residents.

**Virakarasht:** Surviving descendants of the elves, the virakarasht are a desert-dwelling, warrior people who are proud of themselves (although not of their elven heritage). They fiercely protect their desert homeland, to which they are well adapted, from those who would change or exploit it. Known as fighters, but in reality defenders of a beautiful land others seldom appreciate, some of them grow in power over time. The truth of their origins remains hidden - but in fact they are altered and changed by a plasma being that dwells in pieces within them.

## Magic

Magic on Theia is different. All magic on Theia is fueled by Viiz - a substance which can be drawn from the air, mined from rocks and concentrated by plants. However, there is still a split between “arcane” and “divine” magic. Arcane magic makes use of viiz that is available within a person or in the area. Divine magic draws viiz from the River of Eternity. As a special note: nature magic, such as druids and rangers, is considered “arcane” rather than “divine” on Theia for the purposes of where their powers draw viiz.

Viiz that is used to fuel arcane magic flows into another plane known as the River of Eternity. Viiz drawn from the River to fuel divine magic is completely lost (Presumably, this means that eventually that source of viiz will run down, but it would take far longer than any could imagine). Levels of viiz vary from place to place - and, at least in theory, “viiz” is the source of magic throughout the universe, it simply acts on Theia in a way that makes its existence more obvious. In fact, on parts of Theia, viiz can be literally mined as a physical substance (doing so is part of what transforms humans into dwarves). It can also be pulled out of the ocean. Each nation has their own way of harvesting and using viiz - ranging from the mining activities of the Chilzangan (primarily humans and dwarves) to the virakarasht’s refusal to collect viiz for more than personal use in their desert home.

Viiz is so important on Theia that refined viiz bound into coins is even used as currency. The physical nature of viiz on Theia allows for the creation of viiz matrices, which can be personal (bound to a being) or dweomer (bound to an area). A dweomer matrix can be used by anyone with the knowledge of how to do so. Creating (weaving) matrices is cheap in terms of resources but expensive in terms of expertise, the knowledge is rare art, known to very few and not readily available to PCs. Activating matrices requires a small amount of viiz and the knowledge of how to use them. Dweomer matrices may or may not require detect magic to spot and identify. Matrices essentially work as non-physical magic items which cannot be taken and used by another. A weaver can create a matrix on themselves or another - although only one matrix can exist in any given place or attached to any given creature. The only exception to this rule would be a person with a matrix entering a dweomer matrix region, both would function in this instance.

The downside to the nature of viiz are viiz storms. Being caught in a viiz storm is dangerous - and dealing with storms can be an important challenge, whilst avoiding them can lead to new adventures. Living beings can be affected simply by being in or around a viiz storm. Some gain limited powers they can use for a time, some are made into a caster as their inner potential is awakened, most however are killed or warped. Viiz storms also leave a small amount of viiz

behind them, which can potentially be harvested and used. Because of this, some casters will follow viiz storms for the cheap viiz... Viiz storms are much more common during and just after cataclysms, and can become extremely destructive...or create entirely new species of animal or even sentient species.

## Viiz Storms

Viiz storms are a fact of life on Theia - to the point where those who follow the Chroma Creed, the most popular code of law on Theia, are obligated to give shelter to anyone during a storm, without regard to ability to pay. (Some individuals extend this to more normal storms, such as the rainstorms that often show up at the start of the monsoon season). The Creed is enforced by the military might of the Vlisleriak, so few dare to violate it.

Unless you build underground or move (like the forest nation of Lyrata), life on Barshiin is dangerous to suicidal - and as a result, a first line of defense has been set up by the nations of Barshiin against the storms in the form of the Cloud Breakers. The Cloud Breakers are a lawful neutral organization formed 10 years ago with members from all species, which use a combination of magic and technology to disrupt the viiz build-ups that create storms - ideally preventing them or, more often, causing the storm to dissipate quickly. Becoming a Cloud Breaker involves extensive training and is extremely dangerous. Most go through a lengthy application process. Those who are permanently morphed by storms and survived, though, are always taken in by the Cloud Breakers and offered training (if they fail, then they are either dead or stay with the organization in a more menial capacity). More secretly, vahsh (half-virakarasht) rune casters called "Wardens" work secretly with the Cloud Breakers to protect small settlements that might otherwise fall through the cracks.

Not everyone, though, considers the storms to be a bad thing. Some of the less scrupulous magic users, for example, would rather see a storm blow out at full strength for the easy collection of viiz afterwards.

## Religion

Most of the "gods" of Theia are demigods - and used to be people, people who became so entangled with viiz they became "Prime Weights" - able to use eddies in the River of Eternity to power them. Their goal is to protect mortals from Theia's recurring cataclysms - and cataclysms often result in the death of gods, as they take on tasks beyond their strength.

In other words, Theian gods are more like the Norse gods, still mortal to a degree, than the Greek or Roman ones - they should be treated as people, with strengths, flaws, and sometimes a tendency to like or dislike people in what might seem like an arbitrary manner - just like the rest of us.

Because of this, the relationship between gods and their worshippers tends to be a deeply personal one. It's not unreasonable to offer hospitality to the gods.

## Climate and Geography

The primary inhabited continent of Theia is Barshiin - and it is not the most pleasant of places to live. For nine months of the year, Barshiin bakes under an unforgiving sun - although not all of the continent is desert, even the forests are adapted to the heat and lack of rain. The islands of the Pulikuk (primarily the residence of halflings and hurcine) are more pleasant and moderate in their climate, but still tend to be warm.

For the other three months of the year, the rains come - and the rains cleanse. Flooding is common, and the deepest parts of the desert bloom with thousands of brilliant flowers. Nobody attempts to travel during the rains, unless they have no other choice. Although the water cools things off some, Barshiin is still a hot continent, close to the equator.

It does have varied terrain - the coolest places are up in the mountains, within which dwarves delve - and the hot central desert, home to the virakarasht and few others.

## Society

Like most large continents, Barshiin is divided into a variety of nations, often along at least somewhat species or cultural lines as well as geographic ones.

### Chilzangan Meritocracy

Chilzangan is controlled by the head of the various mining and sub-guilds and advised by a Pathman (priest of their religion with several demigods). Focused on mining and extracting viiz - for profit - most of its "members" are humans, dwarves, or individuals undergoing the transition to become dwarves. The Chilzangan nation is unpopular with the hokhala...and anyone else who cares about the proper protection of the planet. They live in mountain top arcologies, partially underground and constructed by them.

### Kulvix Tribes

Similar to the virakarasht in their tribal nature, the kulvix are a species of high cooperation and low competition, with different groups working together. Each tribe has a chieftain and council of elders, with larger tribes also having trade guilds. Guilds interact between tribes, but otherwise each tribe acts independently. They prefer their own kind to outsiders, although there are some merchants and traders who live among them. There are two primary kulvix cities - Kul'Kuzag and Kaz'Arag. The former is the kulvix' Great Home deep underground, containing its own ecosystems, and many passages, caverns and lava tubes. The latter is a more recently constructed outpost works as a forward outpost to warn of the approach of outsiders. Kaz'Arag serves as their primary trade and meeting point even though it is located somewhat deep into the virakarasht desert. It is basically the frontier, with a less formal structure and less involvement of leaders. Their high level of cooperation led to the creation of the Chroma Creed.

## Lyrata

The migrating forests of the hokhala are ruled by a true, communistic democracy, with all adult citizens involved in every decision of any importance. In rare times of crisis, they may choose an emperor who steps down when the crisis is over. Although most of the citizens of Lyrata are hokhala, the hokhala (who reproduce slowly) have a habit of adopting orphans and unwanted children of other species, resulting in a healthy mixed population. They are also very welcoming of werecreatures. Because the borders of Lyrata move, their relationship with others can be difficult. Not everyone wants the moving forest to appear on their doorstep. The fringes of Lyrata, outside the forest but within their own lands, are occupied by barbarians - who enjoy the riches of its leavings - and also by scavengers and outlaws from other societies. The hokhala generally ignore these "hangers on" unless they cause trouble.

## Pulikuk

Ruled by a confederation made up of island kings and lomagun (giant crab-like creatures used as floating cities) captains, with most of the decisions made by the captains. In theory they are benevolent rulers, in practice they vary widely. The nation's citizens are mostly halflings, but most of the continent's hurcine also live within this nation. They and some others came as indentured servants, but those contracts are now considered paid off. The captains will also accept anyone, of any race that is willing to pull their weight and follow the rules. Because of the value placed on short stature, a disproportionate number of "renegade" tycho - those who reject the religion and society of Respite & Restoration - have made their home on the lomaguns.

## Respite & Restoration

The tycho, determined to bring the rest of their kind here from the estranged Plane of Shadow, have become a theocracy under the ultimate leadership of their demigod, Hlapraska the Homefinder. They are guided by this god with the aim of bringing as many tycho to Theia from shadow when the planes touched or, even better, finding a way to open a gate to let everyone come at once. With the Plane of Shadow no longer tied to the planet like most settings, their window to retrieve their comrades is limited. Their society tends to be very rules-oriented, this stifles their creativity though, and the tycho often act as patrons to artists and scientists of other species. Tycho have a mixed reputation - because they have a goal of recruiting others to their religion, and tycho missionaries can be found all over Theia. As their recruiting has found some success, most of R&R's citizens are actually not tycho, but individuals of all species who feel that their interests might be served by Hlapraska - who is also the god of those who cannot help themselves. However, the upper city (R&R has two layers to it), supported by magic pillars, is more controlled. Respite, the lower city, is Theia's only true metropolis, the largest city in Barshiin, where anyone can settle. Restoration, the upper city, requires tolls be paid even for access and with residency highly controlled. The upper city is devoted to research into planar science. It's this research that has made R&R the safe place it is that results in such a high

population. They have an ability to redirect incoming viiz storms, a technology other nations claim is the right of all causing much tension.

## Tokir

The Tokir nation is feudal, ruled by the strongest of the lords - a king who must always watch his back lest somebody proves stronger and takes his place. Much of the population are unaltered humans - and anyone willing to work and agree to the feudal system can settle in Tokir. Also, the hilada will take those who are incurably mentally ill - because they can be cured by the transformation into hilada, but only if they are at least twelve. Thus, the families of insane children often settle in Tokir - and are often rewarded for caring for their children instead of abandoning them or putting them in an asylum. The majority of the feudal leaders take care not to upset the Abbots of the hilada libraries. A mysterious lack of frequent viiz storms in the southern mountain region of the Tokir lends them the freedom to be hoarders of knowledge; each monastery a wealth of books and other documented material.

## Virakarasht Tribes

A tribal theocracy - the leader is chosen by the priests, but each tribe has their own autonomy, and wars between tribes are considered a legitimate way to settle disputes. The virakarasht seldom welcome outsiders, but some rare individuals have been adopted. They have a sense of rivalry with the hokhala. At the same time, the virakarasht were hardly welcomed by their elven progenitors, and many would just as soon leave things to the hokhala. This can cause them to welcome wildborn hokhala, those who have rejected elven civilization, although the plant people are not comfortable in their deep desert. The virakarasht are driven by something else within them, that which makes them different from their elven beginnings.

### Sikesh

This new nation is a monarchy - but the new king is selected by a symbiote which is passed down from ruler to ruler, whether vlax, deleted, or other. As a method of selecting kings it is surprisingly effective, with each new king benefitting from the knowledge and wisdom of those who went before. The Sikeshi have a strong, family-like bond. Although they accept others into their nation, they have a strong distrust of both Chilzangan Pathmen and Tycho missionaries - neither are welcome in their borders. While the name of their nation is simply a hybridization of the species, this suits the practicality of the two quite well.

## Vlisleriak

The nation of the kashaan - constructed to guard the slumbering dragons. Their society is old, and they have a strong history, coupled with a natural ability for magic which tends to cause them to eschew technology as unnecessary. The dragons that sleep can stop viiz storms around their outposts by eating the storms somehow - which protects the age of their society and also tends to cause their bastions (remote cities set up across Barshiin that most are welcomed in) and outposts to be centers for both trade and the preservation of knowledge. These bestial dragons gain intelligence when they eat the storm and when they become fully intelligent, they

fly back to the center of Vlisleriak and are replaced by a new hatchling. Vlisleriak does accept outsiders - although most of the citizens are kashaan or other draconic creatures, there is a decent minority of kulvix, who's patience and diplomacy the often volatile lizard-folk value.

## Technology

Theia's repeated cataclysms tend to slow down the development of technology - and many things brought from the stars by elves have been lost, such as the ability to create time metal. Technology varies by nation - the kashaan tend to reject it, with the highest level possessed by Tokir (because of the large number of humans) and the corporation-like Chilzangan. In general, the technology you should think of is late Medieval or early Renaissance - except with a few strange variances. Crossbows exist, firearms generally do not (although some experiments are happening). Many of the effects we achieve with technology are achieved, as in most classic fantasy worlds, by the clever use of magic.

Scientific knowledge is both ahead of and behind "late Medieval." The hokhala and tycho, for example, are very much aware that the sun is a star, that at least some of the stars are suns, and there are other "earths" out there - although knowledge of how, the distances, etc., has been lost. Geology, though, is a bit of a neglected science due to the cataclysms - and draconic attempts to suppress knowledge of them. Such things as plate tectonics are...well...different on Theia anyway (the cataclysms tend to release all the tension, resulting in fewer earthquakes between them) and not well understood. However, because of the knowledge of astronomy, there's generally a higher level of development of optical instruments such as telescopes.

## Medicine

Medicine is primitive, with healing magic often being relied on. Simple surgery is possible (sleep spells often being used instead of anesthetic). The hilada push for more enlightened treatment of the mentally ill (with their transformation being the ultimate last resort cure). Higher levels of medicine are controlled by the vlax - who are naturally medical geniuses and hold much knowledge from the Chilzangan. They keep their knowledge secret, which helps them keep their supplies of bio material (I'll treat your cancer in exchange for a sample). The results are good for the vlax, not so good for everyone else - especially as many don't trust them, and it is not unusual for people to refuse vlax treatment, even at the risk of their lives.

Contagion is something people know about, as is basic hygiene. Actually understanding what a virus is, though, might be a little bit shaky.

## Dossier: Halflings

Theian halflings are descendants of sea-faring humans from the island of Linihurk. They were always small, but a cataclysm that rocked their island also shrunk them. In the following centuries they became even smaller as a short stature became a status symbol and a

much-desired quality in a mate. On their islands of Pulikuk, they live in communities located inside massive crustaceans called lomaguns. Of their islands, they maintain the seafaring tradition of their forebears.

### **Personality**

Compared to other races, halflings are much more aware of their bonds to what others would call distant relations. This is partly due to their close-knit society, but it also helps them avoid accidentally inbreeding—on an island with less than 10,000 people, half the potential mates an amorous halfling meets are going to be cousins of some sort. Even non-halflings (and especially hurcine) may be adopted into the web of relations.

Besides this quirk, halflings show the same range of personalities as their human forebears.

### **Physical Description**

With identical proportions, halflings are all but indistinguishable from humans, aside from the scale. The average halfling is, at just under three feet tall, quite literally half the height of a human, and their weight is a commensurate 40 pounds. Their heads usually have a slight slope, but this isn't usually visible under their hair. Skin tones range from olive to cocoa, and their hair is dark brown or black and quite curly. A few have red hair, which is considered an auspicious sign. Many halflings have callused, thickened soles on their feet, a result of a preference for going barefoot.

### **Relations**

Of all species, halflings are the most keen on good relations with other nations. Pulikuk relies on trade, so having ports closed to their merchant ships can be devastating. As such, halflings tend to get along with everyone, and anyone can be adopted into their society. Their closest relationships, however, are to the hurcine, whom they took in as refugees and indentured servants. Now full citizens of Pulikuk, the descendants of these hurcine fill roles halflings cannot, such as those requiring strength or the ability to see in the dark.

### **Alignment**

Despite a (mostly undeserved) reputation for being care-free pirates, halflings tend toward lawful alignments. Their close-knit societies require cooperation and sometimes subordination of their own desires for the needs of their community. Neither good nor evil particularly calls to halflings, and they are as likely to be vicious pirates as benevolent leaders, but their cultural tolerance of assassination does draw some into a spiral of murder and darkness.

### **Halfling Lands**

Halflings are from the archipelago of the Linihurk isles, a cluster of islands where their tempest-tost ancestors developed their short stature. As a seafaring race, however, they have spread across the face of Theia and can be found in most regions. Some don't even have a homeland; they've instead spent their entire lives on ships and are prone to "landsickness" in the way that landlubbers grow ill from the waves.

## Religion

The halfling's most important deity is Tiwaiwaka. He was born a halfling and developed a reputation as a bold and extraordinarily lucky adventurer. As often happens, his fame caused those around him to be possessed with envy. After failing an impossible task set by his vindictive captain, Tiwaiwaka was encased in bronze and tossed into the sea. Somehow, by means unknown, he survived and returned to his ship, days later, still covered in bronze. Later he apotheosized and left the halflings a gift, the Caper of the Wind, allowing them to survive being tossed into the ocean in the worst storms.

## Language

Halflings speak Common and their national language, Pulikuk. Pulikuk is a flowing language, distinguished by having meaning distinguished by tone as much as phonetics. Huka, for example, can mean fish hook, apricot, venomous snake, or mother-in-law depending on the pitch of the two vowels. This makes it extraordinarily difficult for outsiders to learn, so halflings typically don't put a great deal of pressure even on immigrants adopted into their extended families to learn it.

## Names

Halfling names are particularly long by Theian standards, often four or more syllables long. Like other words in their language, halfling names are tonal, with each syllable being either high, low, rising, or falling. However, because this is difficult for members of other cultures to remember, and because it is rare for two names to be distinguished only by tone, when outside Pulikuk they often drop the tonality and speak their names as other races would. All halfling names are used by both halflings of any gender.

## Adventures

As a sea-faring race, adventuring comes naturally to halflings. The "salt itch," as it is called, draws many young halflings to sea and then often to foreign lands. Others may be driven to a nomadic adventuring life. Assassination is a common remedy to unpopular leaders in Pulikuk culture, and those who prefer their life over their status will often flee to avoid the chance that a vindictive underling will persist in their murderous plans even after the leader's resignation.

## Species Description

**Type:** Halflings are humanoids of the halfling subtype. Halfling need to eat, drink, sleep and breathe.

**Size:** Halflings are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Halflings have a space of 5 feet by 5 feet and a reach of 5 feet.

**Speed:** Theian halflings have a base speed of 30 feet.

**Ability Scores:** Theian halflings are agile and gregarious, but their slight build limits their raw power. They gain +2 Dexterity, +2 Charisma, and -2 Strength.

**Languages:** Halflings begin play speaking Common and Pulikuk. Theian halflings with high intelligence may choose from their most frequent trade partners: Chilzangan, Tokir, Kulvix, and Virakarasht.

**Caper of Wind (Su):** Theian halflings can magically direct the air about them thanks to their blessing. This doubles the distance they jump with the Acrobatics skill, both vertically and horizontally. They may make these checks in locations that would normally not support their weight (such as from the surface of water or thin tree branches) at a -10 penalty. Finally, a Theian halfling that unexpectedly falls may make a DC 15 Acrobatics check as an immediate action to take damage as though they had fallen 30 feet less than it actually was.

**Seaborn:** Theian halflings receive a +2 racial bonus on Acrobatics, Climb, and Profession (Sailor) checks. They do not lose their dexterity bonus to AC while climbing, nor while making Acrobatics checks to traverse narrow, uneven, or slippery surfaces.

**Swarming:** Up to two characters with this racial trait can share the same square at the same time. If two characters with this racial trait in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. This racial trait allows them to qualify for feats that have the swarming racial trait as a prerequisite as if they were ratfolk.

### Species Variation

**Gregarious Merchant:** Frequently encountered by other nations, the lifeblood of their nation often rests on those who set themselves apart by trade. These halflings learn an additional language as though for high intelligence, gain an additional language whenever they take a rank of Linguistics, and can complete any trained Intelligence or Charisma based skill check in half the normal time if it would normally take a minute or longer. They receive a +2 racial bonus to Bluff, Diplomacy, and Sense Motive skill checks. This replaces the Seaborn and Swarming racial traits.

**Lucky:** The blessing of the wind god takes a different form on some halflings. These few enjoy great fortune in their daily lives, granting them a +1 luck bonus to all saving throws. This replaces the Caper of Wind racial trait.

**Mountain Born:** Many Theian halflings stay on land, but even these prefer to be close to the skies. As they climbed, they adjusted to their new homes away from the sea. These have a base land speed of 20 feet, and gain a +2 bonus to Climb, Perception, and Profession (Mountaineering) skill checks. They do not take a penalty to their speed for climbing uphill or traversing rocky difficult terrain, nor for carrying a Medium load. This alters the racial speed trait, and replaces Seaborn.

**Skyrider:** Some few halflings, in particular elite dragoons, undergo extensive training with their flying mounts. These gain a +2 racial bonus to Ride, Fly, and Handle Animal skill checks. They do not take a penalty to these checks for riding an unusual mount, nor for lacking proper saddles. This replaces the Seaborn racial trait.

**Tornado Dancer (Su):** The swirling winds of the Caper take a new direction to the few who dedicate themselves to this use. Halflings with this trait are proficient with all weapons in the polearm weapons group and may apply the effects of Weapon Finesse to them if they possess it, even if the weapon would not normally qualify for it. Finally, while using Reach weapons in the polearm group, they also threaten adjacent squares and may attack enemies in them as though the weapon did not have that quality (this does not prevent them from threatening and striking at squares the weapon would normally be able to). This replaces Caper of Wind.

## Dossier: Hilada

The hilada are less a race than a community, linked not by blood but by ritual. They are the result of a ritual designed to sever a being from their viiz, turning them into a sort of half-undead. This ritual is performed only in the most extreme of circumstances, to restore sanity to those with utterly incurable madness or, even more rarely, to allow a researcher to finish their magnum opus. Their community is one devoted to the gathering and preservation of knowledge of all kinds.

### Personality

A hilada's personality is much the same as it was before their transformation, though with some subtle changes. Unswayed by the cocktail of hormones swimming through the blood of other races, they tend toward dispassion. This is not in the least to say that they do not feel emotion; they are just more able to set it aside when needed. Because they are, barring violence or misfortune, immortal, they tend to take a longer view. They often devote themselves to projects that take many lifetimes of other species, like replanting a devastated forest.

### Physical Description

Hilada look much as they did in life, except for the greyish cast to their skin and pure white hair—that is, assuming they had hair; the rare kashaan hilada have white scales with a greyish tinge. The most distinctive feature is the ghostly viiz-fires surrounding their bodies. These flames are particularly visible when the hilada is burning off the excess viiz their bodies collect. Hilada do not age; they appear just as they did when they underwent the transforming ritual, whether in their early 20s or quite elderly.

### Relations

Hilada hold themselves aloof from other races, often living in monasteries devoted to the preservation of knowledge. Other races, in turn, mostly see them as emotionless, alien beings. Nonetheless, the fact that hilada used to be members of other races means that family ties bind them to other races, at least until those families die. In addition, most live in the human nation of Tokir and so have ties to their neighbors. Besides these, there is a significant amount of mutual respect between the hilada and the vlax; the one devoted to treating the mind, and the other to treating the body.

**Alignment**

Hilada are, by overwhelming margins, lawful neutral. Their dispassionate nature and devotion to study encourages them to see nuances in every situation and requires discipline uncommon in other races. Hilada maintain more monasteries than any other race. Even those hilada without the inclination to pursue a monastic life often dedicate a significant amount of time to these monasteries as eremite wardens.

**Lands**

The hilada have no lands of their own, living predominantly in the human nation of Tokir. They can, however, be found across the face of Theia. After their transformation, some will return to their home communities (though these must face the fact that they will watch everyone they ever knew die) and others, finding the prospect of monastery life stifling, move to communities outside of Tokir.

**Religion**

Many hilada still worship, at least nominally, the gods of their birth families. Others prefer to direct their spirituality towards the world around them and their studies of it. Hilada monasteries, thus, are perhaps closer to universities than centers of theology.

**Language**

Hilada speak Common, Tokir, and sometimes another language depending on their birth circumstances. As scholars, many hilada learn other languages over time, however, and it is generally easy to find a hilada who speaks any language you may need, including “speaking” dead languages.

**Names**

Most hilada keep the name their parents gave them - which means that most hilada have standard Tokir human names, but some may have names of more exotic cultures. A few hilada choose new names after the ritual. Also, hilada generally do not use family names, due to their inability to reproduce, but may earn “titles” from their scholarly work.

**Adventures**

Their culture being devoted to the collection and preservation of knowledge as it is, it should be no surprise that many hilada adventurers enter that lifestyle as researchers and archaeologists. Whether as freelancers or sent on specific missions by their elders, these hilada remain devoted to that cause peculiar to their race. Others, however, may become adventurers because they fail to fit in either with rigid hilada society or the outside world that views the hilada as emotionless.

**Species Description**

**Type:** Hilada are humanoids with the hilada and viiz-dead subtypes.

**Size:** Hilada are medium creatures and thus receive no bonuses or penalties due to their size.

**Speed:** Hilada have a base speed of 30 ft.

**Ability Scores:** The ritual that created the Hilada imbues them with incredible wisdom and force of personality, but reduced the health of their body. They gain +2 Wisdom and Charisma, and -2 Constitution.

**Languages:** Hilada begin play speaking Common. Hilada with high intelligence may learn any language they want (except Druidic and other secret languages).

### **Viiz-dead Subtype**

Viiz-dead are creatures who have had their viiz removed through a variety of means, leaving them similar to undead creatures. Some viiz-dead lack the ability to gather viiz within their body, and some must expel the gathered viiz or risk serious consequences.

**Viiz-dead have the following abilities:**

\*Viiz-dead do not need to eat, drink, or sleep.

Viiz-dead gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Viiz-dead take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

Viiz-dead are harmed by positive energy and healed by negative energy. A viiz-dead creature with the fast healing special quality still benefits from that quality.

**Deadened Viiz:** Hilada who gather too much viiz within their bodies quickly lose their sanity and return to their living states. A near-total lack of bodily viiz makes casting Arcane Spells nearly impossible, and Hilada have a 50% Arcane Spell Failure chance. This chance of spell failure cannot be reduced by normal means (such as feats, or class features).

**Greater Darkvision:** Hilada can see in the dark up to 120 feet.

**Negative Energy Affinity:** A Hilada is alive, but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

**Racial Heritage:** Hilada hail from a variety of regions and walks of life. Each Hilada was originally another race in life. Choose a single medium humanoid race, the Hilada gains that race's racial subtype, and learns that race's racial language, or a regional language if that race has no racial language (such as humans). The Hilada counts as that race and as a hilada for any effect related to race, including feat prerequisites.

**Resist Level Drain:** Hilada take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice.

**Viiz Expulsion (Ex):** Hilada slowly accumulate viiz within their bodies, which if they do not expel will eventually revert the ritual that restored their sanity. Hilada can expel this viiz in a burst of energy as a standard action once per day. If directed at a creature without the viiz-dead subtype within 30 feet, that creature must make a Fortitude saving throw (DC 10 +  $\frac{1}{2}$  the hilada's character level + the hilada's Charisma modifier) or be Dazed for 1 round. If expelled without directing toward a creature, it takes the form of a 10 foot burst and effects all creatures within the radius. If the Hilada does not expel their viiz at least once each day, they take 1 point of Charisma and 1 point of Wisdom damage. This damage cannot be prevented or reduced. If this damage ever reduces one of these scores to 0, the ritual that created them is unwound,

returning them to their former race with 3 negative levels. If they survive, they become insane, as the spell insanity, or gain another madness of the GM's choice.

**Viiz-dead Resistances:** Hilada gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

### Species Variation

The ritual that transforms a being into a hilada is fickle and at times creates something slightly different from the standard hilada. Some hypothesize there may be a guiding hand behind the ritual.

**Diminutive Heritage:** Some hilada are created from a smaller humanoid. These hilada are small creatures, gaining the benefits and penalties normal for their size, and must select a single small humanoid for their Racial Heritage trait. This modifies the hilada's size and Racial Heritage traits.

**Heretic:** A small sect of hilada betray the tenets of their existence, taking in excess viiz to master the powers of the arcane. These seclusive hilada can cast arcane spells without restrictions, but for every spell slot they do not cast each day (excluding cantrips) they take either 1 point of Charisma or Wisdom damage (determined randomly for each unexpended spell slot). If this damage ever reduces one of these scores to 0 they suffer the same penalties as the viiz expulsion ability. The constant intake and expulsion of viiz bolsters the heretics magics, causing all of their spells to be cast at +1 caster level. This replaces Deadened Viiz and viiz expulsion.

**Item Disruption:** Hilada sometimes learn to focus their expulsion of viiz into a tight and focused beam that can temporarily disable magical items. Once per day as a standard action the hilada can target a magic item within 30 feet, forcing the item (or its wielder) to make a Reflex saving throw (DC 10 +  $\frac{1}{2}$  the hilada's character level + the hilada's Charisma modifier) or have the item become disrupted for 1 minute. While disrupted, the item cannot be activated or have its abilities used, though its passive effects remain functional. If an effect (such as a spell cast by a staff or wand, or the Flaming property of a magic weapon) generated by the item was already active when it was disrupted, there is a 50% chance the effect immediately ends, a 25% chance it ends in 1d4 rounds, and a 25% chance the effect lasts its normal duration.

If the hilada does not use this ability at least once per day, they suffer the same penalties as the viiz expulsion ability. This replaces the viiz expulsion racial trait.

## Dossier: Kashaan

The Kashaan are draconic beings - descended from and sometimes still born of true dragons but altered into a form more suited to dealing with humanoids. Not much bigger than humans, clever-handed and quick, they built and manage the cities in which young dragons sleep as they

feed on viiz, as they grow to maturity and intellect. They cannot fly, but they walk the earth as protectors to their kin.

### **Personality**

Kashaan tend to be just that bit “larger than life” - often noisy, almost always intimidating, and tending to be noticed wherever they go. A warrior race, their life is dominated by rivalry between colors...and by the need to return to the breeding pits to mate. When they pursue magic, it tends to be of a physical and combative nature. Kashaan mate for life - even widows seldom remarry, and their courtships are long and involved. They value prowess and it may take force to gain their respect.

### **Physical Description**

Kashaan are bipedal lizards a little larger than humans, with a slight forward lean counterbalanced by a long, whip-like tail. Females tend to be larger than males. They have short claws on their feet and retractable claws on their hands. Kashaan come in the same ten colors as true dragons - and the colors tend to have differences in strength and intelligent. For example, red kashaan tend to be less intelligent than black ones. As obligate carnivores, kashaan require meat or fish to survive and remain healthy.

### **Relations**

Kashaan tend to see themselves as a little above the other races - older and dragon-born, they feel that the continent of Barshiin belongs to them and others are tolerated interlopers. That said, kashaan tend to get on well with hilada and kulvix, as well as halflings, but mistrust other races. Their overall goal is to keep the continent in balance - and that might bring them into conflict with others, especially dwarves.

### **Alignment**

Kashaan strongly tend to be lawful and are most often neutral, although both good and evil are known. Color does not reflect alignment in any way. Their desire to keep the continent in balance is most often what causes individuals to lean in other directions. Kashaan are best trusted when your goals align with theirs.

### **Lands**

Kashaan hold ten outpost cities (one for each dragon color) that are seen as safe havens in an often dangerous world. Their main nation, Vlisleriak, is powerful, but is mostly the home of larger draconic types. Most kashaan live in the outpost cities but they must travel to Vlisleriak to breed. A hinterland area around each city is also held by the kashaan, and used for farming and ranching.

### **Religion**

The kashaan worship the primeval dragons, who have not been seen on Theia in many generations. Shrines to them exist in all the outpost cities. Generally, they ignore other gods, considering them as being for lesser races.

## **Language**

Kashaan speak Draconic - although many also learn Common to deal with outsiders. They have respect for any non-kashaan who bother to learn the intricacies of their own tongue.

## **Names**

Kashaan names are in draconic and can be hard for other races to pronounce. They tend to consist of a relatively short personal name and a descriptive family name, often referring to the place their family is from. On formal occasions, kashaan tend to add their color to their name. Kashaan who have no family use a longer single name (this is common with mixed-color kashaan, who tend to be viewed as unlucky and, as it were, sent down the road).

## **Adventures**

Kashaan consider themselves guardians of young dragons and keepers of the balance of Theia. Most kashaan adventurers are seeking to gain skill and experience to prove themselves to their own people. A few are outsiders, unhappy with kashaan society - often the point of contention is the strict control kept over the breeding pits.

## **Species Description**

**Type:** Kashaan are humanoids with the kashaan and dragonblooded subtypes.

**Size:** Kashaan are medium creatures and thus receive no bonuses or penalties due to their size.

**Speed:** Kashaan have a base speed of 30 ft.

**Ability Scores:** Kashaan are agile and lithe, despite their imposing height, and possess a ferocious force of personality. Each kashaan has an ability score penalty based on their parentage. They gain +2 Dexterity, +2 Charisma.

**Languages:** Kashaan begin play speaking Common and Draconic. Kashaan with high Intelligence scores can choose from any regional language found within Chilzangan, Respite and Restoration, or Tokir.

### **Dragonblooded Subtype**

Creatures who have the blood of dragons flowing within their veins are often Dragonblooded Creatures. These creatures, while not truly dragons themselves, possess weaker versions of many of the traits a dragon may possess, and are treated as being a dragon as far as magic is concerned.

### **Dragonblooded have the following abilities:**

- \* Dragonblooded have darkvision 60 feet and low-light vision.
- \* Dragonblooded are immune to magic \*sleep\* effects and gain a +2 racial bonus on saving throws against paralysis spells and effects.
- \* Dragonblooded count as a creature of their type, and as a dragon for any effect related to race, including feat prerequisites and spells that affect dragons.

**Blood of Dragons:** Kashaan count as a humanoid (kashaan) and a dragon for any effect related to race, including feat prerequisites and spells that affect dragons.

**Darkvision:** Kashaan have darkvision, allowing them to see perfectly in the dark up to 60 feet.

**Draconic Immunities:** Kashaan are immune to magic \*sleep\* effects and gain a +2 racial saving throw bonus against paralysis spells and effects.

**Draconic Magic (Su or Sp):** Each kashaan has a magical ability based on their draconic parentage, as determined on the following table. If this ability has a saving throw, its DC is equal to 10 +  $\frac{1}{2}$  the kashaan's level + their Charisma modifier, even if the ability would normally have a different saving throw (such as a spell like ability). If this ability has a caster level, it is equal to the kashaan's character level. See table below.

**Draconic Vigor:** The kashaan's draconic blood gives them increased vigor, increasing their maximum hit points by +1. They gain an additional hit point at 2nd level, and every level thereafter.

**Inherited Weakness:** A kashaan's distant parentage effects each color of kashaan differently. Each kashaan takes a racial penalty to a single ability score based on their parentage, as determined based on the following table.

**Low-Light Vision:** Kashaan can see twice as far as humans in conditions of dim light.

**Table:** Inherited Weakness

Scale Colors	Penalty	Description
Black, Copper	-2 Str	Kashaan whose parentage come from black and copper dragons are weaker in physical strength, having less developed muscles and a sleeker, thin appearance.
Blue, Brass, Bronze	-2 Con	Kashaan whose parentage come from blue, brass, and bronze dragons are weaker of body and constitution, possessing less endurance than other kashaan
Gold, Red, White	-2 Int	Kashaan whose parentage come from gold, red, and white dragons may have trouble learning or solving complex problems compared to others of their kin.
Green, Silver	-2 Wis	Kashaan whose parentage come from green and silver dragons are often rash and quick to judge, some easily fall prey for the schemes of others or are too trusting for their own good.

**Powerful Build:** The physical stature of kashaan lets them function in many ways as if they were one size category larger. Whenever a kashaan is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the kashaan is treated as one size larger if doing so is advantageous to him. A kashaan is also considered to be one size larger when

determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A kashaan can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

**Table:** Draconic Magic

Scale Color	Benefit	Description
Black	Speak With Reptiles (Sp)	Black kashaan can speak with reptiles as a spell like ability. This functions as <i>*speak with animals*</i> , but only with reptilian animals, magical beasts, and dragons.
Blue	Mirage (Su)	Blue kashaan can make themselves appear in two places at once as a standard action for a number of minutes per day equal to their level. This functions as <i>*project image*</i> , but the kashaan cannot cast spells through their image. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.
Brass	Move Sand 1/day (Sp)	Brass kashaan can cast move sand as a spell like ability once per day. This functions as <i>*move earth*</i> but only affects sand.
Bronze	Wave Mastery (Su)	Bronze kashaan can cause themselves and vessels to move more quickly. The kashaan can cause itself and a single vessel within 50 feet to move twice its normal speed in water for a number of minutes per day equal to 10 times their level. The effects of Wave Mastery does not stack with other sources of the same ability. These minutes do not need to be consecutive, but they must be spent in 10-minute increments.
Copper	Stone Shape 1/day (Sp)	Copper kashaan can cast <i>*stone shape*</i> as a spell like ability once per day.
Gold	Luck (Su)	Gold kashaan can bestow a gem with luck, providing a benefit to its holder. Once per day the kashaan can touch a gem as a standard action and enspell it with good luck. The holder of this gem gains a +1 Luck bonus to saving throws for 1d3 hours, +1 hour per two character levels the kashaan possesses (minimum 1).

Green	Plant Growth 1/day (Sp)	Green kashaan can cast *plant growth* as a spell like ability once per day.
Red	Aura of Flame (Su)	Red kashaan can generate an aura of intense heat around their bodies. Activating or deactivating this aura is a swift action. While active, the aura grants the kashaan 5 Fire Resistance, and all creatures within 5 feet (including the kashaan) take 1d6 fire damage at the end of the kashaan's turn.
Silver	Cloudwalking (Su)	Silver kashaan can walk on clouds and fog as per <i>boots fo cloud walking</i> a number of minutes per day equal to their character level.
White	Ice Shape 2/day (Sp)	White kashaan can cast ice shape as a spell like ability twice per day. This functions as *stone shape* but only affects ice and snow.

### Species Variation

**Crossblooded Lineage:** When kashaan of differing colors breed, the child is almost always the color of its mother, and rarely that of their father. In incredibly rare circumstances, this child instead shares parentage traits of both of their parents. The kashaan selects a second type of true dragon for their draconic parentage ability, gaining all the abilities and penalties associated with having a second parentage. If both parents apply a penalty to the same ability score, these penalties stack. This ability alters Draconic Parentage, and replaces Draconic Immunities.

**Crown of Horns:** Some kashaan have much larger and more pronounced horns than others of their kind. The kashaan gains a primary gore natural attack that deals 1d8 points of damage plus 1-1/2 times the kashaan's strength bonus. This ability replaces Draconic Immunities and Draconic Vigor.

**Draconic Physique:** Rather than inheriting a magical ability, some kashaan inherit more advanced physical abilities from their parentage. These physical abilities are based upon the color of dragon chosen by their Draconic Parentage ability, as determined based on the following table. This ability replaces Draconic Magic.

**Table:** Draconic Physique

Scale Color	Benefit	Description
Black	Swamp Stride	Black kashaan can move through bogs and quicksand without penalty at their normal speed, and gain a +4 racial bonus to Swim checks.

Blue	Sound Imitation	Black kashaan can move through bogs and quicksand without penalty at their normal speed, and gain a +4 racial bonus to Swim checks.
Brass	Sand Burrowing	Brass kashaan can slowly burrow through sand. They gain a Burrow speed of 15 feet, but can only burrow through sand or other very soft and loose materials.
Bronze	Water Breathing	Bronze kashaan can breathe water as well as air, and can speak underwater with no penalties.
Copper	Nimble Hands	Copper kashaan gain a +2 racial bonus to Disable Device and any Perform check that involves hands. Additionally, they can also use Disable Device to disarm magic traps as if they had the rogue's Trapfinding class feature.
Gold	Gem Craft	Gold kashaan gain a +5 racial bonus to Appraise and Craft checks involving gemstones. When crafting an item that includes a significant amount of gemstone, the sell value of that item is increased by 10% of its base price.
Green	Woodland Stride	Green kashaan can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.
Red	Smoke Vision	Red kashaan can see perfectly in smoky conditions (such as the <i>*pyrotechnics*</i> spell) and reduce the miss chance from concealment effects generated by smoke-like substances (such as the <i>*fog cloud*</i> spell) by 10%.
Silver	Silver Grace	Silver kashaan are particularly graceful, gaining a +4 racial bonus to Acrobatics checks and Perform (dance) checks. If the Silver Kashaan gains a fly speed, their aerial maneuverability is one step better than normal.
White	Snow Vision	White kashaan can see perfectly well in snowy conditions. They do not suffer any penalties to Perception checks while in snow. They also gain a +3 racial bonus on saves versus blinding effects.

**Dragon Rage (Su):** Some kashaan learn to tap into the primal fury of their draconic heritage, allowing them to become ferocious and terrifying beasts for short periods of time in exchange for draining their stamina. Entering a dragon rage is a swift action, and lasts for a number of

rounds equal to the kashaan's Charisma modifier (minimum 1). During a dragon rage the kashaan gains a +4 morale bonus to Strength and Charisma, and a -1 penalty to Will saving throws. After the rage ends, the kashaan takes a -2 Penalty to Constitution for 16 hours. If the kashaan's Constitution is 2 or lower they cannot enter a dragon rage. This ability replaces Draconic Magic and Draconic Vigor.

**Fearsome Presence:** Some kashaan possess a fearsome presence, akin to the dragon that parented them long ago. Activating this ability is done as a free action as part of an attack. Creatures targeted by the attack must make a Will saving throw (DC 10 +  $\frac{1}{2}$  the kashaan's level + their Charisma modifier) or become shaken for 1d3 rounds. The duration of the shaken applied by this ability does not stack with itself, and this shaken condition doesn't stack with other shaken conditions to make an affected creature frightened. An opponent that succeeds on the saving throw is immune to the kashaan's fearsome presence for 24 hours. This ability replaces Draconic Magic.

**Furious Casting:** Rarely a kashaan is born with the innate ability to tap into the draconic fury latent within their blood, allowing them to enhance their spells, at a cost to their body. These kashaan are somehow even thinner than others of their kind. The kashaan can choose to apply one of the following metamagic feats to a spell as its cast: Empower Spell, Enlarge Spell, or Extend spell. If the spell's normal casting time is a standard action, it's casting time is increased to a full-round action. After successfully casting the spell the kashaan becomes fatigued. If the kashaan was already fatigued they become exhausted, and if they were already exhausted they fall unconscious for 8 hours. This fatigue is so intense that it cannot be cured by any magics less than that of \*greater restoration\*. This ability replaces Powerful Build.

**Mighty Tail:** Kashaan are often born with powerful tails they can use to attack their foes. These kashaan have a secondary tail slap natural attack that deals 1d6 damage plus 1-1/2 times the kashaan's Strength bonus (this is an exception to the normal secondary attack rules). This ability replaces Draconic Immunities and Draconic Vigor.

## Feats

### **Bright Burner (Hilada)**

*You have greater control over the pale flames enveloping you than most hilada, allowing you to illuminate your surroundings.*

**Prerequisites:** Hilada

**Benefit:** As a swift action you may cause the pale viiz-fires that surround you to become stronger. You may choose to shed light as a candle (increased light in a 5-ft. radius), a torch (normal light in a 20-ft. radius and increased light in a 40-ft. radius), or daylight (as the spell). While this ability is active you may switch between the two light levels once per round as a free action.

### **Claws of the Dragon (Combat, Kashaan)**

*Your claws have grown to represent the power and lethality of the true dragons that were your parentage.*

**Prerequisites:** Kashaan

**Benefit:** You gain two primary claw natural attacks that deal 1d6 damage.

### **Draconic Avatar (Kashaan)**

*You embody both the magical and physical abilities of your parent dragon, embodying it as an avatar of draconic power.*

**Prerequisites:** Draconic Magic or Draconic Physique kashaan racial trait.

**Benefit:** If you have the draconic magic racial trait you gain the benefits of the draconic physique racial trait, and vice versa. You do not lose the benefits of the draconic magic racial trait if you gain the draconic physique racial trait in this way.

**Special:** This feat must be taken at first level, and cannot be retrained.

### **Draconic Majesty (Combat, Kashaan)**

*You possess the majestic qualities of your draconic parentage, displaying as either a mighty and powerful tail, or as a crown of sharpened horns.*

**Prerequisites:** Kashaan

**Benefit:** You gain the benefits of either the crown of horns or mighty tail kashaan alternate racial traits. If you already have one of these traits, you gain the other. You do not lose your draconic immunities or draconic vigor racial traits by selecting this feat.

**Special:** This feat must be taken at first level, and cannot be retrained.

### **Elemental Might (Combat, Kashaan)**

*You can imbue your natural attacks with the elemental might of your dragon parentage.*

**Prerequisites:** Cha 15, Claws of the Dragon, base attack bonus +4

**Benefit:** Your natural attacks deal an additional 1 point of energy damage, with a type determined by your parentage. If you have the crossblooded lineage kashaan racial trait, and your two parentage types deal different types of elemental damage, this damage is 50% the first type (chosen when you gain this feat) rounded up, and the second type rounded down.

As a swift action you can double the bonus damage granted by this feat until the end of your turn.

**Table:** Elemental Might Energy Type

Parentage Color	Energy Type
Black, Copper, Green	Acid
Silver, White	Cold
Blue, Bronze	Electricity

Brass, Gold, Red	Fire
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### Flare of Viiz-Fire (Hilada)

*Your control over the flames of viiz that surround you allows you to blind your foes.*

**Prerequisites:** Hilada, Bright Burner

**Benefit:** While your Bright Burner feat is active you may cause the viiz-fires cloaking your body to burst into radiant glory as a standard action. Any creature within 20 ft. must make a Fortitude save (DC 10 +  $\frac{1}{2}$  your level + your Charisma modifier) or be blinded for 1 round and dazzled 1 minute thereafter. Creatures who succeed on their saving throw are merely dazzled for 1 round. Once you use this ability the light from your Bright Burner feat ends and you cannot activate it or this ability for one hour.

### Greater Draconic Magic (Kashaan)

*You can harness even greater magics inherent to your draconic parentage.*

**Prerequisites:** Cha 19, character level 13, Draconic Magic kashaan racial trait

**Benefit:** You gain an additional magical ability based on your parentage. If this ability has a saving throw, its DC is equal to 10 +  $\frac{1}{2}$  your level + your Charisma modifier, even if the ability would normally have a different saving throw (such as a spell like ability). If this ability has a caster level, it is equal to your character level. If you have the crossblooded lineage kashaan racial trait, you only gain a single ability of either parentage, chosen when you take this feat.

**Special:** If you have the crossblooded lineage kashaan racial trait you can take this feat a second time, gaining the ability you did not choose the first time.

**Table** Draconic Magic

Scale Color	Benefit	Description
Black	Mass Charm Reptiles 1/day (Sp)	You can cast <i>*mass charm reptiles*</i> once per day as a spell like ability. This functions as <i>*mass charm monster*</i> but only affects reptilian animals.
Blue	Sandstorm 1/day (Su)	Once per day as a standard action you can create a sandstorm centered on yourself with a radius of 100 feet. Creatures other than you, and other creatures with a similar abilities, inside the storm take 1d6 points of damage bludgeoning damage per round in addition to the normal sandstorm penalties. This sandstorm lasts for up to 10 minutes, but can be dismissed by you as a free action.
Brass	Summon Servant (Su)	You can call upon a specific Djinni that acts as your loyal servant as a standard action. This Djinni is helpful to you, but will not follow suicidal orders. If

		killed, he disperses and cannot be called upon again for 24 hours. At the end of the duration, the Djinni remains but is no longer under your control and is considered hostile toward you.
Bronze	Control Water 3/day (Sp)	You can cast <i>*control water*</i> three times per day as a spell like ability. You can use all three uses of this ability to create a <i>*tsunami*</i> , as the spell, save that its duration is only 2 rounds, and the area you can effect with the spell is quartered (rounded down to the nearest 5 ft increment.)
Copper	Mass Laughter 1/day (Sp)	You can tell a tremendous joke as a standard action once per day. All creatures within 10 feet must make a Will saving throw or laugh for 1 round per three levels, as if affected by <i>*hideous laughter*</i> .
Gold	Divine Assistance 1/week (Sp)	You can call upon divine assistance granted by your pure and righteous bloodline, allowing you to cast a single divine spell of your choice once per week. This spell must be of 6th level or lower, and if the spell has an expensive material or focus component you must provide it.
Green	Awaken Treant 1/day (Su)	You can call upon the forest itself to aid you as a standard action, animating a single tree to serve as a Treant to protect you. This treant can be called from any Huge or larger living tree. This treant is under your control, and remains animated for 1 hour, after which it reverts to being an ordinary tree.
Red	Manipulate Flames 1/day (Su)	You can call upon the forest itself to aid you as a standard action, animating a single tree to serve as a treant to protect you. This treant can be called from any Huge or larger living tree. This treant is under your control, and remains animated for 1 hour, after which it reverts to being an ordinary tree.
Silver	Reflective Scales (Su)	Your scales are mirror-like, and possess the ability to reflect light as well as spells. You gain spell resistance equal to 11 + your character level. A creature that's spell fails to bypass your spell resistance by 5 or more has it's spell partially reflected back at it. This

		functions as <i>*spell turning*</i> , and the spell is treated as partially turned with 50% effectiveness. If it is a non-damaging spell, it has a 50% chance to affect its original caster and a 50% to have no effect (rather than affecting you).
White	Blizzard 1/day (Su)	Once per day as a standard action you can create a blizzard centered on yourself with a radius of 100 feet. This created heavy snow conditions for 10 minutes. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

### **Item Fuel (Hilada)**

*Instead of merely disrupting the power of a magic item, you may release viiz into it to fuel it.*

**Prerequisites:** Hilada, viiz-expulsion

**Benefit:** You may spend a daily use of your viiz expulsion ability to use a spell-trigger item like a wand or staff without spending a charge. This requires strenuous concentration, rendering you exhausted for one minute and fatigued for one hour thereafter. If you were already fatigued, you instead become unconscious for one minute and exhausted for one hour. You cannot use this ability if you are already exhausted. You gain one additional daily use of your viiz expulsion ability, which you must use to avoid taking ability damage.

### **Lingering Madness (Hilada)**

*The ritual turning you into a hilada has left a lingering madness that allows you to draw on a well of inspiration at the risk of losing control of yourself.*

**Prerequisites:** Hilada, character level 5

**Benefit:** A number of times per day equal to your Charisma modifier (minimum 1) you may gain an insight bonus to any one attack roll, CMB check, ability check, or skill check equal to 4 + 1 per 5 character levels. Using this ability is an immediate action. After you use this ability you are confused for one round.

### **Maw of the Dragon (Combat, Kashaan)**

*Your maw has become powerful enough rivals the strength and might of a true dragons.*

**Prerequisites:** Str 14, Claws of the Dragon

**Benefit:** You gain a primary bite natural attack that deals 1d8 damage plus 1-1/2 times your Strength bonus.

### **Monastery Training (Hilada)**

*Your experience studying in a hilada monastery has expanded your view of the possible.*

**Prerequisites:** Hilada, Wisdom 13

**Benefit:** Choose a number of skills equal to your Wisdom modifier. These are always class skills for you and you gain a +2 bonus in one of them. This bonus increases to +4 if you have at least 10 ranks in the chosen skill. In addition, choose one class. You may multiclass freely between monk and your chosen class.

#### **Nails of Viiz (Combat, Item Creation)**

*Viiz infuses your tooth and claw, imbuing them with destructive power and magical potential.*

**Prerequisites:** Natural weapons, base attack bonus +5.

**Benefit:** Your natural weapons, but not your unarmed strikes, are infused with crystalline viiz and are considered to be magic weapons for the purpose of overcoming damage reduction. In addition, each of your natural weapons, but not your unarmed strikes, are considered to be masterwork weapons (granting the normal +1 enhancement bonus to attack rolls) and can be individually enhanced as if they were manufactured weapons. Enhancing a natural weapon in this way costs half as much as enhancing a normal weapon. During the enhancement process you can still use your natural weapons, but you do not gain the benefits of any enhancements until their crafting is fully completed. These enhancements can be removed from you if you are willing (or dead) in a process that takes 8 hours per natural weapon and the Craft Magical Arms and Armor feat, returning an amount of magical components worth half the enhancements effective value. Enhancements applied to natural weapons via this feat do not stack with other abilities or items that may apply an enhancement to one's natural weapons, such as an *amulet of mighty fists*.

#### **Past Life Recollections (Hilada)**

*Your connection to your life before becoming a hilada gives you instinctive knowledge.*

**Prerequisites:** Hilada, Wisdom 13

**Benefit:** You may make Knowledge checks using your Wisdom modifier instead of your Intelligence modifier.

#### **Reflexive Expulsion (Hilada)**

*You can sense when you are the target of arcane magic and lash out to disrupt it.*

**Prerequisites:** Hilada, viiz expulsion

**Benefit:** When you are targeted with an arcane spell, spell-like ability, or spell-completion or spell-trigger item, you may use your viiz expulsion ability as an immediate action, targeting the caster or creature who activated the item. If the caster or creature using the item is dazed, the spell or effect fails, but the spell slot, spell-like ability use, or item is not wasted. You must be aware of the caster or creature using the item and have both line of sight and line of effect to use this ability. You gain one additional daily use of your viiz expulsion ability, which you must use to avoid taking ability damage.

#### **Tactical Analysis (Combat)**

*Your study of foes' tactics and weaknesses empowers you.*

**Prerequisites:** Knowledge (any 2) 3 ranks, Knowledge (any other 3) 1 rank

**Benefit:** You gain a bonus to attack and damage against creatures depending on the ranks you have in the Knowledge skills used to identify them. If you have at least 3 ranks in the appropriate Knowledge skill, you gain a +1 bonus to attack and a +2 bonus to damage. At 8 ranks, and every 5 ranks above that, the bonus to attack increases by +1 and the bonus to damage increases by +2.

### **Viiz-fueled Spell (Metamagic)**

*The overflowing font of viiz inside you allows you to fuel your metamagic feats.*

**Prerequisites:** Hilada, heretic, one metamagic feat, Spellcraft 5

**Benefit:** As a swift action once per day you may sacrifice a spell or spell slot to add the effect of a metamagic feat you know to the next spell you cast in the same round without increasing its level or casting time. The spell or spell slot you sacrifice must be at least one level higher than the spell's level + metamagic feat's level adjustment – 1, so if you wanted to add the effect of Maximize Spell to fireball you would need to sacrifice a spell or spell slot of at least 5th level.

**Special:** You may take this feat more than once. Each time you do, you may use it an additional time per day.

### **Viiz Gullet**

*You have developed the ability to store viiz in your body and use it to activate matrices before it is excreted.*

**Prerequisite:** Constitution 13

**Benefit:** You can store a number of doses of viiz in your body equal to half your level squared by eating them. This allows you to activate a matrix with this viiz, even if the matrix would normally require you to use the viiz in another manner or you are unable to access your viiz pouch. You can store viiz in this manner for a number of days equal to your Constitution modifier.

You also gain a +2 bonus to Fortitude saving throws against spells and spell-like abilities.

### **Windswept Combatant (Halfling)**

*Your flurry of attacks is backed by the wind itself, deflecting projectiles fired upon you.*

**Prerequisites:** Base Attack Bonus +6, halfling, Caper of Wind racial trait

**Benefit:** Whenever you make a Full Attack or use the Attack Action, ranged attacks made against you with projectile weapons suffer a 5% miss chance per point of base attack bonus you possess until the beginning of your next turn. This bonus is halved (5% per two points of base attack bonus, rounded down) for particularly large projectiles, such as a giant-thrown boulder or siege weapon. Attacks that would normally bypass magical wind, such as those that would counter *\*wind wall\** or similar spells, also bypass this feat. This is a supernatural ability.

# Viiz Matrices

Most undiscovered, some lost to time, the matrix is the most intimate enchantment as it resides intertwined with the fabric of existence.

## Introduction

While most of viiz's uses are well known—at least to those with a reason to use it—it has a more occult function as well. Viiz powers a rare and powerful form of magic known as matrices. Webs of raw energy, matrices resonate with viiz to produce unique effects, unavailable through more everyday forms of magic.

Matrices have their origins in the cataclysms that periodically reshape Theia. During these upheavals the shifting laws of reality rewrite the rules upon which matrix-weaving hangs. Old matrices cease to function and new ones spring into existence, waiting to be discovered by Theians struggling to survive the hostile cataclysmic environment. While matrices can be activated without having viiz on hand during the cataclysms that birth them, their popularity falls in intercataclysmic periods when their use requires the expensive power source. By now, creation of matrices has become all but a lost art, the province of sages, master artisans, and explorers of ancient sites. Their weavers are sought out by governments, adventurers, and guilds, but since the knowledge of how to create any particular matrix is usually known only to one or two individuals, access to a matrix is determined more by its creator's whims than the weight of its seeker's purse.

## Using Matrices

### About Matrices

There are two general classes of matrices. A personal matrix is woven about the astral body of a recipient, who can then activate the matrix wherever they are. A dweomer matrix, on the other hand, is anchored to the ethereal boundaries of an area like a great spider web, and anyone within the area can activate it as long as they are aware of its existence and its requirements. Some dweomer matrices make themselves, along with their effect, method of activation, and cost, mentally known to any who enter their area, while others are silent and require detect magic to identify.

A creature can only be the recipient of a single personal matrix at a time, and attempting to weave another about them unravels the old one, which is lost forever. Likewise, an area can only support a single dweomer matrix, and if a new one would overlap an old one, the old matrix unravels in the area of the overlap, but may continue in the rest of its area. A creature therefore may have access to at most two matrices at any one time: their personal matrix and the dweomer matrix in the area they are in.

Matrices react to most spells in ways similar to magic items. They can be seen with detect magic at caster level 5 or higher, with which they appear as a loose warp and weft in phosphorescent silver thread. They have a moderate aura strength, and can be identified with a successful Spellcraft check (DC 20 + twice its level). A dispel (such as from dispel magic) targeted at it suppresses a personal matrix for 1d4 rounds, while an area dispel suppresses a dweomer matrix within the dispel's area for 1d4 rounds. Antimagic field also suppresses any matrices in its area. While suppressed, the matrix cannot be activated. Like magic items, matrices are completely and irrevocably destroyed by mage's disjunction unless they succeed on a Will saving throw. A matrix has an effective caster level equal to twice its level and a Will save bonus equal to 2 + its level.

Once a character has access to a matrix, either by being the recipient of a personal matrix or within the area of a dweomer matrix, it is relatively simple to activate it. Activating a matrix is usually a standard action and never provokes an attack of opportunity. Immediately upon activation, the matrix flares to life, becoming visible to the unaided eye, and the effects take place.

Activating a matrix requires the use of tiny amounts of viiz—only fractions of an ounce—which is consumed in the activation, a process commonly called “swelling” as the matrix itself seems to swell, its latent threads momentarily bursting into sight as luminous silver strands. Like material components of spells, viiz may be stored in a special pouch and retrieved as a free action. If the matrix is activated as an immediate action, the requisite viiz can be retrieved even if it is not the user's turn. While raw viiz is sufficient to activate a matrix, the more expensive refined viiz produces greater and often more spectacular results, known as the refined effect. Unless otherwise specified, this is in addition to the normal effect. For example, if refined viiz is used to activate house of wisdom the matrix grants a bonus and reroll to Knowledge checks (the normal effect) and gives the user improved defenses against monster special attacks they identify (the refined effect).

Some matrices have special requirements to activate, such as succeeding on a skill check or being in a certain environment. Failing to meet this requirement means that the matrix produces no effect, though the required viiz is not wasted and remains in the user's hand so they may attempt to activate it again in the next round.

### **Sidebar: Matrix Harmonization**

While rare, matrix harmonization is one of the more vexing aspects of using matrices. When certain matrices are in the presence of certain others (usually within 100 ft.), both will cease to function until 24 hours after they have been separated. Matrices that can only be woven by or upon different races are more likely to harmonize and interfere. Because of this, some

communities and cultures have taboos or rules against other races' matrices, even though harmonization is still unlikely.

GMs should be careful in introducing harmonization to a campaign. It can be frustrating to suddenly have a hard-won reward suddenly taken away or to be excluded from an area other party members can go for diving into this aspect of roleplaying their race. Therefore, harmonization is best used as a plot point rather than a rule.

## Matrix Creation

The art of creating—or, as many artisans call it, weaving—matrices is a diverse one, with traditions as varied as the peoples of Theia. No matter its tradition, however, weaving a matrix is always accomplished via a special type of occult ritual called a patterning. Like all occult rituals, patternings require a series of skill checks to complete and have consequences for failing too many. Very few have material components, since their cost is the viiz required to activate them, but some have focus components. Patternings often have special requirements the weaver, recipient, or area must meet to successfully create the matrix. Failing to meet these prevents the matrix from forming, but does not carry the same consequences as failing the patterning's skill checks. Because of these differences, a matrix description resembles a description of an occult with a few exceptions, noted in the Matrices section.

Both the weaver and the recipient of a personal matrix must be present during the entire patterning, and the weaver of a dweomer matrix must not leave its intended area until its patterning is complete.

A matrix always has the same level as its patterning, and neither ever belongs to a school of magic. Patternings require 30 minutes per level to perform.

### Designing New Matrices

Designing a matrix is similar to designing both a new spell and a new occult ritual.

First, determine its effect. A matrix usually (but not always) affects either the user, the environment, or an enemy, not an ally. In addition to the normal effect, you must design a refined effect. This should not merely be more powerful than the normal effect; it should build upon it and make it more interesting. If the effect requires a saving throw, it should usually be equal to  $10 + \frac{1}{2}$  the user's level + one of the user's ability modifiers.

Second, determine the matrix's level. Usually this is equal to the level a spell with the matrix's effect would have.

Third, determine the number of doses of viiz required to activate the matrix. This is usually the matrix's level squared, but might be adjusted up or down. A matrix with particularly onerous requirements to activate or with limited utility might require fewer doses, while one that is similar to a spell with an expensive material component, such as raise dead, should require more. Remember that a refined effect already has an increased cost because it requires refined viiz to activate, so it should not increase the number of doses required.

Finally, determine the details of the matrix's patterning. These include the skill checks required, its components, the consequences of failure, and any special requirements of the recipient, area, or weaver.

## Matrices

### Matrix Descriptions

In addition to the details that describe occult rituals, matrix descriptions have additional details.

**Cost:** The number of viiz doses required to activate the matrix.

**Activation:** Special requirements to activate the matrix, and the activation time if not a standard action.

**Special:** Special requirements to create the matrix.

**Refined:** The matrix's effect if it is activated with refined viiz. Unless otherwise specified, this is in addition to the normal effect.

### Adaptive Defense (personal)

**Level:** 2

**Cost:** 3 doses

**Skill checks:** Craft (armor) DC 15, 2 successes

**Activation:** Immediate action

**Special:** Weaver must be a deleted.

**Backlash:** Creator and bearer are exhausted until they sleep for 8 hours.

**Failure:** The creator and bearer take a -20 penalty to Constitution for 24 hours. Their Constitution scores cannot drop below 1, and this penalty is always applied after other penalties to Constitution and Constitution damage or drain.

*\*As the pain hits, you swallow the viiz and your skin takes on a shimmer like still water.\**

This matrix is activated immediately after taking elemental or weapon damage. If activated in response to elemental damage, you gain resistance 5 to that element. If activated in response to weapon damage, you gain damage reduction depending on the weapon's damage type: if bludgeoning, DR 5/piercing or slashing; if piercing, DR 5/bludgeoning or slashing; if slashing, DR 5/bludgeoning or piercing. If the weapon dealt multiple types of damage, such as a morningstar, you gain all relevant types of damage reduction. This lasts until the damage reduction or resistance prevents or reduces damage once, up to 1 hour.

**Refined:** You may activate this matrix as an immediate action before taking elemental or weapon damage, in which case the resistance or damage reduction applies to that damage as well as the next time it prevents or reduces damage.

### Sidebar: Greater Adaptive Defense

This is the most basic version of *\*adaptive defense\**. More powerful versions might be available. A level 4 version, requiring 12 doses to activate, would grant resistance 10 or DR 10 and last

until the damage reduction or resistance prevents or reduces damage twice, up to 1 hour. A level 6 version, requiring 36 doses to activate, would grant resistance 20 or DR 20 and last for 1 hour, regardless of the number of times it prevented damage.

**Borne on Theia's Breath** (personal)

**Level:** 7

**Cost:** 49 doses

**Activation:** Knowledge (dungeoneering) DC 15

**Skill checks:** Knowledge (dungeoneering) DC 30, 5 successes; Heal DC 25, 2 successes

**Special:** Recipient must be a deleted with the endless forms racial trait

**Backlash:** The recipient and weaver take a -4 penalty to saving throws against the special abilities of aberrations and animals, and against spells cast by druids, hunters, shamans, and other divine casters with a particular connection to nature.

**Failure:** The recipient's type becomes humanoid and they lose the ability to use their endless forms racial ability for 24 hours.

*\*As you rub the viiz into your target's skin, their form twists and aberrates, taking on aspects of your own.\**

A target you touch gains or loses (as you choose) the benefit of one ability available to you with your endless forms ability for one hour. If you have the Greater Mutable Anatomy feat they gain or lose one ability you chose with that feat or two base abilities. If you have the True Mutable Anatomy feat, they gain or lose one ability you chose with that feat, two abilities you chose with Greater Mutable Anatomy, or three base abilities. Their type becomes aberration for the duration of this effect. A successful Fortitude save (DC 10 +  $\frac{1}{2}$  your character level + your Constitution modifier) negates this effect.

**Refined:** The target either is dazed one round or regains hit points equal to twice their HD, as you choose. If they succeed on their Fortitude save to negate the normal effect, this effect is negated as well.

**Dancing Serpent** (personal)

**Level:** 3

**Cost:** 9 doses

**Activation:** Perform (dance) DC 10

**Skill checks:** Perform (dance) DC 20, 3 successes

**Special:** Recipient must have 3 ranks in Perform (dance)

**Backlash:** Creator and recipient are exhausted.

**Failure:** The creator is treated as having 0 ranks in Perform (dance) for 1 day.

*\*You crush a phial of viiz in your hand, then feel a sudden tearing pain as your arm twists and elongates, growing blue-black scales, while your hand becomes the hissing head of an asp.\**

You can use your arm as a whip, which deals lethal damage and can harm creatures regardless of their armor bonus. It deals 1d6 damage and inflicts poison (save Fort DC 10 +  $\frac{1}{2}$  bearer's HD

+ the bearer's Constitution modifier; frequency 1/round for 10 rounds; effect 1d6 acid damage and 1 Con damage; cure 1 save). This effect lasts 1 minute.

**Refined:** A long as you dance around the battlefield, using a move action to move at least 5 ft. but no more than half your normal speed before attacking with the transformed arm, you may use your Perform (dance) ranks instead of your base attack bonus and your Charisma bonus instead of your Strength modifier for attack and damage rolls.

**House of Wisdom (dweomer)**

**Level:** 3

**Cost:** 9 doses

**Skill checks:** Knowledge (any) DC 25, 2 successes; Knowledge (any other) DC 30, 1 success

**Special:** Weaver must be a human with 10 ranks in any Knowledge skill.

**Area:** 30 ft. radius

**Backlash:** The weaver is exhausted.

**Failure:** The weaver is affected as by the feeblemind spell.

*\*You tip the viiz into your mouth and it stings for a moment on your tongue. In less than a second your eyes become a uniform opalescent white and your mind fills with strange thoughts.\**

You gain a +5 bonus to all Knowledge checks for 8 hours. This increases to +7 if you worship a god that offers the knowledge domain or +10 if you have the Knowledge domain or the ability to use powers from the Knowledge domain. You may end this effect as a free action to reroll any failed Knowledge check.

**Refined:** If you successfully identify a monster's special ability with a Knowledge check, you gain a +2 bonus to AC, CMD, and saving throws against that ability. This increases to +3 if you worship a god that offers the knowledge domain or +4 if you have the Knowledge domain or the ability to use powers from the Knowledge domain.

**Last Redoubt (personal)**

**Level:** 4

**Cost:** 10 doses

**Activation:** Can only be activated on unworked earth or stone.

**Skill checks:** Craft (stonecutting) DC 20, 3 successes; Knowledge (dungeoneering) DC 20, 1 success

**Special:** Recipient must be a dwarf.

**Backlash:** The recipient and weaver turn to living stone for 24 hours, reducing their land speed to 5 ft. and imposing a -10 armor check penalty.

**Failure:** The weaver turns to stone, as flesh to stone.

*\*As you throw the viiz to the ground, you feel a shuddering as it rises up in a dome around you.\**

You create a dome of rock completely enclosing your space. It can be destroyed by activating the matrix again or by normal means such as breaking or chipping. The dome has hardness 8 and 200 HP. If a creature tries to break through the wall with a single attack, the DC for the

Strength check is 26. There is not enough room to effectively use a weapon within the dome, but you can use unarmed strikes.

**Refined:** You may activate this matrix as an immediate action, potentially giving you full cover against an attack or effect.

#### **Nomad's Compass** (personal)

**Level:** 3

**Cost:** 9 doses

**Skill checks:** Knowledge (geography) DC 15, 3 successes

**Special:** Weaver must be a virakarasht.

**Backlash:** The recipient and weaver are nauseated 1 round any time they can perceive food or drink for 24 hours.

**Failure:** The weaver is unable to perceive food or drink with any sense for 24 hours.

*\*You toss the viiz into the air, where it swirls around upon a phantom wind. After a moment it darts off toward the nearest necessities.\**

You instantly know the direction and distance (within 22.5°, such as north, northeast, or north-by-northeast, and 1 mile) to the nearest source of food and the nearest source of water, up to 100 miles away.

**Refined:** You may instead know the direction and distance to the nearest source of any other necessity for survival, such as antidotes to toxins, shelter, or spellcaster capable of removing an ailment you or a companion suffers from. The value of this necessity must not be more than 270 GP.

#### **Restorative Grove** (dweomer)

**Level:** 4

**Cost:** 14 doses

**Skill checks:** Profession (horticulture) DC 25, 2 successes; Knowledge (nature) DC 20, 2 successes

**Special:** Weaver must be a hokhala. Must be woven in a region of dense plant growth (e.g. forest, grassland)

**Area:** 20 ft. radius

**Backlash:** The weaver is fatigued for 24 hours

**Failure:** All plant life in the area dies.

*\*You carefully mix the viiz with a handful of earth, which melts into the palm of your hand.\**

You gain fast healing 4 for 1 minute, as long as you don't leave the area. You also do not need to eat or sleep as long as you remain in the area, though you still must rest to regain spells.

**Refined:** The plants in the area whisper to you, effectively giving you blindsense 20 ft., but only revealing creatures and objects within the area.

#### **Synchronicity** (personal)

**Level:** 4

**Cost:** 10 doses

**Activation:** Perform (oratory) or Diplomacy DC 10

**Skill checks:** Perform (oratory) DC 25, 4 successes.

**Special:** Recipient must be a hircine with a teamwork feat.

**Backlash:** The recipient and weaver are shaken for 8 hours.

**Failure:** All creatures have a starting attitude toward the recipient of one worse than they normally would for 1 month.

*\*You toss the viiz in the air and it lets out a hiss. In the hiss you hear the spirits of your allies rising in calls of triumph.\**

You gain the benefit of one teamwork feat possessed by an ally with this matrix within 60 ft. for 10 minutes.

**Refined:** Instead of the normal effect, choose one teamwork feat you possess. For 10 minutes each ally with this matrix within 30 ft. gains the benefit of that feat.

**Upon the Green** (personal)

**Level:** 2

**Cost:** 4 doses

**Skill checks:** Profession (herbalist) DC 15, 2 successes.

**Special:** Recipient must be a hokhala.

**Backlash:** The weaver takes 1 Dexterity damage.

**Failure:** The recipient's and weaver's Dexterity scores are reduced to 1 for 24 hours.

*\*You toss the viiz in the air and it lets out a hiss. In the hiss you hear the spirits of your allies rising in calls of triumph.\**

So long as you are on the ground, your square is covered in thick vegetation of a type appropriate for the surface—such as ferns in forests, grass in plains, moss on rocks; these plants die, wither, and crumble as soon as you leave you move, and more grow in your new location. You are treated as being in a natural environment and allows spells you cast that require vegetation, such as *\*entangle\**, to function even in areas without it. These plants cannot be affected by any magical effects other than ones you cast yourself. As a swift action you can direct this verdant power at an adjacent enemy, causing them to become entangled unless they succeed on a Reflex saving throw (DC 10 + ½ your character level + your Wisdom modifier). This effect lasts 1 minute.

**Refined:** Squares adjacent to yours are treated as difficult terrain.

**Zone of Respite** (personal)

**Level:** 6

**Cost:** 36 doses

**Activation:** 1 minute

**Skill checks:** Knowledge (nature) DC 30, 3 successes; Knowledge (arcana) DC 35, 2 successes

**Special:** The recipient must not be able to cast arcane or divine spells, and the matrix is destroyed if they later gain that ability

**Backlash:** The recipient is sickened 24 hours.

**Failure:** The recipient and weaver gain SR 30, but only for harmless spells. This is permanent and can only be removed by refraining from using magic items or being the target of any spell for 1 week.

*\*Gingerly you spread the viiz in a circle around your feet. You feel the bubble snap into place and instantly begin expanding.\**

The area within 40 ft. of you and any creatures within it suffer no ill effects from viiz storms, and the severity level of windstorms is reduced two categories, such as from windstorm to strong. This effect lasts as long as you concentrate, and you may transfer the effect to any creature bearing this matrix, allowing them to maintain concentration on the effect.

**Refined:** Any caster attempting to cast an arcane spell into or from within the area of the effect takes a -2 penalty to caster level. If this reduces their caster level to below the spell's minimum, the spell fails.

## Goods and Services

Alchemical Reagents			
Item	Craft DC	Price	Weight
Viiz, raw (1 dose)	-	20 GP	—
Viiz, refined (1 dose)	-	30 GP	—
Viiz clump, raw (10 doses)	-	200 GP	—
Viiz clump, refined (10 doses)	-	300 GP	—

### Viiz

**Raw viiz** The congealed form of magic, viiz has many uses, among them activating matrices. Raw viiz is a solid, contaminated with other elements depending on its method of extraction, though it is often stored suspended in a liquid of its user's choice as a number of matrices

require eating it and the contaminants often make raw viiz chalky and bitter. A dose, the amount required to activate most 1st-level matrices, is tiny—only a few grams.

**Refined viiz** An opalescent liquid that ripples of its own accord, refined viiz is the form pressed into metal to mint coins and is used to elicit more powerful effects from matrices.

Hirelings, Servants & Services		
Item	Price	Weight
Matrix creation	Level squared × 10 GP	—

### Matrix Creation

The indicated amount is how much it costs to get a weaver to create a matrix for you. This price assumes that you can go to the weaver and that she is willing to perform the patterning for a fee at all. This is usually not the case; a weaver will instead require a more intangible payment or refuse outright, as creating matrices is a rare ability and governed by tradition and taboo by many cultures. If you want to bring the weaver somewhere to perform a dweomer patterning you need to negotiate with her. Unless the location is in a civilized area, the default answer to such requests is typically no, since most people don't actually like to go on unexpected life-threatening adventures, and even then weavers may refuse to upend their lives for unplanned travel.

The price given is for any matrix that does not require a costly focus component to create or have significant or long-lasting backlash or failure consequence. If the patterning has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the backlash or failure consequence is significant or long-lasting, add the cost of removing the effect of the backlash unless you can remove it yourself. For example, if the patterning has a backlash of 1 permanent negative level, add 1280gp (the cost of a *\*restoration\** spell) to the cost unless you can cast *\*restoration\** on your own, in which case you must still pay for the 1000gp material component. Particularly severe backlash or failure consequences, such as death, generally make a matrix unavailable for any price in gold.

# Skills

## Spellcraft

Task	Spellcraft DC
Identify a matrix using <i>detect magic</i>	20 + twice matrix level

### Identify a matrix

Attempting to identify a matrix takes 3 rounds per matrix and you must be able to thoroughly examine the recipient or area. Successfully identifying a matrix reveals its effect, cost, and activation requirements and method.

**Retry:** When using *detect magic* to identify a matrix, you can only attempt to ascertain the properties of a matrix once per day. Additional attempts reveal the same results.

# Credits

Lots of folks took time to give us their words, their ideas, their art, and of course their actual... well, time. Thanks everyone!

MANY thanks to [the crafter](#) for creating [The Homebrewery](#).

## Writers

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## Pathfinder Rule System

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- For more things about the Theia Campaign Setting or more playtesting, please visit us at [Cobalt Sages Creations](#)

# Change Log

For the documenting of changes such that folks don't need to memorize what was to see what's different.

## **Version 1.0**

**Change:** None! This is the initial version.

## **Version 1.1**

**Change:** Corrected Greater Draconic Magic (Kashaan) feat lists green as granting the *plant growth* spell-like ability 1/day to *awaken treat*.