

SECOND EDITION

# PATHFINDER®

LOST OMENS

## TIAN XIA CHARACTER GUIDE





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## TIAN XIA CHARACTER GUIDE



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# CHAPTER 1: INTRODUCTION



# TIAN XIA





# INTRODUCTION

Despite frequent appellations by Avistani scholars as the “Dragon Empires,” **Tian Xia** is much more than a land of dragons and emperors. While draconic machinations and imperial ambitions have indeed hewn momentous paths, no wyrm or potentate can truly speak for or lay claim to the continent’s monumental entirety. Tian Xia is vast, and its wonders are manifold. No singular class of being, no matter how powerful, can hold it comfortably within one destiny or horizon of definition.

The quintessential Tian Xia instead resides within its peoples and places. For over 10,000 years, these vistas have witnessed untold numbers of aspirations, labors, and tragedies. Myriad climates and environs sprung from these lands and waters, upon which countless ecologies and societies trace tangled contours. The pulse and passage of so many lives echo within Tian Xia’s soul. The azure-shadowed peaks and sand-dancing gorges enfold its peoples’ dreams and celebrations, even as the boundless waves and monsoon-whistling islands embrace their remembrances and lamentations.

Witness Tian Xia, where the quotidian rhythms of communities and habitats speak on even terms with the desires and excesses of sovereigns and dragons. With patience and presence, the polyphonies of Tian Xia’s histories, struggles, and transformations shall ring more clearly, and its truths become luminous to experience and behold.

## REGIONS OF TIAN XIA

While the 16 Successor States, comprised of the former provinces of imperial Lung Wa, greatly influence contemporary Tian geopolitics, it would be remiss to ignore those independent lands beyond the empire’s grasp. Dynastic superpowers, faded or resurgent, have shaped many Tian societies’ ideals and habits, from language and custom to law and commerce. However, such conceptions and folkways are neither all-encompassing nor necessarily indicative of imperial identities or loyalties.

After all, the peoples of the peripheries—Tian Xia’s ungovernable highlands, remote jungles, coastal peninsulas, and open seas—care little for the heartlands’ dynastic claims, and they worry even less whether those dynasties are named Lung, Shu, or Yixing. While irruptions of imperial power might variably profit or inconvenience regimes in these so-called outskirts and enable or deny these regional elites’ access to metropolitan wealth and prestige, an empire is hardly necessary for these independent existences to function and flourish. Few fathom the **Wall of Heaven**, that aloof, massive mountain range, as anything more than a barrier of Tian Xia’s western coast, yet it contains histories and mysteries threaded through with tempest and shadow. Tian-Yae

explorers leave the relative safety of foothills and ridges to seek Yjae, the legendary flying city, while deep within these heaven-piercing peaks, Shory aeromancers and oni warlords carry out a secret extraplanar war. Lung Wa emperors also considered the nearby **Shanguang Desert** a nominal part of the empire, but its courts and cartographers consider its deserts as empty of value. Beyond these official reckonings, those shining sands host wondrous marvels, where Mutabi-qi nomads tend to thousand-year oases of flower and fruit and compose thankful ballads for the mercies of benevolent kaiju.

In northernmost Tian Xia, near the Crown of the World, stretch the endless skies and steppes of azure-gold **Hongal**. While many know of Hongal as one terminus of the Path of Aganhei connecting Tian Xia with Avistan, the indigenous Tian-La horse lords and herders trace their own paths amid the ever-shifting winds, mustering the mettle and wit to face fiendish adversaries and commercial opportunities alike. The Path of Aganhei wends eastward through the primeval **Forest of Spirits**, where mighty kami watch over the woods’ ancient soil and deep-drinking roots. This sacred land swells with numinous power, drawing spirits and peoples who revere nature into the embrace of its green canopies; together, they resist depredations and impositions of industrialists and warlords. The Path of Aganhei dips south into **Minkai**, a fiercely independent empire, once poised to







replace fallen Lung Wa as Tian Xia's most powerful empire. Riven between contradictory demands of modernity and tradition, and scarred by oni manipulators, the land now undergoes reformation under its unconventional empress.

The southern lands also challenge those accounts that emphasize the centrality and significance of Tian-Shu or Tian-Min polities on the continent. Thanks to the **Embaral Ocean's** proximity, the south exhibits a preponderance of Casmar influence and interaction. Vudrani names or Keleshite architecture are widespread, while the well-regarded teachings of Iro-Shu (as Irori is known locally) were popularized by missionaries and pilgrims from Sumadhadra off east Vudra. Such cultural flows aren't one-way. While some scholars claim Nalinivati worship is a Vudran religion brought over to Tian Xia via the Darklands, **Nagajor's** nagaji stridently oppose this claim, citing their homelands as the source of this faith and their ancestors to be the transmitters of these teachings to Vudra and beyond.

Nagajor shares a southeastern border with **Xa Hoi**—perhaps the most exemplary form of a “dragon empire,” for it's a nation bound in fealty to sovereign dragons—and both nations also share security interests in repelling the hostile incursions of clockworks and insurgents from the nearby **Clicking Caverns** and **Darklands**. Thanks to its draconic patronage and Tian-Dan patriotism, Xa Hoi remains a magical and martial powerhouse.

Nearby **Minata**, despite its storied Taumatan heritage and technical prowess in shipbuilding and wayfinding, tends to be overlooked by outsiders as a haven for pirates and raiders, a reputation that similarly discourages intrusions. Indeed, the Wandering Isles' harsh monsoons and typhoons, alongside Tian-Sing maritime prowess, have proven enough to turn would-be conquerors into bloodied flotsam and headless jetsam. The constant murmurs of **Mount Shibotai**, the most terrifying of Tian Xia's volcanoes, also presents an exceedingly effectual deterrent in dissuading long-term expansions.

To many in the heartlands' feudal empires, these diverse regions have generally been perceived as distractions from more important concerns of dynastic continuity. This approach persists among the three self-styled “true scions” of Lung Wa: military juggernaut **Lingshen**, prophecy-proclaiming **Po Li**, and heroism-exulting **Quain**. Most of these nations still cling to ideals of bygone imperial glory, each believing their unique strengths qualify them for the Mandate of Heaven. Some dream of restoring or founding empires to unite Tian Xia and pay scant consideration as to whether the rest of the continent desires it. These more belligerent states steep deeper into the ferment of war while claiming to do so for the sake of peace.

Other Successor States are wary of hegemonic claims, especially if they've suffered from imperial abuse or exist at cross-purposes with these scions' ambitions. The Republic



of **Bachuan**, with its history of being exploited by Lung Wa, has no patience for empires old or new; it seeks to establish its own existence with a suppressed, pre-imperial heritage alongside the cultures of the **Tapestry People**, the new residents from the Ruby Phoenix's Tapestry demiplane. **Kwanlai**, home to many tengu communities, was treated as a Lung Wa dumping ground and penal colony, taxed in silver and labor, and received little development or support for its overcrowded population. While imperial courts traditionally treated **Songbai** with perfunctory cordiality, on account of it being the empire's rice basket, Lung Wa's disintegration led to Lingshen's immediate iron-fisted campaigns to seize Songbai's fields and subjugate their farmers. Perhaps **Kaoling** is most stridently opposed to the ambitions of so-called "true scions," as this hobgoblin polity was carved out from the corpses of no less than six conquered Successor States.

Some Successor States are reclaiming their post-imperial identities from Lung Wa's brutal collapse. **Tang Mai**, **Goka**, **Hwanggot**, and **Linvarre**, each retaining its unique cultural and economic independence with bygone Lung Wa, have stepped on different paths to determine their destinies. Tang Mai's confederations of sorcerous gentry pursue their own means of nation-building. Meanwhile, Goka, with its near monopoly on Tian Xia's western sea trade, conducts business as usual to grow networks of mercantile soft power—but this time, all the money remains in Gokan banks, not tributed to some distant coffer. Hwanggot, the Kingdom of Flowers, possesses undisputed mastery of aesthetics and diplomatic influence, sharing its rich traditions of material and intangible culture to engage Tian Xia in new futures of amity and shared destiny. The multicultural nation of Linvarre has come a long way from its historical roots as the Taldan colony of Amanandar and grown into its own as a land that values tolerance, syncretism, and independence.

Some Successor States present metaphysical challenges to imperial ambition. There are lands haunted by ghosts, fiends, and stranger otherworldly entities. It's doubtful **Shenmen**'s cruel spider women and undead Lung Wa bureaucrats will entertain any aspirant's claims to sovereignty; any expedition foolish enough to foray into their lands will find itself bleached of blood and spirit. Rain-damp **Wanshou** also spells doom for any claimants. The mysterious savior god who has uplifted the waterlogged land from poverty swiftly punishes those who dare pose as rivals to their power. The oni shogunate of **Chu Ye** similarly doesn't suffer any attempt to intrude upon its territories. If any pompous unifiers dare show themselves in this once-pastoral land, the ferocious warriors are ready with blades, claws, and teeth in anticipation of the feast to come.

While the perils of all these lands are present and clear for all to see, **Tianjing**'s hazards can be easily overlooked—this

idyllic land of celestial-touched exorcists and bell-ringing temples might appear harmless and benign, but all know of the stories of ancient qliphoth sealed and slumbering beneath Tianjing's placid earth.

Lastly, some polities have never fallen under direct Lung Wa rule, by dint of being settled in areas too obscure, remote, or uninhabitable. The elf forest nation of **Jinin**, shielded from others by stealth and spellcraft, pursued a policy of relative autarky, thus largely avoiding most of the tumults of Lung Wa's rise and fall. Similarly, the athamaru-ruled underwater realm of **Xidao** proved impractical for imperial conquest and became a valued trading partner for its ready supply of pearls, coral, and other pelagic wonders. Despite the plentiful jade within its mountains, the samsaran domain of **Zi Ha** ended up too harsh and inconvenient for Lung Wa colonists; instead, a tributary relationship of trade and cultural exchange emerged. The prevalence of imperial Lung Wa's religious taboos proscribing the shedding of samsarans' sainted, immortal blood might also have led to such a peaceful coexistence, but it remains to be seen if such beliefs would similarly stay the true scions' grasping hands.



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# BACKGROUNDS

At 1st level, when you create your character, you gain a background of your choice. This decision is permanent; you can't change it at later levels. If you gain the trained proficiency rank in a skill from your background and would then gain the trained proficiency rank in the same skill from your class at 1st level, you instead become trained in another skill of your choice.

The following backgrounds are particularly suitable for characters from Tian Xia. More backgrounds can be found in *Player Core* 84-88.

## ACUPUNCTURIST

UNCOMMON

**Access** Tian Xia origin

You've studied qi and its abilities to heal the body through assessment and regulating qi flow. You know occult techniques that originated in Chu Ye before its masters were driven away when oni took over. You might have encountered a master willing to teach an eager student or felt the relief of its practice on your own body, taking your interest to greater heights.

Choose two attribute boosts. One must be to Wisdom or Dexterity, and one is a free attribute boost.

You're trained in Medicine and Acupuncture Lore. You gain the Battle Medicine skill feat.

## BACHUAN REVOLUTIONARY

UNCOMMON

**Access** Bachuan origin

Your heart yearns for change and burns for your people. You refuse to conform to the laws that bind you, so you rebel in flashy ways. Your hair is either shaved or grown wild and loose. Your clothes don't conform to Bachuan's society, often cut out in garish shapes and dyed in vivid colors. Your call for change is a dire battle, and not every rebellion is well equipped. Whether you choose to fight another day or bring your cause on your adventures, that's up to you.

Choose two attribute boosts. One must be to Wisdom or Strength, and one is a free attribute boost.

You're trained in Society and Law Lore. You gain the Sign Language skill feat.

## GOSSIP

Everyone has a nosy auntie, a talkative uncle, or a gossiping relative. Just like them, you don't mind the chatter from the eternal grapevine. Whether you seek out gossip or just happen to be at the right place at the right time, you heard rumors of greater exploits away from the comforts of home. Word gets by, and so should you, so why not give adventuring a try?

Choose two attribute boosts. One must be to Charisma or Intelligence, and one is a free attribute boost.

You're trained in Diplomacy and a Lore skill of your choice. You gain the Hobnobber skill feat.

## JEWELER

As an artisan by trade, your materials of choice are precious metals and stones. You're a trained jeweler with an eye for structure and beauty. Your designs reflect your creativity and years of training. Maybe you mastered your craft through trial and error, or perhaps this trade was passed down to you through your family. Regardless of how you acquired your skills, you've sought the life of an adventurer.

Choose two attribute boosts. One must be to Wisdom or Intelligence, and one is a free attribute boost.

You're trained in Crafting and Gem Lore. You gain the Crafter's Appraisal (*Player Core* 2 229) skill feat.

## OCEAN DIVER

UNCOMMON

**Access** Tian Xia origin

You're one of the sea people, the divers who inhabit the rough shorelines. Diving into foreign depths with neither magic nor air reserves, it's your job to haul up seafood to feed your communities. Tourists come to watch you, listening to your whistles and songs as they crane their necks to catch sight of the pearls you sometimes bring to the surface. They might call you mermaids, but you know better. You've seen the true folk of the sea as you've gathered shellfish in your nets. You know to wear white to ward off sharks and worse. When adventure or treasure is found in the waves, you're one of the few who could possibly deal with it.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in Athletics and Ocean Lore. You gain the Underwater Marauder skill feat.

## RUNAWAY NOBLE

UNCOMMON

There are many reasons for noble blood to abandon their responsibilities. Whether you fled for safety, for love, to sate a spontaneous spark of rebellion, or to escape unbearable expectations, you've left your lavish life behind for one of newfound experiences. However, how prepared you are for a life on the road is something else entirely.

Choose two attribute boosts. One must be to Charisma or Intelligence, and one is a free attribute boost.

You're trained in Diplomacy, and either Genealogy Lore or Heraldry Lore. You gain the Bon Mot skill feat.

## REMITTANCE AGENT

When money, goods, or merchandise need to be moved over great distances, remittance agents are better and more trustworthy than your local mercenary. You know the ins and outs of trading routes and the protocols that come with them. While some might consider you a standard adventurer or mercenary, you know you can get the job done better and safer than anyone else.



Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in Society, and either Labor Lore or Mercenary Lore. You gain the Experienced Professional skill feat.

## SILK FARMER

UNCOMMON

**Access** Tian Xia origin

You've studied and mastered the art of sericulture. The cultivation of silkworms to produce silk is an important industry that requires an intense amount of study and care. The unchanging routine of a silk farmer could make any adventure an epic one by comparison, and perhaps that prospect led you toward adventuring.

Choose two attribute boosts. One must be to Wisdom or Intelligence, and one is a free attribute boost.

You're trained in Crafting skill and Sericulture Lore. You gain the Specialty Crafting skill feat.

## STREETFOOD VENDOR

You're an inspired chef, trying to make it as big as you can out on the open road. You travel with a wood or iron cart that doubles as your portable business and shelter. Struggling for funds or fighting for a place to set up shop are common plights in your daily life. However, there's no one hungrier than a budding adventurer, and you're very affordable, always there with the perfect meal.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in either Crafting or Society, and Cooking Lore. You gain the Seasoned skill feat.

## TIFFIN BOX DELIVERER

UNCOMMON

**Access** Tian Xia origin

Known to some as a dabbawala, you work for a delivery service, delivering and returning sturdy tiffins with hardy lunches for those who can't afford to bring lunch with them on their morning commute. Maybe you saw something you shouldn't have while out on your deliveries. Maybe you want more than just a mundane life. Either way, you know to prepare a lunch or two for your future adventures.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in Society and Labor Lore. You gain the Streetwise skill feat.

## WEAVER

You're a skilled weaver, crafting your pieces either by hand or by loom. Whether you revere yourself as an artist or not, none can deny the beauty of your craft. However, the life of a weaver isn't the most exciting one, and your fingers itch for an adventure.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in Crafting, and you're trained in Basket Weaving Lore, Tapestry Lore, or Textile Lore. You gain the Specialty Crafting skill feat.

## TRAVELING GOURMAND

UNCOMMON

**Access** Tian Xia origin

With plenty of time to hone your culinary skill, you can make the most out of any dish you create. You have much experience with using the most difficult and hardest of ingredients, as Zi Ha is known for housing many carnivorous plants, toxic fungi, and hardy, woolly animals. There are many reasons why a seasoned chef like you would seek adventure, whether to expand your palette or to explore other countries' cuisines.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in Survival and Cooking Lore. You gain the Forager skill feat.



DABBAWALA

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## RARE BACKGROUNDS

Some backgrounds are so unusual that just having them makes a character extraordinary. Rare backgrounds should be chosen only after a discussion between the GM and the other players as to whether one would apply for a particular character in your group's game.

### BANISHED CELESTIAL

RARE

You were once something supernatural—a heavenly agent, grim reaper, immortal phoenix, or demonic tyrant. For some reason, you've been forced to live in a mortal form. You might have been sealed by the holy power of a monk or cruelly betrayed and slain, but most likely, your superiors punished you for your hubris. You can't remember your previous life very well, if you're even aware you were once anything more than you currently are, but you aren't completely forsaken by the powers that once ruled your life. You often find a spark of enlightenment in failure, as fate nudges you to correct the mistakes or tragedies that caused your unmaking.

You gain two free attribute boosts. You choose one, and the GM chooses the other based on your past life.

You're trained in any one skill of your choice and any one Lore skill of your choice. You gain the Enlightenment in Adversity ability.

**Enlightenment in Adversity** 🌀 (fortune); **Frequency** once per day; **Trigger** You critically fail a skill check with a skill you gained from the banished celestial background; **Effect** The next time you attempt a skill check using the skill that triggered this ability within the next minute, roll twice and take the higher result.

### EAGLE HUNTER

RARE

You're a hunter bonded to an eagle animal companion since youth. You've trained your eagle to hunt with you, simultaneously becoming an extension of yourself and a trusted partner you can rely on. The nomadic peoples of Hongal created this practice to hunt across their hardy terrain. You hunt small game, typically foxes and hares, or participate in hunting events, drawing crowds of spectators. Perhaps it was the prospect of a greater audience that called out to you, or maybe the promise of larger game outside of your usual hunting grounds. Who knows what lures a hunter toward adventure?

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in Nature and Hunting Lore. You gain the Pet general feat and the Train Animal skill feat, but you can use these feats only to gain and train eagles. Your trained eagles can perform the Aid action when you attempt a Nature, Perception, or Survival skill check. This benefit applies to only you and other characters with the eagle hunter background.

### FATED RIVAL

RARE

You are bound in an adversarial relationship with another person or creature. You might have been close once, before everything went wrong, or they might have drastically altered

your life at a crucial moment. Perhaps you are mystically bound by the red string of destiny, or perhaps your clash was preordained by the oracles of Po Li. Whatever the case, either fate or your own will keeps you driving forward to fight with them once more.

You and your GM work out who your rival is and how they fit in to your story. You become trained in two Lore skills related to your rival, which you and your GM choose.

You gain two free attribute boosts; you choose one, and the GM chooses one to complement your rival. So long as you are not in the presence of your rival, you gain the Diehard general feat and a +1 circumstance bonus to saving throws against the doomed condition. When in the presence of your rival, you lose these benefits but gain a +1 circumstance bonus to attack rolls and damage. If your rival becomes your ally or a member of your party, you gain the Diehard and save bonus benefits, as long as that's the case.

### FAVORED

RARE

You're a trained, elegant artist or entertainer for the upper echelon of society. You might be a skilled crafter, a master performer, a highly sought host or companion, an up-and-coming political darling, or a fashionable courtesan, but you've gained the eye of a powerful political patron. Whether it's the pressure of your profession or your patron's expectations, whatever drove you to leave your current life behind for that of a chaotic adventurer's must be worthy of breaking tradition.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in Diplomacy, Performance, or Society. You're trained in a Lore skill of your choice. You gain the Name Drop reaction. At the GM's discretion, you can ask your patron for further assistance and favors, such as monetary or political support. You must keep your patron's favor to avoid losing your benefits; what this entails is between you and the GM but usually implies never publicly speaking or acting against your patron's wishes. If you offend your patron, you lose Name Drop until you reconcile with them.

**Name Drop** 🌀 (auditory, fortune); **Frequency** once per day;

**Trigger** You fail or critically fail a Deception, Diplomacy, Intimidation, or Society check; **Effect** Reroll the skill check.

You must use the second result, even if it's worse.

### WARDED BY KAMI

RARE

You've lived among kami, gaining a wellspring of spiritual power found deep within the Forest of Spirits. You've heard many rumors of what lies beyond the safety of your home and, for better or worse, they intrigue you. Whatever your reasons for leaving, you're still bound to whatever entity serves as your ward. Whether you return to the place of your birth or find a new land to call home is up to you.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in Occultism and Spirit Lore. You also gain a ward that binds you to a specific animal, plant, object, or location of your choice. Once per day, you can spend an



Interact action to merge with your ward and heal Hit Points equal to your level. This action has the healing trait.

## KAIJU STALKER

RARE

The lands of Tian Xia can be as dangerous as they are beautiful, and like any land, it calls for hunters. A normal hunter's game varies in size, with the deadliest quarries possessing venomous fangs or a ferocious bite. A monster hunter must be prepared for more supernatural maladies and terrors. As a kaiju stalker, you venture into the Wall of Heaven, Valashmai Jungle, or another land where the bounties are much bigger. A mere scale or feather is your grandest trophy—the survival of your community your ultimate prize.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in Athletics and gain one Athletics skill feat of your choice, best suited toward the style of hunting you prefer.

You're trained in Kaiju Lore. When rolling a Recall Knowledge check using Kaiju Lore and you have sight of one item that belongs to the kaiju you're attempting to Recall Knowledge about, you gain a +1 circumstance bonus to the skill check. The item can range from a scale to slime, to a footprint, or to crafted or harvested goods.

## PROFESSIONAL LETTER WRITER

RARE

You make a living out of reading and writing letters for people who are eager to keep in touch with their loved ones over long distances. Many of these people are semiliterate and can't afford magical communication, such as *sending* or *dream message* spells. You aren't always fluent in the many disparate languages you're asked to record, but with your many books and dictionaries, you get by. Your services are important to the community, despite your craft being a rarity.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in Scribing Lore. You gain one skill feat of your choice between the Specialty Crafting or Multilingual skill feat. During your daily preparations, you can choose one additional language that you know. You can change this language the next time you make your daily preparations.

## ZODIAC BOUND

RARE

Fortune tellers and oracles claim that a person's zodiac sign influences their personality and fate, and while it might not be true for all, it seems true for you. You were born under a powerful manifestation of a specific constellation, corresponding to a symbol of the zodiac. When you gain this background, choose a specific constellation from those listed below. Your associated constellation determines one of the attribute boosts you gain and an innate spell. The list includes benefits for the constellations of the Dragon Empires Zodiac, but you might have been born under a different constellation and gain different benefits as determined by the GM.

Choose two attribute boosts. One must be to the attribute tied to your sign, and one is a free attribute boost.

You're trained in Astrology Lore. You also gain the ability to cast a divine innate spell, as determined by your sign. The frequency with which you can cast this spell is listed below; cantrips can be used as often as you wish. As normal, you cast non-cantrip innate spells at the lowest rank available to that spell, such as 2nd rank for *water breathing*, and cantrips are heightened to half your level. Additionally, once during the prominent time for your sign (typically once per year), you can cast your sign's spell without expending its normal use.

**The Underworld Dragon (Intelligence):** *ignition*; at will

**The Swordsman (Dexterity):** *gale blast* (Player Core 2 246); at will

**The Sea Dragon (Constitution):** *water breathing*; once per week

**The Swallow (Dexterity):** *jump*; once per day

**The Ox (Strength):** *ant haul*; once per day

**The Sovereign Dragon (Charisma):** *command*; once per day

**The Ogre (Strength):** *fear*; once per day

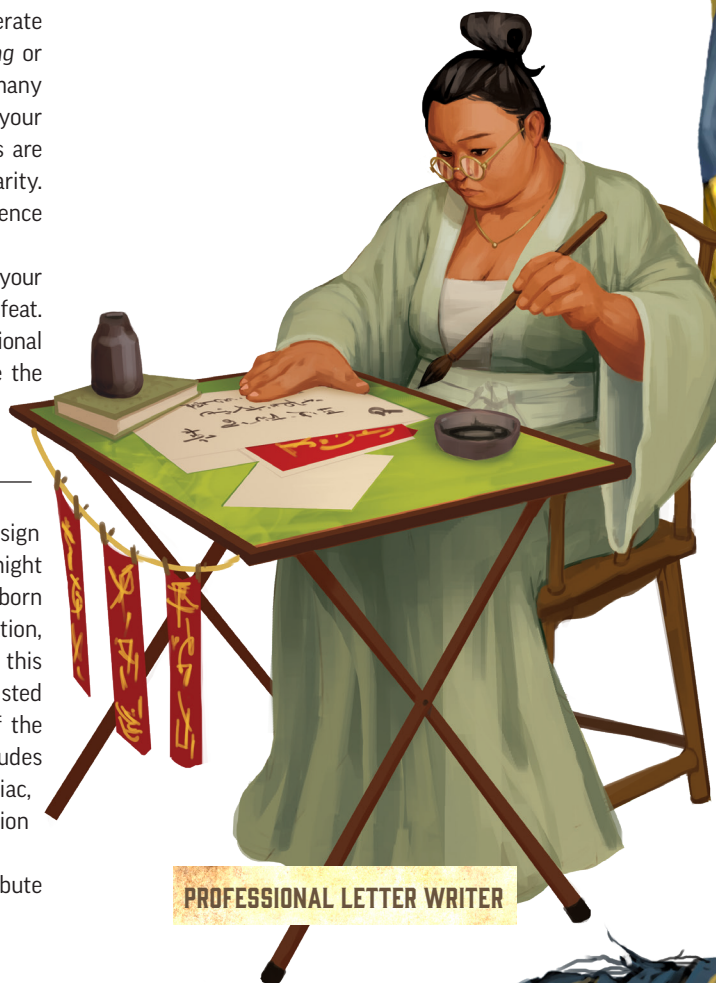
**The Forest Dragon (Wisdom):** *tangle vine*; at will

**The Blossom (Charisma):** *dizzying colors*; once per day

**The Dog (Constitution):** *clear mind*; once per week

**The Sky Dragon (Intelligence):** *bless*; once per day

**The Archer (Dexterity):** *sure strike*; once per day



PROFESSIONAL LETTER WRITER

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# MAGIC AND THE SPIRIT WORLD

The mortal world and the spirit world in Tian Xia are separate yet integrated, different but alike in equal measures. Each influences the other, and to ignore one in favor of another invites danger and disaster. Those who strictly categorize the mortal world as “civilized” and obsessed with order and the spirit world as “wild” and ridden with chaos can easily lose their way or become oblivious to the problems and potential of either world.

## THE SPIRIT WORLD

Ask a dozen scholars what the spirit world entails, and one gets 24 informed opinions. One might categorize the mortal world as flesh and blood and the spirit world as all other things under heaven, but there are incarnate spirits and spirits who are obsessed with blood and flesh. One might call the mortal world all that has been born, but spirits can be born from the stone, river, trees, and even buildings. Another might call mortals those with a balance of the elements, but there are mortals who lack one or have too much

of another element, and spirits that embody all five. Yet another scholar might call the mortal world the familiar one and the spirit world strange, but a spirit would describe the mortal world as equally strange. And if our family and ancestors can become ghosts, are they no longer human and now only purely spirit?

Think of the spirit world as a river and the mortal world as air. Wind can affect the movement of water, and the movement of water can affect the air nearby. Without water, the air becomes dry. Without air, the water would exist in a void. Some beings live purely in water, while others live purely in air, but it's also possible for one to step through the air into water if one knows where to look. If an air-breather isn't careful, one can drown in water, and a fish (a spirit) who leaves the water dies gasping soon after.

Like reflections in the water, the spirit world can be seen as the extreme mirror of the mortal world in terms of emotion and thought. A grudge can be made manifest and last for centuries in the spirit world. Love can turn



into a physical feature of the land. Often what mortals find frightening in the spirit world is a manifestation of their fears and vices reflected back upon them. Those pure of heart and soul feel no fear, perhaps finding beauty in the spirits instead.

Scholars also agree that the spirit world tends to intersect with the extreme edges of the mortal world. A bloody battlefield quickly becomes haunted by the victims of war. An overgrown forest, shrouded in mists and completely cut off from mortals, can awaken on its own. Concentrating magical power into a space might push it into the spirit world. Changes also happen in the other direction. Cleansing a battlefield, returning it to a place of life with trees and wildflowers, lets the haunted dead sleep. A blessed saint can bring the beatific aspect of the spirit world to them, while a maliciously greedy scholar, sitting upon piles of gold and silver, can summon an avaricious spirit.

In this way, the spirit world and the mortal world influence each other. The haunted, bloody battlefield might create a pall over the village nearby, causing a shadowed, haunted air to settle makes the villagers skittish, nervous, and even ill. This cycle can further deepen, with the villagers becoming violent or even turning into a fallen yaoguai. In truly blessed places, the opposite cycle can develop. With a sense of peace and belonging, spirits might find themselves in accepted roles as guardians of a city or temple or participants in industry or trade, blessing the people there with knowledge and improving their skills and happiness. Such boons, in turn, bring people to the location in hopes of fostering more prosperity and happiness.

A shrine erected at a crossroad to leave offerings can keep the local spirit fed and happy, and it might reciprocate by protecting travelers who take that path.

Sometimes, the awakening of a spirit might come about from pure belief. A whole village can think of a nearby ancient tree as a spirit and beg it to awaken to fight bandits. When it roars to life and chases away those brigands, which came first? The spirit or the belief? To paraphrase a famous poem, did the yaoguai already exist as that tree, or did the villagers dream up the idea of a yaoguai in the tree? Maybe it's both.

A thing “wakes” to its spirit form when it begins to relate to its environment like a mortal would. All

things, even inanimate objects, have a kind of memory and sense of their surroundings. Because it “sleeps,” a thing doesn’t really react to mortal life. Waking then means the desire to engage with the mortal world, such as a teacup suddenly rousing and running away from bad tea. Consequently, a spirit can also go back to sleep. The oldest spirits—such as mountains, whole forests, rivers—sleep often, only waking when angered or disturbed and thus causing earthquakes, fires, and floods. Convincing them to sleep again might require a large sacrifice. Small things can wake up in similar ways, though due to their size and influence, they cause mostly harmless distractions, and a small offering usually appeases them.

Further blending the line between worlds, mortals join the spirit world after death as ancestral spirits, ghosts, or the hungry and forgotten dead. This is why people must treat their dead ancestors well, for these spirits can linger and perhaps even take an active part in day-to-day life. If treated poorly, the hungry dead might haunt a family or leave altogether, becoming the forgotten dead. Ancestor’s Day serves as an annual reminder for communities to not only clean the graves of their predecessors and leave an offering to make sure their ancestors are satiated, but also to leave something for those forgotten dead (and offer incense or food to Fumeiyoshi as well). This gesture is both practical and a mercy; communities don’t want the hungry dead haunting them and causing misfortune.

A mortal, however, doesn’t have to die to become a spirit. They can embody the purity of an aspect so strongly that they transform into a spirit. How does this change differ from ascending or becoming an immortal? While becoming a spirit is a kind of immortality, ascending to heaven turns the mortal into more of themselves, with their thoughts, feelings, and identity amplified. A mortal becoming a spirit turns into that singular aspect. For example, the Butterfly Lovers aren’t butterflies, nor deities of love, but a symbol and manifestation of love itself. Love becomes their sole concern and nothing else. When spirits become mortal, such as the Great Flood, then the spirit takes on all the nuances, differences, and contradictions of mortality. They might express love, but they now have other emotions—fear, hatred, happiness, jealousy,



PRAYER WHEEL



JESA

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hope, and so on—as well as thought and the ability to change their minds and emotions to something else.

Spirits have modeled mortal behavior, such as founding cities in the spirit world—sometimes in isolated places like the Forest of Spirits, the Sea of Ghosts, Kwanlai, Wanshou, or Chu Ye, especially if they wish to escape mortal influence. In other cases, spirits found cities within mortal cities, a reflection that can be crossed over in one direction or both ways. When mortals say a city feels more crowded than it should, they've felt the presence of a spirit city.

Spirits of the city go about their business much as mortals do. They work, trade and buy things, farm food, and assemble buildings. They play games. They argue and create communities. The difference is what they value. While some spirits understand mortal money, most value stories, art, emotions, magic, music, entertainment, and novelty. Spirits have “invited” artists to their cities by surreptitiously opening portals and luring, scaring, or pushing such mortals through. As long as the artist keeps their head straight, performs as asked, and accepts payment (in leaves, old brushes, or sometimes even gold), most return to the mortal world unscathed. Most.

## MAGIC IN TIAN XIA

The theories and practice of magic in Tian Xia is as varied and syncretic as its philosophies and religions. Some practitioners simply view magic as deep, specialized knowledge. In fact, any expertise can resemble magic. The blacksmith who forges metal both flexible and resilient might seemingly have magical powers, especially if that metal lasts for ages or withstands even divine powers. The butcher's trade might be deemed mystical when their knife never dulls because they can cut a perfect seam in between

the grain of the meat. A physician who can bring the terminally ill back from the edge of death might be viewed as a magician, as in the case of Qi Zhong, god of medicine and of magic. Someone who achieves mastery of a skill can therefore give the impression of having divine and magical powers, and in fact, a practitioner might actually ascend because of that mastery.

For some, magic involves tapping into bits and pieces of leftover divinity, which has relevance to the knowledge theory. After all, knowing and understanding these bits of divinity still require learning and insight. Immortals in heaven can manipulate the stuff of chaos to make impossible things. Mortals can do similar feats, but under the constraints of mortal existence. Many arts in Tian Xia seek to tap into the inherent divinity of the world, either externally or internally. Sages seek mystic power via precise control over the self. Alchemical arts seek to purify the body of the impurities of age, sin, and death through ingested tinctures or a carefully controlled diet. Magicians and imperial ministers call on minor spirits to do their bidding, or find magic in divine chants and sutras. Some seek the direct favor of the Celestial Court, performing acts of awe inspiring piety in the hopes of pleasing heaven and receiving gifts from the gods in return.

Others understand magic as the adjustment of the amount of one or more particular elements within a person, place, or thing, as per Qi Zhong's teachings. Each element is associated with a color, fluid or material in a vessel, astrological positioning, physical positioning, and temperament. Each element affects other elements in a chained cycle, so a magician must carefully adjust each one to achieve the proper equilibrium. Such adherents can literally add the needed element to the thing, feed a patient the related food, add a symbolic detail to attract a deity's blessing for that element (such as adding a name or a prayer on paper and wood), or employ countless other means to adjust these elemental balances.

Lastly, magic can be seen as the ability to manipulate the energy of a physical entity, both within and without. Qi, the energy that flows throughout the world, can be manipulated, collected, and expelled from a body, place, or thing. Too much expulsion drains a body or vessel. Too much pooling turns the qi sluggish and difficult to manipulate. The use of qi isn't about leaving something half-empty or half-full, or in some kind of perfect, unchanging equilibrium, because that leads to stagnation. Instead, the key to mastery is knowing when to expel or pool qi, letting a thing breathe like a





mortal does. A practitioner utilizes knowledge of feng shui, manipulating the body, utilizing pressure points, prescribing certain foods, applying cold treatments and cold presses, and physical exercise to change the flow of qi. For objects and physical spaces, qi manipulation requires the placement of plants and trees, rocks and walls, and even people to slowly pool or rapidly expel energy.

The average person treats someone who uses magic like any other expert in their field. Thus, practitioners are as admired, feared, loathed, and loved as anyone with incredible skill. Some value expertise, and others feel threatened by it. A scholar can be equally impressed by a magician as they are jealous of magical knowledge. A farmer can be equally excited to find a magician capable of helping them through a period of drought as they can be fearful of magical power or angered at not receiving more potent aid. A sovereign might invite a magician to their court to serve like any scholar or advisor, or they could consider such a figure an ambitious threat to their rule, filling their bureaucracy instead with ignorant sycophants. Like any who wield a sought-after skill or who command great power, magicians can find both positive and negative attention in equal measure.

People thus tend to judge magicians by their ethical and moral actions more than by their magic—or perhaps magicians receive even more scrutiny because of their magic. After all, the average person can't split a mountain, and their mistakes can't make or break a village. Lest a magician fall into the trap of hubris, they should keep in mind that their power can affect the spirit world just as potently. They might not care about the village they just destroyed, but the awakened spirits of that land, of the mountain they split, might rise up to eliminate such a threat, regardless of intentions. When a magician's power threatens heaven itself, the deities might strike down the offending individual for their hubris.

How a magician crosses that line varies by context, the temperament of the deity taking responsibility for the transgression, and the attitude of said magician. Yamatsumi might ignore someone invoking a volcano, even if the eruption takes out a significant part of the countryside, because the Mountain Lord sees occasional volcanic destruction as desirable. Should that magician demand dominion over volcanoes or continue to cause destruction, however, Yamatsumi might intervene. A favorite trick of Shizuru's court, especially by Yaezhing, is to ascend a disruptive magician to celestial status, letting them fall into the trap of pride—thinking themselves recognized for their power—only for Yaezhing to immediately punish them since they now fall under his purview. Hei Feng and the dragons find this trick hilarious, causing thunderstorms in the mortal world as a result. Magicians who become too powerful risk controlling gods themselves, and any who reaches such vaulted

levels will find themselves confronting the Celestial Court sooner rather than later.

The dangers of magic present many reasons why some magicians aim for the practice of cultivation first. By adapting the body to magic, perfecting the use of qi, adjusting one's elemental tendencies, or transforming oneself to be closer to a divine ideal, a magician can limit magical spillover while improving and learning about their process—with the latter benefits proving useful for even mundane practitioners. Due to the rigor necessary to achieve such states, people might find magicians cold and distant, not realizing the cosmic consequences and side effects of their power. Magicians who want to affect change in the mortal world often use intermediaries. For political change, they advise monarchs toward action. Those who want to change the land itself might teach others how to work their environments or engineer what they need. And those who need to fight an evil will recruit heroes from the jianghu world of martial arts.



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# THE ELEMENTS

According to Tian legend, the scholar-god Qi Zhong was the first to understand the nature of the elemental cycle, and it was he who introduced the people of Tian Xia to the power of the five elements: metal, wood, water, fire, and earth. Blessed with the rare gift of elemental sight even before his rise to divinity, Qi Zhong saw the raw elemental energies of existence in their purest forms. From his transmitted teachings came the first understanding of the elements, an understanding that would shape Tian culture and tradition for centuries to come.

Notably, the Tian elemental system includes the elements of metal and wood. These two elemental planes were largely cut off from the rest of their neighbors for millennia, their importance neglected by much of Golarion. Some speculate that this philosophical belief in the importance of these elements, as well as their eventual rebalancing, is what allowed Tian Xia's elementalists to retain a connection to the elements of wood and metal. With the reemergence of the Plane of Wood and Plane of Metal, the practice of these elements is beginning to spread through Golarion as a whole once more, though Tian physicians, philosophers, and magicians remain among the best trained to read and manipulate these energies

## THE ELEMENTAL CYCLE

Tian Xia elementalists believe that the power of elemental magic is derived not from the elements, but from the ceaseless elemental cycle, an endless cosmic process of generation and destruction that takes place between the elemental Planes of Wood, Fire, Earth, Metal, and Water. Key to this cycle is balance. While imbalances might arise, they're temporary; the natural equilibrium of the five elements will rebalance itself over time. As each of these elements are simply key phases in an ever-changing cycle, some elementalists prefer to refer to them as the **Five Stages**, to emphasize their nature as agents of transition and change. In this framework, two elemental cycles turn in counterpoint to one another, one of growth and one of restraint. In the former, wood feeds fire, fire feeds earth, earth feeds metal, metal feeds water, and water feeds wood. On the other hand, wood counters earth, earth counters water, water counters fire, fire counters metal, and metal counters wood. These cycles are seen as natural processes, forces of nature balancing and counterbalancing one another into eternity.

As the foundation of early Tian cosmology, the elements served as the framework through which all



natural processes were viewed. Many pastoral societies categorized different seasons by their corresponding “element”: spring was referred to as the Season of Wood, and summer as the Season of Fire. Each year is also assigned an element, and the elements under which an individual was born—that is, the combination of year-element and season-element—are traditionally said to influence one’s personality. For example, those born during an earth year might be stereotyped as gentle and steadfast people who usually work well with the meticulous and no-nonsense natures of those born during a metal year.

Unsurprisingly, Tian elementalists pay close attention to these associations, hiring geomancers, doctors, diviners, and martial artists to best empower the elements of their choosing. Medicine, emotions, natural landmarks, and constructed monuments can all affect the elemental association of a landscape, and many Tian cities are carefully built with these philosophies in mind. Elemental practitioners often attempt to live in ways associated with their connection to the elements. Kineticists of water sometimes blindfold themselves to enhance their hearing, a sense which is associated with their affiliated element. Meanwhile, those who magically manipulate metal are often sought out for beauty tips and moisturizing creams, as the element is associated with the skin.

The elemental cycle has also been historically projected onto the process of dynastic transition, a practice originating in the Shu empire that has lasted into the present. Rulers would become associated with an element depending on significant events that occur during their reign. For example, an emperor who leads their nation through a period of economic decline might become associated with the element of metal. As the element of metal feeds into the element of water, the ideal next ruler should be one reminiscent of water: calm, flexible, and wise. Potential successors to the throne would leverage that expectation to their advantage, trying to justify themselves as the ideal candidate—not only in policy, but in elemental birthright.

A summary of the five Tian elements and their associated traits is as follows.

- **Metal** is traditionally associated with the season of autumn and the color white. In the harvest cycle, it’s connected to the harvest season as well as with the subsequent withering of unharvested crops. The element of metal is one of restraint as well as of decay or aging—the strength of steel on one hand, the inevitable rust of iron on the other. Those born under the element of metal are thought to be steadfast and organized, but also unbending and rigid.
- **Wood** is traditionally associated with the season of spring and the color green. In the harvest

cycle, it’s connected to the season of budding growth and young stalks reaching up toward the sun. The element of wood is one of action and of expansion, of life and of purification. Those born under the element of wood are thought to be sociable and adventurous but also capricious and short-tempered.

- **Water** is traditionally associated with the season of winter and the color black. In the harvest cycle, it’s connected to the period of stillness after harvest when farmers wait for the cold of winter to pass while conserving energy and resources for the next season’s planting. The element of water is one that calms and soothes, washing away impurities and ailments. Those born under the element of water are thought to be gentle and wise but also indecisive and unassertive.
- **Fire** is traditionally associated with the season of summer and the color red. In the harvest cycle, it’s connected to the period of flourishing and



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flowering when nature is in full bloom and crops have grown to maturity. The element of fire is one that both warms and burns, as dynamic as it is dangerous. Those born under the element of fire are thought to be friendly and passionate but also headstrong and vindictive.

- **Earth** is traditionally associated with the color yellow and the transition between each of the four seasons, the central axle upon which the wheel of the year turns. In the harvest cycle, it's connected to the planting of new seeds and the planning that comes with it, the transition between crop cycles. The element of earth is one that sustains and stabilizes, that centers and unifies. Those born under the element of earth are thought to be practical and patient but also stubborn and prone to overthinking.

### OTHER SCHOOLS OF THOUGHT

The five-element cycle forms the main understanding of the elements in Tian Xia, but many variations of the cycle have appeared in different regions of the continent over its long history. The Plane of Air, known to Tian scholars but typically not included within the elemental cycle, is considered by many to consist of pure qi, cementing an association between breath and vital energy. The Silk Virtues sect of herbalists, dedicated to Qi Zhong, instead combine the elements of wood and air: this syncretic element of wood is considered to be the vital essence of plants and trees, rather than a physical substance.

Certain regions of the continent have developed their own elemental systems. In **Minkai**, elementalists see the

elements as a natural analog to one's body and mind. As the bodies and minds of living creatures can be mapped onto the four base physical elements of earth, fire, water, and air, as well as the fifth immaterial element of void, element-based medicine is relatively common in Minkai. Healers envision ailments as an imbalance of the body's vital elements, then tailor remedies accordingly. Under this philosophy, the elements exist in a hierarchy of importance, as follows.

- **Void** represents pure immaterial energy, associated with creation and potential. In the body, the element of void is connected to one's thoughts and consciousness. In the mind, void is connected to creativity, invention, and one's innate spirit. Some Minkaian elementalists believe that void energy keeps souls tethered to the physical bodies of living creatures, an energy that ties the elemental planes to one another.
- **Wind** can never be confined and represents movement, freedom, and growth. In the body, the element of wind is connected to one's breath and respiratory system. In the mind, wind is associated with the accumulation of knowledge and wisdom.
- **Fire** is energetic, passionate, and consuming. In the body, the element of fire is connected to one's metabolism and digestive system. In the mind, fire is associated with one's ambitions and motivations.
- **Water** flows where it's directed, formless and fluid. In the body, the element of water is associated with blood and the circulatory system. In the mind, water is associated with the capriciousness of emotion as well as one's ability to adapt to new environments or circumstances.

- **Earth** is stable and grounded, resistant to change. In the body, the element of earth is associated with flesh and bone. In the mind, earth is associated with a basic sense of sureness, confidence, and interiority: one's ability to hold their ground and stay firm in their convictions.

In **Vudra**, the connection between the elementalists and the elements is particularly important. Vudrans believe that the invisible element of **spirit** flows throughout seemingly empty space, connecting living things to the elements and imparting them with life. Thus, Vudrans identify earth, fire, water, wind, and spirit as the five elements. From spirit came breath—and thus wind—and from wind came energy, which birthed fire, then water, then the earth. The element of spirit is sometimes compared or associated with the phenomenon of sound—invisible and capable of traveling through the material.







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# DRAGON CHAMPIONS OF THE ZODIAC

The fortunes and fates of the Dragon Empires are laid bare to those who can interpret the stars and their constellations. These stars guide all who dwell beneath their light, gifting mortals the strength of the Zodiac guardians. The Tian people widely use the Dragon Empires Zodiac to mark the progression of years, months, and hours with one of its 12 constellations, though each nation can have a variation of the Zodiac and its relation to their calendar and fortune. The Oracular Council of Po Li uses the Zodiac to craft official state policies considered sacred by the Po Lian populace. In Zi Ha, calendars are marked and guided by the Zodiac, and at the new moon of the Sky Dragon, brave adventurers trek the mighty Mount Tsukiyo.

The origins of the Dragon Empires Zodiac trace back to whispered folk legends of the Dragon Champions of the Zodiac and their founder, Tian Shen, who championed the 12 Impossible Trials of the Zodiac. The members of the clandestine society of the Dragon Champions of the Zodiac serve as incubators and protectors of Tian Xia's greatest treasures, each

belonging to a mighty Grand House of the Zodiac and drawing their powers from these constellations.

## THE UNDERWORLD DRAGON

Legends say Tian Shen went to Nagajor and was tasked to remove a many-headed serpent. The creature terrorized Nagajor by boiling and poisoning rivers, creating toxic wastewater, and polluting the region known as Kuanendya. Every time a head was cut off the serpent, another would grow back. Tian Shen beseeched the aid of an underworld dragon, who brought the hero's many wives through geysers from various parts of Tian Xia. His wives all pointed to the serpent's body, marred with fresh, fearsome battle scars seemingly caused by a larger beast. Following his sage wives' advice, Tian Shen leapt onto the serpent's heads, playing an enchanting melody on a flute while dancing to soothe the serpent. He promised to defeat the larger beast terrorizing the many-headed serpent, and in turn, it agreed to leave the land alone. Those born under this



constellation, also known as the Guardian, might be tenacious and foresighted but also secretive, brooding, and cold.

### THE SWORDSWOMAN

Next, Tian Shen traveled to Songbai and was ordered to sow 100 wheat fields in one day to feed a village suffering from famine. A passing merchant swordswoman offered 500 unbreakable swords in exchange for providing her bread for one year. Tian Shen heartily agreed and thanked the swordswoman for her generosity. Then, with great ingenuity and marvelous speed, he roped the 500 swords to 100 imperial dragons, poking holes in bags with seeds and attaching one to each dragon's tail. As the imperial dragons flew over the fields, the swords cut great furrows into the earth while the bags filled those furrows with seeds. With the fields successfully sowed, the village prospered. Those born under this constellation, also known as the Warrior, might be

resolute, daring, and charismatic but are also known to be foolhardy, hot-tempered, and opportunistic.

### THE SEA DRAGON

Then, Tian Shen traveled to Xidao and was tasked to stop an invasion stemming from the vast depths of the Aya-Maru trench, a great, dangerous chasm spawning millions of monsters. With Tian Shen's legendary might and the aid of some powerful Xidaean heroes, they thwarted the fearsome creatures. However, the fighting was so fierce, it caused huge waves to crash against the coast, flooding the towns above and widening the foreboding Aya-Maru. Tian Shen heroically leapt into the waters to save the villagers before any drowned. Those born under this constellation, also known as Father Ocean, might be gracious, generous, and vigorous but also tempestuous, brash, and fickle.

### THE SWALLOW

Afterward, Tian Shen found himself in Kwanlai and was tasked to win a drinking contest against the god Hei Feng. By secretly poking a hole in his own cup and acting very drunk, Tian Shen won. In disbelief, Hei Feng later investigated the cup and discovered the hero's ploy. Outraged, the storm god began chasing Tian Shen across the nation. Tian Shen asked for help from three different birds, each one teaching him how to fly, glide, and run across the treetops to evade the angry god. Those born under the Swallow might be alert, sociable, and agile but also flighty, impetuous, and argumentative.

### THE OX

Next, using their new wings, Tian Shen flew to Tang Mai, a land whose people had a great affinity for magic. He was tasked to retrieve the golden scepter belonging to a master of magic, a founding sister tied to storms. Outraged at Tian Shen's attempted thievery, the sister summoned an ox larger than any Tian Shen had ever seen. The animal's charge pushed the hero so far back into the coast that he created a massive trough that filled and became a river. He eventually slammed into a rock face, causing large rocks to fall and become freestanding protrusions in the ocean like a beast's jutting horns. Humbled, Tian Shen spent a year under the sister's magical apprenticeship before she gave him the golden scepter. Those born under the Ox, whom Tian-Tangs and Tian-Hwans call the Water Buffalo, might be dependable, honest, and solid but also inflexible, narrow-minded, and angry.

### THE SOVEREIGN DRAGON

Then, Tian Shen rushed to Xa Hoi, ordered by the sovereign dragon emperor to help judge a litigation in the dragon court. An arrogant noble and humble farmer both claimed ownership of a piece of land. The wise Tian Shen asked the noble and farmer to race across the land, with the winner claiming rightful ownership. The bright farmer explained the fastest





path to the pretentious noble, emphasizing the muddy and coarse conditions as a warning. The haughty noble rejected the farmer's knowledge as useless, and the farmer won the race and the land using that very route. Those born under this constellation, also known as the Empress, might be calm, charismatic, and noble but also arrogant, demanding, and manipulative.

## THE OGRE

Tian Shen was tasked to travel through Shenmen from one end of the land to the Sea of Ghosts without walking on the earth or flying. Luckily, during his journey, he witnessed a fierce battle between a jorogumo, transformed into a giant spider, and a brutal ogre. After the bloodied ogre won and then subsequently fled, Tian Shen pulled a single strand of silk from the giant spider and used it to walk across the nation with mythical balance. Those born under the Ogre, also known as the Trickster Guardian, might be strong, self-sufficient, and daring but also selfish, aggressive, and solitary.

## THE FOREST DRAGON

With much haste, Tian Shen traversed through the lands now known as Bachuan and their deep forests. There, he was tasked to protect several villages threatened to be washed away by a severe storm. Bewildered, Tian Shen sought out the aid of a forest dragon, who delivered 10,000 tree trunks to him so that Tian Shen could build a dam. He did so in one day and rerouted the flooding, creating more land for the people to live on. Those born under this constellation might be shrewd, cautious, and sensual but also dishonest, vengeful, and remote.

## THE BLOSSOM

Much to their surprise, Tian Shen was tasked in retrieving an idyllic maple tree in Minkai prized by Tsukiyo, prince of the moon, for its rare hue and rich amber sap. When Tsukiyo confronted Tian Shen about the hero's task, Tian Shen spoke truthfully and asked for the god's permission to take the tree. Tsukiyo agreed but gave Tian Shen a choice: the tree to replace the maple would be either a beautiful cherry tree that only lives for a few years and flowers with breathtaking blossoms that bloom for only a month, or a hardy cherry tree, deplete of any beauty but able to withstand any storms or quakes, lasting till the end of time. Tian Shen chose for Minkai to have a tree with fleeting beauty, which is why cherry blossoms only bloom briefly. Those born under

the Blossom, also known as the Cherry Tree, might be beautiful, artistic, and insightful but also fragile, egotistical, and stubborn.

## THE DOG

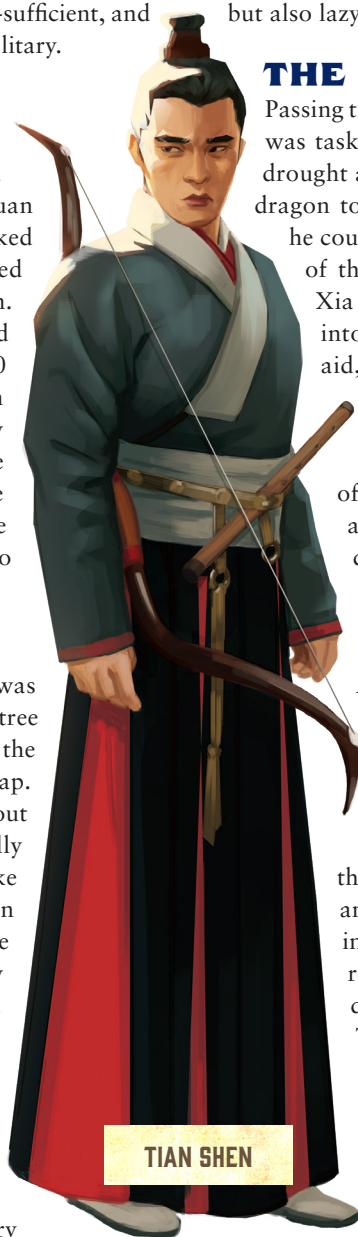
Traveling into a nation of complete darkness, Tian Shen was tasked to bring back the head of a carnivorous giant flytrap in Zi Ha in order to distill its poison and produce an effective antidote. Without any ability to see in the dark, Tian Shen struggled to find his way. The giant plant near the Tsering Springs almost devoured him, but a hound from a hunter's guild rescued him. Tian Shen expressed his gratitude for the hound's remarkable aid and offered to be their assistant. For one year, Tian Shen learned from the hound, thereafter gaining a heightened sense of smell that allowed him to track down and capture a giant flytrap. Those born under the Dog might be friendly, loyal, and optimistic but also lazy, aggressive, and gluttonous.

## THE SKY DRAGON

Passing through to the Wall of Heaven, Tian Shen was tasked to help a small village experiencing drought and fires. Desperate, he beseeched a sky dragon to grant him magical protection so that he could summit the oxygen-deprived Mother of the World, the tallest mountain in Tian Xia at a staggering 37,000 feet, and pass into the Plane of Air. With the sky dragon's aid, Tian Shen retrieved a piece of the sky and brought much-needed rain to the people. Those born under this constellation, also known as the Lord of the Sky, might be intellectual, graceful, and easygoing but also distrustful, disdainful, and envious.

## THE ARCHER

Finally, Tian Shen traveled to the city of Anjing in Lingshen and was challenged to display his infamous accuracy with an arrow to the city's greatest warriors. His opponent taunted Tian Shen endlessly, which made the hero lose focus and, consequently, the match. Seeking to refocus his energy and thoughts, he sought out a master in qigong and spent many months rebalancing his qi alongside a famous dowager empress. In a heated rematch, Tian Shen pinned an arrow in the dead center of the bullseye with each subsequent arrow splitting the last, using qigong to reign supreme. Those born under the Archer, also known as the Breath, might be observant, patient, and self-assured but also indulgent, distant, and jealous.



TIAN SHEN

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# PEOPLES

The peoples of Tian Xia have warred, bickered, and cooperated for as long as any of them can remember, through the rise and fall of empires and apocalypses both. Their histories have sent ripples throughout the continent, and no matter how far-off and insignificant one group might believe another to be, the impact each has had on the world connects them all.

## AMURRUNS

Culturally, catfolk are an ancestry of stark contrasts. On one hand, amurrans are well integrated into Tian Xia's major civilizations, as well as being known for the nomadic caravans they've routed between the climes of the continent. On the other hand, groups of isolationist amurrans have deeply entrenched themselves within

the Valashmai Jungle. Their hostility toward explorers and travelers attempting first contact is legendary, and to this day, most remain unseen and haven't been contacted by the humanoid nations stretching from Nagajor and to the north. These two groups are so distinct that they feel as little kinship toward each other as any other people feel toward them.

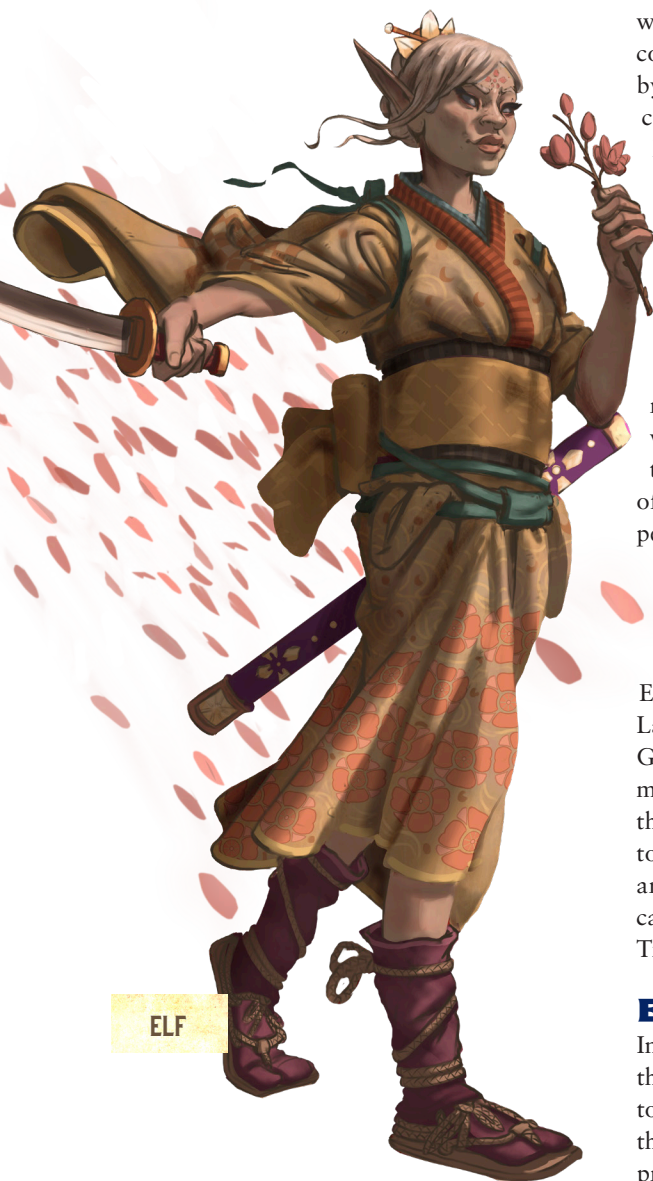
The catfolk of greater Tian Xia have built strong traditions around travel and commerce. In millennia past, many amurrans settled in Nagajor as refugees during wars and displacements between the human kingdoms. From there, they fell into regular seasonal migration patterns, returning north to avoid the worst of the monsoon rains every year. While many have settled in nations throughout Tian Xia since (and indeed, some never left), pilgrimage and travel has embedded itself within amurrans cultural consciousness. Amurrans clans commonly bounce between multiple homes managed by different families, carry dual citizenships, and have coming-of-age ceremonies that involve reaching distant holy lands. In a way, they form one organic network that crosses all borders, passing gifts and knowledge from one corner of Tian Xia to another through a hundred hands.

While not much information on Valashmai catfolk is widely known, they're often seen side by side with the lizardfolk of the jungle subcontinent. Together, they've staked territories around Valashai ruins, and the few diplomatic interactions they've had with explorers have come with the firm assertion of their shared and rightful legacy as the true inheritors of the ancient Valashai. With how little information persists about the jungle's ancient reptilian empire, the accuracy of their claims is a question only they can truly answer.

Not all amurrans in Tian Xia are native to the continent. Travelers of all ancestries sail across the Embaral Ocean from the Inner Sea and the Impossible Lands to come ashore upon the sprawling docks of Goka, and catfolk are no exception. These migrants, merchants, scholars, and adventurers are as varied as they are scattered across the continent—and as likely to assimilate into native amurrans populations as they are to forge their own paths with their impressionable catfolk children in tow. Golarion is a big place, and Tian Xia echoes in all its corners.

## ELVES

In their escape from Earthfall, a group of elves followed the oracle Jininsiel and her vision of a dawnsilver tree to the forested heart of Tian Xia, where they founded the nation of Jinin. These elves spent centuries in protective isolation but have since opened their doors



ELF



to diplomatic relationships and cultural exchange with their neighbors.

Tian elves are unique from their distant cousins in other parts of Golarion, as they have a culture rooted in ancient Avistani traditions and infused with cultural practices learned from their neighbors in Tian Xia. Their physical appearances have attuned to a combination of the continent's native flora and rare imported flowers from Avistan that have long gone extinct elsewhere. Flowers play a prominent role for Tian elves, with blossoms used in important ceremonies, lauded in art, implemented in the names of sword fighting styles and grandmasters, and incorporated into cuisine. Due to this intricate connection to nature, many people view elves as figures of ethereal beauty.

With thousands of years of time and energy spent honing expertise in the arts and sword fighting, elves in Tian Xia are seen as masters of both blade and brush. People all over the continent seek out elves for their skills and knowledge, and elves are eager to learn what techniques and products have been developed elsewhere. Even in their isolationist period, these elves helped their neighbors from behind the veil of protective illusions by providing gifts of food, tools, and healing magic. This spirit of friendliness and community continues to be a core tenet of how Tian elves interact with other people. They strive to treat others with dignity and restraint, and they practice cultural appreciation and exchange with other nations. However, elves who have spent most of their lives in the sequestered borders of Jinin or otherwise disconnected from the rest of Tian Xia might accidentally mistake humans who seem familiar for their ancestors, or assuming that one individual is representative of an entire region.

Elves continue to be an unusual sight in other Tian nations but have become more common over time, as traveling to share and learn has been encouraged within Jinin. Though they still pose a mysterious and slightly standoffish presence to others, elves in Tian Xia feel a deeper kinship to fellow Tian people than to other elven cultures.

## IMPERIAL DRAGONS

Since time immemorial, imperial dragons have guided Tian Xia and its peoples under Shizuru's divine mandate. Unlike their cousins in the Inner Sea, many imperial dragons have a vested interest in mortal affairs. There are five distinct types of imperial dragons, each with their own elemental affinity that represent the five strengthening and counteracting forces: wood, fire, earth, metal, and water.

Sovereign dragons of the earth still cleave to their ancient responsibility as guides and guardians of the Tian people and can be seen in mortal forms across the continent's many courts, as both advisor and ruler. Notably, Xa Hoi boasts an unbroken lineage of sovereign dragon emperors, reaching back to its founding six millennia ago.

Those seeking knowledge brave frigid mountain peaks and soaring cliffs to engage the attention of metallic sky dragons, whose coils pierce the clouds. Their wisdom is a great boon to any Tian with the patience and strength of intellect to make sense of their cryptic musings.

Tian Xia's myriad port communities make yearly offerings to fickle sea dragons—masters of storms and the open ocean—for safe passage through their domains. Within the depths of Xidao, such dragons are directly revered as the former rulers of the realm's many aquatic city-states.

Tians living on the wilderness's edge take care not to encroach upon the wooden domains minded by the formidable forest dragons, for these reclusive guardians punish trespassers with the expulsion of entire communities. Recently, people in the Valashmai Jungle, Xa Hoi, Tang Mai, and Minata have grown bold, felling greater swathes of protected forest with each passing year. Dire rumors from these areas now speak of the disappearances of entire villages, swallowed overnight by the jungle and a forest dragon's wrath.

Adventurers delving the lightless depths in search of valuables might instead find a covetous underworld dragon, fiery in breath and temperament. These dragons constantly plot to expand their hoards, and treasure seekers can never be sure if they themselves aren't a part of one of these plans. Underworld dragons are also surely behind the recent rumblings and volcanic eruptions felt across Tian Xia, though the greater design behind these events remains cloaked in shadow.

Benevolent or malicious, sociable or reclusive, most imperial dragons demand total respect and unwavering obeisance from their subjects. Guided by these magnificent creatures, it's no wonder that the nations of Tian Xia are known to the wider world as the Dragon Empires.



HALFLING

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**FOREST DRAGON**



**SEA DRAGON**



**SOVEREIGN DRAGON**



**UNDERWORLD DRAGON**

## HALFLINGS

Halflings are surprisingly rare in Tian Xia compared to Golarion's other continents. Academics have often debated why, though the legendary Ruby Phoenix Hao Jin almost certainly had much to do with it. Ever the preservationist, the sorceress sequestered away many settlements and communities into her personal demiplane, the *Hao Jin Tapestry*. Most of these settlements were small enclaves of oppressed minorities facing expulsion or eradication during the tumultuous expansion and collapse of the Lung Wa empire, which just so happened to include many halflings.

For much of the Age of Succession, the majority of Tian Xia's halflings lived in the tapestry and were arguably no longer residents of Tian Xia at all. But times have changed. The tapestry fell apart, and Hao Jin relocated many of the people living within it to an immense underground tunnel-ridden stone sphere known as Round Mountain. She then safely evacuated those people by depositing Round Mountain back where it came from—the Darklands under Bachuan.

Tian Xia's halflings culturally radiate from this underground cosmopolitan city (more specifically, from its entrance to the surface world in Po Li). The largest populations now dwell in Bachuan and Tang Mai, but small populations of halflings exist throughout Tian Xia, especially foreign halflings in cities with access to the rest of Golarion, like Goka. Back when they lived in the tapestry, halfling communities had found a societal niche as farmers for the rest of the resettled people within the demiplane. They carry this agrarian cultural backbone with them to this day, tempered with an appreciation for diverse multicultural city-states and arcane magics that comes from living a few millennia in a sorceress's extra-dimensional vault. They're often found happily integrated into city centers and hinterlands throughout the continent, eternally adaptive and enmeshed in vast support networks of friends adopted into found families.

They've also found a new societal niche now that they've returned to Tian Xia—taming the Darklands. It isn't uncommon to find pockets of halflings in every corner of the continent where surface politics and institutions have need to explore and embed themselves sustainably underground. Halflings are still a rare sight to the everyday citizenry of developed Tian Xia, but their ongoing history has made them far more common in the haunts and journeys of adventurers, embedded in every frontier and visible practically everywhere, if one knows to look.

## HOBGOBLINS

The hobgoblins of Tian Xia have battled their way into a mighty nation. Founded on the belief that efficiency and intelligence lead to power and strong leadership, hobgoblins have carved out an influential presence both on Tian Xia's surface and in the Darklands. Their expansion has slowed, but extending their borders always remains on the minds of the ruling councils. Despite their focus on war, the hobgoblin nations have stayed relatively peaceful internally, due to their emphasis on order and the plethora of guards that keep the law. On the outside, hobgoblin society can look like a utopia for so-called "monstrous" ancestries. In reality, their prominent surface nations are built on the backs of the people they conquer, creating a sizable population of non-hobgoblins without citizenship or political rights who are forced to work for the government.

The capital of Kaoling, Dhucharg, is the shining example of what most hobgoblins feel cities should be. The capital provides an excellent model of productivity with minor crime. The intelligent and robust bring guidance to its citizens, and organized food pantries provide guaranteed sustenance to hobgoblin citizenry. The Council of Nine's rulings and decisions keep the nation running like a well-oiled machine. After the extensive 12-hour workday, the nightlife becomes vibrant as people shed their work



clothing to participate in revelry. Hobgoblins wear colorful clothes and an assortment of jewelry to play cards, dance, and eat at local restaurants and gambling houses.

Yet, Kaolingan hobgoblins are brutal. Even breaking the simplest laws could lead to a public execution or violent punishment based on the justice system, allowing no room for error. Even petty theft can result in flogging that leaves people incapacitated for weeks. The Ministry of Blood, a temple to Yaezhing, created a ceremony for those convicted of high crimes, to the applause of hobgoblin citizens. Despite the public adulation for this harsh punishment, most private citizens try to resolve problems themselves rather than involve the law.

Tian hobgoblins who live in the underground city of Rahk Lo find their way to the surface through tunnels leading into Kaoling and Shanguang. These hobgoblins keep a friendly disposition to their non-hobgoblin neighbors, and their efficient expansion focuses on an explorer's mindset rather than a conqueror's. Their emphasis on survival in harsh situations sees them inclined to cooperate with strangers rather than compete—however, they're still dangerous and deadly toward anyone they see as an obstacle to that survival.

Hobgoblins have a long list of enemies, especially among the border nations whom they war with. They particularly dislike Jinin and desire the dawnsilver veins within that nation's borders. Recently, Kaoling even assaulted the border of Zi Ha, earning them backlash from nearly every Tian nation. Despite this aggressive attitude, Kaoling has found allies among some of Tian Xia's merchant companies, who sell Kaolingan-made arms and armor to the rest of the world.

## HUMANS

Humans are everywhere. They thrive throughout Tian Xia, reaching every corner of the continent and making up the majority of most nations' populations. Humans are so populous and diverse that it can be hard to pin down shared cultural values, customs, or universal traditions. They've spread so far and been the dominant force in so many projects of statecraft that they essentially have no remaining shared ancestral identity.

Nonetheless, their influence can be felt in powerful ways throughout Tian Xia. Beyond culture, values, and rituals, the needs and capacities of the human body have shaped the flow of all civilization on the continent as surely as mountains divert rivers. Time in a day is measured around when humans wake and sleep, calendars are built around human food crops and human-habitable biomes, and practically all languages on Tian Xia have been constructed such that humans can speak and write them. Every road, every door, and every tool is built to fit or diverge from the universal fulcrum of human hands, human feet, human eyes and ears and teeth.

The one major exception to this continental hegemony can be found in the south. Nagajor historically barred humans from its borders for thousands of years, and the Valashmai Jungle is, to this day, almost completely untouched by human hands. The deep jungles and swamps of southern Tian Xia have resisted human occupancy through a serendipitous alliance of organized arms and roaming kaiju hunting grounds. Though even this shall not last—humans have started to settle in the Nagajor Empire now that the borders have been opened, and many human expeditions have reached deep into the heart of the ancient Valashai Empire. It's less a question of "if" humanity will finally settle every coastline of Tian Xia, and more "when."

The continent's eight native human ethnicities are collectively known as Tian. Tian-Dans, Tian-Tangs, and Tian-Hwans are primarily associated with their homelands: Xa Hoi, Tang Mai, and Hwanggot, respectively. Each nation is a shard of the imperial core of ancient Lung Wa, their peoples all subtle reflections of each other. Tian-Las, Tian-Sings, Tian-Mins, and



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Tian-Yaes range farther afield to the steppes of Hongal to the north, the wandering isles of Minata to the southeast, the eastern subcontinent of Minkai, and the desert of Shanguang. Their relative isolation from central Tian Xia has bred deeper diversities and cultural drift. The dusky-skinned Tian-Shus are the most populous of all and found throughout the continent.

Foreigners abound in Tian Xia as well, and that means foreign humans. Travelers from throughout Golarion find themselves on the continent, especially in port cities like Goka, with historic enclaves of Vudrani settlers in Nagajor and all manner of northern travelers from Avistan and Casmaron settling in the north via the Crown of the World. The nation of Linvarre, founded by a group of orphaned Taldan warriors, in many ways exemplifies Tian Xia's history of immigration, as it has significant populations of mixed-ancestry humans and traditions that blend Tian and Avistani practices.

## JOROGUMO

In Shenmen, locals share stories of monsters and dark magic that inhabit the land—most commonly of the part-humanoid and part-spider creatures called jorogumo who live hidden beneath the ground and in the darkest corners. They weave webs of silk and dark illusions, using their beauty and charm to entice travelers and other victims. Prey are taken for food or used in rituals to conjure more dark magic and spirits. Occasionally, they suffer an even more terrible fate, becoming live incubators for the jorogumo's young. The origins of jorogumo have long been up for debate. Some tales state that they're corrupted fey creatures; others say they're followers of Norgorber who ascended to their current form. For most in Shenmen, their presence is completely supernatural and unexplained.

Jorogumo are solitary creatures but still consider themselves part of specific "broods," and so jorogumo society can be likened to a web of interconnected estates and fiefdoms, ruled from a silken throne by a singular leader who has proven himself to be the strongest of them all. This leadership is often challenged, and a jorogumo who's both physical and mentally strong can try to oust the current leader and win over the seat of power. Whatever happens in the contest—be it a battle of arms, magic, or wits—jorogumo always publicly respect the outcome. Vengeful resentment or opportunistic schemes are best left to private matters.

Jorogumo have been seen performing rituals near waterfalls, using a twisted form of druidic magic and sacrifice to strengthen their magical powers and bind spirits to their will. While some claim Norgorber or Lamashtu as their main patron deity, the amount of dedication any individual jorogumo has to either varies. Some wholly devote themselves to a deity, while others see religious rites as a cultural practice rather than a matter of faith.

Fortunately for most of Tian Xia, most jorogumo don't seem to care about the happenings in anything outside of Shenmen. They keep an extremely strong hold on what they have, using their magic to protect their lands above Yin-Sichasi. Many jorogumo have a close relationship with the dark spirits in Shenmen, calling on them to terrorize the land and anyone who tries to take it away from them. The fact that no such retaliation has occurred in the wake of Linvarre's recent encroachment into their territory has left many outside observers leery.

For all their predatory nature and loner tendencies, jorogumo are notably open to dealings with other ancestries. Those daring and desperate enough can prove themselves to jorogumo. If they can gain a brood's favor, typically through a show of strength or power, they can form a temporary alliance, and solidifying such an alliance is one of the few instances



JOROGUMO



when jorogumo are willing to leave Shenmen. Tengu are the one exception. Jorogumo and tengu have feuded with one another for generations; while jorogumo often keep a broad-minded eye on travelers for the perfect prey, when they see a tengu in their lands, their only goal is to kill.

## KITSUNE

It's hard to know how many kitsune reside in Tian Xia—and that's by design. Kitsune have a long and storied history of marginalization and oppression inflicted by the many empires that span Tian Xia's history books. This history goes hand in hand with their shapechanging abilities. The more kitsune hide, the more they're treated as outsiders, and the more they're ostracized, the more they hide.

As a result, kitsune suffuse Tian Xia in a subtle and ever-flowing culture that mimics their host communities. Kitsune are, in many ways, human. They're also elf, tengu, amurrun, nagaji, and on and on, both lifelong members of existing clades and also something more: something hidden and disciplined, an arm's length apart. Kitsune embedded in societies of other humanoids are often just as ignorant about their greater community as everyone else is. They know their immediate families, they might know a few kitsune family friends, and they know how to spot another kitsune in public, but that's it—otherwise, they're just like anybody else.

Not all kitsune have embedded themselves in societies of other humanoids, delving into lifelong shapechanging regimes. Some locations in Tian Xia have large populations of kitsune who live openly, with full integration (or simple majorities) in local society. The first and most famous is the Forest of Spirits, bordering Minkai in northern Tian Xia. Controlled by kami, the forest has always been hostile to civilization and civilization's humanoid agents, unless those agents happen to have skilled negotiators, a role kitsune are well suited for. Kitsune have always had strong ties to the spirit world, and kitsune clans in the forest found themselves a prosperous niche maintaining the delicate balance between kami and outlander, forest and road. The Spirit Road itself is an important highway through the forest that would quickly fall apart without its kitsune keepers.

Behind the Forest of Spirits, the second largest population of kitsune living openly are the kitsune clans in Kwanlai. War and invasion have wracked Kwanlai's complex history, and the tengu clans quickly found value in the shapechanging capabilities of kitsune agents to act as smugglers and spies. After the tremendous assistance kitsune provided against the constant invasions from Wanshou, the five major tengu clans lavished glory and gifts upon the kitsune clans, exalting them as a major player in the nation's local politics. Kwanlai's capital of Hisuikarasu has the largest population of kitsune to openly live within the boundaries of any humanoid nation to date.

## NAGAS

Nagas are brightly colored serpents with humanoid faces and no limbs. Typically between 10 and 16 feet long, these imposing beings can weigh in excess of 300 pounds, and they possess natural magic that allows them to compensate for their lack of digits—however, the limitations of these spells mean they often rely on limbed servants and allies to perform tasks beyond their capabilities, like construction.

The vast majority of nagas live in the kingdoms of Nagajor. Ancient beyond reckoning, nagas have inhabited the land since pre-history and rule kingdoms as varied as any region of Golarion. Common traits include matriarchy, the veneration of naga deities, deference to nagas as legal or ceremonial nobility, and a tendency toward hermitage. Whether or not a given naga has any wealth, authority, subordinates, or titles, they're due all the respect of royalty. Those who wish to establish a nation in Nagajor are



ONI



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expected to find a naga to serve as its monarch, even if only in a ceremonial role.

Nagas who have wealth often become astrologers, seers, and arcanists, amassing vast stores of knowledge over the centuries. Across Golarion, however, many nagas choose to live as ascetic hermits, forfeiting money, servants, and luxury to guard some ruin, sanctify a landmark, or simply study the stars for decades on end. These nagas are often repositories of forgotten lore, their long life spans and keen memories preserving secrets long forgotten by the rest of Golarion. Such hermits might be virtuous or villainous, and they're often the only nagas outsiders to Nagajor will ever meet.

In the rest of Tian Xia, nagas are largely defined by those hermits, meaning nagas are often viewed as secretive, isolationist mystics. Even visitors to Nagajor generally deal with nagaji instead of nagas. As such, meeting an influential naga is often a surprise to foreigners. The reality of urbane, social, educated nagas with attendants, shrines, or palaces clashes with ideas of isolated asceticism. Among the politically influential of Tian Xia, the royalty of nagas and the perceived divinity of their mandate is emphasized instead. Nagas—who are distant and unlikely to contest the characterization—are portrayed as absolute, unquestionable sovereigns who embody the essence of good rulership, as believed by the local cultures who venerate them. For such politicians, meeting nagas who are deeply detached from their satrapies can be quite a shock.

## **NAGAJI**

Nagaji strongly believe that to keep the wheels of civilization turning, a strong foundation must be built and maintained. They're among those proud builders who take their expertise very seriously, regarding hard labor as the most righteous form of serving the world. Many nagaji take pride in being farmers, builders, chefs, healers, and guards.

Nagaji are an ambitious people. Stemming from their deep devotion to Nalinivati, they pursue knowledge to share with each other, encouraging the young to explore, join other cultures, and bring back what others might be lacking. This outlook leads to guilds forming between nagaji groups to innovate labor. While outsiders might assume this culture of sharing would lead to a more unified people, nagaji remain prideful and picky about tradition—nagaji love to learn, but hate having their hometown methods proven worse. One village's technique might differ in such a way that hostility breaks out when a foreign child is sent to study there. This hostility might not always be violent, but internal family politics knot and stew. The dust usually settles eventually, as the greater good is always the priority.

As strong devotees of Nalinivati, their naga goddess creator, nagaji hold her teachings of family and respect

in high regard, which is reflected in their tendency toward matriarchal societies and their ambitious desire to better themselves. Devotion to Nalinivati isn't just prayer, it's everyday living culture. Nagaji religious practice is holistic, and one can find nagaji anywhere praying at sunrise, blessing food with sprinkled water, and paying respect at thresholds to places of knowledge and magic before entering. Specific ritual times, types of offerings, construction of shrines, and more are passed down through generations and slightly differ by household tradition. Even nagaji who don't worship Nalinivati will never damage books and never pass salt by hand, like their mothers taught them.

Nagaji families are diverse with no separation between various nagaji-kind. They're polyamorous, believing a healthy brood contains many for protecting, teaching, and growing. They don't have words for cousin because the members of a single generation are all seen as siblings. A traveling nagaji can often find a relative to stay with. While family is very important, blood relations only complicate their quick tempers. Feuding communities usually find themselves connected by some relationship, and even that small connection demands familial respect in times of conflict.

Art plays a large role in connecting sprawling nagaji communities. Nagaji waste nothing, even using their shed skin as materials. They personalize their homes and wardrobes with the beautiful, molted patterns of their friends and family, signaling common relations to others. It's customary for elders to gift their shed skin to younger generations so that they might protect and brighten the lives of these youths even after death.

## **ONI**

Unlike most ancestries and peoples within Tian Xia, oni aren't quite born so much as made. Spirits can be created as divine protectors of elements in nature that can't protect themselves, after which they become kami. When a kami fails at its sacred task, whether deliberately or not, they can be corrupted by envy, rage, or despair, retreating from incorporeality into the realm of the physical and all its delights. They permanently take on humanoid forms and become oni.

As a result, oni don't have a culture as one would expect from other humanoid ancestries—they don't form families or pass down language, rituals, or values. Instead, they have a shared origin, and it's a shared origin of dissonance with their original noble purposes. Oni tend to form within the world in places with a high concentration of spirits, materializing as bitter and angry and with a plan. They're usually violent, selfish, and more than capable of using their shapechanging abilities to manipulate other creatures and insert themselves into positions of trust and authority. As a result, oni are generally malicious invaders, either working alone or in groups to undermine local societies and get what they want (often in some combination of hedonistic pleasures and social power).



Oni can be found throughout Tian Xia, usually in places that humans have difficulty accessing and settling. They're common in places of great spiritual power—many oni live within the Forest of Spirits between Minkai and Hongal, and a faction of night oni occupy the Yjae sky city ruins over the Wall of Heaven. Oni warlords have also occupied the southern Chenlun Mountains in the Valashmai region, forming a cluster of bandit states that hoard ancient artifacts as mutual deterrence and raid the surrounding lowlands for wealth.

Sometimes, oni can be found in places that humans have settled. For example, Chu Ye was once a human border province of Lung Wa famed for its healers that was then fully conquered by oni in the continent-wide chaos that followed the fall of the Lung Wa empire. After a year of butchery, a sort of order was restored by the void oni Tsuneni, the new shogun of Chu Ye. The human population continues to deplete under their overlords' tyrannical rule, and oni forces push out to regularly invade neighbors like Hongal.

Not all oni have warlike tendencies, most famously those of Hao Jin's returned Tapestry People. While they still lived on the demiplane, they'd managed to completely integrate into the multicultural communities inside *Hao Jin's Tapestry*. Now that these peoples have been returned to Tian Xia in Bachuan, the oni of Round Mountain continue to defy expectations by working with their fellow returned compatriots in boisterous cooperation.

## PLANAR SCIONS

Tales of supernatural beings from other planes abound in Tian Xia's oral narratives. Many families whose children manifest wondrous, supernatural powers, such as halos and jewel-toned eyes, are often eager to recite (or spin) tales hearkening the adventures and exploits of their godly, celestial ancestors. Humbler families claim, when asked, that their children merely received the blessings accrued by their ancestors, whose devotion and service pleased the gods. Other families whose children manifest uncommon or seemingly fiendish traits, such as small horns, a tail, or large claws, cast blame on their ancestors for having incurred the wrath of gods or evil spirits. Regardless of the source of their perceived blessing or curse—whether it be the gods, demons, spirits, or ancestors—Tian locals generally believe that supernatural and spiritual beings not only once walked, lived, loved, and fought in the land in the distant past, but that they continue still to guide and influence mortal lives.

Travelers visiting Tianjing will note its residents' devoted communication with their ancestors and likely observe Tians generously offering daily food, gifts, and prayers in thanks for their ancestors' continuing care and guidance. If asked about their familial customs

and rituals, Tians will express their deep admiration for their ancestors' bravery and sacrifice in defense of the land against the unholy horde, sharing how they teach their youths to remember their sacred duties through folk songs and tales of ancestral heroes.

In Minata, travelers might hear stories of mysterious, ethereal beings inhabiting a magnificent, hidden mountaintop city, known as Angakasapurna. These beings, known regionally as orang bunian, are described as elegantly dressed otherworldly beings whose appearances resemble humans. Few residents know that the orang bunian are, in fact, jann who live atop a mountain in tall, fortified buildings that pierce the sky. Near the bottom of the mountain live their mortal descendants, sulis, who carefully guard the land against intruders. Orang bunian protect their beloved children and refuge by covering the island in thick mists and illusions. For that reason, sulis who decide to venture beyond the island find themselves unable to return. Some spend the rest of their lives wandering the isles in search of clues that might someday lead them home.



VANARA

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**TIAN-DAN**



**TIAN-YAE**



**TIAN-HWAN**



**TIAN-MIN**

## TENGU

For centuries, those tengu who stayed “in the roost” of their ancestral homeland of Kwanlai lived as mistreated and exploited inhabitants of the powerful Lung Wa empire. Through policy and intense force, Imperial Lung Wa worked to crush local tengu culture. Thus, unlike the migrating tengu diaspora across Golarion who display a level of cultural flexibility and readily adopt local customs, those who remained in Kwanlai hold to their heritage and traditions with tenacity.

The tengu of Kwanlai have a rich culture of passing memories from one generation to another through stories and song. They remember the cruelty of Lung Wa and even the names, faces, and specific acts of barbarity certain members of the Lung Wa elite enacted upon them through history. Bold, geometric patterns are dyed onto the fabric they use for their clothes. Ancient melodies played on a 13-string zither dance through the air at gatherings and festivals. They still cook the tender bamboo shoots from the Vale of Green Spears, the earthy aromas wafting from every home during the full moon. Their houses rise into the air on tall, wooden stilts with staircases winding around to the top.

One thing Kwanlai and diaspora tengu share is that they form incredibly close communities. Families take care of each other’s children and raise them together in a creche. No individual is ever alone. Aid can always be found at hand in a tengu neighborhood. With their long history of oppression in the Lung Wa empire, they’re happy to welcome anyone of any background into the fold.

Tengu who remain in Kwanlai work to overcome their generational trauma from their past with Lung Wa. As a result, they chafe under too much governmental oversight, whether at home or on the world stage. Though such tengu are more law-abiding and lawful than their diaspora brethren, they still have a strong anti-authoritarian streak. It doesn’t take many rules and regulations to spark rebellion. They have no qualms about bringing in contraband, “liberating” taxes from local provincial leaders, or leaving artistic representations of their displeasure on government buildings in protest. Despite their history, tengu in Kwanlai see themselves as a young nation with much to prove, so they’re passionate and enthusiastic about participating in the politics of Tian Xia as a whole.

## VANARAS

As vanaras embark on personal journeys of enlightenment, some have inevitably found their path veering eastward from Vudra, across the Embaral Ocean, and toward the Dragon Empires. Goka’s nature as a port city and revolving door for varying peoples and philosophies makes it a magnet for curious vanaras. The city’s thrill of competition has enticed many to set up shop as teahouse owners, innkeepers, professional gamblers, or any other profession that might provide the opportunity to speak with as diverse a crowd of travelers as possible to gain new insight—and if problematic visitors offer the chance for a vanara to teach a lesson with a well-devised prank, then so much the better.

Yet, the hustle and bustle of the city isn’t ideal for all vanaras looking to expand their horizons, and many seek a more solitary experience amid the indomitable Wall of Heaven. Just as Ragdya eventually found wisdom on the peak of Bahmenu, so do these vanaras believe they might find the answers they seek among the temples, peaks, and valleys of this mountain range. Whether at shrines of Ragdya, Irori, or other deities that offer wisdom, vanaras living on the Wall are often found in pairs, walking together on their journey.

Vanaras with a healthy wanderlust travel throughout Tian Xia, though most tend to avoid Nagajor on the basis of their historical relationship with the naga empire. Quain draws vanaras who seek answers on the path



to becoming a true martial arts master. One group of vanaras is said to have taken up permanent residence within the Eryiu Forest. In Lingshen, the tale of a vanara who reached the highest echelon of nobility before being sculpted into a terra-cotta statue has inspired communities of vanaras striving to join the great warrior hero. Vanaras in the Forest of Spirits have sought the wisdom and perspectives of kami. Even some lahkgyan vanaras have tried to find solace in nations where more wicked powers reign, away from traditional communities.

Vanaras are inevitably compared with Sun Wukong, a practice that causes no small amount of chagrin. Though they hold no malice toward the monkey king, his tendency for chaotic pranks is the exact type of reckless behavior that vanaras attempt to distance themselves from in their journey. This association means that traveling vanaras often experience biased treatment from many who assume them to be troublemakers. Most vanaras work diligently to avoid these labels and instead try to display their love of community and endless desire to learn.

Time has seen some Tian vanaras with altered features. Some have fur and hair colors of black or pale reds, and the aquatically inclined vanaras of Minata have become identifiable through their distinctly shaped and decorated noses.

## YSOKI

Within Tian Xia, the nation of Diguo-Dashu is one of the largest gatherings of ratfolk in the world, with innumerable clans banding together for survival while also competing among themselves for the Darklands' limited resources. Many ysoki have similar patterns of black fur and red eyes, but the ratfolk of Tian Xia boast a wide range of earthen tones to their fur. Years of adaptation and a need to climb the unpredictable caverns of the Darklands have given these ysoki exceptionally strong and dexterous claws that help aid them in tasks requiring delicate precision. This combination of natural talent and cultivated wit have shaped ysoki into some of Tian Xia's greatest strategists, inventors, artists, doctors, and (perhaps most notoriously) thieves.

A focus on success stems from the strong drive within their social circles. Ysoki pride themselves on having a clear goal and achieving it. A clan of several hundred ratfolk intent on mining ore will hold tremendous respect for a clan of 10–20 who task themselves with discovering new ways to harvest material—and it's extremely common for alliances to form among several clans who can benefit from each other's strengths. Self-expression is heavily valued, and these mutual alliances allow for individuals to shift between clans more closely aligned to their interests without losing all ties to their family.

This push for personal discovery has resulted in ysoki worshipping a range of deities. Faith is viewed as a transaction, rather than something to settle the spirit. All ysoki are aware of how Lao Shu Po's legacy frames their people in a negative light. Wary of being judged by association, ysoki often refer to her instead as the Great Grandmother. Most ysoki leave small offerings at shrines that appear familial in nature regardless of their personal beliefs, subtly expressing reverence to their eccentric Great Grandmother in a way that respectfully encourages her followers to direct their mischief at another home.

Ysoki have a tendency to be intolerant of those who they believe squander their good fortune. Wasteful behaviors are considered insulting and belittling to those around them, which can make it difficult to build trust with other cultures who might be spoiled from living with abundance. Still, though ysoki can find it difficult to trust outsiders, they form bonds of deep kinship with any they call friends. Friendship is held in high regard, and the very act of betrayal against friends or family can result in being outcast (or attacked) by all ysoki communities.



TIAN-LA



TIAN-SHU



TIAN-SING



TIAN-TANG

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# DOKKAEBI GOBLIN

The dokkaebi goblins native to Tian Xia, found especially in Hwanggot, are an idiosyncratic people as strange as the creatures of old ghost stories, yet simultaneously so common you could buy dinner from one. Dokkaebi have an intrinsic affinity for illusion-based magic, but use most of their talents to prank others.

Dokkaebi are artisans at heart. They specialize in pottery, both decorative and utilitarian, sought by aristocrats and commonfolk alike. There's a very simple reason why Tian goblins developed such an interest in pottery: the infamous goblin love for fermented foods. Where Avistani goblins delight in pickling anything and everything, dokkaebi prefer long fermentation, sometimes beyond what others might find palatable.

More information on goblins in general can be found on pages 54–57 of *Player Core*.

## GOBLIN HERITAGE

Goblins in Tian Xia have access to the following heritage.

### DOKKAEBI GOBLIN (UNCOMMON)

Your ancestors mastered illusion-based magic, giving you an innate understanding of it. You can cast *figment* as an innate occult cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You also gain a +1 circumstance bonus to Will saves against illusions.



## GOBLIN ANCESTRY FEATS

The following ancestry feats are available to goblins.

### 1ST LEVEL

#### DOKKAEBI FIRE

FEAT 1

GOBLIN

**Prerequisites** dokkaebi goblin heritage

You can create illusory wisps of ghostly blue flame. You can cast *ignition* as an innate occult cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up. Your Dokkaebi Fire is purely illusory; while it emits light, it deals mental damage instead of fire damage (so it can't light objects on fire or affect mindless creatures), and it has the illusion and mental traits instead of the fire trait.

**Special** If you have the Burn It! feat, its effects apply to your dokkaebi fire even though it deals mental damage—dokkaebi consider these flames as real as any mortal fire, and so they are.

#### PHANTOM VISAGE

FEAT 1

GOBLIN

ILLUSION

OCCULT

VISUAL

**Prerequisites** dokkaebi goblin heritage

You cloak yourself in illusions to mask your nature. Your Phantom Visage is a specific alternate form of a Small or Medium humanoid ancestry prevalent where you grew up (typically human), though it doesn't need to have analogous physical features to your natural goblin form. Your Phantom Visage counts as setting up a disguise for the Impersonate use of Deception. If you use any unarmed attacks you gained from a goblin heritage or ancestry feats while in your Phantom Visage, the illusion immediately breaks. You can maintain your Phantom Visage indefinitely, and you can shift back to your true goblin form by using this action again.

#### TANGLE OF LIMBS

FEAT 1

UNCOMMON

GOBLIN

**Access** dokkaebi goblin heritage or Tian Xia origin

Dokkaebi have a strong tradition of wrestling. You become trained in Athletics, and you gain the Titan Wrestler feat. If you would automatically become trained in Athletics (from your background or class, for example), you instead become trained in a skill of your choice.

### 5TH LEVEL

#### PHANTOM RESEMBLANCE

FEAT 5

GOBLIN

**Prerequisites** Phantom Visage

**Frequency** once per day

You can now draw from experience to wear any face you remember. When you use Phantom Visage, you gain the effects of a 3rd-rank *illusory disguise* for 1 hour or until you shift back, whichever comes first.



## GLORIOUS GAMTU

FEAT 5

GOBLIN OCCULT

**Prerequisites** dokkaebi goblin heritage

**Frequency** once per day

You can access the mystical power that dokkaebi refer to as a hat. You conjure a magical gamtu hat, which is a magic item of light Bulk. The gamtu persists for 1 hour, and you can give the gamtu to another creature to wear.

**Activate—Hat Trick** (manipulate) **Effect** You tap the hat and gain the effects of a 2nd-rank *invisibility* spell, which lasts for the spell's normal duration, until the hat is removed, or until the hat's normal duration runs out, whichever comes first. After the spell ends, the gamtu disappears.

## 9TH LEVEL

## GOBLIN CLUB

FEAT 9

GOBLIN OCCULT

**Prerequisites** dokkaebi goblin heritage

**Frequency** once per day

You can summon a mass of magic energy in your hand that, naturally, you use to smack those who offend you. You conjure forth a spectral bangmangi club for 1 minute, which appears in your hands, though you can give it to another creature to wield. This weapon is a +1 *striking ghost touch club*.

At 13th level, the bangmangi is a +2 *greater striking ghost touch club*.

## WHISPERS IN THE NIGHT

FEAT 9

GOBLIN

**Prerequisites** dokkaebi goblin heritage

You weave your illusions with greater ability, allowing you to play tricks and slip through the night. You can cast *darkness* and *ventriloquism* as 2nd-rank innate occult spells, each once per day.

## 13TH LEVEL

## FLAMES OF VISION

FEAT 13

UNCOMMON GOBLIN

**Access** dokkaebi goblin heritage or Tian Xia origin

Dokkaebi were among the first goblins to pioneer gazing through flames, spectral or physical, to cast their senses far and wide. You can cast *clairvoyance* as a 4th-rank innate occult spell twice per day. To see through the spell's eye, you must be staring into a source of fire.

**Special** If you can cast *ignition*, including from the Dokkaebi Fire feat, then you can cast that spell as part of casting *clairvoyance*. Instead of the cantrip's normal effect, you conjure flames in your hand, which persist for the duration of your *clairvoyance* spell for you to gaze through.

## 17TH LEVEL

## PERFECTED GAMTU

FEAT 17

GOBLIN OCCULT

**Prerequisites** Glorious Gamtu

Your hat embodies the illusory grandeur of a master dokkaebi. Your gamtu now grants its wearer a +1 item bonus to Stealth checks when worn, and its Hat Trick activation can grant your choice of 2nd-rank *invisibility* or 6th-rank *invisibility*.

In addition, the gamtu can be removed while Hat Trick is activated. Doing so removes the effects of *invisibility* from the original wearer, but the spell doesn't end. Instead, the effect continues to elapse; if another creature puts the gamtu on, they're immediately affected by *invisibility*, which lasts for the remaining duration of Hat Trick.

## STRANGE POTTERY

Dokkaebi are strong enough to carry onggi pots as tall as they are, and sometimes even larger. If they need to transport such a pot to another settlement overnight, they'll sleep inside of what they're transporting for warmth. This practice has led to many comedic stories of people who found a perfectly crafted dok or hangari on the side of the road and brought it home, only to find a disoriented dokkaebi pulling themselves out of the new pot. The people of Tian Xia have since learned to not disturb onggi left on the roadside, but the commonality of such happenings inspired many urban legends that dokkaebi are born from earthenware.

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# HUNGERSEED

Oni in Tian Xia are commonly seen as evil creatures satisfied only by blood and carnage. Not all of them have such violent hungers, however, and even the worst aren't so far removed from the most gluttonous or ambitious mortals. Stories of humans taking an oni bride are often told in rural villages and, occasionally, a child is born with telltale oni horns or a third eye. Commonly called half-oni or onispawn, these hungerseeds—named after oni's legendary appetites—are often difficult youths, as their adolescent tempers often outweigh their common sense.

Hungerseeds appear incredibly diverse physically. Many features, such as their skin, horns, feet, and hair, are often influenced by their oni parent and, while many share the hulking stature of an oni, others have lithe and slender builds or are even notably shorter than both parents. They walk a fine line between mortal and supernatural, one clawed foot in each world.

As a nation controlled by oni, Chu Ye has the highest population of hungerseeds in Tian Xia. While hungerseeds can occupy almost every profession, they often choose combat roles to complement their oni heritage. Many of them feel safer in Chu Ye than in other regions, as they don't have to deal with the misconceptions of their lineage. However, some feel out of place for not fully being oni, and become wanderers. Others form mercenary bands, to find work and a shared camaraderie in their mixed heritage.

Characters of Tian origin have access to the hungerseed versatile heritage.

## You Might...

- Be drawn toward physical pursuits or solutions.
- Struggle with feelings of ravenous hunger and lightning-quick rage.
- Find yourself involved in the spirit world, which you're a part of, whether you like it or not.

## Others Probably...

- Assume you're a powerful combatant.
- Focus on your oni heritage over your mortal background and ties.
- Fear you and consider you malevolent.

## HUNGERSEED (UNCOMMON HERITAGE)

One of your parents was an oni or a hungerseed. You possess a pair of horns, ranging in size from conical nubs to lengthy protrusions. You might have other signs of your parentage, such as colorful skin, fangs and claws, or a third eye in your forehead. You gain the oni trait. You gain a horns unarmed attack that deals 1d6 piercing damage and is in the brawling group. You can select from hungerseed feats and feats

from your other parent's ancestry whenever you gain an ancestry feat.

## HUNGERSEED FEATS

The following ancestry feats are available to hungerseed characters.

### 1ST LEVEL

#### HUNGRY EYES

FEAT 1

##### HUNGERSEED

Your eyes can see through darkness with an oni's visual acuity. You gain low-light vision, or you gain darkvision if you already have low-light vision.

**Special** You can select this feat twice, once to gain low-light vision and a second time to gain darkvision.

#### ONI WEAPON FAMILIARITY

FEAT 1

##### HUNGERSEED

Oni prefer large, cruel weapons for smashing their foes to pieces, and so do you. For the purposes of proficiency, you treat the khakkhara (page 127), nodachi (page 127), ogre hook, and tetsubo (page 127) as simple weapons.

The ogre hook is an uncommon martial weapon that costs 1 gp, deals 1d10 piercing damage, has 2 Bulk, requires two hands to use, is in the pick weapon group, and has the deadly d10 and trip weapon traits.

At 5th level, whenever you get a critical hit with one of these weapons, or with your horns unarmed Strike, you get its critical specialization effect.

#### ONI FORM

FEAT 1

##### CONCENTRATE HUNGERSEED POLYMORPH PRIMAL

Frequency once per 10 minutes

Your horns flash briefly as you grow in size and ferocity. Your size increases to Large, and you're clumsy 1. This doesn't change your Speed, reach, or other statistics except as noted here. Your worn equipment automatically resizes to suit your new form, though it immediately returns to its original size if it leaves your possession. This form is the same age and body type as your true form and has roughly analogous physical traits, such as hair color. Using Oni Form counts as creating a disguise for the Impersonate use of Deception. You can Sustain your Oni Form for up to 10 minutes, though you must then spend at least 10 minutes in your natural form before using Oni Form again.

### 5TH LEVEL

#### BLOODSOAKED DASH

FEAT 5

##### HUNGERSEED

Injuries don't bother you anymore—in fact, the pain invigorates you. If you're at or below half of your maximum Hit Points, you gain a 10-foot status bonus to all of your Speeds.



## ONI'S MASK

## FEAT 5

### HUNGERSEED

You aren't as malleable as your oni ancestors but still can disguise yourself. You can cast *illusory disguise* as a 1st-rank primal innate spell once per day. This spell can't disguise your horns, though you can still hide them normally with a hairstyle or a hood.

## STORMING GAZE

## FEAT 5

### HUNGERSEED PRIMAL

You can open or energize a notable third eye on your forehead to strike with storming power. You deal 3d4 electricity or sonic damage in a 15-foot cone; Storming Gaze gains this trait. Each creature in the area must attempt a basic Reflex saving throw against the higher of your class DC or spell DC. You can't use this ability again for 1d4 rounds.

At 7th level and every 2 levels thereafter, the damage increases by 1d4.

## 9TH LEVEL

## BLOOD MUST HAVE BLOOD

## FEAT 9

### HUNGERSEED

You tap into a bottomless hunger for carnage. You can cast *blood vendetta* and *share life* as 2nd-rank primal spells, each once per day as 2nd-rank divine innate spells, each once per day.

## GREATER TRANSFORMATION

## FEAT 9

### HUNGERSEED

**Prerequisites** Oni Form

You can assume your oni form more easily, and with greater benefits. Your oni form lasts for 10 minutes without the need to Sustain it. While in your oni form, your reach increases by 5 feet.

## 13TH LEVEL

## TEMPEST GAZE

## FEAT 13

### HUNGERSEED

**Prerequisites** Storming Gaze

Your third eye grows stronger and more powerful. When you use Storming Gaze, you can increase the area to a 30-foot cone and double the number of damage dice; half deal electricity damage, and half deal sonic damage. If you Storming Gaze in this way, you can't use it again for 1 hour.

## ONI RAMPAGE

## FEAT 13

### HUNGERSEED

**Frequency** once per day

**Trigger** You're reduced to less than half your maximum Hit Points by a creature within your reach.

Nothing invigorates you more than your own freshly spilled blood. You gain the effects of *haste* for 1 minute.

## 17TH LEVEL

## KISHIN RAGE

## FEAT 17

### HUNGERSEED MORPH PRIMAL

**Frequency** once per day

Your eyes glow a deep red and your body courses with adrenaline as you obtain a fraction of the power of the kishin oni. You attempt to Demoralize all creatures within a 10-foot radius; you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language. You also gain the following abilities for 1 minute.

- 40 temporary Hit Points.
- A fly Speed equal to your Speed.
- The effects of 6th-rank *runic body*, and your horns deal an additional 1d4 electricity damage.
- Bloodsense as a precise sense with a range of 60 feet, allowing you to detect freshly spilled blood; this allows you to accurately detect creatures taking persistent bleed damage, creatures whose Hit Points are currently at half or less of their maximum, and freestanding puddles or droplets of recently spilled blood.

Kishin Rage lasts for 1 minute. Once it ends, you're stunned 3 as you recharge and recenter yourself.



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# KIJIMUNA

## GNOME ENCLAVES

Anywhere one might find danger or discomfort on Tian Xia, one can also find an enclave of kijimuna gnomes.

Kijimuna gnomes are drawn to the novelties and perils of the huge city of Goka. In Jinin, they live in the beloved trees of elves. Because of their shared inclination toward emigration, tengu and kijimuna gnomes can sometimes be found living together.

The largest kijimuna gnome settlements in Tian Xia are located along the shores of Minkai's southern reaches, an area with a warm, tropical environment all throughout the year.

The balmy breezes rustle the leaves and the exposed, dangling roots of the banyan trees, while flowers bloom all year long and perfume the air.

Gnomes known as kijimuna live in communities throughout Tian Xia and tend to have a strong affinity for trees and water magic. Kijimuna have wild red hair, skin that ranges from brown to crimson, and bright scarlet, gold, or brown eyes. With variably-sized drums, flutes made of bamboo from the Vale of Green Spears, and a shrill yet melodic whistle, their music has a lively, upbeat tone. Kijimuna break out their instruments for any reason, but especially during festivals and celebrations.

Kijimuna make their homes in trees that grow near the shores—as high up as they can, preferring banyans when possible. Mechanical or magical lifts climb up the roots and trunks of their trees. Staircases sometimes lead to nowhere, and doors open onto thin air. Occasionally, windows peer into the center of the tree at nothing. These homes provide novel, and sometimes dangerous, experiences for gnomes, as well as for anyone who enters.

Kijimuna always have their homes constructed near a large body of water, sometimes a lake but most often the ocean, as they seem drawn to the sea in their pursuit of new sensations. They're master fishers, though they eat only select parts of the fish they catch (namely the eye), leaving the rest to their non-kijimuna companions. Despite their ease in the water and at catching seafood, kijimuna are repulsed by octopuses, an instinctual phobia not unlike a fear of spiders. In their quests for adventure and excitement, they often sign on with ships hunting sea monsters, enlist as sailors, or join up with groups of pirates.

For more about gnomes and their society, see pages 50–53 of *Player Core*.

## GNOME HERITAGE

Gnomes in Tian Xia have access to the following heritage.

### KIJIMUNA GNOME (UNCOMMON)

Your ancestors lived in the trees and fished in all the waters of Tian Xia. You gain your choice of the following benefits. Once made, this choice can't be changed.

- You can climb any banyan. You gain the Combat Climber feat, and if you roll a success on the Athletics check to Climb, you get a critical success instead.
- You can catch any fish. You gain a swim Speed of 15 feet.

## GNOME ANCESTRY FEATS

The following ancestry feats are available to gnomes. Some rely on special kijimuna magic, but many might be learned by any gnome who spends time in Tian Xia's trees and seas.

### 1ST LEVEL

#### FISHEYE

#### FEAT 1

##### GNOME

**Prerequisites** kijimuna gnome heritage

**Frequency** once per day

You can gain the magic of the seas by eating your favorite seafood. This gives you an advantage when diving, escaping notice after pilfering a valuable artifact from a local warlord, moving through poisonous fumes, or sleeping next to a particularly gassy adventuring partner. If you eat the left eye of a fish, you gain the Breath Control feat for the next hour, and that feat's benefits apply against effects that have the olfactory trait in addition to those that have the inhaled





trait. As this feat is temporary, you can't use it as a prerequisite for a permanent character option like a feat or access to a spell.

## 5TH LEVEL

### BRINY BEVERAGE

FEAT 5

GNOME

**Prerequisites** kijimuna gnome heritage

You can survive off the sea as well as gain insight from its waters. You can drink saltwater and quench your thirst as though it's freshwater. In addition, once per day, you can take a gulp of seawater using an Interact action to gain imprecise wavesense with a range of 20 feet, which lasts for 1 minute. This wavesense functions only within the body of water you drank from.

## 9TH LEVEL

### SCARLET STRANDS

FEAT 9

GNOME

**Prerequisites** kijimuna gnome heritage

The innate magic in your blood turns your signature crimson tresses into more than just a stylish coiffure. If you pluck three strands of your bright red hair and spend 1 minute braiding them together, they magically transform into a strong, 50-foot, crimson rope. This rope can hold 1,000 pounds—great for lashing down sails in a storm, rappelling down a cliff to a hidden treasure, or tying up a Minkaian criminal with a sizable bounty on her head. You can have only one hair rope in existence at a time; if you braid a second, your first rope unravels back into three hairs.

Your hairs can also form a net to catch fish or foes. Once per day, you can cast 4th-rank *web* (Player Core 2 255) as an innate primal spell, which takes the form of a crimson fishing net. You must have a hand free to pluck a few strands of your hair that you throw as part of the spell. The hairs regrow when the spell ends.

## 13TH LEVEL

### ARBOREAL CONVERSATIONALIST

FEAT 13

UNCOMMON GNOME

**Prerequisites** kijimuna gnome heritage or at least one primal innate spell from a gnome heritage or feat; **Access** kijimuna gnome heritage or Tian Xia origin

With your close connection to primal energies and the First World, you can communicate with trees. You can cast *speak with plants* as a 4th-rank innate primal spell twice per day.

### KIJIMUNA WHISTLE

FEAT 13

UNCOMMON GNOME

**Prerequisites** kijimuna gnome heritage or at least one primal innate spell from a gnome heritage or feat; **Access** kijimuna gnome heritage or Tian Xia origin

Your connection to nature—and trees, in particular—has become so strong that you can summon the plants you befriended in the forests of your youth. Once per day, you can whistle the distinct, cheery sound that's a signature of the kijimuna gnome community to cast *summon plant or fungus* as a 5th-rank primal innate spell. The spell loses the manipulate trait as the incantations and gestures used for this spell involve only whistling. Nearby kijimuna gnomes automatically recognize this celebratory trill and will usually answer or join in the music making if they can.

## OTHER RELATIONS

With surprisingly close relationships, the elves of Jinin and kijimuna gnomes bond over their love of nature and commonly form adventuring parties together. Their dispositions for travel and creating new settlements often means that tengu and gnomes, especially their various diaspora, forge close bonds and communities. The nomadic Tian-Las and rugged Mutabi-qi of Shanguang also share a mutual respect with the daring kijimuna gnomes.

The innate drive for adventure and new experiences often leads gnomes to be curious, meddlesome, and mischievous, putting them at odds with the secretive, cautious people of the floating city of Yjae. Anywhere with strict laws or rigid thinking tends to have strained relationships with the restless, wandering, and often chaotic nature of kijimuna gnomes.

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# TIAN KOBOLD

## KOBOLD ENCLAVES

Due to their closeness to Tian politics, younger working imperial kobolds can be often found in cities and largely populated areas. However, they usually settle down and have families of their own in the continent's hilly areas. These small villages have everything from self-sustaining vegetable gardens to fish farms. Every 15 days, they host town hall meetings, where they vote on village matters. Whether the topic involves what to do with an invasive goat species or if they should build a new communal pool, there's always something to discuss.

Long ago, kobolds discovered that proximity to powerful magical creatures, such as dragons, could impart power into unhatched kobold eggs. As a result, these innovative reptilian humanoids found themselves in service to mighty magical beings, taking extreme pride in their patrons. In Tian Xia, kobolds, who typically stand around 3 feet tall, are frequently associated with imperial dragons, spirits, yaoguai, immortals of the Celestial Court, and kaiju.

Kobolds who serve the imperial dragons or Heaven itself have a long tradition of being petty bureaucrats and scribes. These kobolds are respected and often have high status despite their slight stature. Kobolds who follow imperial dragons resemble their patrons: they have horned heads, they're wingless, and they balance themselves with tails that stretch almost as long as their bodies. They also practice spells and magic based on the five elements that are harnessed by the imperial dragons. Each kobold has a unique understanding of these elements and, as such, they're sometimes found in villages selling and using these spells for medicinal purposes.

Those kobolds who have less talent at crafting or fall short on the exams end up in other careers. Imperial kobolds who choose a different line of work are often found in royal courts or monasteries, tending to the koi that live in the gardens and ponds. Kobolds believe that taking care of these beautiful fish can bring the koi closer to their dragon ancestors—and one day, if they're lucky, the koi that they care for will transform into a magnificent imperial dragon and grant their stalwart caretaker a wish of their heart's desires. Though such a story has been documented (and the divine dragon carp Jin Li seems to indicate such a thing is possible), it remains unclear whether the vignette stemmed from fact or rumor.

Kobolds associated with kaiju live in the distant regions of their patrons, such as the deserts of Shanguang or the Valashmai Jungle, and are thus rarely encountered. While they can't communicate with their chosen patrons any better than other residents of Tian Xia, they often serve as caretakers or repositories of knowledge about these kaiju. Kobolds who receive a sliver of their kaiju patron's power have a primal might that can shake the earth and rock the heavens, packed into their compact forms.

The kobold ancestry can be found on pages 20–23 of *Player Core 2*.

## KOBOLD HERITAGES

Kobolds in Tian Xia have access to the following heritages.

### HEAVENSCRIBE KOBOLD (UNCOMMON)

Your connection to wise and celestial imperial dragons has led others to seek your advice. You can speak Draconic. Whenever you critically fail a Diplomacy check to Make an Impression or Request, you get a failure instead.

### MIGHTYFALL KOBOLD (UNCOMMON)

Your proximity to a mighty kaiju has caused you to grow strong and hardy. You gain 10 Hit Points from your ancestry instead of 6. Instead of the normal attribute boosts and flaws, you can choose to gain a boost to Strength, a boost to Charisma, and a flaw in Intelligence.

## KOBOLD ANCESTRY FEATS

The following feats are available to kobolds with cultural ties to the Dragon Empires, or those who have absorbed the magic of an imperial dragon or a kaiju.





## 1ST LEVEL

### KOI SECRETS

FEAT 1

UNCOMMON KOBOLD

**Access** Tian Xia origin

Due to their beautiful colors, ornamental koi are often found in parks and gardens where townsfolk roam. They hear the gossip and rumors that folks above the water spread. You can ask questions of, receive answers from, and use the Diplomacy skill with fish. As you are a friend of koi—who also strive to be a mighty being one day—koi (as well as carp and goldfish) have a starting attitude toward you of one step better (typically making them friendly).

## 5TH LEVEL

### DUCK!

FEAT 5

KOBOLD

Your long experience with your erratic patrons and their peers has given you a lot of practice in hitting the deck when you hear the rumbling of a powerful entity. When you roll a critical failure on a Reflex saving throw against an ability that targets an area and was caused by a Huge or larger creature, you get a failure instead, and when you roll a success against such an effect, you get a critical success instead.

### FRIEND OF THE FAMILY

FEAT 5

KOBOLD

**Prerequisites** heavenscribe kobold heritage

You come from a long line of imperial kobolds—if you meet a stranger who has some political standing in Tian Xia, they might know someone from your family line. You gain a +2 circumstance bonus to Diplomacy checks to Make an Impression or Request when speaking to politicians or other officials.

## 13TH LEVEL

### IMPERIAL DRAGON POTION

FEAT 13

KOBOLD

**Prerequisites** heavenscribe kobold heritage, expert in Crafting

During your daily preparations, you can spend 10 minutes to create a variant *energy breath potion*, which has the kobold trait in addition to its normal traits. The variant potion is influenced by imperial dragon magic, granting it the effect corresponding to your dragon benefactor; the DC for the breath is the higher of your class DC or spell DC. The potion becomes inert if not used by your next daily preparations, so it has no value if sold.

Dragon	Effect (Save)
Forest	Insects dealing piercing damage in a 15-foot cone (Reflex)
Sea	Water dealing bludgeoning damage in a 30-foot line (Reflex)
Sky	Lightning dealing electricity damage in a 30-foot line (Reflex)
Sovereign	A psychic roar dealing mental damage in a 15-foot cone (Will)
Underworld	Flames that deal fire damage in a 15-foot cone (Reflex)

### KAIJU'S FOOTFALLS

FEAT 13

KOBOLD

**Prerequisites** mightyfall kobold heritage

You channel the might and mass of a kaiju. You can cast *enlarge* as an innate primal spell twice per day, targeting yourself. The first time each turn you High Jump, Leap, or Long Jump while affected by this spell, creatures of your size or smaller adjacent to where you land must attempt a Reflex save against your class DC or spell DC, whichever is higher.

**Failure** The creature is knocked prone.

**Critical Failure** The creature is knocked prone and takes 2d6 bludgeoning damage.

At 17th level, you can choose to heighten this innate *enlarge* spell to 4th rank.

## A TALL TALE

There once was an imperial kobold by the name of Huang Xiao. He oversaw cleaning the gardens of a public park, sweeping the leaves out of the koi pond, and feeding the orange and metallic fish. A trickster kitsune named Fa, having been told off by the kobold once in the past for walking on the flower beds, grew tired of the proud groundskeeper and decided to play a trick on him. Fa hid in one of the bushes next to the pond and created an illusion, causing a dragon to grow out of the water. This trick startled the kobold so much that he ran into town, telling everyone about what he just saw and leaving Fa giggling in the park.

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# TIAN LESHY

Unlike other leshies, Tian leshies often spontaneously emerge from the natural vessel they were born in, whether it be a bamboo stalk or a peach fruit, and then dance across the world with traits very similar to humans. These leshies tend to have supernatural quirks in their appearance that give them away: strange eye colors, twig-like hair, leaf-shaped ears, and the like. Their bodies might have a verdant hue, their back might be curved like a bonsai, or they might be as short and shy as makahiya.

More information on leshies can be found on pages 66–69 of *Player Core*.

## LESHY HERITAGES

Leshies in Tian Xia have access to the following heritages.

### CHRYSANTHEMUM LESHY (UNCOMMON)

You look like a human child, though with a grand crown of chrysanthemums growing from your head, ornate as an emperor's. These petals have medicinal properties, granting you a +1 circumstance bonus to saving throws against poison. Furthermore, during your daily preparations, you can harmlessly pluck a few petals from your head and steep them in fresh water to create a single lesser antidote,



CHRYSANTHEMUM LESHY

which takes the form of a tea. At level 6, you instead create a moderate antidote; at level 10, a greater antidote; and at level 14, a major antidote. The tea loses its effectiveness if not consumed before your next daily preparations.

### PEACHCHILD LESHY (UNCOMMON)

Your leshy spirit took hold in a massive peach fruit before your body split forth from it, possibly emulating a past hero who was born in the same manner. You look like a human child, though with a perpetual flush of pink to your complexion and perhaps a few peach leaves growing from your body. The nature spirit inside you puts certain animals at ease. You can ask questions of and receive answers from household animals and livestock, such as dogs or pheasants, as well as use Diplomacy to Make an Impression on and Request things of them. Most domesticated animals have an indifferent or friendly starting attitude toward you and give you time to make your case, though other animals react to you like any other adventurer.

## LESHY FEATS

The following feats are available to leshies.

### 1ST LEVEL

#### CHILDLIKE PLANT

#### FEAT 1

LESHY

**Prerequisites** chrysanthemum leshy heritage or peachchild leshy heritage

You're adept at hiding your plantlike features to pass as a human. You become trained in Deception (or another skill if you're already trained in Deception). You don't require a disguise kit when attempting Deception checks to Impersonate a human. In addition, you gain a +4 circumstance bonus to Impersonate checks to pretend that you're a human version of yourself, rather than a leshy. This bonus doesn't apply to other checks to Impersonate humans.

### 5TH LEVEL

#### UNASSUMING HEROES

#### FEAT 5

UNCOMMON LESHY

**Frequency** once per day

**Access** peachchild leshy heritage

You have a talent for making friends through simple kindness, often among stray animals or other creatures that people tend to overlook, and your inherent magic can make these acts take on additional power. As an Interact action, you can feed a small treat, such as a millet dumpling, to an animal that has an indifferent or better attitude toward you. For the next 1 minute, one of the animal's unarmed attacks becomes a +1 striking unarmed attack. If it was already a +1 striking attack, it instead gains the effects of the *ghost touch* rune.



## NOBLE BLOOM

FEAT 5

UNCOMMON EMOTION LESHY MENTAL VISUAL

**Access** chrysanthemum leshy heritage

**Trigger** An ally within 30 feet would be reduced to 0 Hit Points but not immediately killed.

**Frequency** once per day

Certain plants and flowers hold a reputation throughout Tian Xia for being strong and upstanding, able to weather adversity. In the moment your ally would succumb to their injuries, you stand tall and bloom proudly, radiating this strength for them. Your ally avoids being knocked out and remains at 1 Hit Point, and their wounded condition increases by 1, as does your own.

## 9TH LEVEL

### KODAMA CALL

FEAT 9

UNCOMMON LESHY

**Access** Tian Xia origin

The small spirits known as kodama pride themselves in taking care of trees and other vegetation, and they'll happily come to your aid as well. You can cast *helpful wood spirits* (*Pathfinder Rage of Elements* 196) as a 2nd-rank innate primal spell twice per day.

### GREEN DASH

FEAT 9

LESHY

**Frequency** Once per 10 minutes

**Requirements** You're adjacent to a tree, shrub, or plant that occupies at least a 5-foot square.

The spirits of vegetation send you on your way, letting you move in a burst of speed. You Stride with a +15-foot status bonus to your Speed. You can Burrow, Climb, Fly, or Swim instead if you have the corresponding movement type.

### SASH OF THE WIND

FEAT 9

UNCOMMON LESHY

**Access** Tian Xia origin

At your request, the nature spirits of the air and wind spin themselves into an iridescent sash loosely draped around your shoulders that buoys you through the sky. You can cast *fly* on yourself as a 4th-rank innate primal spell once per day. If the sash created by this feat is removed, the spell immediately ends.

## 13TH LEVEL

### FLOWER CHIMERA

FEAT 13

UNCOMMON LESHY

**Access** Tian Xia origin

You call on a guardian of the wild to burst forth from the land to aid you. You can cast *spiritual guardian* as a 5th-rank innate primal spell once per day, even if you don't have a deity; this guardian manifests as a kami or other nature spirit. When you reach 17th level, you can heighten this spell to 7th rank.

## 17TH LEVEL

### RETURN TO THE SEED

FEAT 17

LESHY

Once per month, when you die, you can instead choose to fade away. Your corpse is swallowed by the earth, leaving behind only a seed. This seed is very fragile with an AC of 10 and only 1 Hit Point. Another creature can spend 1 minute to plant the seed in a safe space and water it. If so cared for, the next morning a tree grows from it with a single large fruit or flower bud that splits open to reveal you, alive and returned to maximum Hit Points.

## OTHER RELATIONS

Tian leshies very often consider tsukumogami as cousins or siblings, a natural extension of who they are. A spirit inhabiting a tool or a toy can seem very similar to a spirit inhabiting a crafted plant body, after all—some leshies even believe that tsukumogami or poppets crafted from wood or hemp are simply another form of leshy.

Tian leshies very often work alongside Tian sprites deep in the woods and the forests. They have a somewhat symbiotic relationship: leshies can grant food, shelter, and protection, while sprites can offer help with manual labor for anything leshies need. Tian leshies find the closest kinship with yakshas, who are likewise spirits of nature, and some leshies believe they were yakshas before being summoned or attracted to their current vessels.

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PEACHCHILD LESHY



# TIAN LIZARDFOLK

Bakuwa iruxi are the prevailing lizardfolk in Xa Hoi, Minata, and the Valashmai Jungle. They're taller and bulkier than their Avistani relatives, covered in thick armored plates and bony outcroppings. Notable human leaders throughout the region's history have sought the council of bakuwa elders, who show mutual respect to those who prove themselves trustworthy.

Hidden along the rivers of Nagajor are communities of makari iruxi. With tusks or horns, sharklike teeth, and a trunk-like nose that can amplify their roar or curl upward to expose their gums, makari warriors are known to put on a war face to terrify and demoralize their enemies. Despite their appearances, makari iruxi are so well known for protecting neighboring human villages from encroaching nagas that humans often leave gifts along the rivers and carve depictions of makari on the outsides of temples.

The lizardfolk ancestry can be found on pages 24–27 of *Player Core 2*.

## LIZARDFOLK HERITAGES

Lizardfolk in Tian Xia have access to the following heritages.

### BAKUWA LIZARDFOLK (UNCOMMON)

Your body is covered in bony plates. Your plates are medium armor in the plate armor group that grant a +4 item bonus to AC, a Dex cap of +1, a check penalty of –2, a Speed penalty of –5 feet, a Strength value of 16, and have the aquadynamic and comfort traits. You can never wear other armor or remove your plates. You can etch armor runes onto your plates.

### MAKARI LIZARDFOLK (UNCOMMON)

You have a trunk-like snout and a connection to the divine. The tradition of any spells or magical abilities you gain from a lizardfolk heritage or ancestry feat is divine instead of its normal tradition (usually primal). You gain your choice of the *divine lance* or *forbidding ward* cantrips, which you can cast as a divine innate cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up. When you cast this cantrip, it loses the manipulate trait, as you cast purely by roaring and flaring your trunk.

## LIZARDFOLK ANCESTRY FEATS

The following ancestry feats are available to lizardfolk.

### 1ST LEVEL

#### CROCODILE'S TWIN

FEAT 1

##### LIZARDFOLK

**Prerequisites** bakuwa lizardfolk heritage or makari lizardfolk heritage

Your egg contained your twin, a crocodile. Considered a rare and auspicious event, you share a magical bond with this sibling. You gain a tiny crocodile as a familiar.

**Special** You can take this feat only at 1st level.

#### SPIRIT COFFIN

FEAT 1

##### UNCOMMON LIZARDFOLK

**Access** bakuwa lizardfolk heritage or Tian Xia origin

A hump forms on your back that allows you to attack and trap spirits. Your weapon and unarmed attack Strikes against incorporeal creatures become magical. If they're already magical, they instead gain the effects of a *ghost touch* rune.

**Special** If you have access to this feat but aren't a bakuwa lizardfolk, your body doesn't change when you take this feat. You must instead wear a physical coffin, which is a small wooden chest of light Bulk that you specially anoint during your daily preparations. If your chest is missing or destroyed, you lose the benefits of spirit coffin until you've replaced and re-anointed it.



BAKUWA LIZARDFOLK



## 9TH LEVEL

### ANCESTRAL FORM

FEAT 9

#### LIZARDFOLK

**Prerequisites** bakuwa lizardfolk heritage or makari lizardfolk heritage

Casting your memory back deep into the past, you take the form of an ancestral guardian. You can cast *animal form* on yourself as a 3rd-rank primal innate spell once per day. You must choose the crocodile form (*Pathfinder Howl of the Wild* 57), which is listed below for convenience.

- **Crocodile** Speed 25 feet, swim Speed 30 feet; **Melee** ♦ jaws, **Damage** 2d8 piercing; **Melee** ♦ tail (agile), **Damage** 1d8 bludgeoning; can hold your breath for the duration of the transformation.

### RIVER ADAPTATION

FEAT 9

#### LIZARDFOLK

**Prerequisites** makari lizardfolk heritage

Webbing sprouts on your legs and tail as you shift to a more aquatic form. You can cast *feet to fins* as an innate divine spell once per day. This innate magic relies on your makari heritage, limiting the effect to yourself but allowing you to cast it more easily than a common mage; you can target only yourself with the spell, but you can Cast the Spell as a free action if you're within a body of water when you cast it.

## 13TH LEVEL

### FERRY THROUGH WAVES ♦♦ OR ♦♦♦

FEAT 13

#### LIZARDFOLK

**Prerequisites** River Adaptation

**Requirements** You are swimming and have a free hand.

The waters around you permit you passage, a privilege you can share with a willing ally. You hold on to an adjacent ally and Swim, carrying them along with you. If you spend three actions Ferrying through Waves, you instead Swim twice. If your ally would need to attempt any Athletics checks to Swim while you're Ferrying through Waves, you roll the check and your result applies to them.

### SPIRITUAL HEADHUNTER

FEAT 13

#### LIZARDFOLK

**Prerequisites** Spirit Coffin

Your spirit coffin can temporarily detain the spirits of those you kill, allowing you to ask them one last question before they pass on. If you kill a creature with a slashing weapon, you can decapitate it and trap the spirit of its head in your spirit coffin. Once before your next daily preparations, you can cast *talking corpse* as a primal innate spell, which targets the spiritual head trapped in your coffin, not its physical corpse. A ghostly version of the head manifests from the coffin to answer the questions, taking a -2 status penalty to its Will save to resist the spell. After the spell resolves, or 1 day later, the head is released and rejoins its spiritual body. You can trap only one spirit in this way at a time.

## 17TH LEVEL

### MOONEATER ♦♦

FEAT 17

#### UNCOMMON

#### LIZARDFOLK

#### PRIMAL

**Prerequisites** bakuwa lizardfolk heritage

You call on the spirit of the dragon that devoured the moon to temporarily swallow a celestial body and blind onlookers with its visage. You can cast *eclipse burst* as a primal innate spell once per day. When you Cast the Spell, the sun or moon appears to eclipse to all creatures within 500 feet of you. For 1 round after Casting the Spell, the area is reduced to dim light.

## OTHER RELATIONS

Lizardfolk who live and hunt in the marshlands sometimes come into conflict with neighboring sarangay, and the two peoples have a tumultuous history of raiding and fighting against one another. By comparison, many iruxi communities along the rivers and coastlines coexist peacefully near human towns and cities, where they're often regarded as descendants of dragons and afforded significantly more respect than in other parts of Golarion. It isn't uncommon for lizardfolk to visit these places to do business, though they don't often seek permanent residence since the unsolicited reverence and doting from strangers can quickly become tiresome.



MAKARI LIZARDFOLK

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# TIAN SPRITE

## SPRITE ENCLAVES

Most sprites avoid mortal settlements, not due to any inherent magic, wards, or consecrations against their presence, but because they simply don't want to live where they aren't welcome. In villages, towns, or cities that have accepted them, sprites often build small subcommunities, unlike in other continents of Golarion where they might often avoid places of civilization. Regardless of where they live, sprites share a strong kinship, treating each other like a long-lost cousin—occasionally annoying, but still family. Most have long since adopted the Tian practice of calling each other brother, sister, cousin, uncle, or grandma regardless of familial connection.

Sprites possess deep connections to magic, along with mercurial personalities that only lightly touch on propriety. The generations of these tiny beings born in Golarion, known as the Wingless, find themselves closer to mortals than their fey precursors, as evidenced in their lack of wings. In Tian Xia, people generally accept the blending of magic and the mundane, and many see sprites as another, albeit magical, part of this world. However, mortals often confuse sprites with yaoguai, spirits, or even tiny deities, which leads to widely different opinions on sprites from region to region—some sprites might find themselves welcomed in one town, only to be treated with suspicion in another.

For more information on sprites, see *Pathfinder Lost Omens Ancestry Guide* 126–131.

## SPRITE HERITAGES

Tian sprites have access to the following heritages; additionally, the draxie, grig, melixie, and nyktera heritages are uncommon in Tian Xia.

### DIJIANG (UNCOMMON)

You have the form of a faceless, leathery ball with short fur, six legs, and a connection to primordial chaos. While you have no face, head, mouth, eyes, or ears, you can somehow hear, speak, see, eat, and breathe just fine (though it's unclear exactly how). Your erratic nature means you often react to stimuli in unpredictable ways. When you roll a failure (though not a critical failure) on a saving throw against an emotion effect, you get a success instead.

### GANDHARVA (UNCOMMON)

You're descended from the self-proclaimed musicians, poets, and dancers of the gods, with a body that's part humanoid and part horse or bird. If you gain wings, they come in many different brilliant colors. Due to your celestial connection, the tradition of any spells or magical abilities you gain from a sprite heritage or ancestry feat is divine instead of its normal tradition. You become trained in Performance (or another skill of your choice if you're already trained in Performance), and you can cast *summon instrument* as a divine innate cantrip.

### KANCHIL (UNCOMMON)

You have the head of a mouse deer and hooves instead of feet, with a reputation for being clever and persuasive—able to get yourself out of sticky situations with wordplay and a bit of luck. You become trained in Deception (or another skill if you were already trained in Deception). You gain a +1 circumstance bonus to Deception checks to Lie when specifically attempting to avoid danger or punishment (such as trying to convince a dragon not to eat you), to Deception DCs against Sense Motive checks to uncover such lies, and to initiative rolls when you roll Deception for initiative.

### LEUNGLI (UNCOMMON)

You have the head of a goldfish or carp and scales that come in an auspicious combination of stark white, black, orange, red, and gold. If you gain wings, they appear much like the wispy hairs of a dragon. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe both water and air.



DIJIANG



## SPRITE ANCESTRY FEATS

The following ancestry feats are available to sprites with ties to Tian Xia, though some have since become common across Golarion. The Corgi Mount feat (*Ancestry Guide* 129–130) is uncommon in Tian Xia.

### 1ST LEVEL

#### CHARMED SLEEP

FEAT 1

SPRITE

When you sleep, you turn into an inanimate object a little smaller than a human's thumb—easily overlooked and carried. Being in your Charmed Sleep counts as setting up a disguise for the Impersonate use of Deception (except that you Impersonate an object instead of a creature), it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. While in your Charmed Sleep, you can be picked up and carried as easily as any small object. This effect immediately ends as soon as you wake.

### 5TH LEVEL

#### SPEAK WITH THE SLEEPING

FEAT 5

UNCOMMON SPRITE

**Access** Tian Xia origin

You can speak to all inanimate objects and the slumbering spirits within them. Once per day, you can speak to an object and ask it a question to gain the effects of *object reading* (*Player Core* 2 248), though the object gives you its response 1 minute later (as it takes the spirit within the object some time to rouse). An object's ability to answer is limited by its particular nature; a pair of shoes might know where their owner has walked, while a house knows the history of the denizens within, but not what they do elsewhere.

#### ELEMENTAL SPARK

FEAT 5

UNCOMMON SPRITE

**Prerequisites** Sprite's Spark (*Ancestry Guide* 130)

**Access** Tian Xia origin (but see Special)

You've learned to alter the magic of your sprite's spark, imparting them with elemental energies. The range of the unarmed strike from your sprite's spark increases to 30 feet. Choose one of the elements below. Your sprite's spark gains the versatile trait, allowing you to choose a different damage type when attacking with it. When dealing this different damage type, your sprite's spark gains the element's trait.

**Water** versatile B

**Wood** versatile vitality

**Fire** versatile fire

**Earth** versatile P

**Metal** versatile S

**Special** If you're a kineticist, an elemental sorcerer, or a geniekin versatile heritage other than suli, you also have access to Elemental Spark, though you must take the corresponding element; for instance, a hydrokineticist would have access to water, or an arduande geniekin would have access to wood.

### 17TH LEVEL

#### ALONG THE DEEP RIVER

FEAT 17

UNCOMMON SPRITE

**Access** Tian Xia origin, or you're a follower of Sangpotshi.

Once per year, when you die, you turn into an immaterial ball of light. After a week, you return to life with the effects of a successful (but not critically successful) 9th-rank *reincarnate* ritual. You always *reincarnate* into a sprite, but you *reincarnate* as a randomly selected sprite heritage.

## NEW SPRITE SPARKS

The Sprite's Spark feat (*Ancestry Guide* 130) lets sprites fling magical blasts as an unarmed attack, with a damage type based on their heritage. Dijiang, gandharva, kanchil, and leungli sprites with Sprite's Spark gain the following unarmed attacks. Each has the trait associated with the damage type, except for the leungli's surging splash, which has the water trait.

**Dijiang** primordial pulse (spirit)

**Gandharva** celestial song (sonic)

**Kanchil** puzzling bolt (mental)

**Leungli** surging splash  
(bludgeoning)

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# TSUKUMOGAMI POPPET

While awakened poppets remain a minority among Tian Xia's residents, they vastly outnumber the unawakened mannequins or dolls seen in Avistan. Most commonly, they arise from umbrellas, lanterns, and flasks made from gourds, though any household or commercial object can become a type of poppet known as a tsukumogami. Tsukumogami are enriched by the countless hours of blood, sweat, and tears crafters placed into the tool's physical body. Continued care and respect from their new home continues this process, eventually culminating in the tsukumogami's awakening. Though no one knows the exact threshold necessary for awakening, popular wisdom and artificers generally believe it takes 100 years of loving use and maintenance.

More information about poppets can be found in pages 60–65 of *Pathfinder Lost Omens Grand Bazaar*.



## POPPET HERITAGE

Poppets in Tian Xia have access to the following heritage.

### TSUKUMOGAMI POPPET (UNCOMMON)

You have the form and memories of a common tool. Choose one Lore skill related to what kind of tool you were; for instance, Cooking Lore for a kitchen knife or spoon. You're trained in this skill, and you gain a +2 circumstance bonus to checks to Aid with this skill. If you take the Helpful Poppet feat (*Grand Bazaar* 63), the bonus increases to +3.

While most poppets are made of stuffing, cloth, or soft metals, some tsukumogami are made of other materials, changing the poppet weakness to fire. If your body is primarily wood or cloth, you have the normal poppet weakness to fire. If your body is primarily metal, you're instead weak to electricity; if its primarily ceramic, you're instead weak to cold.

## ANCESTRY FEATS

The following ancestry feats are available to poppets.

### 1ST LEVEL

#### MADE FOR COMBAT

#### FEAT 1

##### POPPET

**Prerequisite** tsukumogami poppet heritage

You can use your body as a deadly weapon. You gain one of the following melee unarmed attacks, which must be one that matches your body (for instance, tsukumogami wrap for a tsukumogami that's a bolt of cotton).

- A blade unarmed attack that deals 1d6 slashing, has the versatile P trait, and is in the sword weapon group.
- A spoke unarmed attack that deals 1d4 piercing, has the agile and finesse traits, and is in the knife weapon group.
- A wrap unarmed attack that deals 1d4 bludgeoning, has the grapple, nonlethal, and trip traits, and is in the flail weapon group.

**Special** You can take this feat only at 1st level, and you can't retrain into or out of this feat.

#### SUDDEN TERROR

#### FEAT 1

##### POPPET

**Prerequisites** tsukumogami poppet heritage

You leverage your body's amorphous nature to spook others. Attempt to Demoralize a creature within 30 feet. Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language. If you were hidden to the creature, you gain a +2 circumstance bonus to your check, and if you succeed, the creature is frightened 2 instead of frightened 1. All creatures that witnessed you use Sudden Terror are then temporarily immune to your Sudden Terror for 24 hours.



## MINUSCULE MENTEE

FEAT 1

### POPPET

You've found a fellow poppet on the cusp of awakening and decided to help. You gain a poppet familiar (*Pathfinder Lost Omens Pathfinder Society Guide* 123).

## 5TH LEVEL

## INSULATED POPPET

FEAT 5

### POPPET

**Prerequisite** tsukumogami poppet heritage, you have a metal or ceramic body

You've used insulating wraps or special glazes to reduce your weakness to current and temperature. You no longer have the weakness to either electricity or cold caused by your tsukumogami heritage.

## NO HANDS, NO PROBLEMS

FEAT 5

### POPPET

**Prerequisite** tsukumogami poppet heritage

After a lifetime of using temporary, ghostly limbs to manipulate objects, you hardly need real hands. You can extend your limbs to perform simple Interact actions at a range 5 feet beyond your normal range, after which your limbs contract back to their normal length. You can also cast the *telekinetic hand* cantrip as an arcane or occult innate spell at will, which always takes the ghostlike form of *telekinetic hand* and is tethered to your body via a snaking, illusory arm. A cantrip is heightened to a spell rank equal to half your level rounded up.

## 9TH LEVEL

## SOLIDARITY

FEAT 9

### POPPET

**Prerequisite** tsukumogami poppet heritage

**Frequency** once per 10 minutes

You bestow some of your own life energies to mend damage. You touch a non-magical object of 2 Bulk or less, or a magical object of 1 Bulk or less, and you restore Hit Points to the target equal to twice your level. You lose as many Hit Points as the target regained. This direct transfer of vitality means that no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. You can't reduce your Hit Points below 1 using Solidarity. You can't replace lost pieces or repair an object that has been completely destroyed.

**Special** If you have the Minuscule Mentee feat, you can use Solidarity to heal your familiar.

## 13TH LEVEL

## AWAKEN THE OBAKE

FEAT 13

### POPPET

**Prerequisite** tsukumogami poppet heritage

Not every tool is well cared for, and those that are treated badly might awaken as malevolent spirits. You can temporarily evoke the spirit within a nearby mistreated tool to cast *fear* as a 5th-rank innate arcane spell once per day. When you do so, the terrifying magic of the spell originates from a single unattended object within 30 feet of you instead of from you, and you measure the spell's range from that object. If a target becomes fleeing as a result of the spell, they're fleeing from that object instead of from you as their mind fills with the absolute certainty that the object will come to life and attack them with malicious glee.

## ADAPTING POPPET FEATS

While tsukumogami have very different bodies than other types of poppets, they can take any poppet feat they meet the prerequisites for, just like any other heritages. However, their feats might manifest in unique ways that match their bodies; for instance, an umbrella tsukumogami with the Shiny Button Eyes feat might have brightly colored spots on their brim instead of literal buttons. The GM should also adapt poppet feats that deal with toys specifically to match your tsukumogami form; for instance, a sandal tsukumogami with the Harmless Doll feat would be able to blend in places where footwear is common (like in a house's entranceway or a shoemaker's store), rather than someplace toys or dolls are common.

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KOTO FURUNUSHI




# KITSUNE

## KITSUNE HERITAGE

### PALACE ECHOES KITSUNE

You descend from kitsune who possessed such compelling powers of persuasion that they could walk into a palace at sunrise and end up as the power behind the throne by nightfall. You gain the Nudging Whisper action.

**Nudging Whisper**  (curse, divine, emotion, mental) **Effect** You lace your words with echoes of your ancestors' magic. If your next action is to Request, you gain the effects of the Shameless Request feat, and if your next action is to Lie, you gain the effects of the Confabulator feat. If you critically fail at either check, the target and anyone who witnessed you fail becomes immune to your Nudging Whisper for one day, though this doesn't necessarily let them know that you attempted to charm them.

Your alternate form is a common Medium humanoid ancestry prevalent where you grew up (typically human) called a tailless form.



You're especially nimble while in your full fox shape. While you've Changed Shape into a fox, you gain the following benefits.

- You can use your own Speed if it's higher than 20 feet.
- You can use your own Athletics modifier for checks to High Jump or Long Jump.
- You can scale short distances with a bit of a running start. When you attempt to Climb, and your previous action was to Stride at least 20 feet along solid ground, you gain a climb Speed of 20 feet for the duration of that Climb action.

## 9TH LEVEL

### FOX ARSON

### FEAT 9

**FIRE** **KITSUNE**

**Prerequisites** Foxfire (*Ancestry Guide* 124)

When you critically hit with a foxfire Strike, the target takes an additional 1d4 persistent damage of the same type as the foxfire. You gain an item bonus to this persistent damage equal to the foxfire's item bonus to attack rolls. When the target taking persistent damage comes into physical contact with another creature (for instance, if one of its allies touches it while Administering First Aid), you can use a reaction to command the flame to leap to the second target, ending the persistent damage on the first creature and moving it to the second.

### MANY GUISES

### FEAT 9

**KITSUNE**

**Prerequisites** Shifting Faces (*Ancestry Guide* 125)

You can use Shifting Faces three times per day instead of once per day.

## 13TH LEVEL

### LARGER THAN LIFE

### FEAT 13

**KITSUNE**

**Prerequisite** Shifting Faces (*Ancestry Guide* 125)

When you Change Shape, you can assume the form of a creature that's Large or Huge in size. In addition to your increased space, you gain a +1 circumstance bonus to Intimidation checks.

## 17TH LEVEL

### FOX POSSESSION

### FEAT 17

**UNCOMMON** **KITSUNE**

You can project a spiritual form to possess another. You can cast *possession* as an innate divine spell once per day. The target of your possession assumes one or more unusual quirks, such as more angular features or strange food preferences, giving the target a -1 circumstance penalty to their Deception DC when someone uses Sense Motive to see if they're possessed.

## KITSUNE ANCESTRY FEATS

### 1ST LEVEL

#### SEVEN CHANGES PERFORMANCE

#### FEAT 1

**KITSUNE**

**Prerequisite** trained in Performance

While kitsune are known for their magical illusion powers, you're skilled at stage magic, especially costuming and quick changes. You gain the Quick Disguise feat. You can use Performance in place of Deception for the purposes of Impersonating someone.

### 5TH LEVEL

#### REKINDLED LIGHT

#### FEAT 5

**HEALING** **KITSUNE** **VITALITY**

**Prerequisites** Star Orb (*Ancestry Guide* 124)

**Frequency** once per day

**Trigger** You or an ally within 30 feet of your star orb familiar would be reduced to 0 Hit Points but not immediately killed. You temporarily drain your star orb familiar's energy to save an ally. The target avoids being knocked out and remains at 1 Hit Point, and their wounded condition increases by 1. The target then regains Hit Points equal to your level. When the familiar's energy is drained, it becomes dormant until your next daily preparations.

#### VULPINE SCAMPER

#### FEAT 5

**KITSUNE**

**Prerequisites** fox alternate form



# NAGAJI

## NAGAJI HERITAGE

### SHIMMERTONGUE NAGAJI

You were born with a keen sense for magic, able to taste its unique effects in the air. You gain *magicsense* as a vague sense that has a range of 30 feet—like all vague senses, it's only about as precise as an average human's sense of smell, meaning you generally can predict only if magic is present; however, each tradition of magic has a unique taste to you, allowing you to identify the tradition of magic present.

## NAGAJI ANCESTRY FEATS

### 1ST LEVEL

#### IT TAKES A VILLAGE

FEAT 1

NAGAJI

Your community bond creates better dynamics when working together. You gain a +4 circumstance bonus to checks to Aid.

#### NALINIVATI'S LIGHT

FEAT 1

NAGAJI

Your slit eyes expand to absorb light and can see in the darkest of places. You gain *darkvision*.

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

#### THROAT POCKET

FEAT 1

NAGAJI

You've trained to use unique nagaji eating habits to your advantage. By manipulating your throat muscles, you can create a pocket of air to store up to four items of light Bulk or less without risk of dissolving. None of these items can have a dimension longer than 1 foot. As long as you have at least one item in your throat pocket, your speech is noticeably difficult to understand, and you have a visible bulge in your neck. Placing an item in your throat pocket or retrieving one is an Interact action. You can empty your throat pocket with a single action, causing everything you had stored in it to fall to the ground in your square. Any item that was covered in dirt or grime comes out clean.

### 5TH LEVEL

#### METABOLIC CONTROL

FEAT 5

NAGAJI

You're able to better control your body's metabolism to preserve energy. After eating a proper meal, you can go without food and water for 1 week before taking damage from starvation and thirst. You aren't fatigued during this week.

## VENOM GULP

FEAT 5

NAGAJI

**Prerequisites** nagaji venomous spit unarmed attack

You can store prepared venom in your throat and spit it at your foes in addition to your own toxic spray. You can Interact to store a dose of injury or touch poison in your throat; when using this action, you do not risk envenoming yourself as long as the poison is your level or lower. The next time you attack a target with your venomous spit unarmed attack, the poison is expended. If you successfully hit the target, they are exposed to the poison in addition to the other effects of your spit. As long as you are holding venom in your throat, your speech is noticeably difficult to understand. You can hold only one dose of poison like this at a time.

### 9TH LEVEL

#### HYPNOTIC GAZE

FEAT 9

NAGAJI

**Prerequisites** Hypnotic Lure (*Impossible Lands* 49)

You can widen your field of vision, allowing you to affect more creatures with your Hypnotic Lure. Once per day, when you use Hypnotic Lure, you can affect all creatures in a 30-foot cone, rather than one creature within 30 feet.

### 13TH LEVEL

#### SYNCHRONOUS SLITHER

FEAT 13

NAGAJI

**Trigger** An ally within your reach leaves a square during a move action they're using and ends their movement adjacent to an enemy.

You've learned to travel at your ally's rhythm and use their movement to adjust your own position. You Stride up to half your speed. This movement doesn't trigger reactions from the enemy your ally moved adjacent to.

### 17TH LEVEL

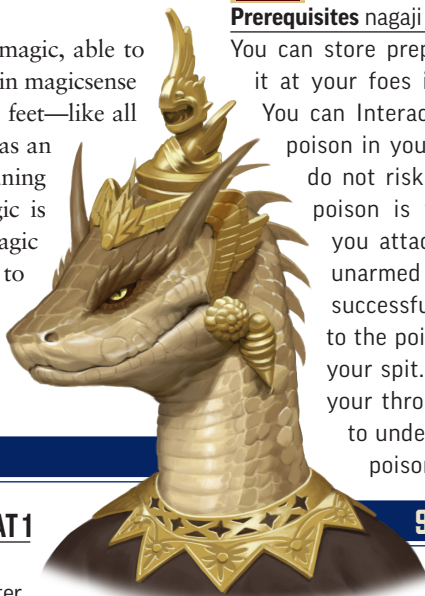
#### FORM OF THE BELOVED MOTHER

FEAT 17

UNCOMMON NAGAJI

**Access** Tian Xia origin or follower of Nalinivati

You channel the blessings of Nalinivati to transform into a manifestation of her will. You can cast 5th-rank *animal form* as an occult innate spell once per day, but you can choose only snake form with the spell. You can spend an additional action casting *animal form* to also cast 5th-rank *slither* centered on your location; Nalinivati's will ensures that the shadow snakes created by the spell never harm you, so you're unaffected by the spell. If you Dismiss *animal form*, the effects of *slither* end as well.



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# SAMSARAN

Samsarans, as the tale goes, originated with a group of scholars in Zi Ha who ventured into the mountains to find the cure for an illness ravaging their village. After weeks of peril, they found a freshwater spring filled with pure magical life essence. This water brought the scholars back from the brink of death and cured the villagers. Given a new chance at life, everyone who drank the water devoted the rest of their life to learning and experiencing the world fully. Upon death, this devotion, combined with the magical essence now infused in their bodies, transformed these people into the first samsarans.

Samsarans dedicate themselves to achieving enlightenment—a true understanding of everything and everyone in the world around and beyond them. Unlike duskwalkers, samsarans reincarnate many times over, with some accumulating thousands of lived lives. This cycle of reincarnation continues until the

individual samsaran achieves this goal of enlightenment, or irrevocably fails at making any progress toward it. At that time, a samsaran's soul passes onto the Great Beyond, and their body melts into pure water. For those samsarans who succeeded at enlightenment, they find a time of peace and satisfaction in the afterlife. Those who have failed instead encounter an afterlife filled with misery, punishment, reminders of past failure, or in extreme cases, nothing, leaving the souls to waste away for the rest of time.

While samsarans can recall parts of their past incarnations, these recollections often feel like half-remembered dreams. By combining these snippets of memories from the past with new knowledge from their current life span, samsarans can view and connect with the world in entirely unique ways. The detachment that comes with countless lifetimes sometimes makes it difficult for samsarans to empathize and connect with others, however.

If you want to play a character who experiences a repeated cycle of existence, seeking out new knowledge and experiences as you walk a path to learning everything you can about the universe, you should play a samsaran.

## You Might...

- Be single-minded toward a goal to complete the next step of your enlightenment.
- Have a deep sense of curiosity for other people and their perspectives.
- Take things at a slower pace, putting things off until the next cycle of reincarnation.

## Others Probably...

- Think that you're very knowledgeable and wise.
- Assume that you're deeply spiritual and detached from worldly matters.
- Consider you immortal and envy your ability to reincarnate.

## Physical Description

Samsarans reflect the diversity of whatever ancestry they had in their first mortal life cycle, and only upon their first rebirth do they take on the unique features of their kind. The reincarnation cycle gives samsarans blue skin tones, often in a pale shade but ranging to the deepest midnight navy as well. They have pupilless eyes that are typically pallid in coloration, comparable to the moon. Samsarans also have transparent and colorless blood, resembling crystal clear water.

When samsarans die, they reincarnate as a baby born to a humanoid couple of non-samsaran ancestry, often in the area a particular samsaran held the most affinity for in their previous life cycle. While they might share some features with their previous incarnation, the similarity



MOUNTAINEER SAMSARAN



is more like the shared appearances between a parent and child rather than identical duplication. Samsarans age at the same rate as humans, and unless they succumb to unnatural causes of death, they die of old age at 100 years old. Children born to samsarans live their first life cycle as the mortal ancestry their parents had and will take on the unique skin color and eyes of other samsarans only after their first death.

## SOCIETY

The ultimate goal for samsarans is to reach enlightenment, but there's no singular path to walk or prescribed way to do so. Rather, each samsaran must explore the universe and learn its many secrets in their own way. Some samsarans find their way into schools, where they study niche research topics for decades at a time. Others act in the service of different gods, each religion offering them guidance to understanding the universe. Many enter periods of long internal reflection, isolating themselves from the outside world, while a handful venture out into the world to experience everything firsthand. From one incarnation to another, a samsaran can also switch up their path, pursuing a new avenue of knowledge and experience than they'd done for the last few centuries.

Even with the independent nature of the path to enlightenment, samsarans don't necessarily go through their journeys alone. Samsarans value community as spaces to share knowledge, find support and safety, and establish a connection with similarly minded people. Samsaran communities are often tightly knit, and their enclaves small. With a focus on knowledge and connection to the world, these samsaran enclaves typically occur in schools and temples. Trusted non-samsarans are invited into these communities to share their expertise and to learn from the collective knowledge of samsarans in different stages of the enlightenment journey. Conflicting perspectives and experiences are welcome, with samsarans encouraged to talk through differences to come to a better combined understanding.

When samsarans travel outside of their enclaves, they often live nomadically until they find something they want to study. If their journey takes them to a non-samsaran community, they might spend several cycles learning and experiencing life within that community, lending their knowledge to the people there and becoming a member until the call of enlightenment leads them away.

Rarely do samsarans have children, but when they do, the child isn't born a samsaran. Rather, the child bears the ancestry of their parents before they too reincarnated into samsarans, such as a human child born to samsarans who were human in their first life. Thus, it's tradition for children of samsaran lineage who haven't gone through their first rebirth to be adopted by non-samsaran communities and experience a fully mortal life. This practice isn't done out of cruelty or neglect; most samsarans believe that spending this first lifetime among one's kin is a fundamental element that can never be properly experienced after reincarnation. Some samsarans do choose to raise their children themselves, but they usually keep members of their child's ancestry as close friends to maintain the important connection in this first lifetime. Regardless of their upbringing, once the child dies and reincarnates for the first time, their parents will traditionally bring the child into a samsaran community to begin their path to enlightenment.

While a core part of a samsaran's identity is preserved in the reincarnation cycle, their gender, appearance, and perspectives change from incarnation to incarnation. Even with memories shared between life cycles, when a samsaran is reborn, they're treated as a different individual than their previous incarnations.

For samsarans, the journey is the destination, so they don't rush through their lifetimes trying to reach enlightenment as quickly as possible. Every incarnation, a samsaran usually focuses on a goal that will further their understanding of the world. However, if the goal isn't accomplished in one lifetime, it gets carried

## RARITY

Uncommon

Common in Zi Ha, Po Li, and Goka

## HIT POINTS

8

## SIZE

Medium

## SPEED

25 feet

## ATTRIBUTE BOOSTS

Constitution

Wisdom

Free

## ATTRIBUTE FLAW

Charisma

## LANGUAGES

Common

Samsaran

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Chthonian, Diabolic, Draconian, Empyreal, Jotun, Petran, Pyric, Sussuran, Thalassic, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Humanoid

Samsaran

## LOW-LIGHT VISION

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

## CRYPTOMNESIA

You retain bits of knowledge from your former lives. You gain a +1 circumstance bonus to untrained skill checks.

## WANDERER'S SOUL

Your soul is especially able to return to the cycle of reincarnation. When you're the subject of *raise dead*, *reincarnate*, or a similar ritual that would return you to life, the primary caster uses the outcome one degree of success better than their roll. You always return to life as a samsaran, even if the ritual would reincarnate you into a body of a different ancestry.

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over into the next reincarnation cycle, with some goals lasting several hundred years. The blending of lifetimes combined with the fact that the reincarnation cycle continues indefinitely until enlightenment is achieved—or failed—gives samsarans a skewed sense of time. With as many lifetimes as they could possibly need to accomplish or undo anything they want, urgency isn't a common concept for samsarans.

Samsaran names are shaped both by their previous incarnations and their present one. Their first names are given to them by the parents who raised them in their current life cycle and therefore reflect the region and culture where they're reborn. Upon reaching adulthood, samsarans give themselves a second name that reflects what they learned in their previous incarnation or represents their goal for this life cycle, such as virtues they hope to embody or concepts they wish to better understand. Most samsarans don't use traditional surnames, but if they wish to have one, they often combine the names from their last two incarnations.



ORACULAR SAMSTARAN

**Sample Names:** Altuin Nurture, Davare Clarity, Enkhma Defense, Jochi Spellcrafter, Narintya Softheart, Sarange Lawseeker

## BELIEFS

With their lives centered around seeking enlightenment and the laws of the reincarnation cycle, many samsarans tend toward structure and order, tempered by compassion and empathy drawn from existences spent in a variety of bodies. A samsaran's beliefs can also change between incarnations, with the experiences of the previous lifetime impacting their worldviews in the current one.

Many samsarans are drawn toward religion and deities, which provide community and a framework to understanding the world that helps guide their path to enlightenment. With each samsaran's path being so independently unique, samsarans might follow any of a wide variety of gods in any given lifetime. However, Tsukiyo is often cited as the patron god of samsarans since many samsarans feel kinship toward his own tale of rebirth and the eternal cycle of the moon. Some tales even suggest that Tsukiyo had blessed the magical springs the first samsarans drank from.

**Popular Edicts** achieve greater self-understanding, find your personal path toward enlightenment, take your time on journeys

**Popular Anathema** live without intention or purpose, prevent others from genuine attempts at learning, stagnate in thought or passion

## SAMSTARAN HERITAGES

A samsaran's past lives can bear great influence on their current incarnation. Choose one of the following samsaran heritages at 1st level.

### HEALER SAMSTARAN

In seeking enlightenment, your past incarnations have wandered away from the ancestral homelands of Zi Ha, exploring the different nations of Tian Xia and elsewhere in Golarion. Your past incarnations had dangerous encounters while traveling, and you frequently have flashbacks to healing wounds. You become trained in Medicine. If you would automatically become trained in Medicine (from your background or class, for example), you instead become trained in a skill of your choice. When you use Medicine to Treat Wounds on yourself, you can use your special techniques to add your level to the Hit Points you regain from the treatment.

### MOUNTAINEER SAMSTARAN

Your past incarnations dwelled in the caves on the snowcapped mountains of Tian Xia, so your body has become adept at surviving frigid storms. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).



## ORACULAR SAMSANAN

Your past lives have provided heightened insight to the spiritual world and current and future events, as history repeats itself. Choose arcane, divine, or occult. You gain one cantrip from that magical tradition's spell list. You can Cast this Spell as an innate spell at will, as a spell of your chosen tradition. A cantrip is heightened to a spell rank equal to half your level rounded up.

## SANCTUARY SAMSANAN

Your past incarnations were reborn in sanctuaries in northern Zi Ha, and you have recollections of being trained to concentrate and focus for long periods of time. Your hazy flashbacks also reveal useful scripture in the books your past lives had eagerly consumed. You gain the Tap the Past action.

**Tap the Past** ♦ (fortune) **Frequency** once per day; **Trigger** You're about to attempt a check to Recall Knowledge; **Effect** You concentrate on the glimpses of a previous life to find a memory of a tome or an applicable lesson from your past. You roll a second time and use the higher result. If you roll a critical failure, you get a failure instead. If you roll a success, you get a critical success instead.

## WILDERNESS SAMSANAN

Your preceding lives have been reborn in various remote environments away from major settlements in Tian Xia and beyond. Your past manifestations have had to learn how to survive on their own, and you recall this will to survive while possessing very little resources. You become trained in Survival. If you would automatically become trained in Survival (from your background or class, for example), you instead become trained in a skill of your choice. You can ignore difficult terrain from trees, foliage, and undergrowth.

## ANCESTRY FEATS

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

### 1ST LEVEL

#### ALL THIS WILL HAPPEN AGAIN ↻

FEAT 1

FORTUNE MENTAL SAMSANAN

**Frequency** once per day

**Trigger** You fail or critically fail a Will save against an emotion effect.

Even in the face of overwhelming tribulation, you find solace in the notion that this feeling is fleeting; all things are merely part of a never-ending cycle. Reroll the triggering saving throw with a +1 status bonus. You must use the second result, even if it's worse.

#### ELUCIDATING VISION

FEAT 1

SAMSARAN

Your eyes have seen many things in your past lives, and your sight seems to have grown more powerful over your lifetimes. You gain darkvision.

#### INNATE UNDERSTANDING

FEAT 1

SAMSARAN

Vague connections to the knowledge and prowess of your past help guide you in tasks that this life might not understand. You can attempt skill actions that normally require a character to be trained even if you're untrained, and you gain a +2 circumstance bonus to the check when doing so.

## SAMSARAN MISCONCEPTIONS

The samsarans' reincarnation cycle is an object of fascination for many people. Those seeking eternal life ask samsarans what the key is to constant reincarnation, and some even try to emulate samsaran lifestyles in the hopes of becoming samsaran themselves. There's also the assumption that samsarans are all highly spiritual and wise, and people often seek them out for advice without much regard for their actual expertise or knowledge. A small handful, upon learning about the healing abilities of samsaran blood, believe that getting their hands on a samsaran's blood will gift them immortality.



SANCTUARY SAMSANAN

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## REMNANTS OF THE PAST

FEAT 1

### SAMSARAN

Memories of your first life are strong and continually return to you, even after several incarnations. You gain the Adopted Ancestry feat and can choose any common or uncommon humanoid ancestry with the feat. You also gain the Additional Lore general feat for your chosen ancestry's Lore, such as Dwarven Lore or Ratfolk Lore.

## SAMSARAN LORE

FEAT 1

### SAMSARAN

You have untold ages of knowledge beneath your belt, focused on the pursuit of enlightenment. You gain the trained proficiency rank in Religion and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Samsaran Lore.

## SAMSARAN WEAPON MEMORY

FEAT 1

### SAMSARAN

The training of your past lives and even of those of samsarans who came before is deep-seated and guides your movements in combat. Choose two weapons with an ancestry trait from two different common humanoid ancestries, or other ancestries you have access to. You gain access to your chosen weapons. You have familiarity with these weapons—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

## 5TH LEVEL

## ALL THIS HAS HAPPENED BEFORE ↻

FEAT 5

### SAMSARAN

**Frequency** once per day

**Trigger** You're about to roll initiative.

You instantly recall a memory from one of your countless past lives that heightens your awareness of your surroundings and quickens your response. You gain a +4 circumstance bonus to the triggering roll. You become quickened for 1 round and can use your extra action only to Recall Knowledge or Step.

## AND WILL DO SO ONCE MORE

FEAT 5

### SAMSARAN

**Prerequisites** All This Will Happen Again

You've learned how to let go of most worries and move past them. The trigger for All This Will Happen Again instead becomes, "You fail or critically fail a Fortitude, Reflex, or Will saving throw." You still can use All This Will Happen Again only once per day.

## BLOOD LIKE WATER

FEAT 5

### SAMSARAN

The watery fluid in your veins doesn't flow in the same way as traditional blood. Your DC on flat checks to end persistent bleed damage is reduced from 15 to 10, or from 10 to 5 after receiving especially appropriate assistance.

## THOUSAND-YEAR GRUDGE ↻

FEAT 5

### OCCULT SAMSARAN

**Frequency** once per day

**Trigger** You succeed at a Demoralize check.

You can call upon your former lives and project all of your accumulated frustration, failure, and despair through your eyes at a target, overwhelming their senses. One creature you successfully Demoralized becomes sickened instead of frightened, with the same condition value. The DC to recover from the sickened condition is your Intimidation DC.

## 9TH LEVEL

## I WILL RETURN

FEAT 9

### SAMSARAN

Your special connection to death and rebirth allows you to sense when it's your time to enter the Great Beyond, and now isn't the time. You gain +2 status bonus to saving throws against death effects. You gain the Diehard feat. The first time each day that you lose the dying condition, you do not increase your wounded condition.

## LIFE'S BLOOD ♦♦

FEAT 9

### SAMSARAN HEALING VITALITY

Your journey to enlightenment has made your blood possess nigh-immortal properties, allowing you to heal others. You sacrifice some of your vitality to heal another willing living creature that's adjacent to you, coating its wounds with your blood. You lose 3d6 Hit Points, plus an



SAMSARAN HOME



additional 1d6 Hit Points for every 2 levels you have beyond 10th. This damage can't be resisted, prevented, or negated in any way. The target creature regains a number of Hit Points equal to the damage you took. Creatures you heal in this manner are then temporarily immune to your Life's Blood for 24 hours.

## MEMORY OF SKILL ◆

FEAT 9

### SAM SARAN

**Frequency** once per day

Your years of training in a previous life didn't go to waste with your death, and you can call upon this training when you most need it. Choose one skill. You temporarily increase your proficiency rank with that skill by one step for 1 minute (from untrained to trained, trained to expert, and expert to master). This temporary increase adjusts your proficiency bonus and allows you to use skill actions based on this increased proficiency as normal. Memory of Skill can't increase a skill's proficiency rank beyond master.

## SECRETS OF THE PAST

FEAT 9

### SAM SARAN

You've established a stronger connection with your past selves and can play out the memories of your lifetimes in an instant, helping you draw on knowledge that lives deep within your mind. You can cast *hypercognition* as an occult innate spell once per day.

## 13TH LEVEL

## MEMORY OF MASTERY ◆

FEAT 13

### SAM SARAN

**Prerequisites** Memory of Skill

Flashes of past selves surface in an instant, especially when you're under duress. You can use Memory of Skill once per hour instead of once per day.

## WATER TO WATER ◆

FEAT 13

### SAM SARAN

You allow your body to collapse into water, then reconstitute your corporeal form elsewhere. You can cast *translocate* as an occult innate spell twice per day; the spell additionally gains the water trait. If you Cast this Spell while standing in a body of water of at least ankle depth, you don't need to perform any incantations or gestures to Cast the Spell (typically preventing reactions, such as Reactive Strike), and the spell gains the subtle trait as you simply fall into the water without so much as a splash.

## 17TH LEVEL

## THE CYCLE CONTINUES ↻

FEAT 17

### SAM SARAN

**Frequency** once per day

**Trigger** You are reduced to 0 Hit Points and would gain the dying condition or would otherwise die.

Death is as natural as breathing to you, and you can move past it as easily as the other troubles in your life. You prevent yourself from dying and regain Hit Points equal to 6d8 plus half your level. If the cause of your death was a condition or effect that would still cause you to die after regaining Hit Points, such as a high value on the doomed condition, you suppress that effect for 1 minute.

## THIS TOO SHALL PASS

FEAT 17

### SAM SARAN

**Prerequisites** And Will Do So Once More

Mortal worries are such simple matters to you that you leave them behind almost as quickly as you experience them. You can use All This Will Happen Again once per hour, rather than once per day.

## OTHER RELATIONS

Samsarans hold good relationships with neighboring communities to facilitate trade and carry out the unique tradition of having samsaran children live their first life cycles with mortal non-samsaran families. Other than these trusted communities, samsarans tend to remain fairly secluded, if mostly to protect themselves from anyone who might wish them harm.

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WILDERNESS SAM SARAN



# SARANGAY

Sarangay are carabao-headed people who have long survived deep in the forests across Tian Xia. Many adventurers have thought them to be monsters at first, but sarangay are nothing more than a thriving society who value their community and their souls above all else. Their cultures are built upon the intense desire to protect their communities and their chosen leader. Their horns are said to be a crescent moon, and their towering statures are said to have come from their ancestors being stretched so far up to reach their Father Moon while their Mother Earth kept them close to her bosom. They revere the great Father Moon, their First Ancestor, and endeavor to protect and exalt nature above all else, for they understand that they're part of it.



FULL MOON SARANGAY

Sarangay tend to be rare and appear even rarer within the diverse confines of adventuring cities. When they leave their society, it's typically because they either have a duty to fulfill or they must depart in order to save their community. In the rising chaos of the modern lands of Tian Xia, more sarangay have begun to venture out into the world, either preemptively investigating potential threats or facing a breakdown in their own societies. The most tragic sarangay are those who wander alone because they have nothing and no one to protect and care for.

If you want to play a character who is at home in the wild, possesses inherent occult power, is sharply aware of their impressive strength, and comes from a proud culture, you should play a sarangay.

## YOU MIGHT...

- Show off your head gem to loved ones but hide it from those that you don't trust.
- Exalt a warrior culture that focuses on protecting what's yours as well as the forests and lands around your settlements.
- Be overly protective of those you care about, even to violent ends.

## OTHERS PROBABLY...

- Are circumspect about the topic of your head gem, either out of empathetic respect or scheming greed.
- Trust your word when you say you would protect the ones you love.
- Underestimate just how gentle you can be when it comes to those you care for.

## PHYSICAL DESCRIPTION

Sarangay are tall warriors with humanoid bodies that almost always have naturally heavy builds. They average at about 6 to 7 feet tall and have visibly muscular physiques—sarangay very often describe humans and similarly built ancestries as "slender" due to the difference between their typical figures. Their eyes are black orbs with white crescents for pupils. They have large, clawed hands, while their legs end in hooves that have the capacity to topple trees. Sarangay reach adulthood when their horns reach 2 feet in length. Their jewelry tends to include large horn platings, nose rings, and excessively large bangles made of gold common in the forests where sarangay live.

From birth, every sarangay has a giant gleaming stone upon their brow known as their head gem, which houses their soul. When sarangay choose a partner, they switch their head gems with each other and are in love for the rest of their lives. Unsurprisingly, sarangay are belligerent against anyone who would steal these gems. Unfortunately, the size, quality, and rarity of the head gems give them a staggering market value, and their spiritual associations attract unscrupulous magicians.



Callous nobles of Tian Xia love to carve such gems into decorations or display the gems upon their desks and in their lavish living areas.

## SOCIETY

Sarangay are strong individually, but together, they're considered unbeatable. Most sarangay communities are small villages deep within the forests, but they demonstrate the same amount of diversity as the other ancestries of Tian Xia. These settlements are built out of houses that can be easily destroyed and remade; these residences can be moved with the shifting seasons and tides, to avoid invaders and other threats, and to uphold the proper geomancy of a village. The center of a village is always the house of the village chief, usually known as the datu, or sometimes ratu. The datu's house is known as the kraton, a large multi-storied palace made of the best hardwood, lacquered and oiled, making it less disposable than the other houses.

The datu is surrounded in their daily lives by their closest companions, usually either their own kin or a coterie of vassals who are indebted to the datu and are obliged to fight as the datu's own warband of faithful knights. Those sarangay related to the datu are often known as nobles, and they can take on any profession of their liking. The rest of the village is made up of commoners who do a large amount of the work for the village. They render a part of their labor to the datu in return for the protection and prestige of the datu's stewardship. This hierarchy isn't mandated by some divinity, but rather out of respect for a worthy leader. Datu who are deemed unworthy by the rest of the village are often overthrown by the concerted efforts of the commoners, who then choose a better datu, who can even come from their own ranks.

Sarangay hold their gleaming head gems in the highest regard, for the gems are said to contain their souls and all their memories. If a sarangay's gem is destroyed, it can regrow through the help of a shaman's ritual, but the gem-less sarangay falls into a state of dreamless stupor until then. Entire warbands are formed in villages to protect against poachers and adventurers who would steal head gems to achieve untold riches.

Sarangay usually have names that are two to three syllables long and that are usually one or two words, depending on the cadence. They tend to have consonants paired together to create hard yet regal sounds that exalt the ancient tongue and names of their ancestors.

**Sample Names:** Dakal, Davvun, Karatallu, Kasta, Kunnasi, Makkan Vulcan, Mangi Yavu, Mappia, Nallutu, Ngatta, Nikanni, Sikamu, Tadday, Tullung, Uzzin, Vulu Vvuga

## BELIEFS

Despite their inherent occult powers, sarangay are very attuned to the forces of nature and the rhythms of wild places. They particularly hold the moon, which they call Ama Vulcan—Father Moon—in the highest regard. Sarangay believe their horns represent the moon in its crescent phase, and their head gem is the moon at its fullest. During the full moon, sarangay perform intricate rituals to earn merit and favor from Father Moon, whom they believe to be their First Ancestor. Other than Father Moon and Mother Earth, they pay proper reverence to the thousand little gods who live in the leaves, in the droplets of water, in the embers of a bonfire. Sarangay believe that nature is inherently divine and alive, living much like they do.

**Popular Edicts** protect what's yours, seek to understand the duality of the earth and moon, spend time enjoying the rhythms of nature

**Popular Anathema** betray a worthy leader, remove your head gem without good cause

## SARANGAY HERITAGES

Sarangay have existed throughout Tian Xia for ages, and their clans are named for the phases of the moon. Choose one of the following sarangay heritages at 1st level.

## RARITY

Rare

## HIT POINTS

8

## SIZE

Medium

## ATTRIBUTE BOOSTS

Strength

Charisma

Free

## ATTRIBUTE FLAWS

Wisdom

## LANGUAGES

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Empyreal, Fey, Nagaji, Petran, Pyric, Sussuran, Thalassic, Yaksha, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Humanoid

Sarangay

## HORNS

Your powerful horns are formidable weapons. You have a horns unarmed attack that deals 1d6 piercing damage and has the shove trait. Your horns are in the brawling group.

## HEAD GEM

Upon your brow is a gem that houses your soul. When casting any spell or ritual to return you to life, your intact head gem can be substituted for your body. While you can freely remove your head gem, it's typically impossible for another creature to forcibly remove or destroy your head gem unless you're killed or permanently incapacitated first; at the GM's discretion, powerful magic or abilities can circumvent this restriction. If your head gem is removed or destroyed, it can be regrown using a day-long ritual. When this occurs, any remains of the previous gem immediately crumble to dust.

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## FULL MOON SARANGAY

You were raised in a shamanic tradition transcending a single sarangay community or heritage. You spent your youth under the guidance of a shaman elder, who taught you to commune with spirits in the hope that you'll one day use that knowledge to advise and guide your people. Those from your tradition are priests or shamans who channel the spirits and see things others can't. You gain an ancestry attribute boost to Wisdom instead of Strength, and you gain an attribute flaw in Constitution instead of Wisdom. You gain the Folk Healer ancestry feat.

## HALF MOON SARANGAY

You come from one of many traveling communities that migrate seasonally along Tian Xia's vast rivers and mountains, bringing news and tidings to villages along their path. Your people connect sarangay communities to one another across vast distances and are symbolized by the half moon, which conjoins the light and dark;

so too do you conjoin the dark from the bright, the red from the blue, the wind from the sea. Your ancestors were tall and burly with shiny black fur, light spots or markings, and short, tightly curved horns. You become trained in two Lore skills of your choice, and you gain a +1 circumstance bonus to Recall Knowledge checks using those skills.

## NEW MOON SARANGAY

Some people call you a dwarf sarangay and your kind "hiding ones." Others whisper you go out with the moon when the moon "goes hunting"—a common folk saying for when the new moon vanishes from the sky. Your elusive ancestors built their lodgings in the shade of bamboo thickets, and your ancestral communities valued caution and independence, passing down the knowledge of walking lightly and moving like smoke through bamboo. Your ancestors had dark brown or gray fur with white markings and a V-shaped pair of flat, triangular horns. Your size is Small instead of Medium. You gain 10 Hit Points from your ancestry instead of 8 and gain a +2 circumstance bonus to Athletics checks to Shove.

## WANING MOON SARANGAY

Your ancestors were named for the moon in transition, ever-changing and ephemeral. They're the keepers of secret arts, just as the waning moon hides its face, and their communities were highly regarded for their storytellers, performers, and artists. You lived among your community on the outskirts of forests or rivers, where many answers came as riddles, and you learned to see the world from different perspectives. Your people are often red or fawn colored, with prominent eyes and flat, compact horns. You become trained in your choice of Acrobatics, Crafting, or Performance.

Once per day, when you roll a critical failure with the chosen skill, you can reroll the check, taking the new result, even if it's worse. Rerolling in this way is a fortune effect.

## WAXING MOON SARANGAY

Your ancestors dwelled in the swamps, fens, and flooded forests, where they contended with fierce predators and formed raiding parties to claim scarce resources. Blessed by the growing crescent, you're one of the eviscerators, and you can overcome threats that lurk in murky waters as well as those that hunt on land. You're a powerful swimmer with brown or gray fur and backward- or downward-curving horns. You gain a +2 circumstance bonus to Athletics checks to Long Jump or Swim.

## SARANGAY ANCESTRY FEATS

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



HALF MOON SARANGAY



## 1ST LEVEL

### AWAKENED JEWEL

FEAT 1

OCCULT SARANGAY

You once held the head gem of a deceased ancestor or loved one, and it awakened a mysterious power in your own. You gain one cantrip from the occult spell list. As long as you possess your head gem, you can cast this spell as an innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

### CROWN OF BONE

FEAT 1

SARANGAY

When you came of age, you were blessed by the Mother Earth with a thickened skull, which was celebrated as an auspicious sign among your community. Your horns come together to form a bony plate that protects your head from heavy impacts. The damage die for your horns unarmed attack increases to 1d8, and it gains the concussive trait.

### FOLK HEALER

FEAT 1

SARANGAY

Your community recognizes you as a shaman or other animist, a status you obtained through lineage, apprenticeship, or a supernatural event. You're trained in Medicine and Occultism. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You gain a +1 circumstance bonus to Medicine checks to Treat Wounds and Treat Disease.

### SARANGAY LORE

FEAT 1

SARANGAY

You listened carefully to the tales passed down among your community. You gain the trained proficiency rank in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Sarangay Lore.

### TRAVELER'S COUNSEL

FEAT 1

SARANGAY

**Prerequisites** half moon sarangay

On your travels, you've resolved countless disputes and counseled those in need. You're trained in Diplomacy. If you would automatically become trained in Diplomacy (from your background or class, for example), you instead become trained in a skill of your choice. The first time each day you would roll a critical failure when Gathering Information or Making an Impression, you get a failure instead.

## 5TH LEVEL

### DEFLECTING JEWEL

FEAT 5

OCCULT SARANGAY

**Frequency** once per hour

**Trigger** You're the target of a ranged attack while you possess your head gem.

**Requirements** You're aware of the triggering attack.

You walk the line between two sides of something, such as belonging to two clans, having a mixed allegiance or faith, or being caught between two possible fates. Your dual nature

## SARANGAY ENCLAVES

Sarangay societies are overwhelmingly centered on the forested regions of Minata's many islands. Devotion to their communities and a strong preference for warmer climates means that sarangay rarely travel afield, and their belligerent attitude toward potential threats practically assures that few people can force them to move. Legends of a hero known simply as Red Ox Sage still circulate in the Lung Wa successor states, suggesting that sarangay might have once had enclaves in the forests of Quain. If any sarangay still reside there, however, they seem to keep well to themselves.

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NEW MOON SARANGAY



has attuned your head gem to the half moon, and it has manifested the power to ward away attacks by drawing a line between them and you. You gain a +2 circumstance bonus to AC against the triggering attack.

## THE MOON WEAVER'S ART

FEAT 5

SARANGAY

You've learned to create minor illusions by collecting strands of moonlight and weaving them together to create small images or cloaking veils. You can cast either *illusory object* or *invisible item* (Player Core 2 247) as an occult innate spell once per day.

## SMOKE THROUGH BAMBOO

FEAT 5

SARANGAY

**Prerequisites** new moon sarangay

You've spent significant time slipping silently between bamboo thickets, and your light-footedness allows you to navigate even the thickest forests and brush with ease. When you Step, you can move 10 feet instead of 5. This enables you to Step into and within difficult terrain as long as you can meet the extra movement cost.



WANING MOON SARANGAY

## TIKLING BIRD TWIRL

FEAT 5

SARANGAY

**Trigger** You roll a critical hit on a melee Strike against an enemy. You trained your footwork by dancing to music between snapping bamboo poles, and your increased mobility helps you succeed when hunting dangerous beasts or fighting multiple opponents. This style of bobbing and weaving and alternating fight and flight disorients your enemies and allows you to choose your engagements. After resolving your attack, you can immediately Step, Stride, or Swim.

## WARDING JEWEL

FEAT 5

OCCULT SARANGAY

A life of hunting and battle has caused your head gem to attune to the waxing moon, which has manifested in the power to protect you from harm. Your head gem protects you by making your skin difficult to pierce. While you possess your head gem, you gain resistance 2 to piercing damage and resistance 1 to slashing damage. The resistance to each type of damage increases by 1 at 9th level and every 4 levels thereafter.

## 9TH LEVEL

## ANCESTRAL HEALER

FEAT 9

SARANGAY

**Prerequisites** Folk Healer

Following the traditions of those who came before you, you've learned how to banish effects that cloud the mind, body, and spirit. You can cast a 4th-rank *clear mind* or *sound body* as an innate occult spell once per day.

## PARALYZING JEWEL

FEAT 9

INCAPACITATION OCCULT SARANGAY

**Frequency** once per day

Your dedication to the ideals of art and beauty allows your head gem to access the power of the waning moon. While you possess your head gem, you can overwhelm foes with a sense of reverent wonder. Enemies within a 15-foot emanation must attempt a Will save against the higher of your class DC or spell DC.

**Critical Success** The enemy is unaffected.

**Success** The enemy is fascinated for 1 round.

**Failure** The enemy is stunned 1.

**Critical Failure** The enemy is paralyzed for 1 round.

## SPIRITUAL ECHO

FEAT 9

OCCULT SARANGAY

**Prerequisites** Awakened Jewel

You possess the head gem of a deceased ancestor or loved one, which has begun to resonate with your own. While you possess this gem, you gain the ability to Cast a Spell as a 4th-rank occult innate spell once per day. The type of spell is determined by the clan of the sarangay to whom the head gem belonged, which you choose when you take this feat. In addition, choose a Lore skill to represent knowledge the deceased had. You become trained in that Lore skill. If the gem is lost or destroyed, it can be regrown as if it were your own head gem.



**Full Moon** *spirit sense* (Player Core 2 252)

**Half Moon** *status*

**New Moon** *darkness*

**Waning Moon** *creation*

**Waxing Moon** *blood vendetta*

## 13TH LEVEL

### LIGHT-BENDING JEWEL

FEAT 13

#### SARANGAY

Your ability to walk unseen through the world has given you the new moon's blessing. Once per day, while you possess your head gem, you can cast either *invisibility* or *translocate* as a 4th-rank innate occult spell.

### REJUVENATING EMBRACE

FEAT 13

#### SARANGAY

You rejuvenate your spirit by taking your rest where Mother Earth embraces Father Moon. When you rest outdoors, you can choose one of the following benefits, which lasts until your next sleep cycle and can't be changed.

**Father Moon's Vigilance** While sleeping, you don't take a penalty to Perception rolls for being unconscious.

**Mother Earth's Care** After 8 hours of sleep, you regain additional Hit Points equal to your Constitution modifier plus your level.

### SHELTERING JEWEL

FEAT 13

#### SARANGAY

Your head gem has accessed the power of the full moon through your determination to heal and protect your loved ones. You can cast *vital beacon* as a 5th-rank innate occult spell once per day, so long as you possess your head gem.

## 17TH LEVEL

### CONVOCATION OF EARTH AND MOON

FEAT 17

#### CONCENTRATE OCCULT POLYMORPH SARANGAY

**Frequency** once per day

You call upon Mother Earth and Father Moon to fill you with light. A cocoon of moonlight momentarily envelops you, and you emerge in a towering form made of swirling energy, tattooed in stardust and clad in regalia of silver and mother of pearl. When you use this ability, you gain the benefits of both the 4th-rank *enlarge* and *fly* spells. This form lasts for 5 minutes or until you use this action again to return to your normal form.

If you have your head gem, it radiates an aura of moonlight, causing creatures that start their turn adjacent to you to become dazzled until the beginning of their turn unless they succeed at a Will save against your class DC or spell DC, whichever is higher.

### TRAMPLE

FEAT 17

#### SARANGAY

You know how to leverage your size and momentum when using your horns attack, and can use your movement speed to overrun your foes. You Stride up to double your Speed and can move through the spaces of creatures at least one size smaller than you, Trampling each creature whose space you enter. You can attempt to Trample the same creature only once in a single Trample. You deal piercing damage equal to the damage of your horns unarmed attack against these creatures, which can attempt a basic Reflex save against the higher of your class DC or spell DC.

## HEAD GEM HEADACHES

The existence and potential theft of sarangay head gems can provide enticing plot hooks and complications in a game—however, these hooks might not be very fun for a sarangay PC, who loses access to many of their ancestry feats without their head gem, nor for a GM, who might not want to account for the large sums of money that a head gem might obtain. For this reason, it's assumed that head gems can't be forcefully removed from a sarangay unless they're killed or completely incapacitated. It's likewise up to the GM how much a head gem is worth, if anything. For rituals where sarangay exchange their head gems, use a modified version of the heartbond ritual (Player Core 2 268) to allow the pair to use each other's head gems for ancestry feats.

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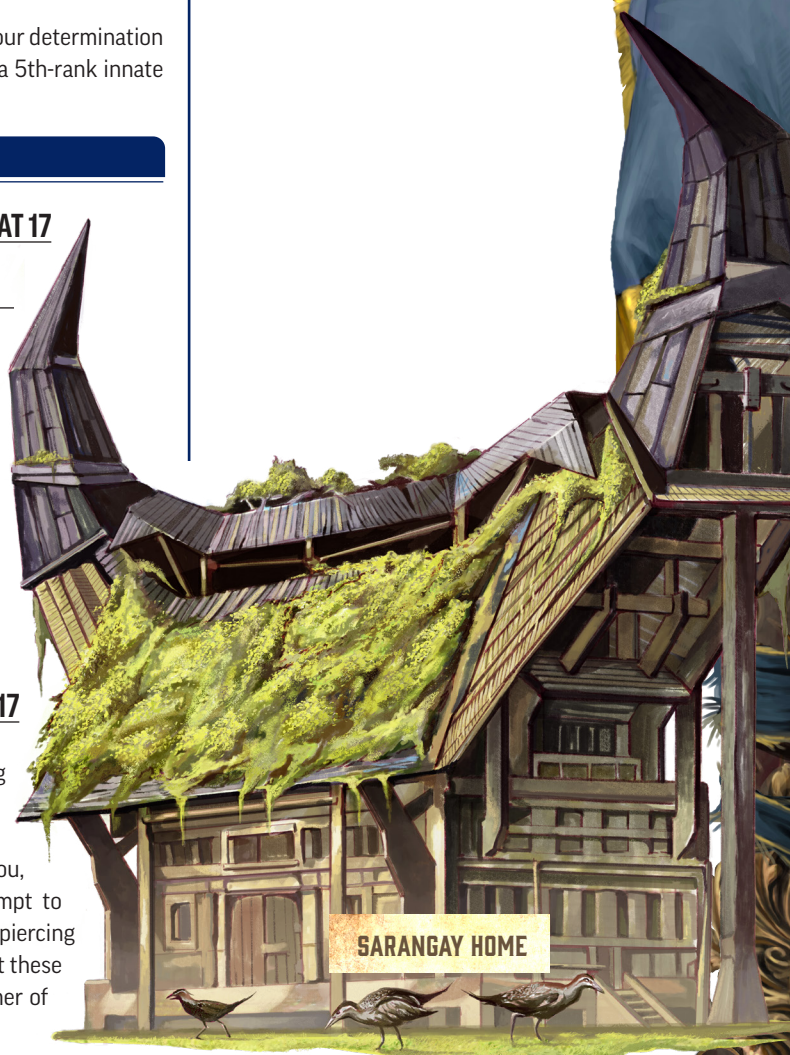
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# TANUKI

Tian Xia is replete with magically gifted ancestries—such as tengu, kitsune, yakshas, and yaoguai—whose powers bring them high regard and who, in turn, use their gifts for responsible ends. Tanuki aren't one of these ancestries. Instead, the shapeshifting raccoon dog-like humanoids use their powers of illusion and transformation in ways more people should: for fun! Tanuki delight in pranks and practical jokes, especially those that allow them to take the high and mighty down a notch and show them what life is like for everyone else. Where other peoples take pride in their storied histories, noble traditions, or intricate ceremonies, tanuki take pride in their simplicity and disregard for the world's many rules. Though some might claim this outlook reduces tanuki to uncouth rubes, tanuki feel it makes them more cultured; after all, one must know a rule to bend it, and one must understand a norm to break it.

That being said, their laid-back natures can cause tanuki, and others, no end of trouble. Their focus on living in the moment can often mean they're brought low by a problem they could've solved earlier with little effort. At the end of the day, tanuki rarely come out on top, and even their victories tend to be mixed with small defeats or embarrassment. A tanuki bard might save the day with the power of his music, but only because he played so off-key that bandits mistook him for a fearsome ghost. Tanuki are usually just fine with such an outcome, though. There's a truth to the world that

tanuki know in their bellies: that the ups and downs of life are all just a big joke, and if everyone's going to be made a fool in the end, you might as well be the fool who gets to dance and have fun along the way! Life's a party, and tanuki intend to enjoy it as much as they can before their luck inevitably runs out.

If you want to play a character who loves to have fun—occasionally at another's or your own expense—who's always up for a party and perhaps a bit too clever for their own good, you should play a tanuki.

## YOU MIGHT...

- Live life to the absolute fullest, getting into whatever trouble that approach might bring you.
- Take pride in your duties and accomplishments, no matter how humble.
- Be accustomed to the role of underdog and take it in stride, seeing failure as a wonderful punchline.

## OTHERS PROBABLY...

- Find you the life of any party.
- Know you'll always have their back.
- Hope you aren't about to play a joke on them.

## PHYSICAL DESCRIPTION

Tanuki are short humanoids who resemble bipedal raccoon dogs, usually growing between 3 and 4 feet tall. They tend to have rotund bodies, with large bellies that appear even wider due to their thick fur. A tanuki's face is likewise round, with wide-set, alert eyes outlined within a dark mask of fur. Tanuki have a single bushy tail that they take great pride in and to which they ascribe their powers. These qualities together give tanuki a strong cultural appreciation for rounded shapes over sharp angles, such as daruma dolls, circular doors, and the moon.

Tanuki often wear simple, rustic clothing, opting for plain garb over elegant frills or shining jewels. However, tanuki are known to go all-out for festivals and similar celebrations, which they see as the perfect opportunity to enjoy life to the fullest. Many tanuki make it a point to always carry a red vest and dancing towel in case an impromptu party breaks out.

## SOCIETY

Tanuki know that, among the many people of Golarion, they're underdogs, possessing neither the mastery of the heavens that tengu command nor the divine favor that kitsune enjoy. All things considered, tanuki know they have to support each other, building tight communities where everyone knows each other's names. These communities tend to exist on the outskirts of villages,



VIRTUOUS TANUKI



often in abandoned warehouses or farms or else near temples and other public buildings. When tanuki societies overlap with those of other peoples, they usually function unseen with their own codes of honor, rarely noticed by those in power.

Tanuki love celebration and will hold any number of parties for even the smallest accomplishments—a project such as building a new bridge might have a kick-off ceremony, a toast when the plans are decided, a morale lunch when the workers have assembled, a banquet upon finishing the bridge, and a festival to dance over the bridge when it opens to the public. This proclivity is sometimes brought up as a reason for why tanuki endeavors tend to take an interminably long time (with some failing spectacularly along the way), but tanuki feel that it's important to celebrate what small victories they can. Besides, the community bonds forged among the participants are as much a part of the project as the actual building itself.

Tanuki tend toward unglamorous names with functional meanings, such as those that describe a tanuki's birth order or the weather or season on the day they were born. Tanuki surnames tend to be similar, describing either their family's profession or location in a town. These conventions make tanuki names feel relatively old-fashioned, though some avant-garde tanuki give their children (or themselves) a grandiose name in defiance of their traditional station.

**Sample Names:** Ame, Chiyo, Chosuke, Hinata, Mari, Nao, Saya, Taro, Terao, Rei, Ichiro, Jiro, Saburo, Shiro, Satsuki, Mutsu, Nanami, Hazuki

## BELIEFS

Tanuki count no member of the Celestial Court among their own—a fact they see as further evidence that they have to stick up for each other since there's no tanuki deity looking out for them—but they find themselves drawn toward gods such as Kofusachi, whose boisterous and compassionate approach to life they consider aspirational. Though tanuki hold deep reverence toward the moon, they tend not to worship Tsukiyo, knowing he finds loud worship agitating, and they take care to not invoke his name or imagery during harvest moon or lunar new year celebrations to ensure their cheers and belly drums don't draw his attention. Tanuki with Inner Sea cultural traditions tend to revere Cayden Cailean, seeing the blood of a tanuki in his commoner status (and drunken accomplishments), with some tanuki statues even depicting Cayden with a big belly and leaf atop his head to suggest that he was simply a tanuki in human form, tricking the Avistani even to this day.

Tanuki generally use their powers to humble the rich and snobby; at the very least, they create illusions with no more evil in their hearts than a simple joke (or a free meal taken from one who can afford it), rather than acting out of malice. However, there are some tanuki do harbor resentment, which can take root and fester in their hearts. These tanuki turn to cruel ends, known for all manner of nefarious deeds, chief among them cooking their enemies into soups or stews once they've finished tricking them.

**Popular Edicts** Choose excitement over stability, let bygones be bygones, make your community laugh

**Popular Anathema** Feel entitled to social status, prank one of lower means than yourself, wallow in your failures

## TANUKI HERITAGES

A tanuki's heritage reflects a unique virtue that beats in the tanuki's heart. Choose one of the following tanuki heritages at 1st level.

### ASCETIC TANUKI

It's said your round form is the result of calmness and restraint, not indulgence. You gain scent as an imprecise sense with a range of 30 feet. The GM will

## RARITY

Uncommon

Tanuki are common in Minkai, the Forest of Spirits, and Goka.

## HIT POINTS

10

## SIZE

Small

## SPEED

25 feet

## ATTRIBUTE BOOSTS

Constitution

Charisma

Free

## ATTRIBUTE FLAW

Wisdom

## LANGUAGES

Common

Tanuki

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Elven, Fey, Gnomish, Goblin, Kitsune, Tengu, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Humanoid

Tanuki

## CHANGE SHAPE

◆ (concentrate, polymorph, primal, tanuki) You can transform into a mundane raccoon dog, using the statistics of pest form. This is a specific raccoon dog form that's the same age and body type as your true form and has roughly analogous physical traits, such as hair color. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. You lose any unarmed Strikes you gained from a tanuki heritage or ancestry feat in this form. You can remain in your raccoon dog form indefinitely, and you can shift back to your tanuki form by using this action again.

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usually double the range if you're downwind from something you're trying to smell or halve the range if you're upwind. In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate food, drink, or a consumable item that's ingested (such as a potion or elixir) using your scent.

### EVEN-TEMPERED TANUKI

You're possessed of a serenity uncommon to other tanuki, who always seem to be flying off the handle. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success at a saving throw against an emotion effect, you get a critical success instead, but when you roll a failure at a saving throw against an emotion effect, you get a critical failure instead.

### COURAGEOUS TANUKI

Your heart beats with the courage of those who came before you, giving you the kind of bravery only a tanuki can demonstrate. Whenever you gain the fleeing condition, you also gain a +10-foot circumstance bonus to your Speeds that lasts as long as you're fleeing. When you have the fleeing condition, instead of having to spend all your actions trying to escape, you can act normally for one action but must still spend the remainder of your actions fleeing. You also gain the Tactical Retreat ability.

**Tactical Retreat**  (emotion, fear, mental, tanuki) **Trigger** You gain the frightened condition; **Frequency** once per hour;



STEADFAST TANUKI

**Effect** Realizing that discretion is the better part of valor, you opt to put some distance between you and a threat. You gain the fleeing condition until the beginning of your next turn, and you Stride.

### STEADFAST TANUKI

Your pride in your true tanuki form knows no bounds. You gain your choice of Everyday Form or Teakettle Form as a bonus ancestry feat.

### VIRTUOUS TANUKI

Many tanuki carry a gourd of alcohol to remind themselves to act with virtue, and by these standards, you're quite virtuous indeed. You gain poison resistance equal to half your level (minimum 1). You can eat and drink things when you're sickened. You can't become incapacitated by conventional alcohol if you don't wish to be.

## TANUKI ANCESTRY FEATS

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

### 1ST LEVEL

#### EVERYDAY FORM

#### FEAT 1

##### TANUKI

There's nothing better than being a tanuki, but sometimes you need a less conspicuous form when going into the big city or other crowded places. When you Change Shape, you can assume the form of a common Small or Medium humanoid ancestry prevalent where you grew up, typically human. This everyday form is a specific form with the same age and body type as your true tanuki form and has roughly analogous physical traits, such as hair color.

#### IRON BELLY

#### FEAT 1

##### TANUKI

A good laugh comes from the belly, and by laughing every day, yours has grown quite strong. You have a belly melee unarmed Strike, which deals 1d6 damage, is in the brawling group, and has the forceful trait.

**Special** It's never too late to learn to laugh, so you can select this feat at any level and retrain into and out of this feat.

#### SCORCHED ON THE CRACKLING MOUNTAIN

#### FEAT 1

##### TANUKI

By ritualistically marking your fur with fire, like an infamous tanuki of legend, you protect yourself against future flames. You gain a black stripe down your back that looks charred. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which can be reduced to DC 5 with appropriate assistance. The first time each day you would be reduced to 0 Hit Points by a fire effect, you avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1. Two hairs plucked from your tail can be used as flint and steel to create a fire, emitting a strange crackling sound as they ignite.



## TANUKI LORE

### TANUKI

Tanuki love to play two things: tricks and music. You become trained in Deception and Performance. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Tanuki Lore.

## FEAT 1

## TEAKETTLE FORM

### TANUKI

Your shapeshifting is advanced enough to take the form of not just creatures, but objects as well. When you Change Shape, you can assume the form of a simple tool or object of 1 Bulk or less, such as a teakettle or umbrella. When transformed into an object, you can function as that object for allies to use; for instance, turning into a crowbar so you can help an ally pry open a crate. You can speak while in object form, but you can't attack, cast spells, or move except to Crawl (usually by hopping or flopping across the ground in an undignified manner).

## FEAT 1

## 5TH LEVEL

## FALSE PRIEST FORM

### TANUKI

**Prerequisites** Everyday Form

Nobody respects tanuki, but most everyone respects an esteemed priest, so what better form to take if you want to get by a little easier? When you Change Shape, you can assume the shape of a priest or other religious official from a religion of your choosing. While in your false priest form, you can attempt Deception checks to Recall Knowledge about Religion, and you can cast *divine lance* and *haunting hymn* as primal innate cantrips. If you critically fail at a Deception check while in your false priest form, your transformation is broken, returning you to your tanuki form, and you're so embarrassed that you can't resume your False Priest Form until your next daily preparations, after you've taken a night to sleep on it.

## FEAT 5

## HASTY CELEBRATION

### EMOTION TANUKI VISUAL

**Frequency** once per hour

**Trigger** You critically succeed at an attack roll against an enemy, or an enemy critically fails their saving throw against one of your effects.

After even the briefest success, you get caught up in the moment and begin to party, cheering your allies on.

You grant all allies within 60 feet a +2 circumstance bonus to attack rolls and damage until the end of your next turn. Unfortunately, while you sing and dance, you aren't keeping an eye on your surroundings like you should, making you off-guard to all enemies until the end of your next turn as well.

## FEAT 5

## LEAF TRANSFORMATION

### UNCOMMON ILLUSION TANUKI

You know how to run an enterprise that others would never be able to get off the ground—some say it's your savvy acumen or jovial manner, but you know it's because you can cut costs by transforming leaves into money. You can use Deception to Earn Income, and you gain a +1 status bonus to your

## FEAT 5

## TANUKI FAMILIES

Tanuki place a high value on family as the cornerstone of the community, with courtship, weddings, and important childrearing milestones being among the few things tanuki never make a joke of. Tanuki families tend to be large, and older siblings instruct younger siblings on how to get by in tanuki society. Despite their focus on family, tanuki's habit of constantly pranking each other means that complex systems of family feuds can pop up when things get out of hand, though these grudges tend not to last long since tanuki are equally quick to let things be water under the bridge (often as a new feud pops up; for instance, two once-rival families might join forces, but only to prank a third family).

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EVEN-TEMPERED TANUKI



check if you do so. The illusion doesn't hold long, though! The GM rolls a secret d20; that many hours after concluding your check, the money transforms back, likely inviting consequences depending on how far the bills traveled from you in the time they were transformed.

## PONPOKO

FEAT 5

TANUKI

No true tanuki would ever be caught without a musical instrument to play under the full moon. You can attempt Performance checks and cast spells by drumming on your belly; this requires that you have at least one hand free, and like playing an instrument, it grants the Perform action the auditory and manipulate traits. When Casting a Spell, your gestures can include drumming your belly. If you do, any attempt to recognize a spell cast this way gains a -2 circumstance penalty.

## STATUE FORM

FEAT 5

TANUKI

**Prerequisite** Teakettle Form

An inconspicuous statue in front of a shop is the perfect form to wait for things to blow over. When you Change Shape, you can assume the form of a statue, shop sign, or other heavy object of up to Large size. Using statue form counts as setting up a disguise for the Impersonate use of Deception, except that you can Impersonate an object instead of a creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. Your weight increases to match the object you're impersonating while in statue form, allowing you to use your spell DC or your class DC instead of the relevant DC to resist forced movement (usually Fortitude), if they're higher. You can speak while in statue form, but you can't attack, cast spells, or move.



ASCETIC TANUKI

## 9TH LEVEL

### MANY FACES

FEAT 9

TANUKI

**Frequency** three times per day

**Prerequisites** Everyday Form

Putting on a new face offers a great way to get a fresh perspective on life. When you Change Shape into your everyday form, you gain the effects of a 3rd-rank *illusory disguise* for 1 hour or until you shift back, whichever comes first, except it's a polymorph effect rather than an illusion. However, your transformations can be broken with a good shock; if you gain the frightened or stunned condition while transformed, your transformation ends, returning you to your tanuki form, and your confidence is so shaken you can't attempt to resume that specific disguise again until your next daily preparations.

### MUD BOAT'S PASSAGE

FEAT 9

PRIMAL TANUKI

You instinctively create magical boats that keep your feet dry (mostly). You can walk on the surface of water and other non-damaging liquids, moving at half your normal Speed, as a magical boat forms under your feet to carry you. Unfortunately, this magical boat is made out of mud, so you can't get very far—if you end your turn without reaching solid ground, the boat dissolves, and you sink.

### PHANTOM ORCHESTRA

FEAT 9

TANUKI

An easy way to trick others is to throw your voice into a nearby forest or thicket to make strange noises. You can cast 2nd-rank *ventriloquism* as an innate primal spell once per day. You can also cast the *figment* cantrip as a primal innate spell at will, heightened to a spell rank equal to half your level rounded up.

### ROLLING WHITE BOTTLE FORM

FEAT 9

TANUKI

**Prerequisite** Teakettle Form

**Trigger** You Drop Prone or otherwise become prone.

As you fall to the ground, you transform into a white bottle, gourd, or sake jar, then roll away before anyone can pick you up. You Crawl up to two times, and your movement doesn't provoke reactions—you somehow always roll just out of reach. When you come to a stop, you return to your tanuki form, face down on the ground.

## 13TH LEVEL

### COMBINED FORM

FEAT 13

TANUKI POLYMORPH

**Trigger** An ally within 30 feet uses a polymorph effect.

**Frequency** Once per hour

Cooperation and coordination are the secrets to getting by in tanuki society. When the triggering ally transforms, you Stride to their square and join shape with them, melding into their transformation. While you're melded in this way, you grant them the effects of either a 2nd- or 4th-rank *enlarge*



spell as well as temporary Hit Points equal to your level; if their polymorph effect would normally grant them temporary Hit Points, you increase the amount by your level instead. While you're melded, you can't be separately targeted and you can't act except to speak or to use Change Shape to exit the Combined Form, which ends the effects of *enlarge* on your ally and removes any remaining temporary Hit Points they received from this ability at the time. If the triggering ally becomes unconscious or the triggering polymorph effect ends, you automatically exit the Combined Form.

## PONPOKO-PON! ◆◆

FEAT 13

PRIMAL SONIC TANUKI

**Requirements** Ponpoko

Whether it's because you play especially vigorously or are simply off-key, the music of your belly drum can physically wound your foes. You deal 7d4 sonic damage to all creatures in a 30-foot cone, with a basic Fortitude save equal to your spell DC or class DC, whichever is higher. Such vigorous drumming does leave your belly a bit sore, though, preventing you from using this ability again for 1d4 rounds.

At 15th level and every 2 levels thereafter, the damage increases by 1d4.

## SPLENDID ILLUSION

FEAT 13

TANUKI

You cover your surroundings in outlandish fantasy. You can cast 6th-rank *illusory scene* as a primal innate spell once per day.

## 17TH LEVEL

## LANDSCAPE FORM

FEAT 17

TANUKI

**Frequency** once per day

While walking down the road on a moonlit night, one might be puzzled to find a shop or hill that wasn't there before. In reality, this is a tanuki at the height of their power. When you Change Shape, you can transform into a building or terrain feature up to 50 feet tall and up to 50 feet on a side. Mundane features of your landscape form function as normal—for instance, if you transform into a hot spring, the hot spring contains relaxing hot water, and if you transform into an inn, the inn contains bedrooms, beds, and delicious food—though no aspect of your landscape form can be an active hazard that can cause damage or impose conditions, and any objects created within your landscape form turn into leaves if taken outside of it. You can speak while in landscape form, but you can't attack, cast spells, or move. You can remain in landscape form for up to 8 hours, and when you exit landscape form, it dissolves around anyone who was inside of it.

## START THE FESTIVAL! ◆◆◆

FEAT 17

TANUKI

**Frequency** once per day

No distance can stop tanuki from making their way to a good party. You whistle and point, and 808 tanuki, in their raccoon dog forms, somehow appear from the surrounding terrain and fill a 30-foot burst within 120 feet. The tanuki scurry over the ground, leap through the air, and climb up walls and surfaces, dealing 6d8 bludgeoning damage to all enemies in the area as they're trampled and danced upon. The tanuki continue to party in the area for the next minute, dealing 3d8 bludgeoning damage to any enemy that ends its turn in the area and transforming the area into difficult terrain (though the tanuki allow you and your allies to pass normally). Creatures in raccoon dog form can attempt to Hide within the mass of tanuki. After 1 minute, the tanuki clap 30 times and run off to the next party. You can Dismiss the effect, though if you do, the tanuki grumble as the party ends early.

## THE FOX-RACCOON WARS

Kitsune and tanuki are infamous for feuding with one another when they meet, though these confrontations are almost never violent, and both ancestries would be revolted at the thought of their rivalries becoming so. Tanuki view kitsune as supremely snobbish and as constantly putting on superior airs, while kitsune see tanuki as incarnations of crass behavior and overindulgence. Tanuki are quick to boast how they're better at shapeshifting than kitsune, a gibe that brings a sneer to any self-respecting kitsune's face, but one that kitsune are hard-pressed to prove wrong (though they often point out their much wider range of magical powers, much to tanuki's consternation).

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TEAKETTLE FORM



# WAYANG

Wayangs are diasporic sojourners from the Netherworld where they lived and worked alongside their allies, light-weaving d'ziriaks. Both peoples shared affinities for artistic expression and spiritual introspection, inspiring each other's sensitivities to color, form, and function; they also bolstered each other's defense against rampaging dragons, oni, and undead. This idyll collapsed from divine meddling; some say when Abadar sentenced Zon-Kuthon to exile in the Netherworld, the Midnight Lord's deific presence distorted the plane into a nightmarish domain, while others accounts ascribe fiendish sources to this doom.

Whatever the reason, wayang and d'ziriak communities suffered terribly; Kuthites and velstracs colonized the Netherworld, engulfing it in religious wars of slaughter and brutality—an ongoing catastrophe that wayangs and d'ziriaks refer to as the Desecration. Despite both peoples' valorous resistance, with every generation, space and resources became scarcer. When the Age of Ashes created passageways between the Netherworld and Golarion, many wayangs sailed away for a better life.

These curious wayfarers became Tian Xia's first wayangs, who shared their skills and labor to eke out a solidarity of subsistence with Earthfall's survivors. These explorers also observed how Tian Xia's suffering souls weakened barriers to the Netherworld, whose malignant overlords absorbed the negative emotions to grow in power. While disappointments, melancholia, and other

negative experiences were part and parcel of existence, the engineers of the Desecration exploited mortal emotions to oppress both the Universe and its shadow Netherworlds.

Realizing these planar interconnections, wayang leaders reached a bold conclusion: no world is free until all worlds are. To prevent the Netherworlds' colonial oppressors from harnessing mortal souls and to reclaim the darkness from its present state of malice and anguish, more wayang expeditions arrived in Tian Xia with exorcists and curse-breakers to purify paths to the Netherworld and starve its despots of spiritual power. Toward this end, wayang sages devised the Dissolution, a philosophy of drawing strength and peace from one's inner darkness. They shared their teachings discreetly with those in Tian Xia touched by darkness, instead of leaving such people to be preyed upon by velstracs and other depraved entities.

If you want to play a character who is at home in the shadows of Tian Xia's oceans and jungles, is heir to mystic and martial arts drawing upon the Netherworld's untainted power, and pursues obscure struggles against dark forces, you should play a wayang.

## YOU MIGHT...

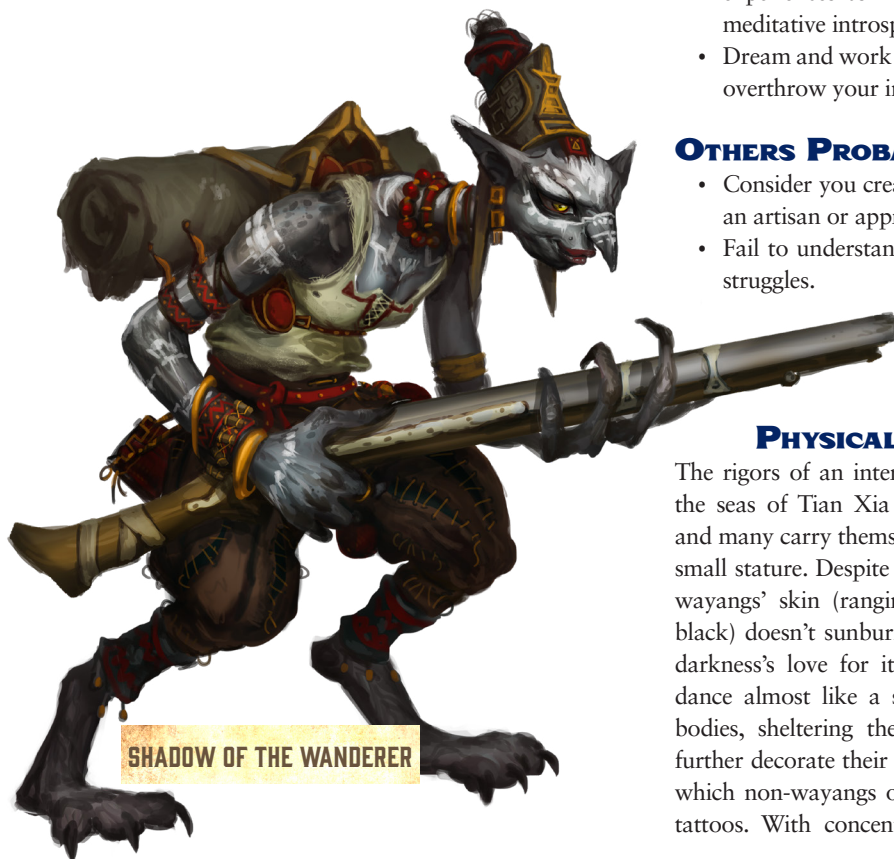
- Seek out Tian Xia's dark places, such as mountainous caves, shaded mangroves, or rainforest canopies.
- Be curious about this sunlit world, so different from your home's occluded vistas, and seek out new experiences to inspire your artistic expressions and meditative introspection.
- Dream and work toward a time when your people can overthrow your invasive masters.

## OTHERS PROBABLY...

- Consider you creative and seek to commission you as an artisan or appraiser.
- Fail to understand your people's motives and distant struggles.
- Whisper frightful rumors about your origins and attribute curses to your presence.

## PHYSICAL DESCRIPTION

The rigors of an interplanar struggle and life on or near the seas of Tian Xia grant many wayangs wiry frames, and many carry themselves with a gravitas that belies their small stature. Despite long journeys under cloudless skies, wayangs' skin (ranging from ivory white to duskwood black) doesn't sunburn easily, a blessing attributed to the darkness's love for its children. Thick shadows flit and dance almost like a second layer of skin upon wayang bodies, sheltering them from the sun's glare. Wayangs further decorate their skin with intricate patterns of paint, which non-wayangs often misinterpret as scarification or tattoos. With concentration and training, wayangs can



**SHADOW OF THE WANDERER**



move their shadows independently of their body, an ability that both warriors and storytellers use to great effect, either in aiding their ambushes or illustrating their performances. Wayangs tend to grow their hair long, construct elaborate headdresses of shell and horn to hold their hair up in immaculate hairstyles, and favor long scarves or shawls over their shoulders.

## SOCIETY

Wayang society encompasses many tensions between communal and individualistic behaviors. While wayangs organize themselves into collectives modeled after agrarian villages or seafaring crews where everyone has to do their part for the shared betterment, hermits and iconoclasts are also afforded special places in wayang society. While individual wayang villages or ships might look to their leaders for direction in everyday matters, these leaders in turn also look to solitary gurus and unconventional visionaries for guidance and inspiration.

The wayang political universe is composed of multiple overlapping mandalas, concentrations of influence around central charismatic and powerful figures, such as experienced chieftains, ingenious artisans, or intrepid captains. In turn, these individual concentrations cohere around yet other figures famed for righteousness or wisdom, such as sagacious teachers, virtuous princes, or masterful occultists. This approach to social power is useful for organizing diverse diasporas scattered across islands and planes; each collective practices sufficient independence to pursue their own journeys while retaining enough interdependence to respond to others' calls for help and friendship.

Wayang interactions with other communities usually take place as visiting artisans bearing handcrafted goods of precious materials and exquisite quality. Beyond their aesthetic appeal, these items also provide potent supernatural protection against fiends and undead. Despite the high demand, wayangs don't sell them, but instead offer them freely only to those blessed by shadows, such as particular sorcerer bloodlines. Wayang emissaries use these gifts to aid potential allies and strengthen them against other forces of darkness. In time, many also hope to instruct their newfound friends in the secrets of the Dissolution and call upon their strength to overcome the Desecration.

Wayang names combine Tian-Sing, Minatan, and Vudrani elements, hints to the vast distances they've traveled. Names also tend toward the allegorically evocative, alluding to the names of places, gods, ancestors, and lineages. Few wayangs named after gods adhere to those deities' teachings, however, a fact that's infuriating to etymologists and theologians. Such supernatural names are instead chosen for their prestige and power, not piety—a practical decision for outsiders seeking protection and power in an unusual land.

**Sample Names:** Putri Rubah Hebat, Hakim Gunung Api, Raja Ribut Hitam, Adik Musang

## BELIEFS

It's common for a people with such long histories of alliances and respect for community to abide respectfully within society. Wayang society also has positive perceptions toward less pragmatic individuals; many resourceful wayang explorers and artisans embrace attitudes of curiosity and free-spiritedness. Life in darkness teaches the value of skepticism while discouraging moral absolutism or extremism. Wayangs are seldom cruel, perhaps as conscious rejections of the Desecration. Though few champion great causes, many practice quiet benevolence and empathy for those also suffering from oppression or cruelty.

Wayang religion is largely syncretic, incorporating Iroan austerities of meditation and self-mastery, Sangpotshi and Pharasman metaphysics of planar transmigration, and beliefs in the Netherworld's indigenous spirits and ancestors. Gods are generally seen as tutelary spirits who can help individual supplicants gain supernatural power. In particular, many invoke Lao Shu Po, whom wayangs call Sister Mousedeer. Her cleverness and ability to outmaneuver more powerful divinities and repurpose their power proves especially inspiring

## RARITY

Uncommon

## HIT POINTS

8

## SIZE

Small

## SPEED

25 feet

## ATTRIBUTE BOOSTS

Dexterity

Charisma

Free

## ATTRIBUTE FLAW

Constitution

## LANGUAGES

Common

Shadowtongue

Wayang

Additional languages equal to your Intelligence modifier (if it's positive). Choose from D'zirak, Diabolic, Minatan, Nagaji, Thalassic, Vudran, Yaksha, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Humanoid

Shadow

Wayang

## DARKVISION

You can see in darkness and dim light just as well as you can see in bright light.

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to anti-colonial efforts. Ascetics seeking power and wisdom also emulate Ragdya and Diomazul. Notably, despite valuing community and civilization, few worship Abadar due to his place in condemning the Netherworld to Zon-Kuthon's debasement. Ironically, some fallen wayangs have become Kuthite adherents and now strive to capture and torment their former fellows.

**Popular Edicts** act selflessly toward your community, make powerful allies, reject the Desecration of darkness, seek inspiration for your art

**Popular Anathema** cause a creature unnecessary pain, make compromises in the pursuit of freedom, sell your creations without concern, talk openly about the Dissolution

## WAYANG HERITAGES

Each wayang finds itself, and their shadow, drawn to a particular archetype, like a role in a performance. Choose one of the following wayang heritages at 1st level.

### SHADOW OF THE COURTIER

Your shadow dances alongside you. You gain the Impressive Performance skill feat, allowing you to Make an Impression using Performance instead of Diplomacy. Once per day, if you fail, but not critically fail, a check to Make an Impression, you can play it off as part of a performance, allowing you to reroll the check; this is a fortune effect.

### SHADOW OF THE HERMIT

Your shadow seems somehow full of secrets and mysteries—secrets that it shares with you. Choose one cantrip from the occult spell list. You can cast this spell as an occult innate

spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

### SHADOW OF THE SAILOR

Your shadow flits across the surface of the water, and so do you. You can walk on the surface of still water and other non-damaging liquids, moving at half your normal Speed. You can attempt to walk along the surface of flowing water as well, still moving at half Speed, but to do so, you must succeed at an Acrobatics check to Balance using the DC of a Swim check to move through the water; on a failure, you fall into the water. This Acrobatics check doesn't use an action.

### SHADOW OF THE SMITH

Your shadow is thick and liquid, like it could quench the finest ore. You gain the Inscribe Shadow Pamor action.

**Inscribe Shadow Pamor** ◆ (occult, shadow) **Frequency** once per minute; **Effect** You plunge your fist or weapon into your shadow, enveloping it in a rippling, damask-like pattern of darkness. If your next action is to Strike, the shadows cling to your foe with your attack, obscuring its vision. On a hit, the target of your Strike becomes dazzled until the start of your next turn. The target can use an Interact action to tear away the clinging shadows and remove the dazzled condition. On a critical hit, the shadows are particularly stubborn and can't be torn away.

### SHADOW OF THE WANDERER

Your shadow blazes out ahead of you, clearing your path. Your Speed increases by 5 feet.

## WAYANG FEATS

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

### LEVEL 1

#### AGEIS OF THE DISSOLUTION

FEAT 1

##### WAYANG

You are a friend of shadows and know how to avoid the troubles they bring. You gain a +1 circumstance bonus to saving throws against effects with the darkness or shadow traits.

#### DANCE OF THE MOUSEDEER ◆

FEAT 1

##### ILLUSION OCCULT SHADOW VISUAL WAYANG

You move your body in a pattern that evokes the small and clever Sister Mousedeer, misdirecting enemies and filling their vision with shadows to hide behind. Attempt a Performance check against the Perception DC of a single enemy within 30 feet.

This has all the usual traits and restrictions of a Performance check. You can affect up to two targets within range if you have expert proficiency in Performance, four if you have master proficiency, and eight if you have legendary proficiency.

**Critical Success** Imaginary shadows rise up in the target's vision, hiding you from sight. You gain greater cover against that



SHADOW OF THE SMITH



enemy, which provides a +4 circumstance bonus to AC and to Stealth checks to Hide, Sneak, or otherwise avoid detection. As the shadows are illusory, you don't gain the typical bonus to Reflex saves from greater cover. These benefits last until the beginning of your next turn, or until you move from your current space, use an attack action, or become unconscious, whichever comes first.

**Success** As critical success, except you gain only standard cover (a +2 circumstance bonus instead).

**Critical Failure** The opponent grasps the movements of your dance, becoming temporarily immune to your Dance of the Mousedeer for 1 day.

## INHERIT THE DREAMING HEIRLOOM

## FEAT 1

### WAYANG

Whether you always carried it or perhaps only recently inherited, you have a pusaka—an heirloom containing a spirit who you communicate with in your dreams. Choose one item of light Bulk to be your pusaka. It becomes a magic item that has the occult trait. As long as you sleep with this item in reach and spend 10 minutes during your daily preparations pampering the spirit within, you can Activate the pusaka that day.

**Activate—Ancestral Recollection** ◆ (concentrate) **Frequency** once per day; **Effect**

The spirit within the pusaka advises you on a subject they knew in life.

When you gain this feat, select one Lore skill about a profession and one

about a type of environment, such as Accounting Lore and Forest Lore.

When you Activate the pusaka, you attempt to Recall Knowledge using one of these skills (you become temporarily trained in these skills for this check). Once you make your choice of Lore skills, they can't be changed.

**Activate—Guide My Dreams** ◆◆ (concentrate) **Effect** You ask the spirit within the pusaka to show you the way. You cast *guidance* as an occult cantrip. A cantrip is heightened to a spell rank equal to half your level rounded up.

## REFINED MOTION IN DARKNESS

## FEAT 1

### WAYANG

The ability to move elegantly and undetected through darkness aided your people as they fled the Netherworld. You can move 5 feet farther when you take the Sneak action, up to your Speed. In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you end a Sneak action in dim light or darkness, as long as you have cover or greater cover or are concealed at the end of your turn.

## WAYANG LORE

## FEAT 1

### WAYANG

You can use your knowledge to enhance your performances or aid you in hiding. You gain the trained proficiency rank in Performance and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Wayang Lore.

## WAYANG WEAPON FAMILIARITY

## FEAT 1

### WAYANG

You learned to fight with weapons that help you keep your distance or make the most of striking from shadows. You gain access to and familiarity with the blowgun, fighting fan (page 127), kris (*Pathfinder Lost Omens Impossible Lands* 221), longspear, machete (*Pathfinder Treasure Vault* 25), sai (page 127), and trident. You have familiarity with these weapons—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

## WAYANG ENCLAVES

Many wayangs dwell in southern Tian Xia near Minata and the Valashmai Jungle. The artisan town of Senja in the Valashmai Jungle's southern Chenlun lives under the auspices of the fire oni, Otar Sultan. The goldsmiths of Senja craft exquisitely filigreed golden-silver flowers and bronze gamelans as tribute to the unlikely philosopher-sultan in exchange for his recognition as valued subjects and protection from the area's other fire oni warlords.

In Minata, Tengah Pulu and Rendah Pulu's stormy coasts and thick mangroves provide ideally overcast conditions for wayang settlement. Pilgrim smiths sail for the Wandering Isles' volcanic craters and undergo meditative rites to journey into the Netherworld, where they mine rare umbral volcanic ores. Weapons crafted from these ores develop a distinctive wavy pamor and prove invaluable for exorcising ghosts and slaying fiends.



SHADOW OF THE SAILOR



## LEVEL 5

### DISSOLUTION'S CLARITY ◆

FEAT 5

WAYANG

**Prerequisites** focus pool

**Frequency** once per day

**Requirements** You're in an area of darkness.

The Dissolution teaches that darkness can bring clarity and focus, serenity and strength—and so you draw on nearby shadows to replenish your magic. You regain 1 Focus Point, up to your usual maximum.

### SHADOWPLAY ◆

FEAT 5

ILLUSION OCCULT SHADOW WAYANG

**Requirements** Your last action was a melee Strike that damaged your opponent.

As your blow lands, you detach from your shadow to get the drop on your enemy. You attempt to Tumble Through the opponent's space, with a +2 circumstance bonus to the Acrobatics check. If you succeed, your shadow rises up from the ground, flanking your opponent until the beginning of your next turn.

## LEVEL 9

### DANCE OF THE TIGER ◆

FEAT 9

EMOTION FEAR MENTAL OCCULT WAYANG

Tales tell of the Tiger stalking the Mousedeer for days, hidden and instilling dread upon its prey. Your dance embodies the character role so well you can trail an opponent from its own shadow. Attempt a Performance check against the Will DC of a single adjacent enemy.

**Critical Success** You step on the foe's shadow, bringing a cold dread. The opponent is frightened 2; its shadow remains pinned underfoot, stretching and deforming to remain connected to your square, and indicates where it has gone even if you lose sight of the foe. The creature can't reduce its frightened condition below 1 as long as you remain on its shadow. Your connection to its shadow breaks if the distance between you and the target exceeds 120 feet or if you don't end your turn adjacent to the target. Once your connection to its shadow breaks, the enemy is immune to Dance of the Tiger for 1 hour.

**Success** As critical success, except the creature is only frightened 1 and your connection to its shadow breaks at 60 feet instead of 120.

### DISSOLUTION'S SIGHT ◆

FEAT 9

OCCULT WAYANG

**Frequency** once per hour

Accepting your inner darkness means that no outer darkness can obscure your sight. You gain greater darkvision for 1 minute.

### ROUSE THE DREAMING RELIC

FEAT 9

WAYANG

**Prerequisites** Inherit the Dreaming Heirloom

The spirit within your pusaka resonates with other magical items in your possession. Your pusaka gains the following activation.

**Activate—Replenish Heirloom** ◆ (concentrate) **Frequency** once per day; **Effect** Your pusaka uses its power to spark one of your depleted magic items to life. You Activate an Item you've invested even after you've used that activation the maximum number of times for its frequency. You can do so only if the item's level is half your level or lower, the activation has a frequency of once per day or more frequent, and you haven't already used the activation this round.

### SHADOW TEMPO ➊

FEAT 9

WAYANG

**Trigger** An ally within your reach uses a move action or leaves a square during a move action they're using.

As your ally moves past you, you match your movements to their rhythm, following them across the battlefield. You Stride up to your Speed but must follow the same path that the triggering ally takes. You must end your movement adjacent to the triggering ally (or in the last square you were able to move if your ally is able to move farther than your Speed).

## LEVEL 13

### DALANG'S ALLY ◆

FEAT 13

OCCULT SHADOW WAYANG

**Frequency** once per hour

You move your shadow as a master puppeteer, allowing it to dance around your enemies and serve you in combat. Until the start of your next turn, your shadow darts around with your foes, providing flanking for you against all enemies within your reach. Flanking with your shadow is the same as flanking with an ally and so is subject to effects like all-around vision or the deny advantage class feature.



WAYANG DJONG



## DANCE OF THE JESTER ♦♦

### WAYANG

Through your incredible dance skill, you can embody the character of the Jester, able to take control of the shadows of other players on stage (much to your amusement). Attempt a Performance check against the Fortitude DC of a single enemy within 30 feet.

**Critical Success** Your shadow and the opponent's synchronize, forcing your target to match your movements step for step. You perform any two of the following actions: Drop Prone, Release an object, Stand, Step, or Stride. You must perform two different actions. Your opponent also takes these actions, moving in the same direction as you (for instance, if you Stride north, so does your opponent) or Releasing an object when you do. The target is then temporarily immune to your Dance of the Jester for 1 day.

**Success** As critical success, except you can take only one action, not two, before your target becomes temporarily immune to your dance, and you cannot move the target into hazardous terrain.

## PALM-LEAF SILHOUETTE

### FEAT 13

#### EXPLORATION

#### EXTRADIMENSIONAL

#### OCCULT

#### WAYANG

**Frequency** once per day

You can make yourself as flat as a paper doll or shadow. You can spend 1 minute in motionless meditation before performing an odd step that takes you partially out of this plane, leaving your body completely flat. In this state, you can slip under doors, through tiny cracks, or anywhere a single sheet of paper could, but you can't cast spells, activate items, or use actions that have the attack or manipulate traits. You remain in this state for 1 minute unless you choose to return to normal sooner as an action, which has the concentrate trait.

## SLAY GIANTS UNSEEN

### FEAT 13

### WAYANG

In the darkness, your attacks can bring any red-faced giant to their knees. Once per hour, if you critically succeed at an attack roll against a Large or larger enemy and you're in an area of darkness, unseen hands reach from the shadows and pull the target to the ground, knocking them prone.

## LEVEL 17

## DISSOLUTION'S SOVEREIGNTY

### FEAT 17

### WAYANG

With discipline born from a lifetime in darkness, you convince the shadow of an enemy to fight by your side. You can cast *duplicate foe* as an occult innate spell once per day. The duplicate is the target's shadow, which takes three-dimensional form and grants it the shadow trait; for the duration of the spell, the target loses their shadow. If the target is in an area of darkness when the spell is cast, the created duplicate has 15 more Hit Points.

## SEVER THE DREAMING SHADOW

### FEAT 17

### WAYANG

**Prerequisite** Inherit the Dreaming Heirloom

As you whisper to your pusaka, it attempts to cut away an enemy's shadow, leaving them in an eternal sleep. Your pusaka gains the following Activation.

**Activate—Cut the Shadow** ♦♦ (concentrate, manipulate, mental) **Frequency**

once per day; **Effect** Your pusaka becomes a kris made of darkness and drives itself into an adjacent enemy's shadow. That enemy takes 80 mental damage with a basic Fortitude save against your spell DC or class DC, whichever is higher. If this reduces the creature to 0 Hit Points, the target doesn't die, but its shadow is severed from its body, becoming a shadow spawn (*Monster Core* 306) that attempts to flee from the target's body. As long as the shadow spawn exists, the target remains in a dreamless slumber; if destroyed, the target regains its shadow and awakens (if its body was kept properly while unconscious).

## WAYANG TATTOOS

Wayang "tattoos" are blotted shadows, which all wayangs possess in addition to their "normal" shadows and can control with fluid ease. In civil or courtly contexts, many wayangs form these small clusters of supernatural darkness into distinctive tessellated patterns, proudly displaying their heritage and links with their ships, crews, and homelands.

During rituals and performances, dalangs (puppeteers) masterfully animate these shadows into puppets to tell sacred and historical stories on large leather screens, to the accompaniment of gamelan musicians. Many wayangs also use a similar (but far less elaborate) means of nonverbal communication, displaying pleasure or unhappiness with subtle shifts of shadow.

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WAYANG HOUSE



# YAKSHA

Away from shining citadels and opulent palaces, reticent yakshas shelter Tian Xia's rural hinterlands from natural disasters and otherworldly depredations. Famed for resolute vows and prowess with primal magic, yakshas shield the indigent and protect the wilderness, punishing those who threaten either with bone-crushing fury. Yaksha legends recall their origins as divine spirits, overseeing the safety of roads and abodes in a primeval world of vast storm forests and titanic flame floods—the First World, a realm of boundless potentiality. During the Great Abandonment, when the gods left the First World, many yakshas rejected this exodus, instead staying to perform their duties as caretakers. Despite the realm's sudden dearth of divine power, the remaining yakshas swore primordial vows, allowing them to channel power from the nearby Creation's Forge into primal magic and transform swathes

of the metamorphic First World into stable regions to provide refuge for destitute fey.

Yakshas faced great hostility in the First World; their sheltering of impoverished fey didn't garner sympathy but instead drew scorn from others. Affronted fey aristocrats saw yaksha sanctuaries as a challenge to their authority, and the stolid plainness of yaksha domains offended the fey's aesthetic sensitivities. Thus, yaksha communities increasingly became targets and, at some uncertain time, were banished to the Universe. Some of these exiles came to settle in obscurity amid Tian Xia's forests, a fact that planar scholars record as a tragedy. After all, if these yakshas had left alongside the gods earlier, they would surely enjoy greater prominence and privilege on Golarion.

Yet most yakshas spurn such sentiments, instead expressing quiet pride in fulfilling their vows where even the gods failed. Yakshas view their departure not as a dereliction, but an execution of duty. Their histories claim this egress paved the way for other persecuted fey to escape, and thus their relocation aligned with their obligations. Many yakshas still enjoy amicable relations with fey emigrants, protecting them and their descendants from First World pursuers. Just as many wander bucolic back roads and shadowy swamps, guiding lost travelers, repairing flood-torn bridges, or simply nurturing the green, growing earth—a fundamental pillar of the land. Such stalwart custodianship has earned the reclusive yakshas a reputation for being hospitable, if enigmatic, guardians of the wild.

If you want to play a character who's a guardian spirit and has complex relationships with gods and fiends alike, swears primordial vows to uphold noble duties, and acts on behalf of the humble and forgotten, you should play a yaksha.

## YOU MIGHT...

- Have sworn vows to safeguard little-known rural communities or remote wildernesses.
- Be stoic yet not unfeeling, accepting others' burdens to make sense of your own identity.
- Inordinately enjoy puns and wordplay, being so familiar with carefully worded vows.

## OTHERS PROBABLY...

- Gain amusement from trying to trick you into agreeing to promises to do chores or petty favors.
- Assume you to be tireless and self-sacrificing and expect you to never complain about responsibilities.
- Disdain you as simpleminded and unsophisticated and assume you have little interest in etiquette or fashion.

## PHYSICAL DESCRIPTION

Yakshas aren't born flesh-and-blood into the world. Instead, these guardian spirits occasionally manifest when



YAKSHA



two conditions are met: a surfeit of positive emotions must exist within an untamed area, and a great need for protection must arise within this land. When both conditions are met, yakshas might appear to answer common folk's prayers and protect the beleaguered land.

Yakshas often appear as humans with strikingly distinctive physiques; while some stand around 7 feet with powerfully muscled statures, others boast robust portliness and stand no more than 4 feet. All possess luxurious, banyan-like manes of hair that they bind in topknots or under headscarves. The primal power of yaksha vows can sustain them for a thousand years. Ironically, due to perilous nature of their vows, few yakshas live more than a century.

## SOCIETY

Most yakshas eschew pomp and disregard civilization's excesses. Instead, they gather in provincial sects or assimilate among borderland peoples. While some of the First World's yakshas reigned from kingly temple-cities, Tian Xia's yakshas discourage such grandiosity. Contemporary yakshas attribute love of lucre and prestige as temptations that led some of their number to join the Great Abandonment. Gathering in large numbers also attracted the wrath of the cruel. When the First World's yakshas sheltered weaker fey within their temple-cities, offended fey gentry launched war after war upon them. Thus, most yakshas keep to the margins of society today and do what they can to help the world around them. Where the poor and humble can be found, yakshas might also dwell to serve as protectors or avengers, enshrined in the lowborn's forlorn hopes and desperate wishes.

Yakshas choose names reflecting their nearby communities' cultural influences. They often pick personal epithets as they swear their primordial vows, representing qualities or natural phenomena they aspire to embody. For example, a pacifistic warrior of the Valashmai Jungle might pick Ahimsaka, a name denoting nonviolence; a Minkaian sorcerer might name himself Osugi after a splendid tree. Names inspired by traditional idioms are also popular; yakshas often truncate such formulaic expressions to create terse, allegorically dense names.

**Sample Names:** Ahimsaka, Fanren Meng, Hariti, Iryoku, Janavasbha, Kyoju-Yasha, Mahavana, Osugi, Pattana, Tataka, Wu Shizhi

## BELIEFS

As guardian spirits, many yakshas are drawn toward benevolence. Their existence advocates adhering to vows and emphasizes empathy and service, which nurtures compassion. Few, though, are both kind and disciplined; witnessing divine desertion and imperial injustice has caused yakshas to doubt the efficacy and fairness of a hierarchal society, and such skepticism makes it hard for them to feel impartial about such communities. It isn't unheard of for yakshas to act recklessly and without consideration for their vows. Wild-haired, ferocious yakshas have been known to devour entire taboo-violating villages, and Iroran stories mention forest monastics taming such marauding yakshas to lead them upon the path of repentance and enlightenment.

The popularity of Iroran teachings among otherwise religion-averse yakshas gives these stories credence. Irori's lessons of self-mastery sit easily alongside yaksha discipline, and Irori's mortal origins helps temper yakshas' typical disdain for divinity. Yamatsumi's worship is also not uncommon, though yaksha adherents often couch prayers as respectful requests to a more powerful sibling rather than supplications to a superior. While yakshas stridently oppose Lady Nanbyo's calamitous doctrines, they reserve their greatest antipathy for other god-spurning beings, and they relentlessly battle the cults of rakshasa immortals and asura ranas.

**Popular Edicts** guide the lost and weary, provide refuge to the weak and downtrodden, swear primordial vows

**Popular Anathema** break a vow, gorge yourself on the extravagance of civilization

## RARITY

Rare

## HIT POINTS

8

## SIZE

Medium

## ATTRIBUTE BOOSTS

Constitution

Charisma

Free

## ATTRIBUTE FLAWS

Intelligence

## LANGUAGES

Common

Fey

Yaksha

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Empyrean, Diabolic, Nagaji, Tang, Tengu, Vudran, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Spirit

Yaksha

## LOW-LIGHT VISION

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

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## YAKSHA HERITAGES

Yaksha heritages are based on their primordial vows to defend peoples and places; yakshas instinctively become aware of these primordial pledges established by their earlier-arriving kin. Swearing such a vow completes a yaksha's translation from the First World to the Universe. As an individual yaksha binds themselves to guardianship, the vow renders permanent physical and spiritual transformations that manifest as yaksha heritages.

All yaksha heritages come with one or more additional edicts or anathema. Unlike the popular edicts above, you must add the edicts from a heritage to your character. If you repeatedly ignore these precepts, you lose your abilities from your yaksha heritage and any magical abilities from your ancestry. These can be regained only if you demonstrate your repentance with an *atone* ritual. Choose one of the following yaksha heritages at 1st level.

### DENY THE FIRSTBORN PURSUIT

You swore a vow to shelter others from the First World's cruelties. Wise to fey's mind-affecting abilities, your vow grants mental resistance equal to half your level (minimum 1), and a +2 circumstance bonus to Nature checks to Recall Knowledge about fey.

**Additional Edict** confront cruel fey you encounter (as long as you have a reasonable chance of success)

### DENY LADY NANBYO'S CHARITY

You swore a vow to release others from natural calamities. Your vow grants you the strength to carry 1 more Bulk than normal before becoming encumbered and up to a maximum of 2 more Bulk, as well as a +1 circumstance bonus to Athletics checks to Force Open or Escape.

**Additional Edict** do your utmost to aid or rescue those trapped or affected by natural disasters

### DENY THE TRAITORS' REBIRTH

You swore a vow to deliver others from rakshasas and asuras, whom yaksha legends have condemned as corrupted kin. To counter their shadowy schemes, your vow grants you darkvision and a +1 circumstance bonus to Perception checks to Seek or Sense the Motives of rakshasas and asuras.

**Additional Edict** confront rakshasas and asuras you come across (as long as you have a reasonable chance of success); in the unlikely event you find a benevolent rakshasa or asura, you don't have to confront them

### RESPITE OF CLOUDLESS PATHS

You swore a vow to protect the waylaid and the lost. Both environmental heat effects and environmental cold effects are one step less extreme for you (incredible heat becomes extreme, extreme cold becomes severe, and so on), and you gain a +1 circumstance bonus to saving throws against environmental features or hazards, such as floods, rockslides, and sandstorms.

**Additional Edict** assist lost or incapacitated travelers

### RESPITE OF LOAM AND LEAF

You swore a vow to preserve the very foundation of sanctuary: the great earth and all that grows upon it. Your vow grants you the land's spiritual power; you gain one cantrip from the primal spell list. You can cast this spell as an innate primal spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. Your roots in the world grant you the plant trait.

**Additional Edict** cure or remove blight and pollution from the plants and soil you encounter

### RESPITE OF A THOUSAND ROOFS

You swore a vow to shelter and feed the poor. Your vow grants you adroitness with carpentry, cook pot, and cloth; you become trained in Crafting and Cooking Lore, and you gain the Improvise Tool skill feat (*Player Core* 2 231).

**Additional Edict** help the impoverished to the extent you're able by repairing their abodes and clothing or by feeding them

## YAKSHA ANCESTRY FEATS

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

### 1ST LEVEL

#### ASH-PIERCING GAZE

#### FEAT 1

##### YAKSHA

Neither cinders nor winds shall prevent you from seeing those who need help. You automatically succeed at the flat check to target a concealed creature if that creature is concealed only by smoke or mist.





## AVOWED INSIGHT

### YAKSHA

**Prerequisite** Yaksha heritage with an edict that requires you to confront a certain type of creature

You become trained in the Lore skill corresponding to one creature type mentioned by your vow (for example, Fey Lore if your heritage is deny the firstborn pursuit). Whenever you successfully Recall Knowledge about this type of creature, you gain a +1 circumstance bonus to AC and saving throws against that creature's attacks and abilities for 1 round.

## BAMBOO AND SILT REPOSE

### YAKSHA

At home among mire and copse, you flit from river to tree with a dragonfly's shimmering grace. You ignore non-magical difficult terrain due to light undergrowth and shallow bogs, mud, and water, and you treat non-magical greater difficult terrain due to these features as difficult terrain instead.

## HOWLING ASPECT

### MORPH PRIMAL YAKSHA

**Frequency** once per 10 minutes

Pulling your hair loose into flames and gnashing your teeth into ragged fangs, you howl a vow of ire, and your form surges to meet the demands of your deadly promise. For the next minute, you gain two unarmed attacks. You gain a tusks melee unarmed attack that deals 1d6 piercing damage, is in the brawling group, and has the finesse and unarmed traits. You also gain a flame-hair melee unarmed attack that deals 1d4 fire damage, is in the brawling group, and has the agile, finesse, and unarmed traits.

## METICULOUS RESTORER

### YAKSHA

Waste not, want not; your steady eye allows you to restore craftwork quickly while conserving valuable material. You gain the Quick Repair feat. In addition, when you roll a critical failure while attempting to Repair an item, you get a failure instead.

## SAGE OF SCATTERED LEAVES

### YAKSHA

The epics of your people's tragic yet proud history blaze like burning leaves in the forests of ancestral memory. You gain the trained proficiency rank in Nature and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Yaksha Lore.

## TANGLE-TONGUE'S WIT

### YAKSHA

Your talent for language is a blessing from the yaksha makers of old. You learn two new languages, chosen from languages you have access to. You also gain a +2 circumstance bonus to your saving throws against linguistic effects.

## UNWAVERING GUIDE

### YAKSHA

Sharp-eyed and sure-footed, your presence is a boon to those you guide. When you Scout, you grant your party a +2 circumstance bonus to initiative rolls instead of the normal +1. When your group uses the Hustle activity, they can use your Constitution modifier to determine how fast the group can Hustle together, even if it isn't the lowest in the group.

## FEAT 1

## FEAT 1

## FEAT 1

## YAKSHA ENCLAVES

When the itinerant Iron Needle exorcists aren't thwarting schemes of fiends and fey across southern Tian Xia, they discreetly tend to victims of these malefactors' plots. The Sandsea Sect of elementalists wanders the Wall of Heaven, consoling spirits of wind-tossed sand separated from the seas. Songbai's Yecha Clan of porcelainists trace their name to yaksha forbears who revealed secrets of primal claymaking. The Disobliged, a loose association of martial antiheroes, had their heyday in Lung Wa, when they opposed merciless imperial edicts. Their terrifying founder, Buzhi Ren, infamously slew a thousand Butterfly Blades with their blood-soaked nine-ring sword.

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HOWLING ASPECT



## 5TH LEVEL

### COLUGO'S TRAVERSAL

FEAT 5

PRIMAL YAKSHA

Forbidding valleys and sheer cliffs can't curb your vows to reunite the lost. You can cast your choice of *gentle landing* or *jump* as a primal innate spell once per day. At 9th level, these spells are heightened to 3rd rank.

### NOURISHING SYMBIOSIS

FEAT 5

YAKSHA

As you recuperate from your wounds, life energy flows from you to the land and back to you again. During downtime mode, when you take the Long-Term Rest activity, you regain an additional 24 Hit Points after the first 24 hours of rest. You can use the Subsist activity during a long-term rest and don't need to spend any additional time to do so. When you do so,

fruits, nuts, and vegetables sufficient to feed 5 people flourish overnight around you, ripe for the picking.

### STEM THE TIDE

FEAT 5

PRIMAL YAKSHA

You can cast *protector tree* (Player Core 2 249) as a 1st-rank primal innate spell once per day. At 7th level, the spell is heightened to 2nd rank, and every 2 levels thereafter, the spell is heightened an additional spell rank.

### WITHSTAND THE STORM

FEAT 5

YAKSHA

**Frequency** once per day

**Trigger** You would take cold, electricity, fire, poison, or sonic damage.

Your skin hardens like bark and gains the sheen of glazed clay, lessening the wild's ruinous sting against your body. You gain resistance equal to your level against the triggering damage type.

## 9TH LEVEL

### ABJURE THE FALSE KIN

FEAT 9

YAKSHA

Your vow reminds you that there can be brackish vinegar hiding within honeyed words, helping you detect attempts to influence your mind. If you roll a success on a saving throw against a mental effect that doesn't deal damage, you get a critical success instead.

### FIEND-TRAMPLING STATURE

FEAT 9

YAKSHA

Fiends unfortunate enough to be trampled beneath your feet or rent within your grasp are swiftly granulated into bone kindling and blood powder, and the pain of your strikes prevents them from action. Whenever you critically hit a creature that's prone, grabbed, or restrained, it can't use reactions for 1 round.

### FOUR-ARMED ASPECT

FEAT 9

MORPH PRIMAL YAKSHA

**Frequency** once per day

You intone vows to shoulder others' pains; in response, your torso sprouts an additional pair of arms to help you bear those burdens. For the following minute, you can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

You can also use these arms as free hands to perform only the following actions or activities: Disarm, Grapple, Shove, and Trip. After this minute or when you become unconscious, whichever comes first, these additional arms fade away.

### HORN AND BONE INCANTATION

FEAT 9

PRIMAL YAKSHA

You invoke mantras of tellurian rebirth. You gain the ability to cast *animal form* and *humanoid form* as 2nd-rank primal innate spells, each once per day.



TRANSCEND THE AZIMUTH



## WITNESS OF EARTH

FEAT 9

UNCOMMON PRIMAL YAKSHA

The primal magic in your soul offers the patient earth's timeless counsel. You learn the *atone* ritual. When you use the *atone* ritual on yakshas and you roll a critical failure, you get a failure instead, and if you roll a success, you get a critical success instead.

## WORLD-PROTECTOR'S HOSPITALITY

FEAT 9

PRIMAL YAKSHA

**Prerequisite** Meticulous Restorer

Through your spiritual power, you impede starvation and restore pantries. You can cast *create food* and *cleanse cuisine* as 2nd-rank primal innate spells, each once per day. Additionally, when you cast these spells, you instantly restore Hit Points to the containers storing these magical comestibles as though you've succeeded at a Repair action using your proficiency in your spell DC in place of your Crafting proficiency.

## 13TH LEVEL

## ADAMANTINE MANTRA

FEAT 13

PRIMAL YAKSHA

You attain your true potential as a tutelary spirit. You can cast *blessing of defiance* (*Secrets of Magic* 91) as a 5th-rank primal innate spell once per day.

## GERMINATION OF RESOLVE

FEAT 13

YAKSHA

**Frequency** once per day

Vitality floods your trammled soul, offering you rejuvenation, if not quite rest. For each effect that causes the enfeebled or fatigued conditions to affect you, attempt a Nature check to counteract that effect. The counteract rank of Germination of Resolve is equal to half your level rounded up.

## WILD-HAIRED FURY

FEAT 13

YAKSHA

Your broken bones jut at odd angles, yet this pain only adds to your anger and prowess. You add the combined value of your doomed and wounded conditions as a circumstance bonus to damage rolls with your melee attacks (for example, if you were doomed 1 and wounded 2, you would gain a +3 circumstance bonus to your melee damage rolls).

## 17TH LEVEL

## STRENGTH OF EIGHT LEGIONS

FEAT 17

POLYMORPH PRIMAL YAKSHA

You meditate for 24 hours in a one-time ceremony within a forest or cave; after your seclusion, your frame and limbs swell with warlike might to enact your vows. You permanently gain the effects of *enlarge*, and your maximum Hit Points increase by your level. The ceremony transforms most of your gear to the appropriate size for your new body (though powerful items like artifacts or items strongly tied to their original size can't transform, at the GM's discretion).

## TRANSCEND THE AZIMUTH

FEAT 17

PRIMAL YAKSHA

As the earth drinks the light of sun and moon, so does your steady vow imbibe superlunary forces, ready to be unleashed with a moment's mantra. You can cast *cosmic form* (*Secrets of Magic* 97) on yourself as a 7th-rank primal innate spell once per day, your shadow lengthening and becoming a mandala of fundamental energies. In addition to the spell's normal effects, you can Sustain the spell to switch between the sun battle form and the moon battle form once per turn.

## OTHER RELATIONS

Sprites and gnomes show cordiality toward yakshas, a legacy of First World friendships. Leshies and mountainkeeper tengu respect yakshas' affinity with nature, while kami often see yakshas as valued allies. Samsarans and yakshas learn from each other's spiritual perspectives, but power-seeking yaoguai tend to scorn self-denying yakshas as diffident fools.

Human stories portray yakshas as protectors of wealth, but treasure hunters are eventually disappointed—and punished—when these treasures turn out to be the well-being of the yakshas wards. Due to ageless feuds, fierce animosities rage between yakshas and the two fiend clans of rakshasas and asuras.

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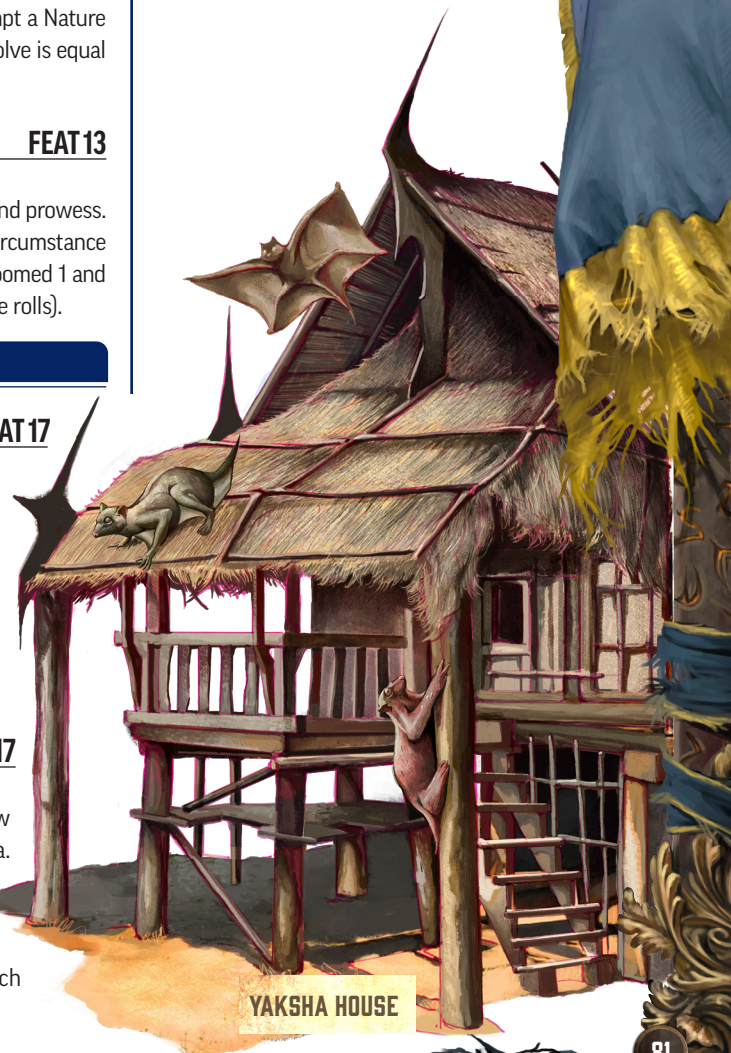
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# YAOGUAI

Yaoguai usually begin as simple animals, plants, or objects before finding a way to awaken to sapience, becoming strange shapeshifting creatures in the process. Often originating from an infusion of ambient energy into their original form, yaoguai attain their powers through training their innate magic. Taking care not to expose their true appearance and nature, yaoguai of the same origins or species sometimes form enclaves in which they dedicate their lives to honing their powers or engaging in hedonistic pursuits—though the two aren't mutually exclusive. Yaoguai who lack a solid community, meanwhile, feel compelled to cultivate themselves until they transcend their origin, which might allow them to join society and experience a new kind of freedom.

Sometimes, extraplanar beings or humanoids are transformed into yaoguai by rituals, arcane mishaps, or sheer coincidence. For some, this occurrence was their heart's desire, though others see their transformation

as divine punishment for a misdeed they committed. For those wishing to change back, a long journey of atonement or discovery lies ahead, while those who accept their new forms seek ways to solidify their control over these innate gifts and amass power.

If you want to play a character who seeks to change themselves fundamentally through power, experience, or transcendence, you should play a yaoguai.

## YOU MIGHT...

- Keep an ear out for ways to attain, unlock, or train your power such that you can transcend your being.
- Distrust the intentions of others if they're capable of harming you, especially other yaoguai.
- Be insulted when your abilities are questioned.

## OTHERS PROBABLY...

- Show interest or awe at the powers you wield or have at your disposal.
- Are shocked and dismayed to learn that your true shape isn't the form you appear to be.
- Assume you're malicious by nature and envious of society in general.

## PHYSICAL DESCRIPTION

A yaoguai's original form can be virtually anything. It's faster to conclude that if something exists, so long as it basks in the perfect conditions for enough time—usually on the scale of thousands of years—it might just become a yaoguai. Yaoguai inherit a wide range of features based on their pre-awakened form; a yaoguai born of animals might have fur or pointed ears; one derived from an object might have stone- or metal-like skin. Due to their wild appearances, many adventuring yaoguai travel by night, which invites suspicion. Thus, shapeshifting into a humanoid form is one of the many arts yaoguai practice meticulously, even if all they can achieve is a form that retains many of their yaoguai features.

Some yaoguai prefer such a form. Perhaps they're confident that they have nothing to hide or they like the ease of access to their yaoguai powers in this incomplete form. Others aim to perfect their humanoid form until they become indistinguishable from any other humanoid creature.

Many yaoguai are born adults, though their humanoid forms can be of any apparent age. The average life span of yaoguai, in general, is often a reflection of their power. The most powerful yaoguai can easily challenge the life span of dragons, living up to several thousand years, if not becoming agelessly immortal. Rumors abound, therefore, that yaoguai might have ruled much of Tian Xia once upon a time.



BORN OF ANIMAL



## SOCIETY

Roughly three types of yaoguai exist: those who stick with other yaoguai, those who hop in and out of non-yaoguai societies, and those who live among other societies in disguise. Yaoguai who keep to themselves might be solitary with a small number of associates who live a good distance away. Yaoguai of similar origins might share a domicile and consider themselves part of a found family, with the most senior member acting as the parental or older sibling figure. Some groups have more of a master-student or ruler-retainer dynamic, particularly if the leading yaoguai is significantly more powerful.

Yaoguai who dip in and out of other cultures are often tricksters who prank the communities they frequent. As bothersome and malicious activity draws attention, most yaoguai groups wisely keep their pranks helpful or tasteful to ensure their longevity. The pranks in such cases might consist of completing tasks or punching up at a local despot. Unfortunately, there are always powerful entities willing to sponsor yaoguai with evil intent, which such yaoguai take as permission to rob and attack settlements without abandon. These infamous stories are the reason why yaoguai bounty hunting is a booming industry in Tian Xia and why yaoguai who live in non-yaoguai communities go to extreme lengths to keep a low profile. Often, these yaoguai live by themselves, in pairs, or in trios at most, as they fear numbers might betray their safety.

Yaoguai who spontaneously come to be typically pick their own name, which might cheekily refer to their natural form. Other yaoguai gain a name by what others call them, often a nickname that stems from a specific ability, physical trait, or a particular event or action that made them known. These naming schemes can feel like a trap for many yaoguai, however, as it accentuates their yaoguai nature rather than their experience or personality. Being bestowed a name that is unrelated to being yaoguai, or is uniquely theirs, identifies them as an individual and is a considerable honor for many, even more than titles or wealth. For some, restoring a lost or disgraced name is the desired equivalent.

**Sample Names:** “Lamplight” Deng (lamp), Geomi (spider), Mindeulle (dandelion), Qing Yeliu (green snake), Qiu Haitang (pogonia), Sekiko (stone)

## BELIEFS

There’s the misconception that yaoguai are wicked by nature, no matter their intent or actions. This is far from the truth, especially with regard to yaoguai who live among humanoid communities or seek to transcend their being. Most yaoguai can be as heroic as any other of Tian Xia’s wandering adventurers. If a yaoguai came from an established yaoguai community, they might lean toward pragmatism, though there are also a few reckless tricksters. Yaoguai who spent much of their formative years by themselves or with a very small group of compatriots are often impulsive unless they follow a cultivation school or philosophy that demands otherwise. Some yaoguai are particularly susceptible to the influence of their environment and peers, meaning they change their opinions more easily and rapidly than other ancestries.

Various yaoguai enclaves revere Shizuru and Tsukiyo, as it’s believed that the power of sunlight and moonlight grants most yaoguai their awakening. Qi Zhong is often cited and worshipped as the guiding teacher of the first yaoguai who ascended to divinity, Sun Wukong. Though Sun Wukong ascended through dubious ethical methods, nearly all yaoguai know of his tales and exploits, even if the Monkey King isn’t a particularly popular subject of worship.

**Popular Edicts** discover your name, leave a good impression wherever you go, seek ways to cultivate your power and transcend your nature

**Popular Anathema** accept the limitations placed upon you, defy the laws of your enclave, dismiss an opportunity for growth

## RARITY

Rare

## HIT POINTS

8

## SIZE

Medium

## SPEED

25 feet

## ATTRIBUTE BOOSTS

Charisma

Constitution

Free

## ATTRIBUTE FLAW

Intelligence

## LANGUAGES

Common

Additional languages equal to your Intelligence modifier (if it’s positive). Choose from Aklo, Draconic, Elven, Fey, Kitsune, Naga, Sakvroth, Tengu, Ysoki, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Humanoid

Yaoguai

## CHANGE SHAPE

◆ (concentrate, occult, polymorph, yaoguai) You transform to or from your true yaoguai form into a humanoid alternate form, which is a common Medium humanoid ancestry prevalent where you were born (typically human). This form is the same apparent age and body type as your yaoguai form and has roughly analogous physical traits, such as hair color. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. You can remain in your humanoid form indefinitely, but you revert to your yaoguai form after 1 hour of unconsciousness or 1 minute after death.

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## YAGUAI HERITAGES

Yaoguai literally come in all shapes. The entity you were before awakening as a yaoguai determines your origin. Choose one of the following yaoguai heritages at 1st level. You gain the benefits for a form only while in that form.

If you're a yaoguai with a versatile heritage, you still select a yaoguai heritage to inform your character's story, but you don't gain any of its mechanical effects. You can take the Awakened Yaoguai Heritage feat to gain these effects and qualify for feats that require a specific heritage.

### BORN OF ANIMAL

You were a simple animal until the sun enlightened you.

- **Humanoid Form** Animals can sense the power of your presence. You gain a +1 circumstance bonus to Intimidation checks against animals and beasts and don't take a penalty for attempting to Intimidate animals or beasts you don't share a language with.
- **Yaoguai Form** You can dash like an animal. If you have both hands free, you can increase your Speed to 30 feet as you run on all fours.



### BORN OF CELESTIAL

You were once a powerful celestial before an escape or great punishment left you trapped in a mortal shell, with only vague memories and limited power. Due to your residual divine power, the tradition of any spells or magical abilities you gain from a yaoguai heritage or ancestry feat is divine instead of its normal tradition (usually occult).

- **Humanoid Form** Fragments of divine memory still litter your mind. You gain a +1 circumstance bonus to Religion checks.
- **Yaoguai Form** Celestial power flows through you. Choose one cantrip from the divine spell list. You can cast this spell as an innate divine cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

### BORN OF ELEMENTS

You were an aspect of nature—the rain, the wind, a ray of light—until the wild essences gave you a soul. Due to your natural connection, the tradition of any spells or magical abilities you gain from a yaoguai heritage or ancestry feat is primal instead of its normal tradition (usually occult).

- **Humanoid Form** You remain attuned to the natural world. You gain a +1 circumstance bonus to Survival checks to Sense Direction, and you don't take a penalty if you don't have a compass.
- **Yaoguai Form** The power of nature flows through you, ready to lash out. Choose *electric arc*, *frostbite*, *ignition*, *needle darts* (*Rage of Elements* 144), *timber* (*Rage of Elements* 198), *scatter scree* (*Player Core* 2 250), *slashing gust* (*Rage of Elements* 71), or *spout* (*Player Core* 2 252). You can cast this spell as an innate primal cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

### BORN OF ITEM

You were an object until the moon breathed life into you. Choose one Lore skill related to what kind of tool you were; for instance, Cooking Lore for a cleaver or Farming Lore for a rake. You become trained in this skill.

- **Humanoid Form** You retain memories of the tasks you performed as an object. You gain a +1 circumstance bonus to the Lore skill you obtained through this heritage.
- **Yaoguai Form** Your time as a mindless object makes it harder to affect you mentally. If you roll a success on a mental effect, you gain a critical success instead.

### BORN OF VEGETATION

You were a plant or fungi until the rain gifted you a mind. You gain your choice of the plant or fungus trait.

- **Humanoid Form** With fresh vegetation, you can better aid those in need. You gain a +1 circumstance bonus to Medicine checks to Administer First Aid.
- **Yaoguai Form** When anyone uses the Medicine skill to Treat your Wounds, add your level to the Hit Points you regain from that treatment. Additionally, the creature attempting the check gains a +1 circumstance



bonus if you have the plant trait and are in bright light, or the fungus trait and are in darkness.

## ANCESTRY FEATS

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

### 1ST LEVEL

#### CRAWLING FORM

FEAT 1

YAOGUAI

**Prerequisites** born of animal or born of celestial heritage

You can transform into a small animal or celestial creature to scurry and spy. You can Change Shape to assume a crawling form. While in crawling form, you gain the effect of a 1st-rank *pest form*, except you can transform only into a shape matching your heritage; for example, if you were once were a wolf, you turn into a wolf puppy.

#### MORPHIC STRIKE

FEAT 1

YAOGUAI

You can lash out with a portion of your previous self. You gain a melee unarmed Strike depending on your heritage, described below. You can use this unarmed Strike in either your humanoid form or your yaoguai form. These Strikes are in the brawling group. Like other unarmed attacks, you can improve this attack with *handwraps of mighty blows*.

- **Animal** ♦ claw (agile, finesse), **Damage** 1d6 slashing
- **Celestial** ♦ spirit touch (magical, sanctified, spirit), **Damage** 1d4 spirit
- **Elements** ♦ elemental current (magical), **Damage** 1d4; this ability deals the same damage type and gains the same elemental traits of the cantrip you gained from your heritage
- **Object** ♦ striking surface (sweep), **Damage** 1d8 bludgeoning or slashing (chosen when you gain this feat)
- **Vegetation** ♦ root (reach), **Damage** 1d6 bludgeoning

#### NATURAL MUTAGEN

FEAT 1

YAOGUAI

You can distill your natural shapeshifting ability into an elixir that grants a lesser ability to morph. When you gain this feat, select a common 1st-level mutagen. Each day during your daily preparations, you can make one temporary vial of the selected mutagen. It dissipates by your next daily preparations if not consumed. If the mutagen has multiple versions (such as a greater version), your mutagen automatically becomes this higher-level version when your level equals the mutagen's level.

#### POLYMORPHIC ESCAPE

FEAT 1

OCCULT POLYMORPH YAOGUAI

**Trigger** You would become grabbed, immobilized, prone, or restrained.

You polymorph into a tiny vermin, a cloud of leaves, or another shape that allows you to escape. Attempt a DC 16 flat check; on a success, you ignore the triggering effect and can Step. You then return to your humanoid shape.

#### TWILIGHT DWELLER

FEAT 1

YAOGUAI

You're accustomed to shaded forests and caves. You gain low-light vision. If you already have low-light vision, you gain darkvision.

**Special** You can select this feat twice.

## YAOGUAI MOTIVES

A yaoguai's heritage often informs what they hope to achieve. Plant and animal yaoguai might seek to become fully human or humanoid, or at least find a way to peacefully live among humanity. Yaoguai who spawned from objects and nature often desire respect and appreciate those who treasure their presence. The banished celestials are either looking to consolidate their power as yaoguai or something powerful enough to return them to their celestial form.

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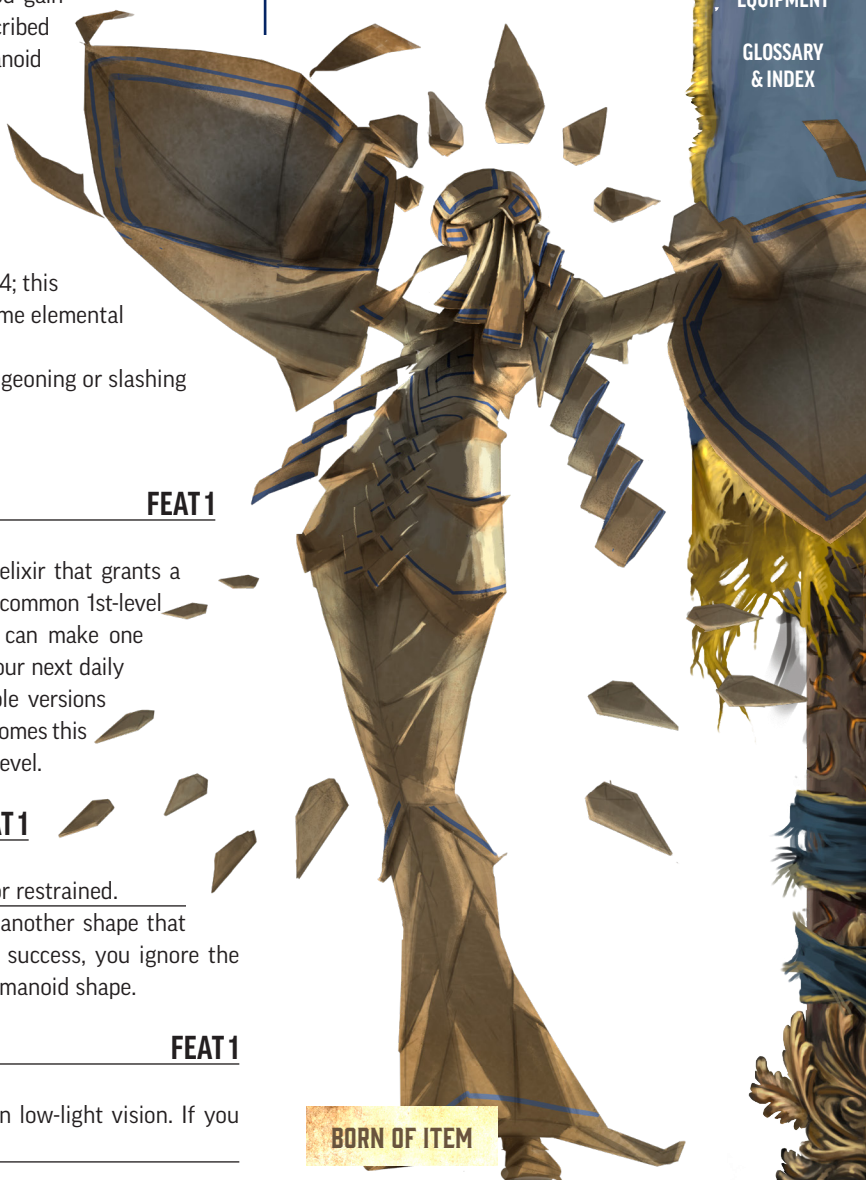
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BORN OF ITEM



## YAOGUAI HISTORIAN

FEAT 1

### YAOGUAI

You know extensively about your own kind. You gain the trained proficiency rank in Occultism. If you would automatically become trained in this skill (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Yaoguai Lore.

Once per day, you can gain the benefits of the Assurance feat for either Occultism or Yaoguai Lore. You choose to use this as a free action when you attempt the affected skill check.

## 5TH LEVEL

## AMONG HUMANITY

FEAT 5

### OCCULT POLYMORPH YAOGUAI

**Frequency** once per day

Your talents in shapechanging allow you to pass unseen. When you Change Shape into your humanoid form, you gain the effects of 3rd-rank *illusory disguise* for 1 hour or until you shift back, except it's a polymorph effect rather than an illusion.

## AWAKENED YAOGUAI HERITAGE

FEAT 5

### YAOGUAI

**Prerequisite** You have a versatile heritage.

You've delved into the power of your legacy. You gain all the mechanical benefits of the yaoguai heritage you selected at first level, allowing you to take feats and gain any benefits that require a specific yaoguai heritage.

## BOLD DEFIANCE

FEAT 5

### FORTUNE YAOGUAI

**Frequency** once per 10 minutes

**Trigger** You Change Shape.

You harden your form as you dance between shapes. You gain temporary Hit Points equal to your level that last for 1 minute.

## IMMOBILE FORM

FEAT 5

### YAOGUAI

**Prerequisites** born of item, born of elements, or born of vegetation heritage

You take on the shape you had before you awoke to hide in plain sight. When you Change Shape, you can assume the form of an immobile plant, object, or natural feature of Tiny, Small, or Medium size, as suits your heritage. Using your immobile form counts as setting up a disguise for the Impersonate use of Deception, except that you can Impersonate an object instead of a creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can speak while in immobile form, but you can't attack, cast spells, or move.

## KIN HUNTER

FEAT 5

### YAOGUAI

**Prerequisites** Yaoguai Historian

You're adept at combating other supernatural creatures. When you succeed at a Recall Knowledge check using Occultism or Yaoguai Lore, you gain a +1 circumstance bonus to damage with weapons and unarmed attacks against that creature and all creatures of the exact same type for the next minute. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

Additionally, you gain a +1 circumstance bonus to saving throws against their abilities for the next minute. For example, if you're facing three jiang-shi, you would gain these bonuses against all three of them.

## SIGNATURE WEAPON

FEAT 5

### YAOGUAI

Your energy saturates one of your weapons; it might be one inherited or one tied to your history. Pick a weapon and give it a name; this weapon gains the unique trait. You gain access to its critical specialization effect. You can spend one action saying the name of your weapon, summoning it into your empty hand if the weapon is unattended and within 1 mile; this is an occult teleportation effect.



BORN OF NATURE

If your signature weapon is destroyed, you can spend three days and three nights saturating a new weapon with your energy, creating a new signature weapon.

## 9TH LEVEL

### BRILLIANT VISION

FEAT 9

YAOGUAI

You ignore concealment from clouds, dust, fog, mist, smoke, and similarly loose matter. You can also cast *see the unseen* as an innate occult spell once per day.

### FOREVER AMONG HUMANITY

FEAT 9

YAOGUAI

**Prerequisites** Among Humanity

Passing unseen within society is second nature to you now. You can use Among Humanity three times per day instead of once per day.

### QUICK RECOVERY

FEAT 9

YAOGUAI

**Frequency** once per day

**Trigger** Your turn begins, and you have the wounded condition.

You use your command over your form to repair life-threatening wounds. Reduce your wounded condition by 1.

### UNLEASH YAOGUAI MIGHT

FEAT 9

YAOGUAI

**Frequency** once per day

As you enter your yaoguai form, you draw upon your internal magic to assume an even greater form. When you Change Shape to enter your yaoguai form, you can spend an additional action to gain the effects of *enlarge* and an additional effect based on your heritage. This effect persists for 1 minute or until you Change Shape again.

- **Animal** Your hide thickens, granting a +1 circumstance bonus to AC.
- **Celestial** You recover some of your celestial perfection, granting you and all allies within 15 feet a +1 status bonus to attack rolls.
- **Elements** You're surrounded in wind and dust, granting concealment each round that you spend at least 1 action that has the move trait. You can't use this concealment to Hide or Sneak, as normal for sources of obvious concealment.
- **Object** Your skin transmutes partially into an inorganic substance, granting resistance 5 to your choice of bludgeoning, piercing, or slashing.
- **Vegetation** You trigger an accelerated growth, gaining fast healing 5.

## 13TH LEVEL

### ELUCIDATION

FEAT 13

YAOGUAI

**Prerequisites** Brilliant Vision

**Trigger** You succeed at a saving throw to disbelieve an illusion.

You can cut through illusions with such precision that all those around you find their senses sharpened as well. Whenever you disbelieve an illusion, all allies within 15 feet can use a free action to attempt a saving throw to disbelieve the illusion as well.

### IMPROVED SIGNATURE WEAPON

FEAT 13

YAOGUAI

**Prerequisites** Signature Weapon

Your signature weapon takes on the properties of mystical materials renowned for defeating undead, spirits, and other such creatures. Your signature weapon is treated as dawnsilver, duskwood, and peachwood for the purposes of overcoming resistance.

### UNNERVING TERROR

FEAT 13

AUDITORY EMOTION FEAR MENTAL YAOGUAI

**Frequency** once per day

**Requirements** You're in yaoguai form.

You let out a mighty howl, chant of death, or speak with eerie repetition that plants fear in others. All enemies within 30 feet must attempt a Will save against your class DC or spell DC, whichever is higher.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 1 and off-guard.

**Critical Failure** The target is frightened 2 and off-guard.

## 17TH LEVEL

### GENTLE DEATH AND REBIRTH

FEAT 17

OCCULT YAOGUAI

You were once born from the energies of the land and nature, and by their power, you can return to life again. Once per year, when you die, your remains become protected as if under the effects of a 5th-rank *peaceful rest* spell. If your remains are brought and buried within 1 mile of where you were born, after a week, you return to life with the effects of a successful (but not critically successful) 9th-rank *resurrect* ritual.

### LEGENDARY MONSTER

FEAT 17

YAOGUAI

**Prerequisites** Unleash Yaoguai Might

Your yaoguai form has reached its pinnacle, allowing you to assume (or perhaps, return to) the form of a monster of legend. You can Unleash Yaoguai Might any number of times per day. Once per day when you Unleash Yaoguai Might, you can gain one of the following additional benefits, which persists for 1 minute or until you Change Shape again.

- Your body grows to impossible heights. Your *enlarge* effect is heightened to 4th rank.
- Your spiritual power erupts to punish your enemies. You deal an additional 1d4 spirit damage with all Strikes and attack spells, and your Strikes and attack spells gain the spirit trait.
- You can leap off the air itself. You gain the effects of the *fly* spell.







# CHARACTER OPTIONS

Tian Xia is a land for everyone, so immense and filled with diverse cultures that some ancient scholars believed nothing more could exist under the heavens. Both native and visiting adventurers will find places where everything feels different, yet the types of people and the motivations they have remain constant wherever one goes. Tian Xia births both heroes and villains. Customs might change, but hopes and dreams stay the same. Whether the nearby faces resemble your family or belong to entirely different peoples, the person behind each one has applicable lessons to teach.

Let the swashbuckler from Taldor marvel at Goka's soaring temple eaves—Empress Yin of Minkai did the same when she first set eyes on the city-state. The wonder that an alchemist from Nantambu feels when witnessing the healing power of acupuncture echoes what Yixing sailors experienced over 4,000 years ago in Chu Ye. Cultural exchanges continue among Tian Xia's diverse nations even as it engages the wider world of Golarion. Diplomatic Hwans will quickly point out there's no shame in ignorance unless one refuses to learn, so fear not when experimenting with Tian Xia's magical cooking. Heed the strategist marshal's wisdom before delving into the Clicking Caverns of Xa Hoi. Learn about Tian Xia's pantheon and its deities' codes. Perhaps one of them conjures a yearning to become a holy champion that no previous god could inspire.

## ADAPTATION IS UNIVERSAL

Pathfinder has deep Western roots. Explorations of other cultures in Pathfinder inevitably retain some Western societal assumptions, but adaptation can be respectful or ridiculous imitation depending on execution and intent. While Tian Xia is inspired by Asia, it isn't the same thing as the continent that exists in our real-world Earth, nor is it meant to be. Just as every table has its own variation of Pathfinder mechanics and lore—its own house rules and canonical endings—so too does Pathfinder interpret content from other societies.

We're creating new stories to explore together, continuing a tradition of myths traveling and evolving to fit new contexts. Legends change with each retelling, and Asian diasporas in the West have a different view of their histories than the populations of the nations from which they came. The crucial element is to respect the people in these stories: their heritage, their histories, and their role as active participants in the challenges they face. We're all human in the end. Anyone who's willing to approach the world with an open mind will find that every place can become their home.

## READY? DISCOVER!

Tian Xia's upheavals and innovations might inspire adventures with themes of identity crises and shifting loyalties. Characters from such backgrounds might become embroiled in ideological tensions between traditionalist and reformist clans, or perhaps navigate and negotiate such uncertainties toward a better tomorrow. For more investigative adventures, Tian Xia is fraught with secrets and conspiracies, both terrestrial and transcendental. Characters with the detective, fortune teller, noble, and scholar backgrounds might become drawn into schemes of courtiers and concubines alike. Even the placid mountains, idyllic valleys, and verdant rainforests of Hwanggot, Tianjing, and Nagajor have potential as sites of intrigue; characters from the acolyte, astrologer, hermit, and pilgrim backgrounds might run afoul of feuding sorcerous sects, uncover dreadful secrets behind obscure prophecies, and battle over coveted cultivation materials rumored to grant apotheosis.

A wealth of character options awaits in the following sections, from millennia-old martial arts traditions to innovative mechanical creations that rival those of Alkenstar. They come from a variety of cultures to represent the diversity in Asia, but many might feel familiar to you. Most have depictions in literature or cinema that you can draw upon to understand how they integrate with your characters. If you're inspired by the gravity-defying acrobatics of wuxia films, for example, you'll find feats to bring those fantasies into Pathfinder. In other cases, the options expand on existing concepts, like how the bakuwa lizardfolk heritage expands this ancestry in ways that might better evoke the myths of the Philippines. Of course, sometimes the rule of cool is all you need. Who hasn't wanted to fuse with a magical being and arise as a phoenix? The familiar sage archetype allows you to do just that!

Whether you're playing a visitor to or a native of Tian Xia, a Tian expatriate or a recent immigrant, these options are here to help put mechanics and character options in your hands to engage with the setting. The *Tian Xia World Guide* and the preceding chapters of this book told you what exists in the world, and now you can explore how it does so. The world and its people are more than an interchangeable backdrop. Living in Tian Xia means learning the philosophies behind its martial arts, understanding its perspectives through art and dance, savoring its cuisine, and mastering the craft of forging its many tools, items, and weapons. Smell the flora to identify its medicinal properties or give its fauna a good head rub as you adopt a new animal companion. Follow in the footsteps of Tian Xia's founders from the days when the ash of Earthfall was still settling, and take your place in this world!

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# FIVE-BREATH VANGUARD

Tian elementalists of the School of Five Breaths seek mastery over the five elemental martial arts expressed by the following stances: Ironblood Stance for metal, Mountain Stance for earth, Reflected Ripple Stance (*Secrets of Magic* 202) for water, Stoked Flame Stance (*Secrets of Magic* 202) for fire, and Tangled Forest Stance for wood. They're collectively referred to as the elemental stances. Those of the School of Five Breaths who practice martial arts are taught to harness the elemental cycle by learning, mastering, and moving quickly between the elemental stances, creating a versatile and potent martial art form. Monastic training is essentially a requirement for five-breath vanguards, but martial artists from a variety of classes might find ways to master the techniques.

## FIVE-BREATH VANGUARD DEDICATION FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** Two of the five elemental stances (Ironblood Stance, Mountain Stance, Reflected Ripple Stance, Stoked Flame Stance, and Tangled Forest Stance); **Access** Tian Xia origin or exposure to Tian elementalism

You flow like the elemental cycle, adapting your stance and techniques constantly in response to whatever circumstances you face. You gain the Cycle Elemental Stance action.

**Cycle Elemental Stance** ◆ **Requirements** You're in one of the elemental stances; **Effects** Stride or Step, and then enter a different elemental stance from the one you're currently in.



## RENEWING CYCLE

FEAT 10

ARCHETYPE HEALING MAGICAL

**Prerequisites** Five-Breath Vanguard Dedication

The first time each round that you Cycle Elemental Stance, you gain temporary Hit Points equal to half your level that last until the start of your next turn. After you've gained temporary Hit Points for entering a specific elemental stance, you can't gain temporary Hit Points from entering that stance again until you've entered every other elemental stance you know or 10 minutes passes, whichever comes first.

## INDUCE IMBALANCE ◆◆

FEAT 14

ARCHETYPE FLOURISH

**Prerequisites** Five-Breath Vanguard Dedication

**Requirements** You're in an elemental stance.

Your blows can disrupt the delicate balance of elemental energies that keep a body in good health. Strike the target using the unarmed attack associated with your current elemental stance. On a success, the target must attempt a Fortitude save against your class DC. On a failure, the target is clumsy 2 until the end of your next turn. On a critical failure, the target is clumsy 3 for 1 minute. Elementals take a -2 circumstance penalty to their save.

## PROTECTIVE CYCLE ↻

FEAT 16

ARCHETYPE

**Prerequisites** Five-Breath Vanguard Dedication

**Trigger** You take damage from an attack.

**Requirements** You're in an elemental stance.

You react to harm by flowing into an elemental stance with new advantages.

You Cycle Elemental Stance and gain a +2 circumstance bonus to AC until the end of your next turn.

## FIVE BREATHS, ONE DEATH ◆◆◆

FEAT 18

ARCHETYPE

**Prerequisites** Induce Imbalance

**Frequency** once per 10 minutes

**Requirements** You're in an elemental stance, and the target is under the effects of Induce Imbalance.

You cycle through the elements in a devastating combination attack. Strike the target using the unarmed attack associated with your current elemental stance, then Cycle Elemental Stance. Then, Strike the target with the unarmed attack associated with your new elemental stance. You can continue to Cycle Elemental Stance and Strike until you've made a Strike using the unarmed attack of every elemental stance you know, applying the multiple attack penalty as usual. If you successfully hit the target with all five elemental Strikes using this ability, it must attempt a Fortitude save against your class DC or die as each elementally associated organ within its body shuts down; this is a death effect.

# STRATEGIST MARSHAL

In central Tian Xia, these strategists pore over records of battles that came before them, searching for innovative tactics to tip the tide. The following feats are an expansion of the marshal archetype (*Player Core* 2 204).

## STRATEGIST STANCE ◆

FEAT 4

ARCHETYPE STANCE

**Prerequisites** Marshal Dedication, trained in Society or Warfare Lore

You find the most strategic options for you and your allies. When you use this action, attempt a Society or Warfare Lore check. The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances.

**Critical Success** Your marshal's aura increases to a 20-foot emanation, and it grants you and allies a +1 status bonus to Reflex saving throws. Once per turn, when you succeed or critically succeed at a Recall Knowledge check to gain information about an enemy creature, the target of the Recall Knowledge check becomes off-guard to the next attack made against it by you or an ally in your aura.

**Success** As critical success, but your aura's size doesn't increase.

**Failure** You fail to enter the stance.

**Critical Failure** You fail to enter the stance and can't take this action again for 1 minute.

## KNOW YOUR ENEMY ◆

FEAT 8

ARCHETYPE

**Prerequisites** Marshal Dedication, Strategist Stance

**Requirements** You're in Strategist Stance.

You aim to turn knowledge into power against your foes. Attempt a Recall Knowledge check against an enemy you're observing. Any ally within your aura who's trained in the skill you use to attempt the Recall Knowledge check can use their reaction to Aid you on the check without having prepared to help first.

## FORM UP! ◆◆

FEAT 10

ARCHETYPE AUDITORY FLOURISH

**Prerequisites** Marshal Dedication

You've trained in battle formations for a plethora of situations. Choose a formation. Allies within your aura can use their reaction to Stride up to their Speed and take a place in the chosen formation. Allies can't benefit from this movement if there isn't room for them in the chosen formation. If there are more eligible allies than there are available spaces in the chosen formation, you choose which allies benefit.

**Line** Your allies gather adjacent to you and each other to form a straight line in a direction of your choosing.

**Wedge** Your allies gather into any space that would be covered by a 15-foot cone originating from you in a direction of your choosing.

**Cluster** Your allies gather into any space that would be covered by a 15-foot emanation in an aura around you.

## GENERAL'S GAMBIT ◆◆◆

FEAT 12

ARCHETYPE

**Prerequisites** Marshal Dedication, Strategist Stance

You move strategically forward to draw the enemy's attention away from your allies. You Stride toward an enemy and attempt to Create a Diversion, except you can use Society or Warfare Lore instead of Deception. On a success, in addition to the normal outcome for Creating a Diversion, the enemy becomes fascinated with you until the start of your next turn and can't use reactions against allies in your aura. On a critical success, the enemy becomes fascinated with you until the end of your next turn.



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# SPIRIT WARRIOR

Warriors can draw powers from the joy and the sadness in their hearts, spiritual gifts and burdens they can share and give to others. They cultivate experiences from their adventures to nurture and grow their spiritual power, learning to channel it through martial arts techniques tailored to their style and personality. Once they've created a martial art that combines a favored weapon and specialized unarmed techniques, spirit warriors learn to channel spirit energy through their limbs and weapons. Spirit warriors are typically found in the Forest of Spirits, the Chuyokai Forest, and the Valashmai Jungle.

## SPIRIT WARRIOR DEDICATION

### FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Access** Tian Xia origin

You're a warrior who trains your spirit and body to work in perfect harmony, enhancing your attacks with your spiritual energy while fighting with a ferocious martial technique that combines blade and fist. The damage die for your fist changes to 1d6 instead of 1d4, and your fist gains the parry trait. You don't take the normal -2 circumstance penalty when making a lethal attack with your fist or any other unarmed attacks.

You gain the Overwhelming Combination action.

**Overwhelming Combination** ✦ (flourish) **Requirements**

You're wielding a one-handed melee weapon or a melee weapon with the agile or finesse trait; **Effects** Make two Strikes against a target within your reach, one with the required weapon and one with your fist unarmed attack. If both hit the same target, combine their damage for the purposes of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

## KAIJU DEFENSE OATH

### FEAT 4

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

You've sworn an oath to defend the helpless from dangerous titanic beasts, including kaiju that roam the surface of Golarion. Attacks made as part of your Overwhelming Combination ability gain a +4 circumstance bonus to damage against a creature at least 2 sizes larger than you, or +6 if you have master proficiency with the weapon you used. You also gain a +2 circumstance bonus to saving throws and DCs against kaiju hazards. You gain the following edict.

**Edict** You must do everything within your power to protect others from massive creatures they can't defend themselves from; in the event the victims are evil or actively trying to harm you or other innocents, you don't have to save them.

## SACRED WILDS OATH

### FEAT 4

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

You've sworn an oath to protect the holy places within nature and the spirits that dwell within, from ancient trees to primordial wild guardians. You can use Diplomacy to Make an

Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case. You gain a +2 circumstance bonus to Diplomacy checks to Make an Impression when interacting with a beast, fey, or kami. You gain the following edict.

**Edict** You must aid any animal or nature spirit in need unless it violates your other tenets or puts someone else at risk of immediate harm.

## TRICKSTERBANE OATH

### FEAT 4

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

You've sworn an oath to ferret out and destroy malevolent shapechangers who pose as mortals with evil intent. You gain a +4 circumstance bonus to Perception checks to detect a shapechanged creature's disguise, and a +2 circumstance bonus to attempts to Recall Knowledge about shapechangers. Whenever you use Overwhelming Combination against a shapechanged creature, you attempt to counteract one polymorph effect on that creature. The counteract rank is half your level rounded up, and the counteract check modifier is your Charisma modifier + your proficiency bonus with the weapon used to Strike as part of your Overwhelming Combination. You gain the following edict.

**Edict** You must reveal and slay evil or predatory shapechangers you discover or encounter, as long as you have a reasonable chance of success.

## CUTTING HEAVEN, CRUSHING EARTH

### FEAT 6

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

Your skill in combining fist and blade has grown into a seamless art where each attack makes an opponent more vulnerable to the next. As long as you have invested and are wearing a set of *handwraps of mighty blows*, you also apply their runes to a single weapon you're wielding that can be used with your Overwhelming Combination ability. You gain the following benefits.

- When you successfully Strike an opponent with this weapon, it's off-guard to the next Strike you make against it with a fist unarmed attack before the end of your next turn.
- When you successfully Strike an opponent with your fist unarmed attack, it's off-guard to the next Strike you make against it with a one-handed, agile, or finesse melee weapon before the end of your next turn.

## FLOWING PALM DEFLECTION

### FEAT 6

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

The simple and precise movements of your hands allow you to deflect blows with the same efficacy as a raised shield. When you parry with your fist, increase the circumstance bonus to AC it grants from +1 to +2.



## SPIRIT OF THE BLADE

FEAT 6

ARCHETYPE FLOURISH

**Prerequisites** Spirit Warrior Dedication

You charge your blade with spiritual energy, allowing it to cut through spirits and fiends with fearsome efficiency. The next Strike you make with a melee weapon or fist unarmed attack deals an additional 1d6 spirit damage. This bonus damage is lost if you don't attempt a Strike before the start of your next turn.

At 10th level, you deal an additional 2d6 spirit damage with this ability, and at 18th level, you deal an additional 3d6 spirit damage.

## SWORD-LIGHT WAVE

FEAT 6

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

You channel spiritual energy through your weapon, unleashing it as a torrent of devastating power. Make a ranged Strike against an opponent within 60 feet using a one-handed, agile, or finesse melee weapon, or your fist unarmed attack. The attack is made at your normal proficiency with the chosen weapon or fist unarmed attack and has the same traits, damage dice, and runes, but all damage dealt by the attack is spirit damage.

## GODS' PALM

FEAT 8

ARCHETYPE FLOURISH

**Prerequisites** Spirit Warrior Dedication

You control your spirit energy when you attack, using it to reinforce yourself or to thrust past your enemy's physical defenses. Make a fist Strike; on a success, you can choose to either deal all damage from the attack as spirit damage, or deal damage as normal but gain a number of temporary Hit Points equal to half your level that last for 1 round.

## SHELTERING PULSE

FEAT 8

ARCHETYPE MANIPULATE

**Prerequisites** Spirit Warrior Dedication

You thrust your hand or weapon into the ground and release a pulse that creates a sheltering nexus of energy for you and your allies. Choose an unoccupied square within 15 feet. The nexus appears in a 15-foot emanation around that square and lasts for 3 rounds. You and your allies gain a +1 status bonus to AC while in the area.

## TRANSCENDENT DEFLECTION

FEAT 10

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

**Frequency** once per 10 minutes

**Trigger** An enemy within your reach would damage you or your ally with an attack.

**Requirements** You're wielding a one-handed, agile, or finesse melee weapon.

You charge your weapon with spiritual energy and intercept the attack. The weapon becomes broken, and the target is unharmed by the attack. If you're carrying another one-handed, agile, or finesse melee weapon, you can immediately Swap it for the broken weapon.

## INTERCEPTING HAND

FEAT 12

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

Your particular martial art includes various defensive actions designed to remove your opponent's ability to cause harm. Your fist unarmed attack gains the disarm trait. You gain the Disarming Interception action.

**Disarming Interception** **Requirements** You have your fist positioned to parry; **Trigger** An enemy within your reach targets you or an ally with a weapon Strike; **Effects** You attempt to Disarm the weapon the enemy is attacking with. You gain a +2 status bonus to this Disarm check, and if the check is successful, the triggering attack is disrupted. If the Disarm attempt is a critical success and you have a hand free, you can catch the disarmed weapon in your hand instead of it falling to the ground in the target's space.

## SWORD OF SEALING

FEAT 12

ARCHETYPE

**Prerequisites** Spirit Warrior Dedication

Your spiritual power pierces both body and soul, pinning your foe in place. Make a melee Strike with a one-handed, agile, or finesse weapon, or your fist unarmed attack. On a successful hit, the target must succeed at a Fortitude save against the higher of your class DC or your spell DC, or become immobilized. The target can end this immobilization with a successful Escape attempt using the higher of your class DC or your spell DC as the Escape DC.



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# STARLIT SENTINEL

Though the zodiac is known throughout Tian Xia for subtly watching over the continent, sometimes the 12 constellations find more direct action necessary. When a grave threat arises, a zodiac constellation might shine on an everyday student or worker, granting them the power to transform into a powerful alter ego to repel those threats. Though most of these starlit sentinels act covertly when the world is asleep, some become well known either as urban legends or outright celebrities, though usually only as their alter ego. Some might find themselves pulled between the dual pressures of an unassuming civilian identity working in a market by day, and the defender of that same market from rampaging oni or qi-stealing jiang-shi under the light of the stars. Due to a quartet of well-known female sentinels operating out of Goka, many have come to believe that the zodiac chooses only girls as its champions, but the heavens care little for such mortal concerns and are equally likely to grant their power to those of any gender. Starlit sentinels are rare, even in Tian Xia, and individual sentinels are unique; a new sentinel empowered by a given constellation won't awaken as long as the previous sentinel of that constellation is active.

## STARLIT SENTINEL DEDICATION

### FEAT 2

RARE ARCHETYPE DEDICATION

You've been chosen by one of the constellations of the Tian Xia zodiac. You gain a transformation seal: a mundane-seeming item of light Bulk, such as a ring, brooch, or key, that has the arcane trait. If your seal is ever lost or destroyed, you can gain a replacement by spending 1 week of downtime in introspection to reconnect with your constellation. You, and only you, can transform into your sentinel form by Activating the seal.

**Activate—Starlit Transformation** ◆ (arcane) **Frequency** once per hour; **Effects** Light swirls around you, transforming your armor, clothing, and a single weapon in your possession into a specific alternate outfit. While your equipment might look dramatically different, it functions as normal. If someone attempts to discern your identity, they must use a Seek action to attempt a Perception check against your Deception DC, as if you were using the Impersonate action. Your Deception DC against such attempts is 20 + your proficiency modifier instead of the normal DC. Unlike with Impersonate, you don't have to attempt a Deception check to interact with someone to conceal your identity—a check happens only if someone else specifically tries to uncover it. You remain in your sentinel form for 10 minutes or until you use Starlit Transformation again to change back to your normal form.

While you're in sentinel form, your transformed weapon shines with starlight and gains a +1 status bonus to damage rolls with the weapon. You can fling bolts of starlight from your weapon with a Strike action, using your melee attack modifier with the weapon. These bolts deal 1d4 force damage, have a range of 60 feet, are affected by your weapon runes, and have the arcane and force traits.

## SPECIAL SENTINEL TECHNIQUE

### FEAT 4

ARCHETYPE

**Prerequisite** Starlit Sentinel Dedication

You can channel the power of your constellation into a unique technique. You gain either the *luminous stardust healing* or *shining starlight attack* focus spell, which you can cast only in sentinel form. When you gain this feat, decide a name for your technique, which becomes the spell's incantation.

If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by spending 10 minutes outside of your sentinel form to reflect on the values of your constellation. Starlit sentinel focus spells are arcane spells. You become trained in spell attack modifier and spell DC, and your spellcasting ability for these spells is Charisma.

**Special** You can take this feat a second time, gaining the focus spell that you didn't gain the first time.

## MAJESTIC PROCLAMATION ◆◆

### FEAT 8

ARCHETYPE

**Prerequisite** Starlit Sentinel Dedication

**Requirement** You're in your sentinel form.

You announce your name to your enemies, bringing your constellation to bear in a blinding display. Attempt to Demoralize all enemies within 30 feet. Demoralize loses the auditory trait and gains the visual trait when used this way. In addition to the regular effects of Demoralize, enemies become dazzled for 1 minute on a successful check (and also blinded for 1 round on a critical success).

You can use Majestic Proclamation as a single action if your previous action was Starlit Transformation.

## BLADE OF THE HEART ◆

### FEAT 10

ARCHETYPE EMOTION

**Prerequisite** Starlit Sentinel Dedication

The bonds of the heart are stronger than any steel, more powerful than any magic. You plunge your transformed weapon into the heart of a willing adjacent ally, where it phases harmlessly into their body. As you pull the weapon out, your ally's heart inscribes one of the following weapon property runes on your weapon: *corrosive*, *flaming*, *frost*, *shock*, *thundering*, or *vitalizing*. The first time you use Blade of the Heart with a given ally, the GM should decide which rune best represents your shared relationship (such as elegant *frost* for a respected mentor or brash *thundering* for a boisterous sparring partner); thereafter, each time you use Blade of the Heart with that ally, you draw the same rune. This rune lasts for as long as you remain in sentinel form and counts toward your maximum limit of runes as normal.

At 16th level, you draw the greater version of the rune instead.

## DESPERATE WISH

### FEAT 12

ARCHETYPE

**Prerequisite** Starlit Sentinel Dedication

You call out a desperate wish to the stars to save a friend. You gain *breath of life* as an innate arcane spell, which you can cast once per day only while in sentinel form. Interceding in such a direct way temporarily exhausts your constellation's magic, causing you to revert from your sentinel form once the spell is cast.

## SENTINEL'S ORBIT

FEAT 14

### ARCHETYPE

**Prerequisite** Starlit Sentinel Dedication

Just as your constellation traverses the sky, so too can you. When in your sentinel form, you gain a fly Speed equal to your land Speed or 20 feet, whichever is higher.

## FOCUS SPELLS

### LUMINOUS STARDUST HEALING ◆◆

FOCUS 2

**RARE** **CONCENTRATE** **HEALING** **MANIPULATE** **SPIRIT**

**Range** 30 feet; **Targets** 1 creature

You scatter twinkling sparks from your sentinel weapon, replenishing your allies' fighting spirit and driving out evil. The target regains 16 Hit Points. If they were affected by a possession effect, you attempt to counteract the effect, casting out the possessing entity on a success and preventing them from possessing the target again for 1 week. If you fail, the entity is immune to being cast out by this spell for 1 week, though you can still heal the target as normal.

**Heightened +1** The amount of healing increases by 8.

### SHINING STARLIGHT ATTACK ◆◆

FOCUS 2

**RARE** **CONCENTRATE** **MANIPULATE**

**Area** varies (see below)

You brandish your sentinel weapon, summoning the image of your constellation above your head. The constellation then releases a powerful blast that deals 2d10 damage to all enemies in either a 30-foot line or 15-foot cone, with a basic save against your arcane spell DC. Enemies that critically fail are dazzled until the start of your next turn. The damage type, traits, area, and saving throw are determined by your zodiac constellation (see below).

**Heightened +1** The damage increases by 1d10.

Constellation	Attack (Area, Save, Damage Type; Traits)
Underworld Dragon	Volcanic vents (line, Reflex, fire)
Ogre	Wild club swing (cone, Fortitude, bludgeoning)
Swordswoman	Falling blades of light (line, Reflex, piercing)
Forest Dragon	Swarm of insects (cone, Fortitude, poison)
Sea Dragon	Pressurized seawater (line, Reflex, piercing; water trait)
Blossom	Storming petals and pollen (line, Fortitude; poison, plant, wood)
Swallow	Wing gust (cone, Reflex, slashing; air)
Dog	A biting dog (line, Reflex, slashing)
Ox	A trampling ox (line, Reflex, bludgeoning)
Sky Dragon	Draconic lightning (line, Reflex, electricity)
Sovereign Dragon	Psychic roar (cone, Will, mental)
Archer	Hail of silver arrows (piercing, cone, Reflex)



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# DANCE AND ART

Dancing is the art of expression through sequences of motion. Some dances are carefully choreographed to the slightest positioning of the fingertips, while others are wholly improvised. In Tian Xia, many forms of dance have roots in historical events, natural observation, and religious allegory. The art of learning and perfecting these dances can enhance the dancer's balance, discipline, flexibility, resilience, and strength.

From a young age, many Tian children enjoy dancing in festivals or attending dance classes with their peers, and even warriors use dance as a way to hone their bodies and minds. Various types of dances can be seen throughout Tian Xia, from practiced art forms that require years of rigorous training, to energetic festival dances that are passed down from generation to generation. While the styles might vary, even many who don't dance professionally recognize the benefits these disciplines and expressions can impart.

The types of performing arts across Tian Xia are vast in number, and even the same style of performance can seem like an entirely new art form based on regional variances. Some performances find beauty in flowing elegance, while others emphasize precision and power. Traditionalists might strictly follow the techniques passed down by previous generations, striving to preserve the forms refined by their ancestors and predecessors, while others take a more modern approach to their art, sometimes creating a fusion of cultures as they pull aspects of movement and music from their varied backgrounds. For most Tian cultures, the performing arts are rooted in each culture's history and experiences, so the differences and distinctions between their various artistic styles inspire a sense of pride.

The delicate and graceful fan dance originated in Hwanggot as a cultural display for visiting diplomats. The dance alternates between swift-flowing motions, slowly exaggerated gestures, and crisply powerful movements. The dance, known as buchaechum, is often—but not always—performed in a coordinated group. Its various forms can be found across Tian Xia, and it's often performed as a way to welcome distinguished guests. Fan dancers perform spinning sequences that are dizzying even to spectators and use their fans to evoke imagery of ocean waves, fluttering sails, soaring dragons, and flowers drifting down from treetops. Fan dancing troupes typically have two members of a performing group who can draw in primal or divine magic and who weave magic and spells into their performances to enhance the visual impact of the imagery they conjure with their fans and bodies. Called jiggong, these casters skillfully incorporate magic incantations and gestures into their movements unbeknownst to most of their audiences. While not every performance incorporates magic, it

can play an important part in pulling audiences into the stage the fan dancers set. As performers who often welcome important dignitaries, the most distinguished fan dancing troupes have battle training that allows them to aid in the protection of their hosts and guests.

Different yet similar to the fan dance, the powerful and elegant sword dance embraces the union of swordplay, dance, music, and sometimes magic. A sword dance can be energetic and lighthearted, dramatic and emotional, or anything in between, but it primarily focuses on expressing the heroism and skill of a warrior. Sword dancers use music and their martial prowess to tell stories, and they might wield a single sword, dual swords, or a sword and a shield. This art form is most often seen in nations with powerful and skilled militaries like Lingshen and Kaoling, but fighters from other nations have adopted and adapted sword dancing as a way to enhance their physical and mental fortitude. Sword dancing can be performed solo, duo, or in a group, and most performing groups use fake swords or blades with unsharpened edges—though it isn't rare to see some groups using real, sharpened weapons as a testament of their confidence, discipline, and skill with the blade. Retired warriors will sometimes take up sword dancing as a way to continue to train and engage with students off the battlefield. Swordmasters who have honed their sword dancing skills alongside their blades are exceptionally agile and can quickly tune into their opponents' rhythm to find openings more easily.

In addition to the roving dancers that travel the islands of Minata during Tamung, the wandering isles celebrate the holiday of Katigulangan. Typically the last holiday of the year, this celebration honors both one's ancestors and the great heroes of Minata's past. The recounting of these hero stories often involve reenactments performed by dancers with musical accompaniment. Some of the most locally celebrated heroes include Adarna, a mysterious woman who appears in times of great need and once protected the coasts of Atas Pulu from rampaging giants; Ang Iloka Luag, a hero tasked with three impossible feats, including retrieving a magic seed from the bottom of the ocean, beheading the Manananggal Queen, and redirecting a typhoon; and Chois Yeo, who recognized the signs that the great dragon Baku was stirring in his slumber and lulled him back to sleep with a xylophone made from mermaid scales.

In festivals across Tian Xia, dances dedicated to or inspired by imperial dragons fill the streets with vibrant colors and raucous music. Called the march of the imperial dragons, the dance is less of a march and more of an energetic acrobatic performance. With flutes, percussion instruments, and stringed

instruments in hand—all of which vary depending on the region—the streets fill with shouting and the rhythm of rain and thunder as chains of dancers form and grow along the streets. Dancers tie a ribbon with a pattern of a specific type of dragon (specific to each festival) to their wrists and move in a chain—the person in the back grabbing the ribbon of the person in front of them from the tail of the dragon all the way to its head. Each dancer follows the movement of the dancer in front of them. Some professional imperial dragon marchers can create a dragon that can run along walls or even do flips. This dance is believed to have originated as a dragon summoning ritual but is now a symbolic performance that signifies prosperity and good fortune while also fostering community interconnection. Occasionally, real dragons do make appearances at festivals to enjoy the march of the imperial dragons, to the delight or horror of festivalgoers.

Straying from the traditional roots of many Tian dance forms, Goka Contemporary (GoCon for short) is a relatively recent form of dance that has emerged from the streets of Goka. GoCon originated as a marketing strategy to develop brand loyalty for competing merchant ships traveling through Goka, but it has evolved into a cultural phenomenon as these shipyard idols inspired students to start their own groups with unique traits or visuals that separate them from others. GoCon groups typically have two to nine members specializing in dancing, musical instruments, performance magic, rapping, singing, or a combination of the above. While known for flashy and eye-catching performances, GoCon groups also draw from their regional, cultural, and religious heritages. The popularity of GoCon has reached a point where academies have been established for dancers who aspire to have successful debuts, and choreographers have opened studios where elders can learn. Goka's unique brand of “beautiful garden” singers, groups of famously handsome and fashionable male singers, has likewise adopted dazzling dance presentations to accompany their musical performances.

Young students of the arts across the continent who wish to perform professionally might look for troupes and companies to join, but among the countless options, there's no company more prestigious than Nightfall. With the motto “only the brightest stars shine at nightfall,” the company is renowned for its outstanding performers and artful performances with roots all across Tian Xia. The dancers of Nightfall enjoy opportunities to perform for highly distinguished officials and families for a high profit, but they're also required to perform regularly at events accessible to the general public to fulfill the company's mission: to instill a sense of wonder through the balance of movement and stillness, and

to inspire the next generation of artists. Some troupes within Nightfall hold training camps and seminars for students and prospective members, but membership to the company is by invitation only. Nightfall is headquartered in Goka, but smaller branches can be found in most major cities.



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# FAN DANCER

Fan dancers display exceptional elegance and control as they drift across the stage, specializing in spinning movements that are, at times, like a trickling brook and, at others, a swift and powerful river. While some fan dancers use their skills to gain the advantage in combat, others adeptly manipulate their fans to distract their enemies and create openings for their allies.

Some fan dancer abilities require you to be wielding one or more fans, which can be a fighting fan (page 127) or a normal fan used as an improvised weapon.

Characters with Tian Xia origin have access to the fan dancer archetype.

## FAN DANCER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** trained in Performance; **Access** Tian Xia origin  
You sweep across the battlefield, manifesting both the gentle spring breeze and the crisp autumn gusts. You become an expert in Performance. At 7th level you become a master in Performance, and at 15th level, you become legendary in Performance. Whenever you Feint while holding a fan, you can give your Feint the air trait. If you do, you can Stride 10 feet before or after as part of the same action.

## PETAL STEP FEAT 4

ARCHETYPE

**Prerequisites** Fan Dancer Dedication

You have a mastery over your own movement and can distribute your weight to dance lightly over the ground like petals drifting on the water. You gain a +1 circumstance bonus to your Stealth checks to Sneak and aren't detectable by tremorsense.

## SOLO DANCER FEAT 4

ARCHETYPE SKILL

**Prerequisites** Fan Dancer Dedication, expert in Performance

You often dance alone with a grace exceeding that of most other performers, carrying yourself with a poise and confidence that draws the attention of those around you. You can always roll Performance for initiative, and during the first round of combat, creatures that act after you are off-guard to you.

## TWIRL THROUGH FEAT 4

ARCHETYPE SKILL

**Prerequisites** Fan Dancer Dedication

You sweep across the battlefield in a fluttering of movement honed from years of coordinating perfectly spaced movements alongside fellow dancers. When you attempt to Tumble Through an enemy's space, you can use Performance instead of Acrobatics.

## FLUTTERING MISDIRECTION FEAT 6

ARCHETYPE SKILL

**Prerequisites** Fan Dancer Dedication

You've trained in drawing the eyes of your audience to specific aspects of your performance through the careful manipulation of your fans and body. While wielding a fan, you can snap open, flutter, or otherwise manipulate the fan to briefly distract observers around you, giving you and adjacent allies a constant +1 circumstance bonus to Stealth checks to secretly Conceal an Object and to Thievery checks to Steal or Palm an Object.

## SWEEPING FAN BLOCK FEAT 6

AIR ARCHETYPE

**Prerequisites** Fan Dancer Dedication

**Trigger** You're targeted by a ranged attack that uses ammunition.

**Requirements** You're wielding two fans, one in each hand.

You leap up on one leg, snapping your fans open alongside your head before sweeping them across your body. When you're the target of an attack using ammunition (such as arrows, bolts, sling bullets, and other objects of similar size) while wielding two fans, whirl your fans to disrupt the incoming attack with gusts of air, gaining a +2 circumstance bonus to AC against the triggering attack. If the triggering attack misses, you can redirect the ammunition into a nearby pocket or container where it can be retrieved and reused.

## PUSHING WIND FEAT 8

AIR ARCHETYPE AURA

**Prerequisites** Fan Dancer Dedication

**Requirements** You're wielding a fan.

As you spin and glide your fans alongside your allies, you kick up a mild wind that gently carries you all forward. So long as you're holding a fan, you and allies who start their turn in a 30-foot aura emanating around you gain a +5-foot circumstance bonus to land Speed for 1 round; you also gain this bonus to your fly Speed if you possess one, but it can't grant you the ability to fly if you wouldn't otherwise be able to.

Additionally, the air impedes the movements of your foes. While holding a fan, the area in a 10-foot aura emanating around you is difficult terrain for all enemies.

## TWIRLING STRIKE FEAT 8

ARCHETYPE

**Prerequisites** Fan Dancer Dedication, Twirl Through

**Requirements** You're wielding a fan.

Your fans, one raised up alongside your head and the other alongside your hip, become a blur as you twirl across the battlefield. Attempt to Tumble Through an enemy's space using Performance; on a success, you can make a melee Strike against the enemy with a fan you're wielding at any point during the movement. On a critical success, the enemy is off-guard against this attack.

## CLOSE FORMATION FEAT 10

ARCHETYPE

**Prerequisites:** Fan Dancer Dedication, master in Performance

You practiced fan dance as a member of a large group, coordinating your moves together to create living art and heightening your sense of spatial awareness. When you wield two fans, each in a different hand, you gain tremorsense as an imprecise sense with a range of 20 feet.

## DIZZYING SPIN DANCE ◆◆◆

FEAT 10

### ARCHETYPE

**Prerequisites** Fan Dancer Dedication, Twirling Strike

**Requirements** You're wielding a fan.

You're practiced in using your fans to spin with dizzying speed. Tumble Through an opponent's space, and then Strike that opponent. If both the Tumble Through and Strike are successful, the opponent is off-guard to the next attack made against it before the start of your next turn, and you can attempt to Tumble Through the space of a different opponent and Strike again with the same effect. If this second Tumble Through and Strike are successful, you can repeat these actions a third time against a third opponent.

## FLUTTERING DISTRACTION ↻

FEAT 10

### ARCHETYPE | MANIPULATE | MISFORTUNE

**Prerequisites** Fan Dancer Dedication

**Trigger** An enemy attempts a ranged or melee Strike against an ally within 30 feet.

**Requirements** You're wielding two fans, one in each hand.

You're trained in snapping and fluttering your fans to draw the eyes of observers around you. You manipulate your fans to create a distraction. The enemy must roll its attack twice and take the lower result.

## SWEEPING FAN REDIRECTION

FEAT 10

### ARCHETYPE

**Prerequisites** Fan Dancer Dedication, Sweeping Fan Block

**Requirements** You're wielding two fans, one in each hand.

You can redirect ammunition back at the creature that fired it with sweeping gusts of wind. When Sweeping Fan Block prevents an attack from hitting you, instead of recovering the ammunition, you can make a ranged Strike against the triggering target using the normal attack bonus and damage of your fans as part of the same reaction. You also apply any special effects the ammunition might have.

## PEONY'S FLOURISH ◆◆◆

FEAT 14

### ARCHETYPE | INCAPACITATION | VISUAL

**Prerequisites** Fan Dancer Dedication

**Requirements** You're wielding two fans, one in each hand.

As you spin around and create wide arching circles with your fans, you manifest a mosaic of peonies that confuses your enemies. Stride twice and then attempt a Performance check against the Will DC of each creature you passed adjacent to.

**Critical Success** The creature is stunned 3 and dazzled for as long as they're stunned.

**Success** The creature is stunned 1 and dazzled for 1 round.

**Failure** The creature is dazzled for 1 round.

**Critical Failure** The creature is unaffected and temporarily immune to further uses of Peony's Flourish for 24 hours.

## DRAGON'S JOURNEY ◆

FEAT 14

### AIR | ARCHETYPE | FLOURISH | MOVE

**Prerequisites** Fan Dancer Dedication

**Requirements** You're wielding two fans, one in each hand.

Your movements are like that of a dragon weaving a serpentine path between your enemies and allies. Using your fans, you slice the air and create a path of least resistance, allowing you to move across the battlefield with an ethereal grace. You Stride, your movement doesn't trigger enemy reactions, and any allies you pass within 5 feet of can immediately use their reaction to Stride, moving in the same direction. Allies must end their movement as close as possible to you or another ally who benefited from this ability. During Dragon's Journey, ally movement doesn't trigger reactions.



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# COOKING

Cooking is important to every culture that requires food for sustenance. From the most gilded palace in Goka all the way to the most hidden campfire in the Valashmai Jungle, communities gather to prepare and consume food together. In a very real way, civilization is built around it. From the structure of cities around agriculture, to the calendars and their planting and harvest seasons, to the rise and fall of days around communal mealtimes, people must eat.

## WANDERING CHEF

No matter where you go in Tian Xia, one thing you can always find with some reliability is good food. Tian Xia's many talented chefs practice a wide array of cooking techniques, and many can be found traveling between the continent's states and regions as frequently as any adventurer. Chefs from Zi Ha wander to expand their knowledge of cooking techniques, while culinarians from the Lung Wa Successor States visit foreign courts to display their pride in their regional cuisine.

## WANDERING CHEF DEDICATION

FEAT 2

### ARCHETYPE DEDICATION

Whether trained in a noble kitchen or a humble home, you know how to cook delicious dishes and source ingredients from the wilderness or urban settings. You become trained in Crafting; if you were already trained in Crafting, you instead become trained in a skill of your choice. You can use cookware instead of an alchemist's toolkit to craft alchemical foods. When using the Subsist downtime activity, you can use Crafting or Cooking Lore in place of Survival, and if you roll a failure, you get a success instead.

You gain the Quick Alchemy benefits, but can use it only to create consumables, and the consumables must be alchemical food (such as those presented on pages 104–105 or on pages 46–51 of *Pathfinder Treasure Vault*). Any items you choose with Alchemical Crafting must be alchemical food, but they can be 1st level or 2nd level instead of only 1st level.

You create up to 4 versatile vials during your daily preparations. Typically, a wandering chef's versatile vials take the form of parcels of foraged ingredients.

## MORNING SIDE DISHES

FEAT 4

### ARCHETYPE

**Prerequisites** Wandering Chef Dedication

You know a proper breakfast should have a variety of sides. You gain the advanced alchemy benefits (*Player Core* 2 174), and you can create 5 alchemical food consumables during your daily preparations.

## ADDITIONAL SERVINGS

FEAT 6

### ARCHETYPE

**Prerequisites** Wandering Chef Dedication, expert in Crafting or Cooking Lore

Your number of versatile vials per day increases to 5.

**Special** At 12th level or higher, you can select this feat a second time to increase your number of versatile vials per day to 6. At 18th level or higher, you can select this feat a third time to increase your number of versatile vials per day to 7.

## FOOD PRESERVATION

FEAT 6

### ARCHETYPE

**Prerequisites** Morning Side Dishes

Your techniques extend the storage life for certain ingredients and food through pickling, alcohol, or fermentation. When you use advanced alchemy to create alchemical food, you can designate one infused item to not automatically expire when you next make your daily preparations. When you preserve another item in this way, the previous item becomes inedible.

The number of items you can preserve during your daily preparation and the maximum number of items you can have preserved before spoiling older items increases to two if you're an expert in Crafting or Cooking Lore, to three if you're a master, and to five if you're legendary.



## FEAST PLANNER

FEAT 10

UNCOMMON ARCHETYPE

**Prerequisites** Wandering Chef Dedication

You learn the *fortifying brew* (*Player Core* 2 267) ritual, but you instead prepare dishes for a lavish meal that have the same effect as the drinks from the normal version of the ritual. You perform both aspects of the ritual yourself, acting as both primary and a secondary caster. You must still attempt the secondary check normally performed by a secondary caster. In addition, you can use Crafting or Cooking Lore for both the primary and secondary checks. The ritual gains the primal trait as nature spirits attend to you and your guests.

## PACKED WITH FLAVOR

FEAT 12

ARCHETYPE

**Prerequisites** Wandering Chef Dedication, expert in Crafting or Cooking Lore

Edible morsels you create are particularly potent and bursting with flavor. When you Craft alchemical food or magical morsels that allow a saving throw, or that grants an ability that allows a saving throw, you can change its DC to your class DC or spell DC, whichever is higher. When a creature consumes alchemical food, magical morsels, or potions made by you, it also gains 5 temporary Hit Points that last for 1 hour. If you're a master in Crafting, it gains 10 temporary Hit Points instead.

## COSMIC COCKTAIL

FEAT 14

ARCHETYPE

**Prerequisites** Wandering Chef Dedication

**Frequency** once per day

Using the liquors, vinegars, and fruits or herbs at your disposal, you spend 1 minute to create a cocktail with colors reminiscent of space and its stars. If immediately consumed after creation, you temporarily see everything all at once, and you gain a new understanding of the universe. You gain the effects of a *truesight* spell for 10 minutes. Use your Crafting or Cooking Lore for any counteract checks.

## REGIONAL SPECIALTY

FEAT 14

ARCHETYPE

**Prerequisites** Morning Side Dishes

You can create dishes that reflect the food sources endemic to your environment and medicinal food techniques utilizing the cycle of the five elements. When you create alchemical food from Morning Side Dishes during your daily preparations, you can add one elemental benefit of your choice to each of the items. This benefit comes in addition to any other effect of consuming the item. Each element has an immediate benefit and a +3 item bonus to certain saves that lasts for 1 hour after the food is consumed. The item bonus increases to +4 if the alchemical item is 18th level or higher.

- **Wood** Remove one source of persistent bleed. For 1 hour, gain a +3 item bonus to saves against disease and poison effects.
- **Fire** Reduce the clumsy condition by 1. For 1 hour, gain a +3 item bonus to saves against being doomed or frightened.

- **Earth** Reduce the drained condition by 1. For 1 hour, gain a +3 item bonus to saves against being enfeebled.
- **Metal** Reduce the stupefied condition by 1. For 1 hour, gain a +3 item bonus to saves against being stupefied.
- **Water** Reduce the frightened condition by 2. For 1 hour, gain a +3 item bonus to saves against deafened or drained.

## COOKING RITUALS

As any chef will tell you, cooking is magic. While sorcerers throughout the world have dabbled in applying arcane forces to culinary problems, the simple art of preparing food has a deeper history, one that common folk throughout the world have long grasped and used to create wonders. This is especially true in Tian Xia, where ancient bonds tie the lands to the people who cultivate them.

Rituals are spells that take much longer to cast than usual and can be performed by anyone with the correct skills, not just spellcasters. The rules for casting rituals appear on page 389 of the *Player Core*.



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## BONDING MEAL

## RITUAL 2

UNCOMMON

**Cast** 1 day; **Cost** 10 gp

**Primary Check** Cooking Lore, Crafting, Performance, or Survival (trained)

Many grow up and spend their lives eating with others, and doing so binds them—to their families, communities, and cultures. Food can form long-lasting bonds, and with a bit of extra work, those bonds can be shared.

You prepare a meal for a small gathering of up to 10 close friends, enough people to comfortably eat together at one table or in one circle. As you collect and prepare the food, you call upon spirits of home and memory. As they work through you and guide you, you perfectly recreate a dish that emotionally connects you to a place of your past: perhaps your mother's cooking when you were a child, or the way you and your comrades-in-arms cooked rations together when you fought in the war. When you're done, you share the meal and tell your new friends the story that comes with it. As they eat and drink, any participants of 4th level or lower sink into a snapshot of your past and can borrow insights from it for future use.

**Critical Success** Your friends are vividly taken through your memories as you relive them, and they hold onto the experience even after the fugue ends. For the next week, they

have a +4 circumstance bonus to Deception and Diplomacy checks to convince anyone from the community where the meal originated from that they are from that area or were present for events you described. Even after the raw magic infusing the memories fade, the memories don't, and your friends will be able to make the dish just as well as you can. Chances are, they like it just as much as you did.

**Success** As critical success, except your friends get a +2 circumstance bonus to Deception and Diplomacy checks instead. They also can't make the meal themselves but probably look forward to tasting it the way you make it if you ever offer to cook it again.

**Failure** Your friends see the vision as planned, but the magic doesn't quite take. As success, but no one receives any bonus. The real treasure will have to be the friends you fed along the way.

**Critical Failure** Your friends see the vision as planned, and the magic takes hold—but it goes wrong, like a bad case of indigestion. The memories are scattered around the rest of their psyches, and it takes a week to settle down properly. They confuse parts of your past for theirs, and they take a -2 circumstance bonus to Deception and Diplomacy checks for the next week against anyone from your old community, as they confidently apply the wrong expectations from their lives across the one you were trying to introduce them to.

**Heightened (4th)** Participants up to 8th level can gain the benefits, and the cost is 40 gp.

**Heightened (6th)** Participants up to 12th level can gain the benefits, and the cost is 150 gp.

**Heightened (8th)** Participants up to 16th level can gain the benefits, and the cost is 480 gp.

**Heightened (10th)** Participants of any level can gain the benefits, and the cost is 2000 gp.

## BUTTERFLY BENDER

## RITUAL 3

UNCOMMON

**Cast** 2 hours; **Cost** Alcohol worth a total of 20 gp × the ritual level; **Secondary Casters** 2

**Primary Check** Medicine (trained); **Secondary Checks** Diplomacy Sometimes, the problems in your life are too oppressive. Sometimes, you have a case you need to crack and you have no idea where to start. When you've exhausted all options and willpower, you might as well just get drunk and call it a night. The *butterfly bender* is a ritual to kill two birds with one stone. By twisting fate around a session of hard drinking, you and a small party (no more than five people) suspend judgment, memory, and even consciousness as you all hurl yourselves into the arms of destiny and politely ask for a favor. You all get blackout drunk and, if all goes according to plan, you'll wake up with some progress upon a quest you've all undertaken—hopefully, without too much collateral damage.



The participants of the ritual wake up the next day with some of the following, determined by the results of the ritual. Any options that aren't chosen are temporarily lost to you.

- Your dignity.
- A common item that has the consumable trait of a level no higher than that of the ritual, which might be useful for an upcoming challenge. If lost, you misplace all of your currently carried items—including keys to where your equipment might be stored. With a modicum of effort, you recover your items within 1 day.
- A new friend or connection, as though you'd succeeded at a Diplomacy check to Make an Impression with a relevant NPC up to the ritual's level. If this is one of things lost, an existing friend refuses to speak to you for 1 day.
- A useful piece of information, as though you'd succeeded at a Diplomacy check to Gather Information. If lost, you take a -4 status penalty to your next check to Recall Knowledge.
- A convenient opportunity of the GM's choice. If there's no immediately relevant opportunity, you find an opportunity to Earn Income at the ritual's level + 1. If lost, the result of your next attempt to Earn Income is one degree of success worse.

**Critical Success** Pick two options from the above list. The GM then gives you a bonus 3rd option of their choice.

**Success** Pick two options from the above list.

**Failure** Pick one option from the above list.

**Critical Failure** Pick two options from the above list. The GM gives you one of them.

## FEAST OF SUPPLICATION

## RITUAL 5

RARE

**Cast** 3 hours; **Cost** 25 gp; **Secondary Casters** 2

**Primary Check** Cooking Lore, Crafting, Performance or Survival (expert); **Secondary Checks** Deception or Thievery

When mortals attempt to sway gods, spirits, and other beings of great spiritual power to take sides in mortal affairs, those powers demand to be impressed. And what better way to impress than a cook-off? This old ritual has roots in the spirit-adjudicated village festival contests of rural Tian Xia. Two or more rival parties must participate, performing the ritual simultaneously as assistants gather and prepare ingredients while each team's head chef does their best to create the ultimate dish to satisfy their patron's palate. Cheering bystanders are usually involved. While the primary caster—the chef—is always busy with cooking, it's very normal for the secondary caster assistants to spend most of their time interfering with the other teams and slowing them down.

**Critical Success** You've truly blown your patron away with the competition and the meal you've expertly crafted. The supernatural patrons you sought to impress grant a request as if you'd received a critical success to Make a Request of them, even if they're indifferent or unfriendly to you. If there's some argument or confusion on what request should be granted, the patrons grant the request of the team that achieved the highest overall result. At the GM's discretion, the attitude of any patrons pleased by the ritual can permanently increase toward all participants in the ritual. In addition, the sheer theatricality and flair

## ALCHEMICAL FOOD

On page 46 of *Pathfinder Lost Omens Grand Bazaar*, four alchemical foods were introduced, and even more alchemical foods were added in *Pathfinder Treasure Vault*. The following alchemical feats are designed to work in concert with these items and any other alchemical foods introduced here or in the future. The following traits apply to items in this section.

**Processed:** An alchemical consumable that has the processed trait can be created with Quick Alchemy but is too complex to create in a single action. Using Quick Alchemy to create a processed item takes 1 minute. If the item would take more than 3 actions to Activate, the time the item remains potent after you create it is equal to its activation time. For instance, a processed item that takes 10 minutes to Activate would remain potent for 10 minutes when created with Quick Alchemy instead of remaining potent only until the start of your next turn. This trait doesn't change other specifics of Quick Alchemy. You could, for example, use double brew to create two of the same processed item over the course of 1 minute.

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of your cooking has earned you deep respect and die-hard fans from the spectators, doubly so if you tied with another contender.

**Success** You've created a wonderful meal that your patron loves. The supernatural patrons you sought to impress grant a request as if you'd received a success to Make a Request of them, even if they're indifferent to you. If there's some argument or confusion on what request should be granted, the patrons grant the request of the team that achieved the highest overall result. At the GM's discretion, the attitude of any patrons pleased by the ritual can permanently increase toward all participants in the ritual. All contestants have still earned the jovial respect and appreciation of the crowd for cooking something entertaining and lovely.

**Failure** You've created a dish that doesn't impress. The winner of the competition is declared in the most unsatisfying and mechanical of manners—someone has to win, but no one is happy about it. The supernatural patrons you sought to impress politely make their excuses and leave as soon as they have a chance. At the GM's discretion, the attitude of any patrons who experienced the meal can permanently decrease toward all participants in the ritual.

**Critical Failure** Your team's dish is ruined at the last possible moment in a spectacular manner. You completely embarrass yourself, and the attitude of the supernatural patrons who experienced this farce permanently decreases by one step toward you. If you haven't earned the ire of your patron host, you've definitely lost the respect of any onlookers or spectators.

## ALCHEMICAL COOKING

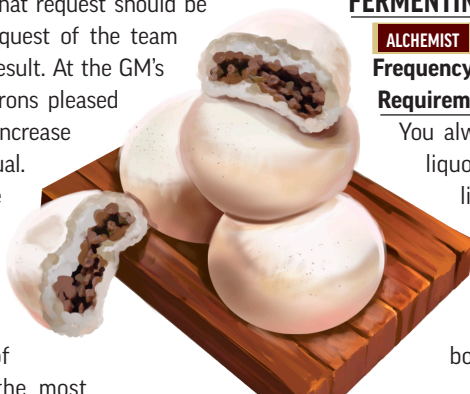
Alchemical cooking is an art form relatively new to much of Golarion but has a history of skilled practitioners in Tian Xia. Some of the most popular techniques for alchemical gastronomy were pioneered organically, including experiments like applying alchemist's fire as an ingredient to flash-fry noodles or using alchemical reagents as preservatives in rice liquor. Many of these experiments went exceptionally poorly, but others developed into proven techniques that traveling chefs and restaurateurs have since shared across the continent. Most Tian chef alchemists are instantly recognizable due to their specially designed cookware, which looks like a series of clay pots.

### NUMBING SPICE EXHALATION

FEAT 4

ADDITIVE | ALCHEMIST

You can mix alchemically preserved peppers into an alchemical food consumable to spice it up with alchemical



CLOUD BUNS

fire. When the modified alchemical food is consumed, the user's mouth goes numb temporarily. Once within the next hour, they can spend a single action to breathe a gout of flame in a 15-foot cone. Each creature in the cone takes 1d6 fire damage for every two levels you have with a basic Reflex save against your class DC.

### FERMENTING LIQUORS

FEAT 4

ALCHEMIST | HEALING | MANIPULATE

Frequency once per day

Requirements You have a hand free.

You always have a special batch of preserved liquor ready for each day. You serve your liquor to a willing adjacent creature. The creature recovers Hit Points equal to twice your level. Additionally, for 1 hour, all Diplomacy checks to influence the creature gain a +1 status bonus.

### GLITTER CRYSTALS

FEAT 8

ADDITIVE | ALCHEMIST | HEALING

You can mix a blend of crushed flowers and alchemical salt into an alchemical elixir with the healing trait or alchemical food. Choose one of the following effects: reduce the drained condition by 1, reduce the stupefied condition by 1, remove the dazzled condition, or remove the deafened condition. The creature who consumes the modified healing elixir or alchemical food gains this benefit in addition to the food or elixir's normal effects. This has no effect against permanent conditions.

### SOUR BOMB

FEAT 10

ADDITIVE | ALCHEMIST | OLFATORY

You can mix ingredients with a powerful sour smell into an alchemical bomb to make its explosion an overpowering stench. Any creature hit by the bomb must attempt a Fortitude save against your class DC in addition to the bomb's normal effects.

**Success** The creature is unaffected beyond a strong craving for pickles.

**Failure** The creature is sickened 1.

**Critical Failure** The creature is sickened 2, and fleeing for 1 round from the smell.



CHILLED FIRE NOODLES

## ALCHEMICAL FOODS

Alchemists use different ingredients based on what they find at their disposal. Their cooking techniques can be viewed as out of the ordinary. Nevertheless, they're masters of distilling alcohol, vinegars, and tonics.

### IRON WINE

ITEM 1

UNCOMMON | ALCHEMICAL | CONSUMABLE | ELIXIR

Price 3 gp

Usage held in 1 hand; Bulk L

Activate (manipulate)

Access Tian Xia origin

This strong, clear liquor is made from fermented rice. When you drink a cup of iron wine, your sweat becomes highly combustive for the next 10 minutes, igniting with the slightest bit of friction. This causes your unarmed attacks to deal an additional 1d4 fire damage for the duration of the effect. Drinking more than one cup of iron wine in a single day gives you weakness 5 to fire until your next daily preparations.

## RAINBOW VINEGAR

ITEM 4+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ (manipulate)

**Access** Tian Xia origin

Black swirl with multicolored ribbons makes this vinegar look like an oil spill. Ingesting a dose of rainbow vinegar makes your sweat acidic and nonconductive for 10 minutes. During this time, your unarmed attacks deal an additional 1d4 acid damage, and you have resistance 10 to electricity. Vampires find this vinegar particularly harmful and take an additional 2d4 acid damage instead. Taking more than one dose of rainbow vinegar in a single day gives you weakness 5 to acid until your next daily preparations.

**Type** moderate; **Level** 4; **Price** 15 gp

**Type** greater; **Level** 12; **Price** 110 gp

The resistance increases to 15. You deal an additional 1d8 acid damage with your unarmed attacks, or 2d8 acid damage against vampires.

## PRESERVED MOONFLOWER

ITEM 7

UNCOMMON ALCHEMICAL CONSUMABLE

**Price** 60 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ (manipulate)

**Access** Tian Xia origin

Though these preserved vegetables aren't actual moonflowers, they're made using a moonflower-distilled vinegar. When consumed, tendrils sprout from your veins and curl around you, granting you a +2 status bonus to saves against void effects for 10 minutes and reducing your wounded condition by up to 2. Eating more than one preserved moonflower dish in a day doesn't grant further benefits and makes you drained 1.

## DRAGON PEARL

ITEM 10

RARE ALCHEMICAL CONSUMABLE PROCESSED

**Price** 180 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** 1 minute (manipulate)

These fermented and dried tea leaves are rolled into a ball shaped like a pearl. When brewed as a tea and consumed, it promotes an outpouring of vital energy that surges through your body. For the next 10 minutes, you have resistance 15 to void damage, and your unarmed attacks deal an additional 1d6 points of vitality damage on a successful Strike. While

this effect is active, whenever a damaging attack or effect would reduce you to 0 Hit Points, you can use your reaction to immediately end the benefits of dragon pearl and remain conscious and standing with 10 Hit Points, increasing your wounded condition by 1.

## MAGICAL MORSELS

Magical culinary traditions across Tian Xia vary in their accessibility to different ingredients and the values of those dishes passed from one generation to another.

### CHILLED FIRE NOODLES

ITEM 1+

UNCOMMON CONSUMABLE MAGICAL

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆◆◆ (manipulate)

**Access** Tian Xia origin

These cool noodles are served with dark fermented sauces and vinegars before finally being tossed with spicy chili oil. When you consume the noodles, you temporarily ignore the -1 status penalty to AC and saving

throws caused by the fatigued condition for 1 hour.

**Type** chilled fire noodles; **Level** 1; **Price** 3 gp

**Type** greater chilled fire noodles; **Level** 4; **Price** 15 gp

You temporarily ignore the -1 status penalty to AC and saving throws caused by the fatigued condition for 4 hours.

### CLOUD BUNS

ITEM 4+

UNCOMMON CONSUMABLE MAGICAL

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ (manipulate)

**Access** Tian Xia origin

White, pillowy dough surrounds an interior containing minced meats, spices, and herbs. The dough is steamed with elemental magic to make it light and airy while keeping the meaty center moist. When you consume a bun, a set of small clouds form around your feet that grant you a fly Speed of 30 feet or your speed, whichever is lower, for 1 round.

**Type** cloud buns; **Level** 4; **Price** 17 gp

**Type** greater cloud buns; **Level** 9; **Price** 150 gp

You have a fly Speed of 30 feet or your speed, whichever is lower, for 1 minute. You also have a +2 item bonus to Acrobatics checks to Maneuver in Flight.

### GHOST FOWL PORRIDGE

ITEM 9

UNCOMMON CONSUMABLE MAGICAL

**Price** 140 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ (manipulate)

**Access** Tian Xia origin

This robust porridge—made from a cockatrice distilled into a broth, hot peppers from a demonic source, and various toppings—causes diners to utter a ghostly wail from the intense heat. Consuming the porridge grants you a +2 item bonus to saving throws against being petrified for 1 hour. You also gain resistance 3 against physical damage for the duration.



GHOST FOWL PORRIDGE



# MEDICINE

Medicine is a holistic part of life in Tian Xia. Different cultures utilize different treatments, but the philosophy that day-to-day choices affect health underpins them all. Everything from the foods one eats to the emotions one feels changes the body. Medicine is less about treating symptoms of illness and more about keeping the body balanced to prevent illness in the first place.

Pei Zing herbalism dominates in Tian Xia. Samsarans in Zi Ha developed it over lifetimes of experimentation, and Qi Zhong, the god of healing, spread its practice. It links all aspects of life to one of five elements: wood, fire, earth, metal, and water. Some nations layer other practices atop Pei Zing concepts. Chu Ye developed acupuncture, which focuses on how qi flows through the body. Minkai ascribes negative and positive energies to all things. Vudran meditation and exercise techniques influence nations with strong martial arts traditions, such as Quain and Goka.



## THE FIVE ELEMENTS

Pei Zing teaches that every aspect of life is tied to at least one of the five elements. Broad categories and examples are provided to categorize afflictions and Crafting ingredients. The GM determines the element if the association isn't clear. Categories include the following.

- **Season:** The time of year you encounter an affliction or ingredient, such as summer causing heat stroke or spring being the time an herb grows.
- **Taste:** The flavor of an ingredient.
- **Vector:** The cause of an affliction.
- **Color:** The appearance of an ingredient.
- **Dragon:** The domain of an imperial dragon.
- **Emotion:** Feelings that can cause or are a symptom of an imbalance in the body's elements.
- **Organs:** The parts of the body most affected by that element.

An excess or a deficiency of each element can cause afflictions, and healers treat those conditions by choosing medicinal ingredients based on their elemental associations. A patient worried about their newly opened business, for example, might go to the doctor for indigestion. The doctor would diagnose that the patient's anxiety created an excess of earth, triggering a stomach affliction. Then, knowing that food associated with metal, wood, or water can treat an excess of earth, they might tell the patient to drink hot and sour soup with black fungus mushrooms because spicy ingredients are associated with metal, sour ingredients are associated with wood, and black-colored ingredients are associated with water.

## USING PEI ZING ELEMENTAL MEDICINE

Pei Zing herbalism creates consumables for preventive uses or treating long-term afflictions. It isn't as suited for pressing situations, such as healing wounds sustained in battle, instead granting bonuses to patients that help them ward off or recover from various afflictions. A character who wishes to use Pei Zing herbalism to treat patients can do so using the new Prepare Elemental Medicine activity.

### PREPARE ELEMENTAL MEDICINE

### FEAT 1

UNCOMMON | EXPLORATION | GENERAL | MANIPULATE | SECRET | SKILL

**Prerequisites** trained in Crafting, Herbalism Lore, or Medicine;

**Access** Tian Xia origin

You diagnose your patient, then prepare and administer a dose of elemental medicine to a creature. Healer's tools contain basic ingredients for crafting elemental medicine, though you might also need to gather more potent ingredients from your environment. The medicine's effects last 24 hours, and no character can benefit from more than one elemental medicine at a time. Attempt a Crafting, Herbalism Lore, or Medicine check against a standard

## PEI ZING ELEMENTAL ASSOCIATIONS

	Wood	Fire	Earth	Metal	Water
Season	Spring	Early summer	Late summer	Fall	Winter
Taste	Sour	Bitter	Sweet	Pungent	Salty
Vector	Wind	Heat	Damp	Dry	Cold
Color	Green	Red	Yellow	White	Black
Dragon	Forest	Underworld	Sovereign	Sky	Sea
Emotion	Anger	Exuberance	Anxiety	Grief	Fear
Organs	Eyes, liver, gallbladder	Tongue, heart, small intestines	Mouth, spleen, stomach	Nose, lungs, large intestines	Ear, kidney, bladder
Elements to Treat Excess	Fire, earth, metal	Earth, metal, water	Metal, water, wood	Water, wood, fire	Wood, fire, earth
Elements to Treat Deficiency	Water, wood	Wood, fire	Fire, earth	Earth, metal	Metal, water

DC of the recipient's level (in the case of especially well-known or obscure afflictions, the GM should apply an adjustment to lower or increase the DC, respectively). As the minute qualities of the patient's condition can change on a day-to-day basis, you must attempt a new check to prepare elemental medicine each day you treat a patient, even if the affliction you're treating doesn't change. You can diagnose and treat up to 6 creatures during your daily preparations, making a separate check for each patient.

**Critical Success** You accurately diagnose your patient. The GM decides the elemental imbalance causing the patient's symptoms (which elements, as well as whether it's in excess or deficiency) and then, using the information from the Pei Zing Elemental Associations table, notifies you what element of medicine is needed to remedy it. With this information, you then accurately identify the elemental property of a given ingredient, and then use it to prepare an excellent elemental medicine that grants the recipient a +2 circumstance bonus to saves against the affliction.

**Success** As critical success, but the bonus is +1.

**Failure** You fail to diagnose your patient. The GM doesn't tell you what elemental imbalance is causing the patient's symptoms, and therefore, you can't prepare an elemental medicine.

**Critical Failure** You misdiagnose your patient. The GM decides the elemental imbalance causing the patient's symptoms and then tells you a different, false diagnosis or notifies you that the elemental ingredient you're attempting to treat the symptoms with is actually incorrect. Either way, your mistaken treatment imposes a -1 circumstance penalty to saves against the affliction.

In addition, characters who have access to Prepare Elemental Medicine also have the ability to use Crafting, Herbalism Lore, or Medicine to Recall Knowledge about elemental afflictions and associations generally, which they can do even if untrained, as with other uses of Recall Knowledge.

### EXAMPLE

During their journey through the waterlogged lands of Wanshou, Fumbus discovers that his companion Harsk is fighting off a case of bog rot. He attempts a check to

Prepare Elemental Medicine. The GM decides that bog rot is an affliction caused by an excess of earth because the disease vector is damp feet and, therefore, that an elemental preparation associated with metal, wood, or water can be used to treat the disease. Fumbus rolls a critical success, so the GM tells him this information and recommends that a water element preparation would be best for Harsk. With this information, Fumbus decides to prepare a sesame seed tea for Harsk (as sesame seeds are black and, therefore, associated with water), granting the dwarf a +2 circumstance bonus to his save.

The next day, Harsk is looking better but hasn't completely recovered from the bog rot. Fumbus decides to continue his treatment and attempts another check to assess and treat Harsk's condition. Unfortunately, a natural 1 results in a critical failure. The GM informs Fumbus that although he's on the right track by attempting to treat bog rot with an elemental preparation involving wood, the spinach that Fumbus





## INTEGRATING TRADITIONAL MEDICINE

The Pei Zing Elemental Associations table draws heavily on real-world traditions of herbal medicine. If you're knowledgeable about this type of treatment, feel free to let it guide either your suggestions about elemental afflictions to your players or your choices about what ingredients might be associated with what element. However, feel free to improvise and to let your players enjoy describing their rationale for elemental associations of various ingredients—Golarion is a huge fantasy land filled with all sorts of ingredients that don't exist in the real world, leaving plenty of room to make up elemental associations of your own. Perhaps herbs that grow on the side of volcanic Mount Kumijinja are associated with fire, a leaf from the great tree of the Valashmai Jungle is associated with wood, or a flower blessed by priests of Qi Zhong might be perfectly balanced in all five elements!

is using is actually a fire ingredient, as its dominant characteristic is that it's bitter (Fumbus assumed it was associated with wood because it was green). This medicine is no good for Harsk's earth excess affliction, and it imposes a -1 circumstance penalty to the poor dwarf's save.

## PREEMPTIVE MEDICATION

Since the effects of elemental medicine last for a whole day after consumption, you can take it preemptively. If you're attending a party where the host is known to poison their guests with toad tears, you can take medication before the meal to gain a bonus to saving throws against wood-deficiency afflictions (if you succeed at your check, the GM might tell you that toad tears affect the eyes, draining your mental faculties and your ability to respond in anger). So long as the medicine is active, it improves your chances against the poison, regardless of when you're exposed to the affliction.

## MEDICAL SKILL FEATS

This section presents skill feats tied to Tian Xia's medical practices that any character can master, regardless of their ancestry or class. Characters from Tian Xia have access to these feats, though some practices are seen more frequently in individual nations or regions.

### ACUPUNCTURIST

FEAT 1

**DOWNTIME** **GENERAL** **MANIPULATE** **SKILL**

**Prerequisites** trained in Medicine; **Access** Tian Xia origin

You've studied the routes by which qi flows through the body. The needles stored in your healer's tools can manipulate its flow and improve health when applied to specific meridian points. You spend a day studying an ally to attempt a Medicine check to improve their qi against a standard DC for your ally's level. The ally is then immune to all uses of Acupuncturist for 1 week.

**Critical Success** You grant your ally the choice of a +2 circumstance bonus to one downtime activity skill check within the next week, or the ability to roll twice on their next saving throw within the next week against an affliction and take the higher result; this is a fortune effect.

**Success** You grant your ally a +1 circumstance bonus to one downtime activity skill check within the next week.

**Critical Failure** Your ally takes a -1 circumstance penalty to all downtime activity skill checks within the next week.

### ENERGY FORTIFICATION

FEAT 2

**UNCOMMON** **GENERAL** **SKILL**

**Prerequisites** Prepare Elemental Medicine, expert in Occultism; **Access** Minkai or Forest of Spirits origin

You learn Minkaian traditions about the void and know how to manipulate the five elements to fortify vitality and void energies in the body. When you Prepare Elemental

Medicine, you can choose to use Occultism instead of the usual skills. If you do, the medicine also grants the recipient resistance 2 and weakness 2 based on the element you chose. A wood, earth, or water elemental medicine grants resistance to void damage and weakness to vitality damage, and a living recipient loses its immunity to vitality damage for the duration. A fire or metal elemental medicine grants resistance to vitality damage and weakness to void damage, and an undead recipient loses its immunity to void damage for the duration.

If you're a master in Occultism, increase the resistance and weakness to 4. If you're legendary, instead increase them to 8.



## PEI ZING ADEPT

## FEAT 2

UNCOMMON GENERAL SKILL

**Prerequisites** Prepare Elemental Medicine, expert in Crafting, Herbalism Lore, or Medicine; **Access** Tian Xia origin

You're practiced at timing preparations to the point where you can treat multiple patients at once. During your daily preparations, you can administer up to two elemental medicines to different recipients.

If you're a master in one of the prerequisite skills, you can administer to up to four recipients, and if you're legendary, you can administer to up to eight.

## TEMPERATURE ADJUSTMENT

## FEAT 7

UNCOMMON GENERAL SKILL

**Prerequisites** master in Crafting, Herbalism Lore, or Medicine; **Access** Hwanggot origin

You learn Hwan temperature classifications for the elements—wood and water are cold elements, while fire, earth, and metal are hot elements. When you Prepare Elemental Medicine, you can alter the environmental effects on the recipient's body. If you created hot elemental medicine, the recipient ignores the effects of severe cold while the medicine lasts. If you created cold elemental medicine, the recipient ignores the effects of severe heat while the medicine lasts.

## MEDICAL CLASS FEATS

This section presents feats that various classes can learn from Tian Xia's medical practices.

## INTENSIFIED ELEMENT STANCE

## FEAT 6

UNCOMMON DRUID RANGER STANCE

**Prerequisites** trained in Medicine; **Access** Tian Xia origin

**Requirements** You were the recipient of elemental medicine (see Prepare Elemental Medicine) during your last daily preparations.

You expend the elemental medicine in your body to empower your attacks, though you can't consume any more elemental medicine until the next day. While in Intensified Element Stance, your strikes and damaging spells deal an additional 1d6 damage against certain creatures, depending on the type of elemental medicine you expended. If the person who crafted the elemental medicine expended was legendary in the skill they used, increase this damage to 2d6.

**Earth** acid damage against water creatures

**Fire** fire damage against metal creatures and constructs that are primarily metallic

**Metal** electricity damage against wood or plant creatures and constructs primarily made of wood or plant matter

**Water** sonic damage against fire creatures

**Wood** cold damage against earth creatures and constructs that are primarily made of rock or earth

## PROTECTIVE POSE

## FEAT 8

UNCOMMON MANIPULATE SUMMONER

**Prerequisites** trained in Medicine; **Access** Tian Xia origin

**Requirements** You and your eidolon are within 30 feet of one another.

Many physical poses can fortify one's health, but some poses need more than one body to accomplish. As you and your eidolon pose in tandem, you each channel qi into a protective barrier in a 30-foot emanation until the start of your next turn. Creatures within range of either you or your eidolon gain resistance to your choice of acid, cold, electricity, fire, or sonic damage equal to half your level. In addition, any Medicine check targeting a creature with this resistance gets a +1 status bonus (or a +2 status bonus if you're a master in Medicine).

## MEDITATE ON THIS!

## FEAT 14

UNCOMMON BARBARIAN CONCENTRATE EMOTION INCAPACITATION

MENTAL RAGE

**Prerequisites** trained in Medicine or Tian Xia Lore; **Access** Tian Xia origin

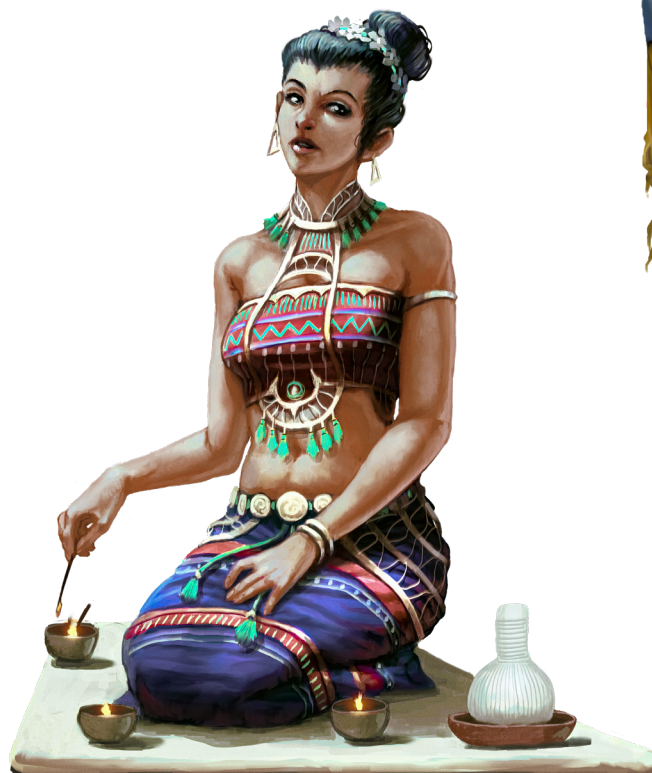
You meditate to alter your qi, coloring it with your resentment and anger. Until the start of your next turn, whenever you hit a creature with an unarmed Strike, or an adjacent creature deals piercing, slashing, or bleed damage to you, the creature that you hit or that damaged you must attempt a Will save against your class DC. The creature is then temporarily immune for 1 minute.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 3 and fleeing until the end of its next turn.



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# TIAN INNOVATION

Inventors in Tian Xia are a varied and shrewd bunch united in their love of manipulating gears and cogs. They include tinkerers who reverse engineer clockworks uncovered in the Clicking Caverns beneath Nagajor and Xa Hoi, explosive technicians who profit from maritime tensions between Wanshou and Xidao, and martial artists who augment their attacks with the wonders of machinery. Further technological marvels are unearthed from ancient empires, as the citizens of Valash Raj dredge up mysterious silver disks and circuits from the earth, bending these relics to suit their own peculiar needs. A long and storied tradition of gunpowder has fueled many of these innovations, as well as a legacy of imperial scholarship that has allowed upward mobility for the brightest of minds.

The exchange of ideas across the continent and to lands even further abroad regularly sees new or perfected technologies appear at a rapid pace. Black market traders in the Golden League and beyond scour the underworld for anything that might give them an edge with their customers, keeping a keen eye on Hwanggot's iron ships. Ysoki slumlords and Kwanlai tengu dismantle any new devices they find, often creating cheaper and better alternatives to produce in their workshops. With new trade routes depositing innovations from the farthest reaches of Golarion in Goka, Linvarre, Minkai, and other Successor States, Tian Xia's innovators are quickly becoming masters of the world's technology, adding flair completely unique to the Dragon Empires.

## INVENTOR FEATS

The following feats are available to inventors.

### OIL FIRE ◆◆

FEAT 2

**FIRE** **INVENTOR** **MANIPULATE** **UNSTABLE**

**Prerequisites** armor innovation

**Requirements** You have a foe grabbed.

Your armor includes flame-resistant gauntlets with oil-filled finger joints. These joints can split apart, dousing your opponent in flammable oil and then igniting it. The opponent must attempt a Reflex save against your class DC.

**Critical Success** The grab ends.

**Success** The grab ends, and the target takes 1 persistent fire damage.

**Failure** The target takes persistent fire damage equal to half your level.

**Critical Failure** The target takes persistent fire damage equal to your level.

### WUKONG EXTENSION ◆◆

FEAT 2

**UNCOMMON** **INVENTOR** **MANIPULATE** **UNSTABLE**

**Prerequisites** weapon innovation; **Access** Tian Xia origin or worshiper of Sun Wukong

Invoking the name of Sun Wukong's extending cudgel, *Ruyi Bang* (page 131), you activate hidden levers and cranks in your innovation, making it swiftly extend outward like a battering ram. Make a melee Strike with your weapon innovation; your reach for that Strike is 30 feet.

### DUO DRAGON KICK ◆◆

FEAT 4

**INVENTOR**

**Prerequisites** construct innovation

**Requirements** Your construct innovation is adjacent to you. You've practiced an impressive spin technique with your construct, automatically attacking in tandem as you launch each other through the air. You Command your construct companion to fight alongside you, after which you both Leap in the same direction, making an unarmed Strike at the start or end of the Leap; this uses your companion's actions for the turn. If the Strikes both hit the same creature, combine their damage for the purposes of resistances and weaknesses.

**Unstable Function** You spin farther and higher, though the extreme movement risks discombobulating your innovation. Add the unstable trait to Duo Dragon Kick. Increase the distance of your Leaps by 10 feet if horizontal or 5 feet if vertical.

### SILK BRACELET ◆◆

FEAT 6

**UNCOMMON** **INVENTOR** **MANIPULATE**

**Prerequisites** armor, construct, or weapon innovation;

**Access** Tian Xia origin

Taking inspiration from Desna's image as a giant silk moth in Tian Xia, you've attached a bracelet to your innovation that generates ultra-strong silk strands mixed with venom. You can unleash this substance as part of an attack. Make a melee Strike. If it hits, the target takes damage from the Strike as normal and must attempt a Fortitude save against your class DC with the following effects.

**Critical Success** The target is unaffected.

**Success** The silk imposes a -10 foot status penalty to all the target's Speeds for 1 round.

**Failure** As success, and the target takes an additional 1d4 persistent poison damage. The poison damage increases to 2d4 at 12th level and 3d4 at 18th level.

**Critical Failure** As failure, and the target is immobilized until the end of their next turn.

**Special** If your innovation is a minion, it can take this action rather than you.

### XIDAO SEA MINE DROP ◆◆

FEAT 6

**UNCOMMON** **INVENTOR**

**Prerequisites** Diving Armor; **Access** Tian Xia origin

You've rigged your armor innovation with a gizmo that can safely synthesize two sea mines a day, holding them in a protected compartment. You must be submerged in water to use this action, and the mines only detonate if they're underwater.

You off-load a mine onto an unoccupied square within your reach. The mine is primed to explode when a Small or larger creature moves into its square, or when you Interact to Activate your gizmo's remote detonation button, which explodes a single mine up to 50 feet away. As a 1-minute activity, you can hide a mine. Creatures can detect a hidden mine as they would any trap or hazard, using your Craft DC as the Stealth DC. If you don't Conceal the mine, its position is obvious.

Any creature in a 5-foot emanation around the mine when it detonates takes 3d4 bludgeoning damage and 1d4 piercing damage, with a basic Reflex save against your class DC. The bludgeoning damage of your mines increases by 1d4 at 8th level and every 2 levels thereafter. Any mines that haven't detonated when you make your daily preparations become inert and harmless.

**Unstable Function** You push the safety limits of your gizmo, forcing it to synthesize and launch additional sea mines, exceeding the daily limit. Add the unstable trait to Xidao Sea Mine Drop. You create up to 3 additional sea mines that you can immediately deploy in different unoccupied spaces up to 30 feet away.

## GUARDIAN LION ROAR ◆◆

FEAT 8

AUDITORY INVENTOR SONIC

**Prerequisites** armor, construct, or weapon innovation

Your innovation is augmented with plates shaped to resemble the gaping maws of guardian lions, which you can energize to expel a stream of sonic energy reminiscent of a lion's powerful roar. All creatures in a 20-foot line from your innovation take 2d8 sonic damage with a basic Fortitude save against your class DC. Creatures that fail this save become off-guard for 1 round. The damage from this effect increases by 1d8 at 10th level and every 2 levels thereafter.

**Unstable Function** You press concealed switches in the guardian lions' plates, extending their reach and power. Add the unstable trait to Guardian Lion Roar. The range of your roar increases to a 60-foot line. Creatures that succeed (but not critically succeed) at their save also become off-guard for 1 round. On a critical failure when attempting the flat check for this unstable action, you take sonic damage equal to your level instead of fire damage.

**Special** If your innovation is a minion, it can take this action rather than you.

## GEObUKSEON RETALIATION ↻

FEAT 10

UNCOMMON FIRE INVENTOR MODIFICATION UNSTABLE

**Prerequisites** armor innovation; **Access** Tian Xia origin

**Trigger** You would take damage.

Your armor has a retractable spike-covered shell reminiscent of Hwanggot's heavily armored geobukseon, or "turtle ships." The shell unfolds across your body, giving you a +4 circumstance bonus to AC and resistance 2 to bludgeoning, piercing, and slashing damage until the end of your next turn. Spiked chains propelled by small bursts of black

powder also erupt from the shell, dealing 3d4 piercing damage plus 2 persistent fire damage (basic Reflex save against your class DC) to all creatures in a 5-foot emanation.

## CELESTIAL CACOPHONY ◆◆◆

FEAT 12

UNCOMMON FIRE INVENTOR MANIPULATE SONIC VISUAL

**Prerequisites** weapon innovation; **Access** Tian Xia origin

Your weapon contains a detonation chamber that launches fireworks, sparklers, and black powder pellets that sizzle, twist, and scatter on the ground in a cacophonous manner liable to annoy the entire Celestial Court. All creatures in a 15-foot cone extending from your innovation take 3d4 fire damage and 3d4 sonic damage with a basic Fortitude save against your class DC; both the fire and sonic damage increase by 1d4 at 14th level and every 2 levels thereafter. The area affected by the cone becomes difficult terrain until the start of your next turn. Creatures moving through this area must succeed at a Reflex save against your class DC or take 2d4 persistent fire damage.

**Unstable Function** You rattle your weapon violently to make it belch out even more pyrotechnics. Add the unstable trait to Celestial Cacophony. The area increases to a 30-foot cone, and all damage dice increase from d4s to d8s.



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# WUXIA

This section showcases new options for practitioners of qinggong, the art of lightness. Qinggong is a natural progression of developing one's qi (refined life energy, also known as ki). While everyone is capable of producing qi through their bodies, an individual must often undergo specialized training to produce sufficient qi needed for qinggong and other feats of supernatural martial arts.

## QINGGONG MAGI

The following section presents two new hybrid studies for magi who utilize qinggong and its related arts of qi manipulation. These techniques are popular within Tian Xia's jianghu—the martial arts world—and allow experts to defy gravity with Quain's magic sword arts or to turn the softest cloth deadly with Po Li's silk thread techniques.

## HYBRID STUDIES

Characters from Tian Xia have access to the following magus studies. The list of studious spells notes which additional spells the studies grant for the studious spells class feature.

### ALOOF FIRMAMENT (UNCOMMON)

You're a philosopher of the sword who codifies your study of qinggong along principles arcane and martial. Your blade teaches morality and immortality, and you illustrate its lessons with an academician's rigor. Through your training, you've learned to move about with grace and create opportunity to strike foes.

You gain the Cat Fall general feat, though you benefit from it only as long as you aren't using a shield and are wearing light or no armor.

While in Arcane Cascade stance, your steps become even lighter, giving you the benefits of the Quick Jump general feat. When you Fly, Leap, High Jump, or Long Jump while in that stance, your movement doesn't trigger reactions. If you take one of these actions, the next Strike you make before the end of your turn with a one-handed weapon in the sword group has greater damage from Arcane Cascade. Increase the extra damage to 4; increase it to 6 if you have weapon specialization, or to 8 if you have greater weapon specialization. You must have your other hand completely free; the extra damage doesn't apply if you have a free-hand weapon or other item in that hand, even if you would normally be able to use the hand for other things.

**Conflux Spell** *sky laughs at waves*

**Studious Spells** 7th: *water walk*, 11th: *wall of wind*, 13th: *variable gravity* (*Secrets of Magic* 138)

### UNFURLING BROCADE (UNCOMMON)

You disdain others' reliance on crude contrivances of iron, instead favoring the elegance of fabric, with thread and brocade your panoply. Your mastery of qinggong allows qi-infused fabric to tear flesh, bind blades, and pierce steel.

You can create a special weapon, qi-infused fabric, by Interacting to grip a length of cloth of 1 Bulk or less and filling it with your qi. If you Interact to draw the object, you can do this as part of that action. For most unfurling brocade magi, this item is a scarf, sash, ribbon, or a similarly voluminous article of worn clothing, such as long sleeves. You can use the fabric as a bladed scarf (*Treasure Vault* 25). Unlike a normal bladed scarf, you have the option to wield the fabric in one hand instead of two. Its damage die is d4 if held in one hand. If you're wearing *handwraps of mighty blows*, you can apply any of its runes to the fabric, provided those runes could be added to a bladed scarf. This begins when you wield the fabric and ends when you cease doing so.

While in Arcane Cascade stance, the magical energy flowing through your fabric partially animates it to accomplish an even greater range of tricks.

- If you critically succeed at an Athletics check to Disarm, you can spend a single action immediately afterward to flick your fabric, causing the disarmed object to fall to the ground in your space rather than in your opponent's.
- Your fabric gains the grapple trait. If you succeed at an Athletics check to Grapple using your fabric, you can spend a single action immediately afterward to pull the creature 5 feet toward you.
- When you attempt to Trip a foe using your fabric, the target can be two sizes larger than you instead of one.

**Conflux Spell** *home among mulberry leaves*

**Studious Spells** 7th: *web* (*Player Core* 2 255), 11th: *whirling scarves* (*Divine Mysteries* 261), 13th: *planar tether*

## CONFLUX SPELLS

The hybrid studies in this book grant access to the following conflux spells.

### HOME AMONG MULBERRY LEAVES ◆

FOCUS 1

UNCOMMON MAGUS MANIPULATE

**Requirements** You're wielding qi-infused fabric (see above).

Qi-formed threads unravel from your fabric on conjured needles as your attack makes contact with an enemy and wraps it in place like an insect in its cocoon. Make a melee Strike with your qi-infused fabric. On a success, the target is immobilized until the start of your next turn, though it can attempt to Escape against your spell DC. On a critical success, your needles anchor in the target's nerve centers after the threads bind it, making it your choice of clumsy 1 or enfeebled 1 until the start of your next turn, in addition to immobilizing it.

### SKY LAUGHS AT WAVES ◆

FOCUS 1

UNCOMMON MAGUS MANIPULATE

**Requirements** You're wielding a one-handed weapon in the sword group.

You soar and leave the world's squabbles behind before your violent intentions ground you once more. Fly up to your Speed, then make a Strike with your sword against an adjacent creature at the end of your movement. If you don't have any other means of flying, you fall after the Strike. If you can't end your movement adjacent to an enemy, this spell is disrupted.

## MAGUS FEATS

The following feats are available to magi who meet the prerequisites.

### DISTANT WATERBIRD'S POISE

FEAT 4

ARCANE MAGUS

**Prerequisites** aloof firmament hybrid study, Spellstrike

**Trigger** You hit a target with a Spellstrike.

You flow around your foe, using the magic of your attack to carry you away. You Leap, High Jump, or Long Jump, and this movement doesn't trigger reactions from the creature you hit. If you High Jump or Long Jump, you don't have to perform the initial Stride (nor do you fall if you don't Stride 10 feet).

The lightness of your steps persists after the jump, granting you the ability to land on or walk on the surface of water or other liquids until the end of your next turn.

### HEAVEN-EARTH ENCOMPASSING SLEEVES

FEAT 4

ARCANE EXTRADIMENSIONAL MAGUS

**Prerequisites** unfurling brocade hybrid study

Your magic extends to your garments. During your daily preparations, you can weave magic into a single suit of fine or high-fashioned fine clothing with long sleeves or a train, such as a robe or cloak. This clothing becomes a set of *sleeves of storage* (GM Core 296), allowing you to store items in either the sleeves or the train (you choose which during your daily preparations). This treatment also makes the clothing more durable; its Hardness increases by an amount equal to your level, and its Hit Points increase by an amount equal to twice your level.

These benefits end if you prepare a new set of clothing, if someone else attempts to wear the clothing, or if you lose ownership of the clothing. When it ends, all items stored within the clothes fall into the nearest available space.

At 9th level, the clothing becomes *greater sleeves of storage* instead.

### VERMILION THREADS

FEAT 10

ARCANE MAGUS

**Prerequisites** Arcane Cascade, unfurling brocade hybrid study

**Trigger** You use Arcane Cascade.

Your Arcane Cascade sends threads to the four directions, creating a web of strings dyed by your skill and your enemies' blood. The web fills a 15-foot burst centered on you and is difficult terrain. You can ignore the difficult terrain, and the strings can support your weight, allowing you to walk on them as though you were benefiting from fly.

The web lasts for 1 minute but ends early if your Arcane Cascade ends or you leave the web.

If you Cast a Spell from a spell slot while in the web, the strings glow red until the beginning of your next turn, dealing damage equal to the spell's rank to any creature other than you that moves through the web. The damage occurs at the end of the creature's movement, with a basic Reflex save against your spell DC. A creature can take this damage only once each round.

### UNSHEATHING THE SWORD-LIGHT

FEAT 10

ARCANE LIGHT MAGUS

**Prerequisites** aloof firmament hybrid study, Spellstrike

**Requirements** Your Spellstrike is charged, and you're wielding a one-handed weapon in the sword group.

Honed through 10,000 battles, your sword's mere light can shatter ambitions and break armies. Make a melee Spellstrike with a sword, with a spell that isn't a cantrip or focus spell. Countless copies of your sword, made of light, fall around you, dealing damage equal to double the spell's rank to each creature within a 10-foot emanation of the target, excluding you and the target of the Spellstrike. The damage is of the same type dealt by your sword Strike and is treated as cold iron and silver.



UNFURLING BROCADE

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## CULTIVATOR (ARCHETYPE)

Cultivators are seekers of immortality who practice occult disciplines to refine their qi. By gathering and purifying vast quantities of qi and enriching their bodies' qi with energies from the Universe and Creation's Forge, these warriors pursue—or "cultivate"—immortality and gain mastery over life and death. Many cultivators seek to become ageless immortals with awe-inspiring mystical powers known as xian and potentially even ascend to divinity as minor officials of the Tian pantheon. More unorthodox cultivators instead mingle qi with the Void and the Netherworld's dark energies.

While humanoid cultivators are the norm, it isn't unheard of for animals, trees, rocks, or even household objects to cultivate their qi and become powerful yaoguai (page 82). The mountains of Shanguang, Shenmen, and Zi Ha are famed sites for cultivators, as are the bamboo groves of Songbai and the verdant heart of the Valashmai Jungle. All types of cultivators are watched over carefully by Tian Xia's imperial dragons, for cultivators go against Heaven's will in seeking to transcend their ontology and destiny. There is little place for the timid among cultivators, as they seek to stand among the most powerful beings of both earth and Heaven. As a result, their personalities tend to be extreme, possessed of otherworldly benevolence, hellish wrath, or unmoving poise.

The intense effort and discipline required to reach the peaks of cultivation weed out most aspirants before they can even truly begin, and the tribulations that most cultivators attract winnows the rest. While calamity drives many to cultivate, rumors persist that gods and dragons alike test and punish cultivation's path with yet more hardship and woe. For every cultivator who eventually attains immortality, a thousand more aspirants meet their ends in the cruelest fates.

Cultivators are rare, even within Tian Xia.

### CULTIVATOR DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

**Prerequisites** trained in Occultism

Through an esoteric, often exacting, regimen of meditation, diet, and exercise, you've learned to transform your body's inner workings into a crucible of planar and spiritual energies. These austerities allow you to refine your body's vitality into qi, the foundation of all cultivation.

You become an expert in Occultism. In addition, you gain the *adapt self* domain spell (*Pathfinder Lost Omens Divine Mysteries* 262) as a focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity meditating to refine essence into qi, which circulates and refills your focus pool. Your cultivator focus spells are occult spells. You're trained in spell attack modifier and spell DC. Your key spellcasting attribute for these spells is Wisdom.

Cultivator focus spells are treated as qi spells for prerequisites, counting the number of qi spells you possess and their effects, such as a jiang-shi's Drain Qi.

### IMMORTAL LIGHTNESS

FEAT 4

ARCHETYPE

**Prerequisites** Cultivator Dedication

You breathe, allowing your golden core to release qi into the meridians governing your lower body, and break into a burst of speed that could shame arrows in flight. You gain the *athletic rush* domain spell (*Player Core* 377) as a focus spell.

### LOTUS ABOVE THE MUD

FEAT 6

ARCHETYPE

**Prerequisites** Immortal Lightness

Your qi, dancing ever diligently toward cultivation, eludes the grasp of the world's muck and mire. When you cast your *adapt self* or *athletic rush* focus spells, you ignore difficult terrain until the end of your next turn.

### THREE CLEAR BREATHS

FEAT 6

ARCHETYPE

**Prerequisites** Cultivator Dedication, Constitution +2

Through your disciplined condensations and circulations of qi, you've caught a fleeting glimpse of cultivation's promise, and your health has handsomely profited along the way. You gain the Breath Control, Diehard, and Fast Recovery feats. You must meet the prerequisites for these feats as normal. For each of these feats you already have, you can instead gain a different feat from the following list: Canny Acumen, Fleet, and Toughness.

### WISTERIA-AND-PEONY REUNION

FEAT 6

ARCHETYPE HEALING VITALITY

**Prerequisites** Cultivator Dedication

**Frequency** once per hour

**Trigger** You Cast a focus spell.

Your roots of qi stand firm, shaking off pains and aches like the returning flowers and leaves shed during winter's snow. You regain Hit Points equal to your level plus the maximum number of Focus Points in your focus pool.

### CULTIVATOR'S KEEN EYE

FEAT 8

ARCHETYPE OCCULT

**Prerequisites** Cultivator Dedication

Attuned to all arrangements of qi, you gain lifesense (*Monster Core* 359) as an imprecise sense with a range of 30 feet. You can also sense the presence of precious materials in the same range, which cultivators refer to as "cultivation materials."

When you participate in rituals, you can substitute all or part of the ritual's cost with an equivalent value of precious materials. This applies only to costs in valuable substances like diamonds, not to rituals that require specific items to function; the GM makes the call if it's unclear.

### GHOST-PATH EPIPHANY

FEAT 10

ARCHETYPE

**Prerequisites** Cultivator Dedication, you aren't holy

Deviating from the orthodox path, you tread an inauspicious descent littered with flowers of death; this heretical choice will, in time, earn you the enmity and fear of more traditional cultivators. You become sanctified with the unholy trait. You also learn the *call spirit* and *commune* rituals, which can be used to contact only undead or entities from the Void or the Netherworld.

When you cast a ritual, you can reduce the number of secondary casters by 1 as you direct decaying fragments of your own soul, felled by your proximity to death, to assist with the ritual. When you do, you must fulfill any requirements for the secondary caster, and you attempt the secondary check normally performed by that secondary caster. You can't replace a secondary caster who's the target of the spell (as in the *atone* ritual).

### THREE PECKS OF DEW

FEAT 10

#### ARCHETYPE

**Prerequisites** Cultivator Dedication, you aren't unholy  
At this stage of cultivation, your body is as much spirit as flesh. While still fettered to the physical realm, your form flourishes without needing conventional food or drink, and your natural healing now rivals that brought by scalpel and suture.

You become sanctified with the holy trait. When you perform the Subsist downtime activity, you can use Occultism for the skill check (instead of the skills normally associated with your environment). If you do so, this activity gains the vitality trait as you subsist on ambient qi within your environment's dew-laden air and create shelter from solidified emanations of qi.

Additionally, when you Refocus, you can also Treat Wounds at the same time. If you do so, you can use Occultism for checks to Treat Wounds and disregard the need for a healer's kit; this activity gains the vitality trait as you circulate healing qi through your own body or transfuse your ally with healing qi.

### THE BITTER SCHOLAR'S PROMOTION

FEAT 16

#### ARCHETYPE

**Prerequisites** Ghost-Path Epiphany

Tian Xia's shining cities belie its empires' long shadow of death, darkened by thousands of years of suffering and injustice. You pursue immortality not through tuft-hunting with Heaven's dragons or their imperial brats; yours is the power to crack its corrupt wheel, for you can now release the ghost gates to expedite the dead's revenge at being cheated of their fates.

You cease aging and, regardless of your actual existential state, now register as an undead to effects that can detect undead (such as *lifesense* or *spiritsense*).

In addition, you learn *create undead* rituals for gashadokuro (*Pathfinder Book of the Dead* 95), jiangshi (*Book of the Dead* 158), and shui gui (*Pathfinder Lost Omens Tian Xia World Guide* 298). On a success with one of these rituals, you gain the effects of a critical success instead.

### THE IMMORTAL ATTAINS THE SUMMIT

FEAT 16

#### ARCHETYPE

**Prerequisites** Three Pecks of Dew

Your cultivation bearing glorious fruit, you behold Heaven's will. Returning from your vision of the Holy Mountain, you become an immortal with mystic potency over the terrestrial realms of wind and water.

You cease aging and, regardless of your actual existential state, now register as a living being to effects that can detect living creatures (such as *lifesense* or *spiritsense*).

In addition, you learn the *control weather* and *plant growth* rituals. You can use Occultism instead of Nature for these rituals. On a success with one of these rituals, you gain the effects of a critical success instead.



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# FAMILIAR SAGE

According to Tian Xia's scholars, spirits and apparitions are commonly believed to embody various aspects of life, objects, and concepts. These spirits might choose a form that strikes their fancy or inhabit one that best reflects their personality, temperament, or philosophy. Sometimes, an apparition achieves a greater awareness that results in a spiritual awakening. Such entities might develop a strong magical connection to the world that elevates and separates them from others of their kind. Over time, they might form connections or mystical bonds with worthy individuals to serve throughout their chosen partner's lifetime, possibly continuing on to watch over their partner's descendants and becoming spiritual household guardians. Typically, these apparitions are remnants of humanoid souls or personifications of spiritually infused items or locations, but in some cases, primal spirits form similar bonds, granting a greater connection to the five elements and the natural world. Regardless of the fundamental nature of these spirits, those who have mastered the ability to conjure and control a familiar can form a bond with them that unlocks a unique and potent well of shared magical energy.

## FAMILIAR SAGE DEDICATION

FEAT 4

ARCHETYPE DEDICATION

**Prerequisites** You have a familiar, and you're able to cast spells. You've forged an empowered mystical bond with your familiar. You gain the Enhanced Familiar feat, increasing your familiar's number of abilities.

**Special** You can take Familiar Sage Dedication even if you haven't yet gained three feats from the familiar master archetype, and you can take Familiar Master Dedication even if you haven't yet gained three feats from the familiar sage archetype. You can't select another dedication feat until you've gained two other feats from the familiar master or familiar sage archetypes.

## FAMILIAR'S RESOLVE

FEAT 6

ARCHETYPE SPELLSHAPE

**Prerequisites** Familiar Sage Dedication

When you weave magic, your familiar traces symbols that throw off fear and doubt. If the next action you use is to Cast a Spell, you or an ally within 30 feet gain a +2 status bonus to saving throws against effects that would cause you to be doomed or frightened for 1 round. At 14th level, you or an ally gain a +3 status bonus to saving throws against these effects instead.

## FULU FAMILIAR

FEAT 6

ARCHETYPE TALISMAN

**Prerequisites** Familiar Sage Dedication, expert in Occultism or Religion

You can imprint your familiar's spiritual essence into a fulu (*Secrets of Magic* 158), a small paper charm that can be affixed to objects, creatures, or structures. You gain the

Create Familiar Fulu action, which you can use once per day; at 12th level, this increases to twice per day, and at 18th level, it increases to three times per day.

**Create Familiar Fulu** (concentrate, manipulate) **Frequency** once per day or greater (see above); **Requirements** Your familiar is within 30 feet, and you have one hand free; **Effect** You make a pinching motion, and your familiar dissolves into magical energy that re-forms between your fingers as a fulu magical item. The fulu must be at least two levels lower than your level, and you don't need to spend the normal monetary cost in magical components or attempt a Crafting check. You can then choose to Affix a Talisman as part of this activity to affix your familiar fulu. While transformed, your familiar doesn't grant its normal benefits, and it remains transformed until your next daily preparations or until you Activate the fulu, at which point your familiar reappears in an unoccupied space adjacent to you.

## TEMPEST CLOUD'S SPEED

FEAT 6

AIR ARCHETYPE MAGICAL

**Prerequisites** Familiar Sage Dedication

**Requirements** You aren't encumbered.

You and your familiar coordinate to channel elemental air. Your familiar gains the following ability.

**Path of the Tempest** (air) **Frequency** once per 10 minutes; **Effect** Your familiar summons winds that speed up and protect you. You gain a +10-foot status bonus to your Speed until the end of your turn. When you Stride this turn, you don't trigger reactions. In addition, you don't need to Stride before a Long Jump this turn.

## FAMILIAR RITUALIST

FEAT 8

ARCHETYPE

**Prerequisites** Familiar Sage Dedication, ability to cast a ritual  
Your familiar's magical presence can serve as an aspect of a ritual. When you cast a ritual, your familiar can serve as a secondary caster, fulfilling any requirements for the secondary caster as well as a secondary check. You can't replace a secondary caster who's the target of the spell.

## GOLDEN DRAGON'S BOUNTY

FEAT 8

ARCHETYPE SPELLSHAPE

**Prerequisites** Familiar Sage Dedication

Your familiar alters the material of a spell into that of a precious metal. If the next action you use is to Cast a Spell that deals bludgeoning, piercing, or slashing damage, that damage is your choice of cold iron, silver, or steel for the purposes of weaknesses, resistances, vulnerabilities, and the like. At 14th level, adamantine is added to the list of metal choices. The spell gains the metal trait.

## LIGHTNING RINGS' INTERVENTION

FEAT 8

ARCHETYPE ELECTRICITY MANIPULATE

**Prerequisites** Familiar Sage Dedication

Your familiar learns to empower spells with an electrical discharge. Your familiar gains the following ability.

**Lightning Needles** ◆ (electricity) **Requirements** You Cast a Spell that had the air or electricity traits this turn; **Effect** Your familiar absorbs excess electrical charge and unleashes a 5-foot emanation of static electricity that flows into creatures' meridians. Creatures in the emanation that fail a Fortitude save against your spell DC become clumsy 1 until the end of their next turn. If a creature is soaked or standing over or in water inside the emanation, it also takes 1d4 persistent electricity damage on a failed save.

## SEAL OF THE GOLDEN DRAGON

FEAT 10

ARCHETYPE MAGICAL

**Prerequisites** Familiar Sage Dedication, Golden Dragon's Bounty

**Trigger** You would take acid, cold, electricity, poison, fire, or sonic damage.

**Requirements** Your familiar has the resistance ability and is adjacent to you.

Your familiar coils around you, protecting you with its magical resistance. You gain the benefits of your familiar's resistance ability until the start of your next turn. If your familiar has any upgrades to this ability, such as major resistance, you gain them as well. Once per day, if your familiar's resistance is a different damage type, your familiar's resistance ability changes to the appropriate type. If you already have resistance of the same type, choose the higher of the two.

## LIGHTNING RINGS' OVERCHARGE

FEAT 12

ARCHETYPE ELECTRICITY MAGICAL

**Prerequisites** Familiar Sage Dedication, Lightning Rings' Intervention

Your familiar can adopt an electrical form to empower weapon strikes. Your familiar gains the following ability.

**Lightning Armillary** ◆ (electricity) **Effect** Your familiar flies around and around an adjacent ally's weapon or hand, dissolving into multiple rings of lightning. Until the beginning of your next turn, the affected weapon or unarmed attack deals an additional 1d6 electricity damage, or 1d8 electricity damage if you Cast a Spell with the air or electricity trait this turn. Your familiar remains in lightning ring form, preventing it from being targeted or taking any actions.

## VEXING TEMPEST

FEAT 12

AIR ARCHETYPE SPELLSHAPE

**Prerequisites** Familiar Sage Dedication, Tempest Cloud's Speed

Your familiar channels elemental air around it to unleash a disruptive gust that sends creatures flying. If the next action you use is to Cast a Spell that has the air trait, all creatures within a 15-foot emanation of your familiar must attempt a Reflex save against your spell DC or be pushed 10 feet away. On a critical failure, they're also knocked prone.

## PHOENIX'S FLIGHT

FEAT 16

ARCHETYPE FIRE MAGICAL POLYMORPH

**Prerequisites** Familiar Sage Dedication

**Requirements** You're adjacent to or sharing the same space as your familiar.

You and your familiar learn the secrets of elemental fire, allowing you to merge together to become a legendary creature—a phoenix. You can cast *monstrosity form* as an innate occult spell once per day, except you can transform only into a phoenix, and your familiar must be adjacent to you before you Cast the Spell. When you Cast the Spell, your familiar merges into your form. While transformed, you gain the Blazing Conflagration action.

**Blazing Conflagration** ◆◆◆ (fire, healing, light, visual)

**Requirements** You're transformed into phoenix form by the *monstrosity form* spell granted by this feat; **Effect** You dismiss phoenix form while a fiery corona erupts from you as searing light. Each creature in a 10-foot burst takes 16d6 fire damage with a basic Fortitude save against your spell DC; creatures that critically fail are blinded for 1 round. You gain 8d6 temporary Hit Points. At 18th level and again at 20th level, the burst deals an additional 2d6 fire damage, and you gain an additional 1d6 temporary Hit Points.



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# MARTIAL ARTS

Whether on the road defending against bandits, in the wilds staving off dangerous creatures, or on a bloodstained battlefield, knowledge and techniques to prevail in combat have shaped the fates of rulers, soldiers, and commoners alike since the earliest days of civilization in Tian Xia. Over time, a collection of techniques, driven by a philosophical principle, sometimes crystallizes into a codified system of fighting that can be mastered and taught to others: a martial art. Some study martial arts as a means to a functional end, harkening back to the origins of martial arts as a way to incapacitate, if not kill, an enemy. Others practice martial arts as a form of self-expression, displaying their prowess in competition against other martial artists. Some master their art to preserve a rich cultural heritage passed down from master to student across many generations. Certain ascetics even study martial arts as an all-encompassing way of life, the pursuit of physical and spiritual self-perfection achieved by honing the body and mind into a perfected vessel for the soul. This section explores the ways an adventurer might interact with, and be a part of, the martial arts traditions of Tian Xia.

## MARTIAL ARTS PHILOSOPHIES

Martial arts styles are a mirror to the cultures that birthed them. As a people's needs and desires change, so too do the styles they practice. In a time of war, one martial art style might rise to prominence for its ruthless practical applications. In times of peace, that style might soften and evolve, shifting to focus on aesthetic beauty, self-expression, or pursuit of a philosophical ideal.

Just as martial arts styles are the product of the cultures they belong to, they also form some of the institutions and societal structures of those cultures. A martial arts school could hold as much weight in a person's life as their familial house. A school might hold political power, and rival schools often fight in the streets for territory and prestige. In addition to being a place of learning, structure, and camaraderie, a martial arts school serves as an avenue for those without houses to elevate themselves by learning how to fight and gain employment as mercenaries, bodyguards, or prize fighters.

The following are some of the histories and philosophies of martial arts styles that have made their mark in the realm of Tian Xia.

### ADAMANTINE BODY

Long ago, deep beneath the Iron Mountain, a dwarven smith put down his hammer, stopped the bellows, and let his furnace go cold. He despaired at the realization that no blade or bludgeon he forged could ever be greater than the one who wielded it. Even the most impregnable armor was worthless if the one who bore it lacked strength of both body and spirit. And so, he set his will

to forge himself anew, to become his own greatest work. By striking his flesh against wood and earth and metal, he tempered his body until his bones became stronger than any steel and his skin became thick like dragon's hide. He lifted great stones until his strength surpassed that of giants. With the newfound power of his form, he cleaved through the mountain tunnels, forming many of the passages that remain to this day. He was Shan Gang, the first great master of the philosophy that would come to be known as Adamantine Body.

Practitioners of the Adamantine Body philosophy are known for their immense physical toughness and unrivaled durability. Due to the discipline required to hone their bodies into unbreakable armor, their wills are often just as doughty. They favor simple and straightforward attacks, preferring to test themselves directly against an obstacle. It's said that their very skin can repel blades, and that whenever two masters of the Adamantine Body come to blows, the sound of their strikes echoes like thunder throughout the land.

Practitioners of the Adamantine Body philosophy are likely to take feats like Adamantine Body, Mountain Stance (*Player Core* 2 118), One-Inch Punch (*Player Core* 2 122), and Ironblood Stance (*Player Core* 2 123).

### CYCLONE'S PATH

Far above the clouds in the remote mountain villages of the Wall of Heaven dwell fighters who leap from peak to peak, carried by the wind. Their expertise in qinggong, using qi to fly through the air while fighting, is unmatched in all of Tian Xia. A master of the Cyclone's Path philosophy can launch themselves at an earthbound foe, grab hold, and fling their opponent into the hard mountainside or off the edge of a waiting cliff, then soar away again without ever touching the ground. Their lightness in spirit empowers their lightness in body, and a desire for freedom has required them, on many occasions, to repel would-be interlopers by way of force.

Practitioners of the Cyclone's Path are likely to take feats like Dancing Leaf (*Player Core* 2 120), Rushing Goat Stance (119), Whirling Throw (*Player Core* 2 123), Wind Jump (*Player Core* 2 124), Grandmaster Qi Spells (see *qi form*; *Player Core* 2 127), and Godbreaker (*Player Core* 2 127).

### PHOENIX DANCE

For centuries, the theater troupes of the Feng Wu Ke have traveled from city to city in Tian Xia, entertaining all from the poorest rice farmer to the rulers of empires with garish reenactments of climactic battles and the deeds of great heroes. Though the roads are fraught with danger, one must pity any bandit or beast who dares to attack these roaming thespians. They spend their days perfecting their craft, wielding decoratively deadly weapons with

theatrical flourish and fatal precision. It's said that every brightly colored article of clothing, ornate tassel, or shining piece of jewelry worn by a Feng Wu Ke might disguise an instrument of violence. Internal disputes between members of the troupe can be settled by contests of forms, judged by other troupe members to see whose technique is both more convincingly lifelike and dramatically inspiring.

Characters trained by the Feng Wu Ke prefer weapon-based martial arts using elaborate weapons like the bladed scarf, fighting fan, feng huo lun, and temple sword. They're likely to take feats like Monastic Weaponry (*Player Core* 2 118), Qi Spells (*inner upheaval*; *Player Core* 2 119), Elemental Fist (*Player Core* 2 120), Advanced Monastic Weaponry (*Player Core* 2 121), Projectile Snatching (*Player Core* 2 123), and Whirling Blade Stance (*Player Core* 2 126).

## TITANIC EMBODIMENT

Many martial arts have their foundation in a set of movements, a focus on a particular set of limbs, or the use of a particular weapon. Not so for Titanic Embodiment, a martial arts philosophy that favors pure physical strength above all else. Practitioners of the Titanic Embodiment philosophy are often unusually large members of their ancestry, possessed of great girth and power. They learn to use their weight and mass, or that of their exceptionally large and heavy weapons, to smash through opponents and physically remove obstacles that stand between them and their foes. Titanic Embodiment warriors who integrate grappling techniques into their style often gain a reputation for being fearfully inescapable, with crushing grips that can squeeze the life from their opponents. Weapon-using practitioners of this philosophy favor heavy and destructive weapons with straightforward uses, like the tetsubo (page 127).

Characters who follow the Titanic Embodiment philosophy are likely to take feats like Monastic Weaponry (*Player Core* 2 118), Dragon Stance (*Player Core* 2 118), Crushing Grab (*Player Core* 2 119), Kaiju Stance (120), Knockback Strike (*Player Core* 2 124), and Shattering Strike (*Player Core* 2 127). Weapon-using practitioners can find great value in the Mauler archetype (*Player Core* 2 207).

## MARTIAL ARTS FEATS

This section includes new feats for both the monk class and the martial artist archetype.

### MONK FEATS

#### RUSHING GOAT STANCE ◆

FEAT 1

MONK STANCE

**Requirements** You're unarmored.

You enter the stance of an unruly goat, lowering your body and preparing to butt heads with your foes. The only Strikes you can make are ramming horn attacks. These strikes deal

1d8 bludgeoning damage, are in the brawling group, and have the forceful, nonlethal, shove, and unarmed traits. When you make a ramming horn attack and your previous action was to Climb, Stride, or Leap, you gain a circumstance bonus to damage equal to the number of weapon damage dice. You can make ramming horn Strikes while Climbing even if you don't have a free hand.

#### TWISTING PETAL STANCE ◆

FEAT 1

MONK STANCE

**Prerequisites** trained in Deception

**Requirements** You're unarmored.

Your body moves like a petal twisting on the wind, confounding your opponents while using their energy against them. You can make gale blossom strikes that deal 1d6 slashing damage. These strikes are in the brawling group and have the agile, finesse, nonlethal, shove, and unarmed traits. While in Twisting Petal Stance, you gain a +1 circumstance bonus to Athletics checks to Shove and a +2 circumstance bonus to your Fortitude DC to avoid being Shoved. You also gain a +1 circumstance bonus



PHOENIX DANCE

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## REAL-WORLD MARTIAL ARTS

The styles and philosophies in this section are neither exhaustive nor prescriptive. After all, in the nation of Quain alone, it's often said "There are more martial techniques than stars in the sky—and they all think they shine the brightest." If you're inspired to create your own martial art, we do our best to give you the feats you need to do so. A martial artist who's adept at blocking and parrying will likely find great value in feats like Crane Stance (*Player Core* 2 118) and Deflect Projectile (*Player Core* 2 121). The Whirling Throw feat (*Player Core* 2 123) is a great choice for players looking to emulate judo throws, and Tiger Style wushu can be depicted with the aptly named Tiger Slash (*Player Core* 2 123).

Choose the feats that emulate the moves you're most excited about and create your own legendary martial art!

to Deception checks to Feint and a +2 circumstance bonus to your Perception DC to resist an opponent's Feint attempt.

### ADVANCED MONASTIC WEAPONRY

FEAT 6

MONK

**Prerequisites** Monastic Weaponry

Your rigorous training regimen allows you to wield complex weaponry with ease. For the purposes of proficiency, you treat advanced monk weapons as if they were martial monk weapons.

### MOMENTOUS CHARGE

FEAT 6

MONK

**Prerequisites** Rushing Goat Stance

**Requirements** You're in Rushing Goat Stance.

You rush into your enemies with great and reckless force. You Climb, Stride, or Leap, then make a ramming horn Strike. On a success, the target of the Strike is pushed up to 10 feet directly away from you. On a critical success, the target is also stunned 1.

### KAIJU STANCE

FEAT 8

UNCOMMON

MONK

POLYMORPH

STANCE

**Access** You've encountered a kaiju and survived.

**Requirements** You're unarmored.

Your encounter with one of the rare forces of nature known as kaiju has imbued you with knowledge of a martial art that allows you to emulate a fraction of their power.

When you enter Kaiju Stance, you become Large and are clumsy

1. The only Strikes you can make are shattering earth attacks.

These strikes deal 1d8 bludgeoning damage, are in the brawling group, and have the backswing, fatal d12, reach, and unarmed traits. On a critical success with a shattering earth attack, all creatures other than you that are within 10 feet of the target, including the target itself, take 1 point of bludgeoning splash damage per weapon damage die.

While in Kaiju Stance, you ignore difficult terrain.

### SCATTERING IN SPRING

FEAT 8

MONK

**Prerequisites** Twisting Petal Stance

**Trigger** An enemy within your reach targets you with a melee attack, and you're aware of the attack.

**Requirements** You're in Twisting Petal Stance.

You evade an incoming attack by twisting your enemy's tactics in your favor. You gain a +2 circumstance bonus to AC against the triggering attack. If the attack misses you, you can immediately attempt a Feint or Shove against the triggering attacker; if you roll a success, you get a critical success instead.

### FIVE-GODS RAM

FEAT 12

MONK

**Prerequisites** Rushing Goat Stance

**Requirements** You're in Rushing Goat Stance.

You attack in an unceasing flurry of charging headbutts. Stride or Climb and then make a ramming horn Strike. If the Strike is successful, you immediately push the target back 10 feet, then Stride or Climb and make a second ramming horn Strike against them. If the second Strike is successful, you immediately knock the target prone, but if the second Strike is a failure or if you're unable to complete all the required actions, you become stunned 1. Both Strikes count toward your multiple attack penalty, but the penalty doesn't increase until you've made both of them.

CYCLONE'S PATH

## WHIRLING IN THE SUMMER STORM ◆◆◆ FEAT 12

MONK

**Prerequisites** Twisting Petal Stance

**Requirements** You're in Twisting Petal Stance.

Your hands move in a hypnotic and distracting flurry that throws your foes off-balance before you cast them away with a violent pirouette. You Step. Then each enemy within your reach must attempt a Will save against the higher of your class DC or your Deception DC; on a failure, they're off-guard to melee attacks from you and your allies until the end of your next turn. Then, Shove up to three adjacent enemies; each Shove counts toward your multiple attack penalty, but you don't increase your penalty until after you've resolved all the Shove attempts.

## WORLD-BREAKING FOOTFALL ◆◆ FEAT 14

MONK

**Prerequisites** Kaiju Stance

**Requirements** You are in Kaiju Stance and are touching the ground.

You slam the ground and unleash a fearsome roar, sending broken shards of earth flying in all directions. The ground in a 20-foot emanation around you becomes difficult terrain, or greater difficult terrain if it was already difficult terrain. All other creatures within the emanation take 7d6 bludgeoning damage with a basic Reflex save against your class DC. You then can't use World-breaking Footfall for 1d4 rounds.

## WAKE OF DEVASTATION FEAT 20

MONK

**Prerequisites** Kaiju Stance

**Requirements** You're in Kaiju Stance.

Like a kaiju, you leave a trail of destruction in your wake. Your shattering earth attacks gain the razing trait (*Player Core* 2 274). Whenever you succeed with a shattering earth attack while standing on the ground, the earth buckles under the force of the blow, and all the squares beneath you become difficult terrain. Whenever you critically succeed with a shattering earth attack against a creature standing on the ground in an area of difficult terrain, you pummel the creature into the earth; they become immobilized until they succeed at an Escape attempt against your class DC.

## MARTIAL ARTIST FEATS

The following feats are an expansion of the Martial Artist archetype that can be found on page 206 in *Player Core* 2.

**New Additional Feats:** 4th Rushing Goat Stance, Twisting Petal Stance; 8th Advanced Monastic Weaponry, Momentous Charge; 10th Scattering in Spring; 14th Five-Gods Ram, Whirling in the Summer Storm

## ADAMANTINE BODY ◀ FEAT 8

ARCHETYPE

**Prerequisites** Martial Artist Dedication

**Trigger** An attack or effect would deal damage to you.

With your strong will and even stronger body, you shrug off an otherwise devastating blow. You gain resistance equal to 2 + half your level against all damage from the triggering attack or effect.

## ECHOING VIOLENCE ◆ FEAT 18

ARCHETYPE DEATH INCAPACITATION

**Prerequisites** Martial Artist Dedication

**Frequency** once per minute

**Trigger** You critically succeed with an unarmed Strike against an opponent.

Your powerful attack causes damage that reverberates through your opponent's body, shaking muscle from bone. The creature takes 10d6 bludgeoning damage with a basic Fortitude save against your class DC. If it critically fails, it immediately dies as your blow tears apart its body internally.



TITANIC EMBODIMENT

### TIAN XIA CHARACTER GUIDE

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# COMPANIONS AND FAMILIARS

The people of Tian Xia are no strangers to animals, and Tian Xia's animals are no strangers to people. With an entire continent of beasts and magical creatures to choose from, cultures and individuals often partner with beings from the natural or magical world to survive.

## ANIMAL COMPANIONS

From small felines to large hounds and towering equine mounts, animal companions aid adventurers and commoners alike, both in and outside of combat.

### DURIAN CRAB

In the southern provinces of Nagajor, Xa Hoi, throughout the archipelago of Minata, and hidden within the thick overgrowth of the Valashmai Jungle are the notorious killer crustaceans known only as durian crabs. Using their large, powerful claws, they scale the trunks of tall trees, hiding their presence away from even the most observant of prey. When the time is right, they fall, plummeting onto their prey and letting the momentum and prickly thorns of their shells earn them their quarry.

**Size** Small or Medium

**Melee** ♦ claw (agile), **Damage** 1d6 piercing

**Str** +3, **Dex** +2, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** darkvision

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Support Benefit** Your durian crab launches itself as part of your ranged attack to throw your enemies off balance. Until the start of your next turn, as long as your crab is within your reach, your ranged Strikes that deal damage to a creature within 30 feet make the target off-guard until the end of your next turn. Your crab scuttles or launches itself back to the same space from which you threw it immediately after making a Strike, allowing you to hurl it multiple times.

**Advanced Maneuver** Crab Cannon



SUNDAFLORA

### CRAB CANNON ♦♦

Your durian crab curls itself up tightly, taking the shape of a ball. It then launches itself with its powerful claw at a target within 20 feet. When it lands, it makes a claw Strike, except the damage is bludgeoning instead of piercing. On a hit, the target becomes dazzled for 1 round and the Strike deals an additional 1d8 damage, or 2d8 additional damage if your crab is specialized.

### HERMIT KRAIT

There are countless tales of young children wallowing in the shallow waters, pressing the mouth of a seemingly empty shell to their ears, hoping to hear roaring waves, only to be met with a reptilian hiss and the bite of two fangs. There's more than meets the eye when it comes to hermit kraits, in multiple ways. On the surface, the creature seems like a mundane shell taken over by a den of snakes, but any attempt to pry it from its home will only kill it, revealing a strange, reptilian creature with a multitude of heads.

**Size** Small

**Melee** ♦ fangs (agile, finesse), **Damage** 1d6 piercing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 20 feet, burrow 15 feet, swim 20 feet

**Support Benefit** Your hermit krait bites at your foes with venomous fangs. Until the start of your next turn, your Strikes that damage a creature in your hermit krait's reach also deal 1d6 persistent poison damage. If your hermit krait is nimble or savage, the persistent poison damage increases to 2d6.

**Advanced Maneuver** Defensive Curl

### DEFENSIVE CURL ♦

The hermit krait pulls its heads into its shell to protect itself. It gains a +2 circumstance bonus to AC and a +4 circumstance bonus to any check to pretend to be a mundane shell. Any creature that hits the hermit krait with a melee unarmed attack while it's in its Defensive Curl takes 2d6 persistent poison damage as one of the krait's heads lashes out from within the shell. While in its shell, the hermit krait can't move or take other actions that require using its limbs, but it can extend out of the shell as a single action, ending the effects of Defensive Curl.

### SUNDAFLORA

UNCOMMON

Sundafloras are friendly, bipedal creatures with brightly colored, overlapping waves of petal-like scales covering most of their body. Though rare to find, they're most common in the artificial garden landscapes of Goka, usually seen waltzing around the grounds with their hands clasped together, giving off a pensive appearance.

**Size** Small**Melee** ♦ claws (agile), **Damage** 1d6 slashing**Melee** ♦ clubbed tail, **Damage** 1d8 bludgeoning**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +1**Hit Points** 6**Skill** Performance**Senses** low-light vision, scent (imprecise, 30 feet)**Speed** 20 feet, swim 15 feet

**Support Benefit** Your sunaflora inspires your allies with its calm demeanor and agile steps. Choose one ally within 30 feet of your sunaflora. They gain a +1 circumstance bonus to their next attack roll to Strike a foe within your sunaflora's reach. The bonus lasts until the first time your ally uses it or until the beginning of your next turn, whichever comes first.

**Advanced Maneuver** Flower Dance

## FLOWER DANCE ♦♦

**MOVE** **VISUAL**

The sunaflora stands tall on its hind legs and begins to wave and dance, showing off its dazzling beauty to distract your attackers. It attempts to Feint the target creature, using its Performance skill instead of Deception. If successful (or critically successful), the target is off-guard to you, rather than to your sunaflora.

## TIKAR URCHINPAD

Tikar urchinpad is a curious creature that looks similar to jellyfish, has heads that resemble a floating plant or pad, and make use of their slimy tendrils to consume creatures that attempt to rest on the urchinpad's head. Tikar urchinpads tend to float about in still water, soaking in the warmth of sunlight, not a care in the world. To the untrained eye, they appear only as a myriad of small, colorful squares sprawled out across a round pad, forming silhouettes of shapes that dazzle across the water's surface.

**Size** Small or Medium**Melee** ♦ tendril (agile, finesse), **Damage** 1d6 slashing**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0**Hit Points** 6**Skill** Stealth**Senses** scent (precise, 10 feet)**Speed** 10 feet, swim 40 feet

**Support Benefit** Your tikar urchinpad attempts to wrap its tendrils around your foe's limbs, pulling it off balance. Until the end of your next turn, as long as you're adjacent to your urchinpad, if you attempt to Shove or Trip an opponent and roll a critical failure, you get a failure instead.

**Advanced Maneuver** Wrapping Tendrils

## WRAPPING TENDRILS ♦

**Requirements** The urchinpad's last action was a successful tendril Strike.

The urchinpad makes another tendril Strike against the same target. If this Strike hits, the target is also grabbed, as if the urchinpad had successfully Grappled the target.

## YZOBU

Yzobus (*Pathfinder Bestiary* 3 300) are large equines abundant through the northeastern regions of Tian Xia,

from the provinces of Hongal down to middle Tian Xia in the regions of Quain and Po Li. Here, herds of hundreds, if not thousands, have established themselves as nomads who have trekked from one end of the continent to the other as an unchanging tide of nature. Naturally, this resilience has led to their incorporation into these regions' steeds and livestock, despite their inherent foul stench.

**Size** Large**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning**Melee** ♦ horn, **Damage** 1d8 piercing**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0**Hit Points** 8**Skill** Survival**Senses** low-light vision, scent (imprecise, 30 feet)**Speed** 40 feet**Special** mount

**Support Benefit** The next creature to make a melee attack against the yzobu or its rider before the start of your next turn is overwhelmed by the creature's terrible stench and must attempt a Fortitude save. This DC is equal to your class DC or spell DC, whichever is higher. On a failure, the attacker takes a -2 circumstance penalty to its attack roll. This ability has the olfactory trait.

**Advanced Maneuver** Raging Stampede

## RAGING STAMPEDE ♦♦

The yzobu Strides and then makes a horn Strike. If the Strike hits, the target is pushed 10 feet.



TIKAR URCHINPAD



## FAMILIARS

From calligraphy wyrms to elemental wisps, familiars are magical creatures bound to a master through supernatural means.

Characters of Tian Xia origin have access to the following specific familiars (*Player Core* 2 170) and familiar abilities.

### FAMILIAR ABILITIES

**Play Dead:** Your familiar pretends to be inanimate, hiding its supernatural capabilities. It can Hide without any cover or concealment from creatures that don't realize it's alive, so long as it's in a location where it wouldn't seem out of place. If the familiar succeeds, onlookers still see it, but they mistake it for an inanimate object. After being fooled once, they realize your familiar is alive, and it can't Hide from them in that way again.

**Versatile Form:** The crafted body of your familiar allows you to make adjustments to it when required. Once per day, you can spend 10 minutes to change one familiar or master ability your familiar possesses. To select this ability, your familiar must be a construct, and you must be at least trained in Crafting.

### MASTER ABILITIES

**Kindling:** You can immolate your familiar's body for a surge of power. Once per day as a free action, when you Cast a Spell that has the fire trait, deals damage, and doesn't have a duration, you can sacrifice your familiar to empower the spell. Your familiar is immediately slain, and you gain a status bonus to that spell's damage equal to twice the spell level.

## SPECIFIC FAMILIARS

### KINNARS

The kinnari seats herself, pressing an instrument of gourds and strings to her shoulder. The kinnara stands ready, with his tail upright, preparing for his beloved's rhythm. Kinnars are half-human, half-songbird lovers who sing, dance, and perform for and with each other, forever accompanying each other in their arts. Severance creates suffering, and neither can stay apart from the other else they both become heartbroken and die. While most kinnar pairings serving as familiars include a female kinnari and male kinnara, kinnar pairings of different genders aren't uncommon. Kinnar familiars have access to all of their familiar abilities regardless of the genders of the kinnars.

#### KINNARS

UNCOMMON CELESTIAL

Required Number of Abilities 6

Granted	Abilities
darkvision, independent, dexterity, speech	lifelink, manual

**Dazzling Show** ◆◆ (move, visual)

**Frequency** once per minute; **Effect** Your kinnara flashes his brilliant feathers. Each creature within a 30-foot emanation must attempt a Will save against your class DC or spell DC, whichever is higher, or be dazzled for 2 rounds.

**Soul Bond** Your kinnars' spirits are intrinsically linked. While they're two beings, they're still considered a single creature, act as a single creature, use normal familiar statistics, and are subject to all of the normal effects that come with being a single creature. Their linked spirits allow them to stave off attacks against their mind. If your kinnars are subjected to a mental effect that allows a saving throw, they roll twice and take the higher result; this is a fortune effect.

**Vina Song** ◆◆ (auditory, concentrate, divine, incapacitation, mental) **Frequency** once per hour, see below; **Effect** Your kinnari elegantly plays her instrument. Each creature within a 30-foot emanation must attempt a Will save against your class DC or spell DC, whichever is higher, or be fascinated for



KINNARS

1 round. A kinnar can use this ability again on the next round to continue the song and force affected creatures to attempt another Will save; on a failure, a creature is fascinated for an additional round. Once the kinnar stops playing, they can't use this ability again for 1 hour. A creature that succeeds at any save or has its fascination broken is temporarily immune to that kinnar's Vina Song for 24 hours. Kinnars are immune to this ability.

## LANTERN WISPS

Lantern wisps appear as colorful, hand-made lanterns aimlessly floating around in the dark of the night, seemingly always with its flame lit in full. They house harmless, little wisps that have settled into forgotten children's playthings.

### LANTERN WISP

**CONSTRUCT**

**Required Number of Abilities** 6

**Granted Abilities** construct, flier, kindling, resistance (fire and cold), tough

**Stunning Flare** ♦ (fire, light, magical) **Frequency** once per 10 minutes; **Effect** Your lantern wisp unleashes a large burst of flame, casting an unnaturally bright light. Each creature within a 15-foot emanation must attempt a Fortitude save against your class DC or spell DC, whichever is higher, or be blinded for 1 round and then dazzled for 2 rounds after.

## MAKHLUK WAYANG

Makhluk wayangs are shadow puppets, pieces of show and tell made animate, carrying no more than the personalities they were crafted to inhabit. Unlike the wayang people, your familiar is a shadowy incorporeal being without a body of its own. A makhluk wayang possesses a simple puppet made of leather or, sometimes, from thick parchment.

### MAKHLUK WAYANG

**CONSTRUCT**

**Required Number of Abilities** 8

**Granted Abilities** construct, manual dexterity, play dead, speech, tough, versatile form

**Shadow Projection** ♦ (shadow) Your makhluk wayang projects its shadow into a larger silhouette of itself, allowing it to grasp things outside of its obvious reach. It increases its reach to 10 feet for the purposes of taking non-hostile Interact actions until the end of your turn.

## SHIKIGAMI

Shikigami are small spirits typically summoned and bound to a paper figure, so confined to carry out the deeds and embody the will of their masters. More often than not, the naivete of these amateur practitioners of esoteric magics means they'll find themselves at the mercy of their own shikigami.

## SHIKIGAMI

**CONSTRUCT**

**Required Number of Abilities** 6

**Granted Abilities** construct, flier, kindling, play dead, tough, versatile form

**Flatten** Your familiar can flatten itself to the width of a sheet of paper, easily fitting through the smallest of cracks and gaps. So long as a door or other obstacle has a gap that can fit a sheet of paper, your familiar can move through it without needing to Squeeze.

**Mass-Produced** If your shikigami dies, you can rebind its spirit to another paper doll during your next daily preparations.

**Seal-Bearer** During your daily preparations, you can inscribe a symbol or seal upon your shikigami that corresponds to the air, earth, fire, metal, water, or wood element.

If you use the shikigami's kindling ability that day, it applies to a spell that deals damage with the relevant trait to the chosen element, instead of only the fire trait.

## TAPIR SAGE

Tapir sages are intelligent creatures that desire to protect the natural world. They carry large rattan baskets on their backs.

### TAPIR SAGE

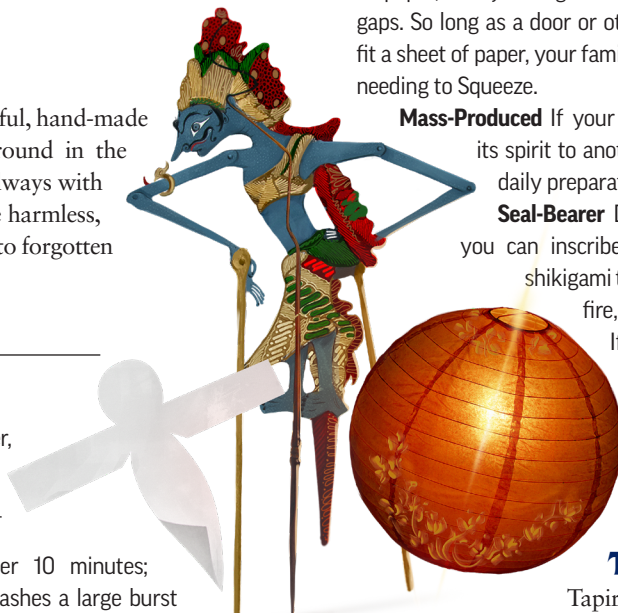
**UNCOMMON BEAST**

**Required Number of Abilities** 6

**Granted Abilities** darkvision, kinspeech, speech, toolbearer, valet

**Pot of Tea** (healing) Your tapir sage is trained in the art of herbal medication and can prepare a pot of healing tea. Once per day, your familiar can spend 10 minutes to brew fine tea leaves and herbs. The tapir sage must focus on the tea during this time—if it performs any other action, the tea is ruined, though the tapir sage can start over again. Once the pot of tea is brewed, the tapir sage can serve two cups of tea with each of the below actions; each time, it gives 1 cup to an adjacent ally, and it drinks 1 cup itself. The three infusions must be poured and offered in order (for example, the tapir sage can't serve the second infusion until it has served the first). The tea remains good for 1 hour after brewing; if not drunk by this point, the pot goes cold, and any remaining tea loses its power.

- **First Infusion** ♦♦ The infusion restores a number of Hit Points equal to 1d8 times half your level (minimum 1d8) and grants a +4 circumstance bonus to the next saving throw against disease or poison attempted within 24 hours.
- **Second Infusion** ♦♦ The infusion restores a number of Hit Points equal to 1d4 times half your level (minimum 1d4) and grants a +2 circumstance bonus to the next saving throw against disease or poison attempted within 24 hours.
- **Third Infusion** ♦♦ The infusion grants temporary Hit Points equal to your level for 1 hour.



PAPER FAMILIARS



# TIAN EQUIPMENT

## WEAPON TRAITS

The following weapon traits are used in the weapons presented here but don't appear in *Player Core*.

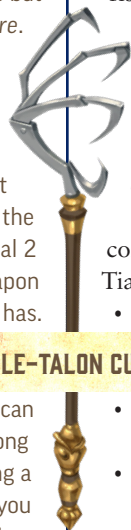
**Brace:** A brace weapon is effective at damaging moving opponents. When you Ready to Strike an opponent that moves within your reach, until the start of your next turn, Strikes with the brace weapon deal an additional 2 precision damage for each weapon damage die it has.

**Fatal Aim:** It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand as long as the other hand isn't holding a weapon, shield, or anything else you would need to move and position, to ensure the weapon doesn't slip out from under your arm. However, if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated than just releasing one hand from the weapon, so to switch between the two grips, you must do so with an Interact action rather than Releasing or as part of reloading.

**Razing:** Razing weapons are particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

**Tengu:** An item with this trait is created and used by tengu.

### EAGLE-TALON CUDGEL



Countless conflicts, struggles, and perils shaped the arms and armor found throughout Tian Xia. These items are an integral thread in the tapestry of the rise and fall of empires. Some weapons evolved from simple hunting and agricultural implements; others were crafted specifically for battle and bloodshed. Across Tian Xia, arms and armor serve not only combative functions but also carry diverse symbolic weight. In some regions, blades like the katana or sword cane also serve as symbols of status and power associated with social class, while others, like the khakkhara or trident, carry religious connotations.

Trade and travel have ensured each item can be found anywhere on the continent. Characters of Tian Xia origin have access to the weapons on the Tian Melee Weapons and Tian Ranged Weapons tables.

- Regional variations of weapons like the kalis, kris, karambit, and tekko-kagi are found in Minata, Nagajor, Tang Mai, and the Valashmai Jungle.
- Weapons like the tetsubo, katana, naginata, wakizashi, kusarigama, and starknife are found in Chu Ye and Minkai.
- Regional variations of weapons like the longsword (often locally called a jian), zhuazhi bang, shuan ji, liuyedao, and nodachi are found in Hongal, Po Li, Quain, Tianjing, and Xa Hoi.
- Weapons like the sukung and gakung are found in Hwanggot.
- Weapons introduced from Avistan, such as the falcata, main-gauche, and rapier are found in Linvarre.

Most common adventuring items in *Pathfinder Player Core* can also be found across Tian Xia. They might take different forms, like a writing set with a brush and inkstone instead of a quill and inkpot, scrolls made of strips of bamboo, and religious symbols and texts featuring local iconography.

## NEW WEAPONS

**Liuyedao (Willow-Leaf Saber):** The liuyedao, or willow-leaf saber, is a common, one-handed military saber with a moderately curved blade designed for slashing and chopping attacks.

**Shuan Ji (Double-Sided Halberd):** The shuan ji is a polearm featuring a long spear point on one end and two crescent-shaped blades that allow the wielder to strike with either side of the weapon.

**Tetsubo:** The tetsubo is a war club constructed out of heavy wood shod with iron studs, designed for smashing through armor and defenses. A tetsubo made entirely out of metal might also be referred to as a kanabo.

**Zhuazhi Bang (Eagle-Talon Cudgel):** This niche close-combat weapon resembles a flail with articulated talons used to hook onto an opponent's clothing or armor.

## MAGIC ITEMS

Tian Xia features a variety of magic items only possible thanks to the crafting techniques and materials found on the continent. Characters of Tian Xia origin don't automatically gain access to any uncommon or rarer items.

### CARESS OF THE GREAT SERPENT

ITEM 18

UNCOMMON MAGICAL

Price 24,000 gp

Usage held in 1 hand; Bulk 2

This +3 greater striking extending urumi was fashioned after the legendary eight-headed orochi serpent, with its whiplike metal blades carved to resemble the many heads of the mythical beast, and its hilt wrapped in scaled leather. These weapons

## TIAN MELEE WEAPONS

Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Spear	1 sp	1d6 P	1	1	Spear	Monk, thrown 20 ft.
Staff	0	1d4 B	1	1	Club	Monk, two-hand 1d8
Uncommon Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Katar	3 sp	1d4 P	L	1	Knife	Agile, deadly d6, monk
Tri-bladed katar	1 sp	1d4 P	L	1	Brawling	Disarm, fatal d8, monk
Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bo staff	2 sp	1d8 B	2	2	Club	Monk, parry, reach, trip
Glaive	1 gp	1d8 S	2	2	Polearm	Deadly d8, forceful, reach
Kris	7 sp	1d4 P	L	1	Knife	Agile, deadly d8, finesse
Meteor hammer	3 gp	1d8 B	2	2	Flail	Backswing, disarm, reach, trip
Liuyedao (willow-leaf saber)	3 gp	1d4 S	L	1	Sword	Agile, deadly d4, finesse, sweep, versatile P
Panabas	1 gp	1d6 S	1	1	Axe	Forceful, sweep, two-hand d10
Starknife	2 gp	1d4 P	L	1	Knife	Agile, deadly d6, finesse, thrown 20 ft., versatile S
Sword cane	5 gp	1d6 P	1	1	Sword	Agile, concealable, finesse
Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bladed scarf	3 gp	1d6 S	1	2	Flail	Disarm, finesse, reach, sweep, trip
Fighting fan	11 sp	1d4 S	L	1	Knife	Agile, backstabber, deadly d6, finesse, monk
Jiu huan dao (nine-ring sword)	9 sp	1d8 S	1	1	Sword	Sweep
Kama	1 gp	1d6 S	L	1	Knife	Agile, monk, trip
Katana	2 gp	1d6 S	1	1	Sword	Deadly d8, two-hand 1d10, versatile P
Khakkhara	2 gp	1d6 B	1	1	Club	Monk, shove, two-hand 1d10, versatile P
Kukri	6 sp	1d6 S	L	1	Knife	Agile, finesse, trip
Kusarigama	2 gp	1d8 S	1	2	Knife	Disarm, monk, reach, trip, versatile B
Naginata	3 gp	1d8 S	2	2	Polearm	Deadly d8, reach, versatile P
Nunchaku	2 sp	1d6 B	L	1	Club	Backswing, disarm, finesse, monk
Sai	6 sp	1d4 P	L	1	Knife	Agile, disarm, finesse, monk, versatile B
Sansetsukon (three-section staff)	2 gp	1d8 B	2	2	Flail	Backswing, disarm, monk, parry
Shuan ji (double-sided halberd)	3 gp	1d6 S	2	2	Polearm	Backswing, forceful, reach, versatile P
Tekko-kagi	2 sp	1d4 S	L	1	Brawling	Agile, disarm, finesse, free-hand, monk, parry
Temple sword	2 gp	1d8 S	1	1	Sword	Monk, trip
Tengu gale blade	4 gp	1d6 S	L	1	Sword	Agile, disarm, finesse, tengu
Tetsubo	3 gp	1d10 B	3	2	Club	Razing, shove, sweep
Tonfa	1 sp	1d4 B	L	1	Brawling	Agile, finesse, monk, parry, twin
Urumi	2 gp	1d6 S	2	1	Flail	Deadly d10, sweep
Wakizashi	1 gp	1d4 S	L	1	Sword	Agile, deadly d8, finesse, versatile P
Zhuazhi bang (eagle-talon cudgel)	1 gp	1d6 P	L	1	Flail	Disarm, grapple, razing, trip
Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Nodachi	6 gp	1d8 S	2	2	Sword	Brace, deadly d12, reach
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Butterfly Sword	2 gp	1d4 S	L	1	Sword	Agile, concealable, disarm, finesse, monk, parry, twin
Feng huo lun (wind and fire wheels)	2 gp	1d4 S	L	1	Knife	Agile, disarm, finesse, monk, parry, twin, versatile P
Hook Sword	3 gp	1d6 S	1	1	Sword	Disarm, monk, parry, trip, twin
Kalis	3 gp	1d8 S	1	1	Sword	Deadly d8, versatile P
Karambit	2 gp	1d4 P	L	1	Knife	Agile, fatal d8, finesse, versatile S
Three-section naginata	12 gp	1d8 S	2	2	Flail	Deadly d8, forceful, sweep, versatile B

are commonly used by those who worship an orochi, raiding and threatening settlements to obtain sacrifices for the beast in hopes of being granted some modicum of its power.

**Activate—Serpent's Kiss** ◆◆◆ (concentrate) **Frequency** once per day; **Effect** You use your urumi as an effigy with which to call upon an orochi's power, offering your blood

in exchange. You can make up to eight Strikes with a -2 penalty, each against a different target within 30 feet. For each Strike you choose to make, you take 1d6 piercing damage. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you've made all your attacks.



## TIAN RANGED WEAPONS

Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Heavy crossbow	4 gp	1d10 P	120 ft.	2	2	2	Crossbow	—
Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Chakram	5 sp	1d8 S	20 ft.	1	L	1	Knife	Thrown 20 ft.
Composite Longbow (level 1)	20 gp	1d8 P	100 ft.	0	2	1+	Bow	Deadly d10, propulsive, volley 30 ft.
Gakgung	2 gp	1d6 P	100 ft.	0	1	1+	Bow	Deadly d8, monk, propulsive
Shortbow	3 gp	1d6 P	60 ft.	0	1	1+	Bow	Deadly d10
Sukgung (level 1)	7 gp	1d8 P	200 ft.	1	1		Crossbow	Fatal aim d12
Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Shuriken	1 cp	1d4 P	20 ft.	0	—	1	Dart	Agile, monk, thrown
Uncommon Advanced Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Daikyu	8 gp	1d8 P	80 ft.	0	2	1+	Bow	Forceful, propulsive
Hongali hornbow (level 1)	11 gp	1d8 P	40 ft.	0	2	1+	Bow	Deadly d6, propulsive
Repeating crossbow	15 gp	1d8 P	120 ft.	0	1	2	Crossbow	Repeating

## CELESTIAL PEACHWOOD SWORD

### ITEM 17


**RARE** **HOLY** **MAGICAL** **VITALITY**

**Price** 15,000 gp

**Usage** held in 1 hand; **Bulk** L

From blade to pommel, this sword is carved from a branch of the now-extinct celestial peach tree. The blade of this +3 *greater striking holy vitalizing peachwood* (page 129) *shortsword* has ancient runes that can permanently destroy the most powerful undead—if you are willing to pay the price.

An undead creature of 12th level or lower that takes damage from a Strike with the sword takes 10d6 vitality damage with a DC 35 basic Fortitude save. This damage is separate from the Strike itself and isn't included in any effect based on the Strike's damage.

**Activate—Violent Exorcism**  (concentrate) **Frequency** once per day; **Trigger** You critically hit an undead creature with the sword; **Effect** The creature must succeed at a DC 35 Fortitude save or be destroyed. If the undead fails its saving throw and is destroyed, you suffer a backlash, taking 1d6 void damage per level of the destroyed undead.

## CLOAK OF WAVES & CLOUDS


### ITEM 19

**INVESTED** **MAGICAL**

**Price** 38,000 gp

**Usage** worn cloak; **Bulk** L

This magical cloak was crafted from the feathers and scales of a legendary giant fish that could transform into a resplendent bird.

**Activate—Cut Air and Sea**  (concentrate, manipulate) **Effect** The cloak ripples, becoming either giant eagle feathers or iridescent fish scales. Until you next Activate the cloak, you gain either a swim Speed of 60 feet and the ability to breathe underwater or a fly Speed of 40 feet.

## DEATHSEEKER

### ITEM 8

**MAGICAL**

**Price** 500 gp

**Usage** held in 1 hand; **Bulk** L

A hauntingly beautiful and masterfully crafted blade, this +1 *striking wounding kris* has been whet with the spilled

blood of its creator, imbuing violent intent within its crimson curves. When you critically succeed at a Strike made with a *deathseeker*, the target feels the blade's unbridled bloodlust trying to consume it and must attempt a DC 24 Will save; this effect has the incapacitation trait.

**Critical Success** The target is unaffected and is temporarily immune for 24 hours.

**Success** The target takes an additional 1 persistent bleed damage, and the DC for recovering from persistent bleed damage is 17, or 12 with particularly effective assistance.

**Failure** As success, except the target is also confused for 1 round. It gets a flat check to recover from this confusion when it critically succeeds at a Strike against another creature or reduces another living being to 0 Hit Points, but not when it takes damage.

**Critical Failure** As success, except the target is also confused for 3 rounds. It gets a flat check to recover from this confusion when it critically succeeds at a Strike against another creature or reduces another living being to 0 Hit Points, but not when it takes damage.



## FLASHBLADE

### ITEM 6+

**MAGICAL**

**Usage** held in 2 hands; **Bulk** 2

A sleek and impossibly lightweight blade attached to a haft scriven with lightning bolts make up this +1 *striking nodachi*.

**Activate—Prepare Flash**   (concentrate) **Frequency** once per 10 minutes; **Effect** You concentrate with complete focus on your surroundings, breathing in the *flashblade's* magic to make you lighter and faster, and the blade of your sword more flexible. You Ready a melee Strike, increasing the *flashblade's* reach for that Strike to 15 feet. If the trigger doesn't occur, this doesn't count against the *flashblade's* frequency.

**Type** *flashblade*; **Level** 6; **Price** 230 gp

**Type** *greater flashblade*; **Level** 12; **Price** 1,900 gp

This is a +2 *greater striking nodachi*, and the activated reach increases to 20 feet.

**Type** *major flashblade*; **Level** 17; **Price** 14,700 gp

This is a +3 *greater striking nodachi*, and the activated reach increases to 25 feet.

## HEAVENLY ROLLING FLAMES

ITEM 14

UNCOMMON MAGICAL

Price 4,500 gp

Usage held in 1 hand each; Bulk L

This set of +2 *greater striking flaming feng huo lun* is warm to the touch and wreathed in the bright red and orange glow of a constantly flickering flame. While wielded, you gain cold resistance 2, and you treat the effects of environmental cold as one degree lower. *Heavenly rolling flames* can be Activated only if you wield two of them, and Activating them counts against the frequency for both weapons.

**Activate—Rolling Flight** ◆◆ (concentrate)

**Frequency** once per hour; **Effect** You attach the wheels to your feet, and their constant movement and energy allow you to move through the air. You gain a fly Speed of 20 feet for 10 minutes. While in use in this way, you can't wield the wheels as weapons. You can spend an Interact action at any time to end this effect and re-grip the *heavenly rolling flames*. If you lack enough free hands to wield them, you drop them in your space.

**Activate—Speed of Heaven** ◆◆ (manipulate) **Frequency** once per day; **Effect** You cast *haste* as a 3rd-rank occult spell, but you can target only yourself.

BOW OF SUN SLAYING

## KOTODAMA BELLS

ITEM 4

UNCOMMON MAGICAL

Usage held in 1 hand; Bulk L

This set of bronze bells bear engravings with symbols representing the word “awaken.” Among kotodama magic users, who seek to touch the souls of objects using the power of words, the peals of these bells are known to awaken the spirits of even inanimate objects.

**Activate—Awaken the Soul** ◆◆ (auditory, concentrate, manipulate) **Frequency** once per day; **Effect** You ring the bell and focus on an object of negligible Bulk within 10 feet. The bell's toll animates the object for 24 hours.

The object becomes a minion that can't attack but can move and take simple Interact actions appropriate for an item of its type, as determined by the GM. For example, a piece of chalk can write a message or draw a symbol, a hand fan can open or fan in a particular direction, or a magnifying glass can set itself up to dramatically reveal incriminating evidence.

The animated item has AC 5, 5 Hit Points, a Speed of 10 feet, and automatically fails all saves. If the object is broken, it can no longer move, though it can still Interact as appropriate for an item of its type. As normal with minions you control, you must Command the object to grant it actions.

## JIAN OF LIFE'S DUALITY

ITEM 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage held in 1 hand; Bulk L

This +2 *greater striking longsword* sports no extravagant characteristics save for a blade of pure, unblemished ivory and a hilt of unmarred obsidian. It takes on the propensity of its user, turning whiter or darker based on their actions.

The effects of *life's duality* are based on the number and type of charges it has. It begins with 0 charges and can gain either dark or light charges, up to a maximum of 3 charges of one type. A charge dissipates after 10 minutes or when a charge of the opposite type is gained. If you have a charge of one type and would gain the opposite type of charge, you lose your current charges.

*Life's duality* gains a dark charge when it critically succeeds at a Strike against an opponent or reduces the Hit Points of a living enemy to 0. For each dark charge it has, it deals an additional 1d4 void damage (maximum 3d4).

*Life's duality* gains a light charge when you use a spell, skill check, or ability to restore at least 10 Hit Points to an ally. The damage healed must have been inflicted by a significant foe or threat. For each light charge it has, you gain 1d4 temporary Hit Points at the end of each round (maximum 3d4).

**Activate—Burst of Duality** ◆◆◆ (concentrate) **Requirements**

*Life's duality* has 3 dark charges or 3 light charges;

**Frequency** once per day; **Effect** You unleash the sword's charged energy in a magical display. You cast a 3-action 5th-rank *harm* spell if you have 3 dark charges or a 3-action 5th-rank *heal* spell if you have 3 light charges (DC 30). The sword then reverts to having 0 charges.

## KOTODAMA WHISTLE

ITEM 3

UNCOMMON MAGICAL

Usage held in 1 hand; Bulk –

This small wooden whistle bears an engraving with a symbol representing the word “query.” Practitioners of kotodama magic use these whistles to speak with the spirits of objects.

**Activate—Question the Soul** ◆ (manipulate) **Frequency** once per day; **Effect** You place your hand on an object and play a single note on the whistle, causing the item to stir and respond to your questions for 1 minute. During this time, the object attempts to answer your questions to the best of its ability but can provide an answer of only “yes” or “no.” In most cases, an object has knowledge only of events it was personally present for and has no particular knowledge skills to interpret the events it has seen. If the object can't answer a question with a simple yes or no answer, it stays silent.

## PEACHWOOD

MATERIAL 8+

UNCOMMON PRECIOUS

Access Tian Xia origin

Peachwood, often cultivated by Pharasmin priests, can ward against undead—even incorporeal ones. However, the wood loses its magical properties when it comes in contact with metal, requiring advanced carpentry to make full use of it.

**Type** peachwood branch; **Price** 600 gp; **Bulk** L

**Type** peachwood lumber; **Price** 6,000 gp; **Bulk** 1

**Type** standard-grade peachwood object; **Level** 8; **Price** 500 gp per Bulk

**Type** high-grade peachwood object; **Level** 16; **Price** 7,500 gp per Bulk

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Peachwood Items	Hardness	HP	BT
<b>Thin Items</b>			
Standard-grade	4	16	8
High-grade	6	24	12
<b>Items</b>			
Standard-grade	5	20	10
High-grade	8	32	16
<b>Structures</b>			
Standard-grade	12	48	24
High-grade	18	64	32

## PEACHWOOD TALISMAN

ITEM 6

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 40 gp

Usage affixed to armor; Bulk –

Access Tian Xia origin

Activate ♦ (concentrate)

Symbols of good fortune and luck are carved on this thin, square wooden plaque. It smells of sandalwood from the blessings placed upon it. After activation, for the next minute, you can sense attacks from undead. You aren't off-guard to hidden, undetected, or flanking undead of your level or lower, or undead of your level or lower using surprise attack. However, they can still help their allies flank.

## PEACHWOOD WEAPON

ITEM 12+

UNCOMMON

Usage varies by weapon; Bulk varies by weapon

Access Tian Xia origin

Peachwood weapons have an auburn tinge in direct sunlight. Peachwood is treated as duskwood for undead creatures' resistances or weaknesses related to duskwood (bypassing a jiang-shi's resistance, for example). In addition, peachwood weapons bypass a small portion of the resistances of any undead creature. Strikes with a peachwood weapon treat an undead's resistances against physical damage as 2 lower for standard-grade peachwood, and 4 lower for high-grade.

Type standard-grade peachwood weapon; Level 12; Price 2,000 gp + 200 gp per Bulk; Craft Requirements At least 250 gp of peachwood + 25 gp per Bulk

Type high-grade peachwood weapon; Level 18; Price 19,000 gp + 1,900 gp per Bulk; Craft Requirements At least 9,500 gp of peachwood + 950 gp per Bulk

## SUN HERALD'S STYLUS

ITEM 14

MAGICAL

Price 4,000 gp

Usage held in 1 hand; Bulk 1

This writing instrument was made from the spur of one of the giant divine roosters that heralds the presence of Shizuru. While you hold it, you gain a +2 item bonus to Calligraphy Lore and Medicine checks.

Activate–Rejuvenating Ink ♦♦ (manipulate) Frequency once per day; Effect Drawing a circle on the ground with your stylus, you cast *field of life* centered on yourself.

Craft Requirements The feathers must be plucked from a living divine rooster or given by the bird to a chosen mortal.



STAFF OF SUN WUKONG

## TIGER FORK

ITEM 5

UNCOMMON MAGICAL

Price 275 gp

Usage held in 1 hand; Bulk 1

The *tiger fork* is a +1 *trident* with the disarm and grapple traits. It has wide, flaring prongs that can be used to fend off deadly beasts and entrap opponents during combat. While you have another creature Grabbed with the *tiger fork*, you gain a +1 circumstance bonus to saves against forced movement effects.

Activate–Fork Grip ♦ (manipulate) Requirements Your last action was a successful Strike against a creature; Effect You can activate the *tiger fork* to attempt to Grapple the creature. This attempt uses the same multiple attack penalty as the required Strike.

## TWISTING GALE

ITEM 14

UNCOMMON FORCE MAGICAL

Price 4,200 gp

Usage held in 2 hands; Bulk 2

This +2 *greater striking impactful sansetsukon* is made of metal colored pale blue that echoes howling winds when swung and emits the force of a storm when it connects.

Activate–Sonic Gale ↻ (concentrate, force, magical) Trigger You critically hit with the *twisting gale*; Frequency once per 10 minutes; Effect The energy of your follow-through erupts from your opponent in a wave of concussive energy. You deal sonic damage equal to your normal Strike damage with the *twisting gale* in a 30-foot cone behind your target. Creatures in the area, not including your target, must attempt a basic Fortitude save against your class DC.

## WAND OF PURIFICATION

ITEM 5+

MAGICAL WAND

Usage held in 1 hand; Bulk L

This cypress onusa rod is decorated with a number of paper streamers that rustle when shaken to direct purification magic. *Wands of purification* contain either *cleanse affliction*, *clear mind*, or *sound body*, decided when the wand is created.

Activate Cast a Spell; Frequency once per day, plus overcharge; Effect You cast *cleanse affliction*, *clear mind*, or *sound body* of the indicated level. If your counteract check would be sufficient only to suppress the effect until the beginning of your next turn, instead of to fully counteract it, then you can Sustain the Activation of the wand each round to suppress the effect for an additional round, to a maximum of 1 minute. You Sustain the Activation by shaking the wand, so if at any point you release or otherwise drop the wand, the effect immediately stops being suppressed and resumes on the target as normal.

Type 2nd-rank spell; Level 6; Price 250 gp

Type 3rd-rank spell; Level 8; Price 500 gp

Type 4th-rank spell; Level 10; Price 1,400 gp

Type 5th-rank spell; Level 12; Price 3,000 gp

Type 6th-rank spell; Level 14; Price 4,500 gp

Type 7th-rank spell; Level 16; Price 10,000 gp

Type 8th-rank spell; Level 18; Price 24,000 gp

Type 9th-rank spell; Level 20; Price 70,000 gp

**Craft Requirements** Supply a casting of *cleanse affliction*, *clear mind*, or *sound body*, as appropriate.

## WORLDDRINGER

ITEM 5+

UNCOMMON MAGICAL

**Usage** held in 1 or 2 hands; **Bulk** 1

This +1 *striking khakkhara* is topped by an ornate finial depiction of a small-statured traveler with animal companions. While the rings of a *khakkhara* are normally meant to alert others of one's presence, the magic of the *worldringer* enhances the chimes to entreat upon those who hear it.

**Activate—Chimes of Command** ◆◆◆ (manipulate) **Frequency** once per day; **Effect** You call upon beings of this plane or another to hear your call. Choose *summon lesser servitor* (*Secrets of Magic* 134) or *command*. You Cast the chosen Spell at 1st rank (DC 19). When casting *summon lesser servitor* in this way, you must choose to summon a magical animal.

**Type** *worldringer*; **Level** 5; **Price** 160 gp

**Type** *greater worldringer*; **Level** 14; **Price** 4,200 gp

The weapon is a +2 *greater striking khakkhara*. Chimes of Command grants you the choice of casting *summon lesser servitor* or *command* as 5th-rank spells (DC 33).

## ARTIFACTS

Legendary items frequently feature in tales told across the continent. Locating one such storied artifact can be an entire adventure all its own!

## BOW OF SUN SLAYING

ITEM 20

UNIQUE ARTIFACT COLD DIVINE

**Usage** held in 1 hand; **Bulk** L

The *Bow of Sun Slaying* is a +3 *major striking greater frost composite shortbow* constructed out of wood, horn, and sinew. It bears carvings of a long-forgotten demigod who legends say possessed the ability to destroy the sun with a single arrow.

**Activate—Darkness for My Foes** ◆ (concentrate) **Frequency** once per day; **Requirements** Your last action was a successful Strike against your foe with this weapon; **Effect** You whisper, "Darkness for my foes," and the target of your last attack takes 10d6 cold damage and 10d6 spirit damage (DC 45 basic Will save).

## FROST FAIR YANYUEDAO

ITEM 14

UNIQUE ARTIFACT COLD MAGICAL

**Usage** held in 2 hands; **Bulk** 2

The *Frost Fair Yanyuedao* is a +2 *greater striking yanyuedao* (use statistics for glaive) once wielded by a legendary military general from Goka. This weapon was constructed from pieces harvested from a dragon's body. When in an area of severe cold or colder (*GM Core* 95), the *Frost Fair Yanyuedao* becomes a +3 *major striking yanyuedao* with a glowing blue cutting edge and the following ability.

**Activate—Dragon Chill** ◆ (manipulate) **Effect** Until the end of your turn, the *Frost Fair Yanyuedao* gains the effects of a *greater frost* rune. While under this effect, if you critically succeed at a Strike using this weapon against a creature who has resistance or immunity to cold, that creature must attempt a DC 31 Fortitude save or be slowed 1 for 1 minute.

## NAVARATNA OF THE SOLAR RUBY

ITEM 13

UNIQUE ARTIFACT DIVINE

**Usage** worn; **Bulk** L

These nine flawless gems are set within a golden necklace, their centerpiece a holy ruby pulled from the center of a sun. So long as you are wearing the *navaratna*, you ignore all environmental effects due to temperature, do not take penalties due to wind, and ignore all damage and effects from droughts, floods, and earthquakes. You are also immune to damage from starvation. The *navaratna* does not otherwise grant you resistance against damage (such as fire or cold damage).

**Activate—Sutra of the Flawless Servant** ◀ (concentrate, divine, fortune) **Frequency** once per hour; **Trigger** An ally within 30 feet fails a saving throw against an environmental effect or a spell with the air, earth, fire, or water trait; **Effect** You offer a prayer for your divine protection to extend to your companion. The creature rerolls the triggering saving throw with a +2 item bonus. They must take the new result, even if it is worse.

**Destruction** The *navaratna* must be swallowed by a fiendish divine lion; the lion must then be killed by drowning in a lake of naga venom and left to rot for a year. At the stroke of midnight on the final day, the artifact is destroyed.

## STAFF OF SUN WUKONG

ITEM 20

UNIQUE ARTIFACT DIVINE

**Usage** held in 2 hands; **Bulk** 2

Also known as *Ruyi Bang*, this +3 *major striking greater extending grievous bo staff* is a legendary artifact wielded by the Monkey King, Sun Wukong. Unlike normal bo staves, the *Staff of Sun Wukong* is made of solid iron with two brilliant gold bands at either end.

**Activate—Meteor Slam** ◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You extend the staff with the force of a meteor, dealing 10d10 bludgeoning damage to a single creature within 120 feet and making it enfeebled 1 for 1 day. All other creatures within 10 feet of the target (except the staff's wielder) take 8d10 sonic damage (DC 43 basic Reflex save).

**Activate—Close at Hand** ◆ **Effect** It's said that Sun Wukong tucked this magical staff behind his ear during his travels. When not in use, the *Staff of Sun Wukong* shrinks to the size and weight of a needle or toothpick, making it highly concealable (+4 circumstance bonus to Stealth checks to hide it from sight). In this form, the item has negligible Bulk. You can Activate this ability again to return the staff to its normal size.

**Activate—Cloud Somersault** ◆ (manipulate) **Effect** You use the shapeshifting capabilities of this relic to propel yourself great distances. You Leap up to 50 feet in any direction.

**Destruction** Despite being made of iron and gold, mundane heat sources can't damage the *Staff of Sun Wukong*. Magical fire similarly has no effect on this relic. The only way to destroy this item is to expose it to the intense heat of a specific volcano in the depths of the Songil Sea (though which volcano remains shrouded in myth).

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# GLOSSARY & INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, and organizations.

**Abadar** God of cities, law, earth, and wealth. *Player Core* 35, *Divine Mysteries* 34

**access** Certain uncommon abilities, feats, and other options have an Access entry. Characters who meet the criteria in the entry gain access to that option. *GM Core* 23

**alchemist**

alchemical cooking feats 104

**Amanandar** Country renamed Linvarre when it gained independence. *Tian Xia World Guide* 131

**amurrun** See catfolk. 24, *Player Core* 2 8-11

**ancestry** A broad family of people that a creature belongs to.

dokkaebi goblin 34-35

hungerseed 36-37

kijimuna gnome 38-39

kitsune 50

kobold 40-41

leshy 42-43

lizardfolk 44-45

nagaji 51

samsaran 52-57

sarangay 58-63

sprite 46-47

tanuki 64-69

tsukumogami poppet 48-49

wayang 70-75

yaksha 76-81

yaoguai 82-87

**animal companion** An animal that fights alongside you. 122-123

**Arcadia** One of Golarion's continents, lying to the east of Tian Xia. *Pathfinder Lost Omens World Guide* 6-7

**archetype** A special additional theme for your character that you can choose using your class feats.

cultivator 114-115

familiar sage 116-117

fan dancer 98-99

five-breath vanguard 90

martial artist expansion 121

spirit warrior 92-93

starlit sentinel 94-95

strategist marshal expansion 91

wandering chef 100-101

**Aroden** God of humanity, innovation, culture, and fulfillment of destiny. Now deceased.

**Avistan** One of Golarion's continents. It makes up the northern half of the Inner Sea region.

**backgrounds** 10-13

**Boneyard** A plane where the souls of the dead travel in the afterlife. Home to the monitors known as psychopomps. *GM Core* 179

**Casmaron** One of Golarion's continents. Located to the west of Tian Xia. *World Guide* 7

**catfolk** Humanoids with feline features and a love of discovery. See amurrun. 24, *Player Core* 2 8-11

**Cayden Cailean** The god of bravery, ale, freedom, and wine. *Player Core* 35, *Divine Mysteries* 50

**celestial** Creatures who hail from or have a strong connection to the planes of Heaven, Nirvana, and Elysium.

**Celestial Court** The organized society of Tian Xia's immortals and divinities, ruled over by the goddess Shizuru. *Tian Xia World Guide* 23

**Clicking Caverns** A series of Darklands tunnels and caverns that surfaces near the border of Nagajor and Xa Hoi. Filled with haunted flesh-eating clockwork machines. *Tian Xia World Guide* 69-70

**cultivation** The art of improving personal power through meditation and training. Often associated with martial arts or supernatural abilities. 114-115

**Crown of the World** The glacial continent at the very north of Golarion. Connects to Avistan and Tian Xia.

**Daikitsu** God of agriculture, craftsmanship, kitsune, and rice. Known as the Lady of Foxes. *Tian Xia World Guide* 25

**Darklands** The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7-8

**dawnsilver** A rare metal that resembles silver with a blindingly bright shine. As strong as steel but much lighter.

**Dewangayaw** A name referring to the triad of deities Srikalis, Sritaming, and Sribaril. *Tian Xia World Guide* 41

**Desna** Goddess of dreams, luck, stars, and travelers. *Player Core* 36, *Divine Mysteries* 54, *Tian Xia World Guide* 46

**dokkaebi** An ethnicity of goblin most common in Hwanggot. Known for innate magic abilities and skill at illusions. 34-35

**Earthfall** A cataclysmic event in -2793 IC during which a rain of meteorites fell upon Golarion and caused massive destruction.

**Eternal Emperor** The emperor of Lung Wa, stated to be reincarnated in each successive ruler of that land. Worshipped by the state religion of Imperial Lung Wa and the theocratic Successor State of Po Li.

**familiar** A Tiny creature mystically bonded to you. 124-125

**First World** A plane that overlaps the Universe and is said to be a "rough draft" of existence. It's home to vibrant landscapes and fey. *GM Core* 177-178

**five-breath vanguard** 90

**Fumeiyoshi** God of envy, graves, infamy, and undead. Known as the Lord of Envy. Tsukiyo's brother. *Tian Xia World Guide* 26

**General Susumu** God of fear, glory, warfare, and death. Known as the Black Daimyo. Shizuru's half-brother. *Tian Xia World Guide* 27

**Grandmaster** One of a thousand master cultivators of Quain who dominate martial arts.

**Hao Jin** A powerful Gokan sorceress famous for bearing the power of a phoenix. *Legends* 46-48

**Hao Jin Tapestry** A demiplane created by Hao Jin to save people and places at risk of destruction. Eventually unraveled and destroyed due to warring factions using it for their own purposes. *Legends* 46–48

**Heaven** A plane that embodies order and compassion and is home to the celestials known as archons. *GM Core* 180

**Hei Feng** God of the sea, storms, tengu, and sailors. Known as the Duke of Thunder. *Tian Xia World Guide* 28

**Hell** A cruel plane separated into nine distinct layers and home to the fiends known as devils. *GM Core* 180

**hobgoblin** An ancestry created by infusing goblins with the power of the Cantorian Spring. *Player Core* 2 12–15

**huli jing** See kitsune. 50

**hungerseed** A name for those who have oni ancestry. 36–37

**Ichimeiyō** A system of proper conduct attributed to the goddess Shizuru. *Tian Xia World Guide* 48

**Imperial Calendar** The most commonly used calendar in Tian Xia, consisting of 52 weeks across 12 months. The current year is 7224 ic.

**Imperial Dragons** Namesakes of the Dragon Empires and guardians of Tian Xia before humanity arrived. They embody five elemental forces. 25, *Tian Xia World Guide* 14

**inventor**

Tian innovations 110–111

**Irori** God of history, knowledge, and self-perfection. *Player Core* 37, *Divine Mysteries* 70, *Tian Xia World Guide* 29

**iruxi** See lizardfolk. 44–45, *Player Core* 2 24–27

**item** An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks.  
alchemical food 104–105  
artifacts 131  
magic items 126–131  
weapons 126–128

**Ivory Accord** A historic truce signed between Nagajor and the Yixing Empire in 1503 ic. *Tian Xia World Guide* 161

**Jade Hegemon** An ancient elemental empire that existed in southern Tian Xia, founded and ruled by munsahirs.

**jaathoom** Invisible genies of dreams and nightmares who can transform into owls. *Monster Core* 157

**Jin Li** God of challenges, dares, promotions, and self-improvement. Known as the Golden Dragon Carp. *Tian Xia World Guide* 30

**jorogumo** Shapeshifting beings that can appear as a beautiful woman or a giant spider. Known to devour humanoids or use them as living incubators for eggs. 28–29

**Jotun** A language spoken primarily by giants and giantkin.

**kaiju** Semi-intelligent beasts of enormous size and uncertain origin. Most common in the Valashmai Jungle, but known to reside elsewhere on Golarion.

**kami** Divine nature spirits that serve as guardians to objects or places. Most common in Minkai and the Forest of Spirits.

**kitsune** Vulpine people known for their ability to change shape. 50

**kijimuna** An ethnicity of gnome most common in the south of Minkai. Known for an affinity with banyans and the sea. 38–39

**kobold** Small and scaly people who frequently lurk underground or in the lairs of powerful creatures. 40–41; *Player Core* 2 20–23

**Lady Jinxi** God of daybreak, liminal spaces, twilight, and solitude. Known as the Poet of Dawn and Dusk. *Tian Xia World Guide* 32

**Lady Nanbyō** God of earthquakes, plagues, fire and suffering. Known as the Widow of Suffering. *Tian Xia World Guide* 33

**Lamashtu** God of monsters and nightmares. *Player Core* 37, *Divine Mysteries* 74, *Tian Xia World Guide* 46–47

**Lao Shu Po** God of night, rats, and thieves. Known as the Old Rat Woman. *Tian Xia World Guide* 35

**leshy** Living plants animated by primal spirits. 42–43; *Player Core* 66–69

**lizardfolk** A reptilian ancestry known for adaptability and natural prowess. 44–45, *Player Core* 2 24–27

**Lung Wa** A massive Tian Empire that lasted from 6642 ic to 7106 ic. Known for its far-reaching power and influence, but also its corruption and abuses. *Tian Xia World Guide* 12

**magus**

hybrid studies 112–113

**medicine**

medical class feats 109

medical skill feats 108–109

Pei Zing elemental medicine 106–108

**monk**

martial arts 118–121

**Mugura and Nrithu** Rival gods of dance and storytelling, lovers and rivals, fame and gratitude. *Tian Xia World Guide* 36

**munsahir** Fire elementals with a strong resemblance to dwarves. Founders of the Jade Hegemon in the Valashmai Jungle.

**Mutabi-qi** An ethnic group local to the Shanguang Desert and Wall of Heaven, who live primarily nomadic lives. *Tian Xia World Guide* 185

**naga** Serpentine beings with magical powers and keen intellects. *Monster Core* 236–237

**magaji** Serpentine people created by the goddess Nalinivati. 51

**Nalinivati** God of snakes, sorcery, fertility, and family. *Tian Xia World Guide* 37

**Netherworld** A shadowy reflection of the Universe with twisted landscapes cast in perpetual half-light. *GM Core* 178

**ogre** Large and densely muscled humanoids. *Monster Core* 250–251

**oni** Failed kami tempted by despair or hedonism to incarnate into mortal forms. *Monster Core* 252–255

**Outer Rifts** An endless winding plane full of dangerous chasms and home to the fiends known as demons and qlippoth. *GM Core* 181

**Pathfinder Society** A globe-trotting organization dedicated to exploration and the reclamation of lost relics. *Pathfinder Lost Omens Pathfinder Society Guide*

**Pharasma** God of birth, death, fate and prophecy. Known as the Lady of Graves. *Player Core* 37, *Divine Mysteries* 86, *Tian Xia World Guide* 47

**Phi Deva** God of humans, the defenseless, and the collective good. Known as the Thousand-Souled Chorus. *Tian Xia World Guide* 38



**planar scion** A blanket term for several versatile heritages representing people descended from a distant planar ancestor or with a strong tie to another plane. *Player Core* 78–81

**poppet** A small and unsophisticated construct usually used as a helper or a toy. On rare occasions, may gain sapience. 48–49

**Qi Zhong** God of elements, cycles, health, and medicine. Known as the Master of Medicine. *Tian Xia World Guide* 39

**qliploth** Horrific and primordial creatures native to the Outer Rifts. *Monster Core* 280–283

**ratfolk** A rodent-like ancestry known for a devotion to their communities. *Player Core* 2 28–31

#### **ritual**

cooking rituals 101–104

**Rovagug** God of destruction, disaster, and wrath. Known as the Rough Beast. *Player Core* 38, *Divine Mysteries* 90

**Ruby Phoenix Tournament** A grand martial arts tournament held in Goka every 10 years. The grand prize is a treasure from Hao Jin's vault and is highly coveted.

**Sarenrae** God of healing, honesty, redemption, and the sun. Known as the Dawnflower. *Player Core* 38, *Divine Mysteries* 94

**samsaran** Blue-skinned people native to Zi Ha, who reincarnate upon death and recall pieces of their past lives. 52–57

**sarangay** Powerful carabao-headed warriors who live on the isles of Minata. Known for the magical gems in their foreheads that are said to contain their souls. 58–63

**Shelyn** God of art, beauty, love, and music. Known as the Lady of Chrysanthemums *Tian Xia World Guide* 47, *Divine Mysteries* 98

**Shinonome** The sky dragon herald of the goddess Shizuru.

**Shizuru** God of ancestors, order, the sun, and growth. Known as the Ruler of Heaven. *Tian Xia World Guide* 40

**Shory** An ancient empire prominent in central Garund around 1 IC and famous for its flying cities. *Pathfinder Lost Omens Mwangi Expanse* 17

**Spawn of Rovagug** Nigh-invincible monsters spawned from the god Rovagug, known for massive destruction.

**spirit warrior** 92–93

**sprite** Diminutive, whimsical, and exuberant creatures from the First World. 46–47

**starlit sentinel** 94–95

**strategist marshal** 91

**Successor States** A collection of 16 nations that formed after the fall of Imperial Lung Wa.

**Sun Wukong** God of drunkenness, nature, and trickery. Known as the Monkey King. *Tian Xia World Guide* 42

**Tagamallaru** A catch-all word for an ethnicity of river peoples who live along the Illushe River of Linvarre. *Tian Xia World Guide* 135, 137

**Taldor** An empire in decline in southeast Avistan which seeks to reclaim its former glory. *World Guide* 128–129

**Taljia** An elusive creature that resides in Hwanggot, known most for the masks they wear. *Monsters of Myth* 96–101

**tanuki** A name for both a raccoon-like animal native to Minkai and sapient tanuki who possess shapeshifting powers. 64–69

**Tapestry People** A catch-all term for the many disparate peoples who once resided within the *Hao Jin Tapestry*. *Tian Xia World Guide* 53

**Taumata Empire** An ancient and magnificent civilization that once spanned across the isles of Minata. *Tian Xia World Guide* 139

**tengu** Avian people with a strong resemblance to crows. *Player Core* 2 32–35

**Tian-Dan** An ethnic group local to eastern Tian Xia, especially the nation of Xa Hoi. Proudly claim descent from dragons.

**Tian-Hwan** An ethnic group local to eastern Tian Xia, especially the nation of Hwanggot.

**Tian-La** An ethnic group local to northern Tian Xia, especially the nation of Hongal. Often nomadic due to their harsh living conditions.

**Tian-Min** An ethnic group local to northwestern Tian Xia, primarily Minkai and the Forest of Spirits. Known for occasionally having unusual eye colors.

**Tian-Shu** The most populous of Tian ethnic groups, common to the central nations of Tian Xia. Took the name in honor of the first emperor of Shu.

**Tian-Sing** A name for a group of diverse ethnicities local to the isles of Minata. Often have wavy black hair and sepia skin tones.

**Tian-Tang** An ethnic group local to eastern Tian Xia, especially the nation of Tang Mai. Sometimes incorrectly referred to as Tian-Dtang.

**Tian-Yae** An ethnic group with roots from both the Mutabi-qi and the Shory people of Yjae.

**Tien** A common trade tongue spoken among many people in Tian Xia.

**tripkee** Tripkees are a family of frog-like humanoids. *Player Core* 2 36–39

**Tsukiyo** God of jade, the moon, and spirits. Known as Prince of the Moon. *Tian Xia World Guide* 43

**tsukumogami** Intelligent, mobile objects formed from the union between a 100-year-old object and a kami. 48–49

**Valashai** Massive, alien reptilians who landed in the Valashmai Jungle during Tian Xia's prehistory. *Tian Xia World Guide* 233

#### **versatile heritage**

hungerseed 36–37

**Vudra** A vast peninsula in southeastern Casmaron.

**wandering chef** 100–101

**wayang** Small people native to the Netherworld. Immigrated to Golarion after Earthfall. 70–75

**yaksha** Divine spirits who emigrated to Golarion from the first world. 76–81

**yaoguai** Beings who usually begin their existence as simple animals, objects, or plants, but have found a means to transcend their original forms through the power of cultivation. 82–87

**Yaezhing** God of harsh justice, murder, and punishment. *Tian Xia World Guide* 44

**Yamatsumi** God of mountains, volcanoes, and winter. *Tian Xia World Guide* 45

**ysoki** See ratfolk. *Player Core* 2 28–31



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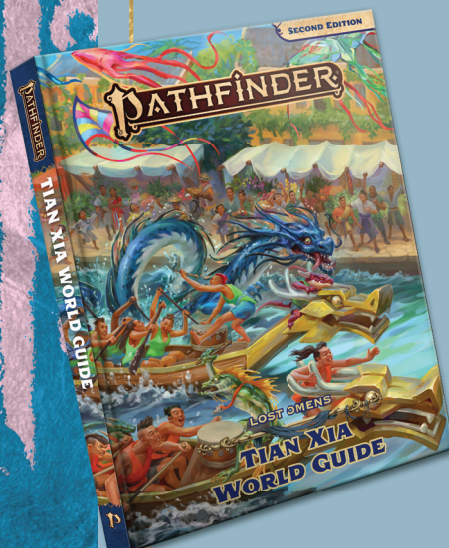
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