

DIRE PRESS

Lineage of Earth

Three grounded bloodline classes



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A dark-eyed elvish sorcerer who draws her spells from the deep wells of power of the earth. A warrior monk with skin like granite, whose blows shatter the armor and bones of his foes. A kobold cleric with a halo of glittering quartz, whose divine spells are amplified by the earth-shaking power flowing through his veins. They are elekin, the elemental planetouched.

Lineage of Earth provides three bloodline classes for such characters; those who are descended from outsiders of elemental earth, whose family trees begin at the roots of mountains.

Lineage of Earth also includes five lineage feats, twelve general feats, three prestige classes, and ten sample encounters.

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Introduction

A bloodline class is not a normal class. A bloodline class is like a prestige class, in that you must meet certain requirements before you can take a level in a bloodline class. But, unlike a prestige class, these requirements are based on what blood runs through your veins, not on what you have experienced or accomplished. Bloodline classes redefine who you are, not what you do.

A bloodline class is like an inherited template, in that it provides you with the means to alter or evolve the traits of your race, whether pure-blooded, half-bred, or planetouched. But, unlike a template, you do not need to take a bloodline class in full and all at once. You may take as few or as many levels in the class as you wish, whenever you wish. Your advancement in a bloodline class might represent the degree of your inheritance, or a gradual coming of age and ability. A character with two levels in a bloodline class might be less blooded than one with five levels, or simply less mature.

Bloodline classes combine the features and abilities of a template with hit dice and attack and save bonus progression to make those abilities effectively available, in part or in whole, to any character or creature. They enhance your race, but through a class-like mechanism.

You may take levels in a bloodline class at any time, even as your first level, assuming that you meet the requirements. (If your first character level is taken in a bloodline class, your starting feat must be the required lineage feat.) You may not take levels in more than one bloodline class unless your DM chooses to allow otherwise. A bloodline class does not count against you when determining experience point penalties for multiclassing.

Elekin

Elekin are planetouched, descended in part from elemental outsiders. The physical essence of the cosmos is as much a part of them as is their mortal flesh, and it shapes both their ability and their character.

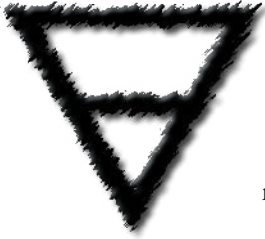
Adaptation

If your campaign world does not include the normal elemental planes, or if creatures from those planes cannot wed others, then you will need to establish an alternate origin for elekin. One possibility is that they are spelltouched, affected by elemental magics before birth. This may have happened by accident, been bestowed as a gift by a benevolent wizard or by the gods, or been inflicted by evil cultists. An arcane kingdom might even deliberately create a class of spelltouched elekin within its population, as part of its nobility or tradition.

Or, you may wish to change the nature of the class entirely. Elekin might not be bound to an element by ancestry, but gain their power and abilities by swearing oaths of allegiance to powerful elemental beings. Gods, demons, even ancient dragons or liches might be patron to an elekin in exchange for their fealty and service.

Lineage Feats

Lineage feats grant your character capabilities derived from her bloodline. Unlike other feats, lineage feats may only be taken at character creation, and not at any other time. Lineage feats are the common requirement of a bloodline class.



Earthblood Lineage Feats

Earthblooded creatures (creatures with an earthblood lineage feat) often possess some minor physical trait which reflects their ancestry, such as a metallic glint in their hair or a deep voice like the rumbling of the earth.

An earthblooded character may choose Terran as one of her bonus languages.

Clay Guise [Lineage]

Your elemental bloodline has given you unnaturally malleable flesh.

Benefit: You can create a disguise as a full-round action, though you take a -10 penalty on your Disguise check. You gain a +2 racial bonus on Disguise checks when you spend the normal amount of time creating a disguise.

Normal: Creating a disguise requires 1d3 x 10 minutes of work.

Crystal Skin [Lineage]

Your elemental bloodline has given you hard, crystalline skin.

Benefit: You gain a +1 natural armor bonus to AC.

Earth Affinity [Lineage]

Your elemental bloodline has given you a natural connection with earth creatures.

Benefit: You gain a +2 racial bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks when interacting with creatures with the earth subtype.

Rock Grip [Lineage]

Your elemental bloodline has given you a good grip on earth and stone.

Benefit: You gain a +5 racial bonus on Climb checks when climbing on earth or stone surfaces.

Sand Acrobat [Lineage]

Your elemental bloodline has given you a lithe body which seems to flow like sand.

Benefit: You gain a +2 racial bonus on Tumble checks. You can tumble at your full speed without penalty.

Normal: You can tumble at one-half your normal speed, or at full speed by taking a -10 penalty on your Tumble check.

Bloodline Classes

The following bloodline classes may be taken by earthblooded creatures. The Earthkin is the quintessential earth elemental bloodline class. The Mercalil are elekin of earth who have turned the strength of their bloodline to warfare, whereas Lithals have turned it to magic.

Earthkin

"I'm sorry, is this your dagger? The steel is very cheap, it should not have bent like that."

– Nadius the Mountain, earthkin human monk

Bound by blood to the earth, earthkin are just as sturdy and stubborn as their ancestors. They are solidly built, and shorter individuals can be mistaken for dwarves. Earthkin dwarves, in turn, are sometimes mistaken for some sort of stone construct.

Those of greater blood typically possess other physical traits indicating their elemental nature. Their skin may be as smooth as clay or as rough as worn concrete. Their hair flows like veins of precious metal, and the eyes of an earthkin may glitter like gemstones or be lost in deep caverns of darkness.

Requirements

Type: Any living, corporeal creature.

Feat: Any earthblood lineage feat.

Making an Earthkin

An earthkin gains various bonuses and abilities which provide her with a solid foundation for whatever path she may choose to follow. Strength bonuses improve her ability in melee combat, while Constitution bonuses and damage reduction allow her to stay in a fight longer.

Races: Earthkin are more common among those races who dwell beneath the surface of the earth, and have greater opportunity to meet and wed friendly elemental beings. Many dwarves, given sufficient drink, will claim to have seen a lode dryad in the mines, and most know a grandfather who tells of having been seduced by one, once. Individuals of other races might encounter elemental beings while adventuring in the deep caverns of the world, wandering across trackless deserts of sand, or travelling through the elemental planes themselves.

Alignment: Earthkin can be of any alignment. Most follow the tendencies of their primary race, with a somewhat greater bent towards neutrality. Others may be as playful and good as a geode nymph, or as wicked and evil as a mud hag.

Starting Gold: 4d4 x 10 (100 gp)

Starting Age: As rogue.

Advancement

Table 2-1: Earthkin

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Darkvision 60', Immunity to Sleep
2nd	+1	+3	+0	+0	+1 Natural Armor, DR 1/adamantine
3rd	+2	+3	+1	+1	+2 Con
4th	+3	+4	+1	+1	Earth Mastery, Resistance to Poison
5th	+3	+4	+1	+1	+1 Natural Armor, DR 3/adamantine
6th	+4	+5	+2	+2	+2 Str
7th	+5	+5	+2	+2	Resistance to Paralysis
8th	+6/+1	+6	+2	+2	+1 Natural Armor, DR 5/adamantine
9th	+6/+1	+6	+3	+3	+2 Str
10th	+7/+2	+7	+3	+3	Earth Inheritance

Class Skills: The earthkin's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Knowledge (architecture and engineering) (Int), Knowledge (dungeoneering) (Int), Knowledge (the planes) (Int), and Listen (Wis).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$

Skill Points at each Level: $2 + \text{Int modifier}$

Class Features

Weapon and Armor Proficiency: Earthkin are proficient with all simple and martial weapons, and with light, medium, and heavy armor.

Darkvision (Ex): An earthkin gains the ability to see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and an earthkin can function just fine with no light at all.

Immunity to Sleep (Ex): An earthkin is immune to magic sleep effects.

Natural Armor (Ex): An earthkin's skin is hard enough to turn a blade. At 2nd level, she gains a +1 natural armor bonus. If she already has natural armor due to her race or the Crystal Skin lineage feat, then her existing natural armor bonus increases by +1 instead. Her natural armor bonus increases by +1 again at 5th and 8th level (to a total of +3 from this class).

Damage Reduction (Ex): At 2nd level, an earthkin gains damage reduction of 1/adamantine. This improves to 3/adamantine at 5th level, and 5/adamantine at 8th level.

Body of Stone: An earthkin's Constitution score improves by 2 points at 3rd level. This is a permanent ability improvement.

Earth Mastery (Ex): At 4th level, an earthkin gains a +1 bonus on attack and damage rolls if both she and her opponent are touching the ground. If her opponent is airborne or waterborne, she takes a -4 penalty on attack and damage rolls instead.

Resistance to Poison (Ex): At 4th level, an earthkin gains a +4 racial bonus on all saving throws against poison.

Strength of Stone: An earthkin's Strength score improves by 2 points at 6th level, and again at 9th level. This is a permanent ability improvement.

Resistance to Paralysis (Ex): At 7th level, an earthkin gains a +4 racial bonus on all saving throws against paralysis and stunning effects.

Earth Inheritance: Upon attaining 10th level, an earthkin has developed her full elemental inheritance. Her type changes to elemental (native, earth), and she is forevermore treated as an elemental creature instead of her original type. She acquires immunity to poison, paralysis, and stunning. She is no longer subject to extra damage from critical hits or flanking, and does not need to breathe.

Playing an Earthkin

Earthkin tend to be protective. Adventurers seek a balance between attack and defense, both in their own abilities and in the quests which they undertake. An earthkin would be as happy defending a city against potential threats as heading into the wilderness to deliberately seek them out. They dislike danger for its own sake, and their otherwise great patience can be quickly broken by reckless behavior around them.

Earthkin prefer stability in whatever they're involved with, whether a personal relationship, business, guild, noble house, or adventuring party. They are willing to spend however much time they need to carefully appraise a potential deal, and resent being pushed. Once a deal is accepted, they expect it to be solid. Some see this as being inflexible, which is not entirely true. An earthkin is willing to change her mind, but not without good reason and careful thought.

Earthkin are naturally drawn to warrior roles, where their strength and extraordinary sturdiness are of great value. Those who become warriors by profession tend to train as fighters and monks, preferring the disciplined nature of those classes. A few others are possessed by the awesome fury of the earth and become barbarians instead. An earthkin commander can be a particularly formidable opponent on either side of a siege – stalwart, relentless, and in command of an uncanny knowledge of earth and stone defenses.

Earthkin warriors are generally capable of matching any other warrior in melee, but are less effective at ranged combat. They are also less powerful at spellcasting, since they have multi-classed, but their ability to survive damage which would kill any other wizard or even cleric allows them to consider new tactics in a fight. And, of course, combat in the air or on or under water is a particular challenge for an earthkin.

Earthkin are more likely to worship the gods of the dwarves, gods of earth and stone, or those of strength and fortitude. Of those who become clerics and druids, some try to settle into quiet temple roles, while others seek adventure for the usual reasons of their race and society.

Earthkin in the World

“I suspect that he’s insane – but I trust Nadus more than I trust my own armor.”

– Brelyn Mergawwn, elf fighter

It seems to be the destiny of an earthkin to be pulled in two different directions. Those who dwell in the surface world are called upon to defend the cities of men against terrible monsters from dark caverns, even as they fight against the greedy pillaging of the deep earth by those same cities. Those who dwell below the surface are torn between their love for the raw elemental beauty of their world, and the need for creatures to dwell there and alter it.

Earthkin do not form their own organizations or societies, at least not formal ones. Instead, they build personal relationships with other earthblooded individuals, and these networks of acquaintance can become quite widespread. One earthkin can usually count on another, even four times removed, as long as she can name the connections between them.

Dwarves, gnomes, and other subterranean races tend to relate well to earthkin of other races, and hold them in better esteem. Individuals of chaotic alignment may sometimes become frustrated with the deliberate manner of earthkin, but appreciate their steadfast word and commitment to relationships.

Earthkin Lore

Characters with Knowledge (arcana) or Knowledge (the planes) can research earthkin to learn more about them.

DC 10: Earthkin are planetouched, descended from a bloodline of elemental earth.

DC 15: Earthkin possess extraordinary strength and durability due to their ancestry. Their skin is as hard as stone, and might even turn a sturdy blade.

DC 20: Earthkin of full blood, half-breeds or close to it, are true elementals.

Earthkin in the Game

The earthkin is the quintessential earth elemental bloodline class.

An earthkin NPC might be encountered any time interests of earth and stone are involved. For example, the party might need to seek the advice of a sage capable of identifying not only a particular gemstone, but also which mountain and mine it came from. Or they might encounter an earthkin paladin sworn to protect the caverns that the party is adventuring through. If the party is unreasonably destructive in the course of their adventure, they might even find themselves fighting against her.

If you have an earthkin player character in your game, she shouldn’t have much trouble finding opportunities to play. Most games normally include dungeon crawls or adventures in subterranean locales, where the character is literally in her element. Quandries involving the surface and subterranean worlds can force her to make significant decisions; but should encourage the player to analyze and weigh complex options in search of a good solution, not force her to hastily choose between evils.



Mercalil

“Splendid. I’ll wager that my blunt weapon trumps your sharp wit.”

– Anton Venthad, mercalil human werewolf

Mercalil are descended from inhabitants of the Elemental Plane of Earth. They embody the sudden snap of an earthquake and the unstoppable rush of an avalanche. Whether by nature or by choice, they turn the strength of their bloodline to warfare.

They tend to possess fewer physical traits of the earth than earthkin, but those which they do possess are more impressive. Common traits include skin like granite, hard chiseled features, fewer but thicker than normal fingers, and outcrops of rock or crystal across the shoulders and forearms.

Requirements

Type: Any living, corporeal creature.

Feat: Any earthblood lineage feat.

Making a Mercalil

Mercalil are warriors. They stand at the front of a battle, breaking charges like waves upon the rocks, and breaking bones with their mighty blows. Equipped with full armor and a bludgeoning weapon, a mercalil becomes an unstoppable force of nature.

Races: Mercalil are most common among dwarves, humans, and the savage humanoid races, who naturally turn any advantage to warfare.

Alignment: Mercalil tend to be extreme in their alignment. The good use their strength to defend the disadvantaged and protect the innocent, whereas the evil are hard and bloodthirsty warmongers. Few of these warriors are neutral, or remain so for long on their battlefields.

Starting Gold: 6d4 x 10 (150 gp)

Starting Age: As fighter.

Advancement

Table 2-2: Mercalil

Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bludgeoning Weapon Focus
2nd	+2	+3	+0	+0	Earth Mastery
3rd	+3	+3	+1	+1	Tremor
4th	+4	+4	+1	+1	Bludgeoning Weapon Specialization
5th	+5	+4	+1	+1	Break Charge
6th	+6/+1	+5	+2	+2	Major Tremor
7th	+7/+2	+5	+2	+2	Wallbreaker
8th	+8/+3	+6	+2	+2	Stunning Critical
9th	+9/+4	+6	+3	+3	Demolitionist
10th	+10/+5	+7	+3	+3	Earth Legacy, Petrifying Strike

Class Skills: The mercalil's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Knowledge (dungeoneering) (Int), Listen (Wis), Ride (Dex), and Tumble (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at each Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: Mercalil are proficient with all simple and martial weapons, and with light, medium, and heavy armor. Mercalil are not proficient with any type of shield, and few use them.

Bludgeoning Weapon Focus: Mercalil possesses unearthly proficiency with bludgeoning weapons. A mercalil gains a +1 bonus on all attack rolls she makes using any bludgeoning weapon with which she is proficient.

Earth Mastery (Ex): At 2nd level, a mercalil gains a +1 bonus on attack and damage rolls if both she and her opponent are touching the ground. If her opponent is airborne or waterborne, she takes a -4 penalty on attack and damage rolls instead.

Tremor (Ex): A mercalil of 3rd level or higher can make a trip attack against a melee opponent by stomping her foot against the ground, causing an earth tremor. She does not need to make a melee touch attack, and does not provoke an attack of opportunity. If the attempt fails, her opponent cannot react to trip her.

Bludgeoning Weapon Specialization: At 4th level, a mercalil gains a +2 bonus on all damage rolls she makes using any bludgeoning weapon with which she is proficient.

Break Charge (Ex): The blows of a mercalil can stop an enemy in their tracks. Whenever a mercalil of 5th level or higher makes a successful attack of opportunity against an opponent moving through her threatened area, her opponent's movement is immediately ended, and any remaining movement of their action is lost.

Major Tremor (Ex): Starting at 6th level, a mercalil may choose to affect all creatures within her natural reach when she uses her Tremor ability to make a trip attack. The character rolls her Strength check once, and is opposed by each affected creature in turn.

Wallbreaker (Ex): Earth and stone yield readily to the blows of a mercalil. Whenever a mercalil of 7th level or higher makes a melee attack against an unattended object made of earth or stone, she automatically deals the maximum amount of damage.

Stunning Critical (Ex): The blows of a mercalil can stun an enemy. Whenever a mercalil of 8th level or higher scores a critical hit, her opponent must succeed at a Fortitude saving throw (DC 10 + one-half the mercalil's character level + her Str modifier) or be stunned for 1 round (until just before the mercalil's next action) in addition to taking damage from the critical hit. A stunned creature can't act, loses any Dex bonus to AC, and takes a -2 penalty to AC. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Demolitionist (Ex): A mercalil possesses an intuitive sense of fractures and other weaknesses in earth and stone. A mercalil of 9th level or higher can score critical hits or deal precision-based damage (such as a sneak attack) against objects and constructs made of earth or stone, which are normally immune to critical hits.

Earth Legacy: Upon attaining 10th level, a mercalil has developed her full elemental legacy. Her type changes to outsider (native, earth), and she is forevermore treated as an outsider (an extraplanar creature) instead of her original type.

Petrifying Strike (Su): A mercalil of 10th level gains the awesome power to turn her enemies into stone. Whenever she rolls a natural 20 on an attack roll followed by a successful roll to confirm the critical hit, her opponent must succeed at a Fortitude saving throw (DC 10 + one-half the mercalil's character level + her Con modifier) or be petrified in addition to taking damage from the critical hit. Only creatures made of flesh are affected by this ability. An opponent who is immune to petrification may still be affected by the character's Stunning Critical.

Playing a Mercalil

Mercalil are as protective by nature as other elekin of earth, but embody the ancient wisdom that a strong hammer makes the best shield. A mercalil is always ready to lead an attack against her enemies, to fight on her own terms and her chosen battlefield. She is never willing to stand by and do nothing while a known enemy gathers strength.

Mercalil also prefer stability in their concerns. Since their concerns tend to involve combat, they spend their spare time devising tactics and strategies for every conceivable encounter scenario and battlefield. They enjoy the feeling of setting a pattern to the chaos of battle – of attack and defense according to their plan, and played to their strengths. Having a plan ready also allows a mercalil to act quickly and decisively, surprising foes which expect them to be as slow and deliberate as other elekin of earth.

Mercalil will stick to their plans as much as possible, but with the knowledge that the plan is often the first casualty of battle. Most prefer to have backup plans for such cases, and perhaps even backup plans for those; others simply prepare to adapt and improvise as needed. Either way, they can become irritable when their plans go awry.

Mercalil in the World

“It seems that House Lyandris has hired a mercalil mercenary, and a highly skilled one at that. Now, if you would be so kind as to resurrect me, I have a war council to convene.”

– The ghost of Baron Feydash, half-elf noble/warrior

Mercalil are dedicated warriors, and may be found wherever there is conflict that comes to blows. Those of good alignment are anxious and restless in times of peace, and set out in search of wrongs to right. Those of evil alignment find that its quicker and more convenient to just start a war wherever they happen to be.

Mercalil do not form their own organizations or societies, but are apt to join any organization of warriors which shares their beliefs and goals. Thus, many seek to join warrior or adventurer guilds, knightly orders, or mercenary companies.

Dwarves, gnomes, and other subterranean races treat mercalil with considerable respect, and some distance, whether friend or foe. They know the hazards of dwelling beneath the surface better than anyone, and know that mercalil are the living embodiment of those hazards.

Mercalil Lore

Characters with Knowledge (arcana) or Knowledge (the planes) can research mercalil to learn more about them.

DC 10: Mercalil, like all elekin of earth, are planetouched, descended from a bloodline of elemental earth.

DC 15: Mercalil possess extraordinary strength and power over earth and stone due to their ancestry. Their mighty blows can stop an enemy in their tracks, and the stomp of their feet causes the earth to shake.

DC 20: Mercalil of full blood, half-breeds or close to it, are true outsiders. Their mighty blows can smash rock walls and constructs into rubble, and they possess the sorcerous power to turn their enemies into stone.

DC 30: In some ancient mythologies, Mercalli is an earth elemental diety of earthquakes. He is described as a huge elder xorn, with three symmetrically placed elvish faces.

Mercalil in the Game

A mercalil can fit into your campaign wherever any other warrior character might. An NPC of this bloodline might be encountered by the party while they are adventuring in foreign, war-torn lands, or might offer her assistance against a common, powerful foe. A gruff old fossil might be the only survivor of a battle which was fought decades earlier, still carrying clues regarding a powerful artifact which was thought lost upon that field.

If you have a mercalil player character in your game, expect her to take a lead role in combat. Be sure to provide challenges where her tactical planning can pay off. Consider using her zeal for battle to draw the party into new lands and bigger conflicts and adventures. A mercalil will be happiest if there is always another fight on the horizon.

Lithal

“The very ground you stand on is my ally, and I shall smite you with it.”

– Vesuvius, lithal dwarf cleric of Vulcan

Lithals, also called the “scions of stone” by some, are descended from inhabitants of the Elemental Plane of Earth. They are brilliant, hard, and mysterious, the living embodiment of gemstones. They turn the power of their bloodline to magic, and use that power to alter and amplify their spells.

Their physical traits tend to reflect their magical nature. Arcane lithals might have fine crystalline skin, hair which shifts like the sands, or a deep rumbling voice. Many divine lithals possess a halo of crystal, while others have skin as smooth and brilliant as polished marble and eyes which glitter like pure diamonds. Particularly evil lithals may have cracked and fissured skin, eyes as black as coal, or be accompanied by the odor of brimstone.

Requirements

Type: Any living, corporeal creature.

Feat: Any earthblood lineage feat.

Making a Lithal

Lithals cast spells through the innate power of their bloodline. Their spells may be arcane or divine, and their casting may be prepared or spontaneous, similar to the ability of any other normal spellcasting class. The nature of their magic is powerful but slow, making them more effective in supporting roles out of combat.

Races: Lithals are most common among those races with strong arcane magical traditions, such as gnomes, humans, half-elves, and elves. Divine lithals, however, may be found equally among all the civilized races. Lithal shamen are very rare, but not unknown, among the savage humanoid races.

Alignment: Lithals can be of any alignment.

Starting Gold: 4d4 x 10 (100 gp)

Starting Age: As cleric.

Advancement

Table 2-3: Lithal

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2		+1 level of spellcasting class
2nd	+1	+3	+0	+3	Cavern Stride	+1 level of spellcasting class
3rd	+1	+3	+1	+3		+1 level of spellcasting class
4th	+2	+4	+1	+4	Rockburst Spell	+1 level of spellcasting class
5th	+2	+4	+1	+4		+1 level of spellcasting class
6th	+3	+5	+2	+5	Tectonic Extend	+1 level of spellcasting class
7th	+3	+5	+2	+5		+1 level of spellcasting class
8th	+4	+6	+2	+6	Tectonic Empower	+1 level of spellcasting class
9th	+4	+6	+3	+6		+1 level of spellcasting class
10th	+5	+7	+3	+7	Earth Legacy, Timeless Body	+1 level of spellcasting class

Class Skills: The lithal's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), and Spellcraft (Int).

A divine lithal adds Knowledge (religion) (Int) to her list of class skills.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$

Skill Points at each Level: $4 + \text{Int modifier}$

Class Features

Weapon and Armor Proficiency: Lithals are proficient with all simple bludgeoning weapons (gauntlet, light mace, club, heavy mace, morningstar, quarterstaff, and sling), and with light armor.

An arcane lithal who wears armor or carries a shield incurs a chance of arcane spell failure when she casts spells with somatic components, unless she has an ability from some other source which negates it. For example, a lithal bard can cast her bard spells while wearing light armor without chance of arcane spell failure.

Spellcasting: At each level, a lithal gains new spells per day (and spells known, if applicable) and an increase in caster level as if she had also gained a level in a spellcasting class. She does not, however, gain any other benefit a character of that class would have gained. A divine lithal does not gain domain spells unless she has actual levels in a divine spellcaster class which gives her a domain.

If a lithal does not have an existing spellcasting class, she may choose any. If she has more than one spellcasting class, she must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Lithal Spell List: A lithal may learn and/or cast any of the spells on the lithal spell list, in addition to those on the normal spell list for her spellcaster type.

Spontaneous Casting: A lithal can channel stored spell energy into lithal spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any lithal spell she knows of the same level or lower. Spellcasters that do not prepare their spells (such as sorcerers) gain no benefit from this ability.

Cavern Stride (Ex): Starting at 2nd level, a lithal may move across any sort of rough or uneven stone floor at her normal speed and without taking damage or suffering any other impairment. Stone floors that have been magically manipulated to impede motion still affect her.

Rockburst Spell (Ex): A lithal can draw upon the deep wells of power of the earth for her spells. At 4th level, she gains the ability to modify any spell that deals energy damage to deal half of its damage as magical bludgeoning damage instead, against a target (or any target within the area of effect) that is touching the ground.

If the spell has an area of effect, the ground within the area becomes uneven and littered with debris. A smooth or flagstone floor becomes uneven flagstone, uneven flagstone becomes hewn stone, and hewn stone becomes natural stone.

Using this ability does not require preparation or increase the level or casting time of the spell.

Tectonic Extend (Ex): The magic of stone can be powerful, but slow. At 6th level, a lithal gains the ability to extend (the duration of the spell is doubled) any spell she casts by spending twice as long casting it.

For example, a spell with a normal casting time of 1 standard action requires 2 standard actions to cast extended by this ability, and a spell with a casting time of 1 minute requires 2 minutes. Spells with a normal casting time of less than 1 standard action require 1 standard action to cast extended by this ability.

If a spell's casting time is also increased due to the spontaneous application of other metamagic, apply that increase first. For example, a lithal sorcerer requires 2 full round actions to cast a tectonic extended widened *black tentacles* spell.

A spell with a duration of concentration, instantaneous, or permanent cannot be affected by this ability. Using this ability does not require preparation or increase the level of the spell. A lithal can still use the Extend Spell feat normally if she has it. She cannot apply both this ability and the Extend Spell feat on a single spell.



Tectonic Empower (Ex): At 8th level, a lithal gains the ability to empower (all variable, numeric effects of the spell are increased by one-half) any spell she casts by spending three times as long casting it.

Saving throws and opposed rolls are not affected, nor are spells without random variables. Using this ability does not require preparation or increase the level of the spell. A lithal can still use the Empower Spell feat normally if she has it. She cannot apply both this ability and the Empower Spell feat on a single spell.

Earth Legacy: Upon attaining 10th level, a lithal has developed her full elemental legacy. Her type changes to outsider (native, earth), and she is forevermore treated as an outsider (an extraplanar creature) instead of her original type.

Timeless Body (Ex): After attaining 10th level, a lithal no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the lithal still dies of old age when her time is up.

Lithal Spells

Level 0: Acid Splash, Virtue

Level 1: Hold Portal (stone only), Magic Stone

Level 2: Shatter, Soften Earth and Stone

Level 3: Meld into Stone, Summon Monster III (small earth elemental only)

Level 4: Spike Stones, Stoneskin

Level 5: Summon Monster V (medium earth elemental only), Wall of Stone

Level 6: Flesh to Stone, Stone Tell

Level 7: Statue, Summon Monster VII (huge earth elemental only)

Level 8: Earthquake

Level 9: Elemental Swarm (earth elementals only), Imprisonment

Playing a Lithal

Lithals have a reputation of being harder than other elekin of earth – not physically harder, but mentally. They are certain of themselves and their abilities, and rigid in how they view others. Once a lithal has made up her mind about someone, it takes a tectonic shift for her to change her opinion.

Lithals value their spells, and do not cast them lightly. A lithal believes in casting spells only when necessary, and always to the maximum possible effect. Their most potent spellcasting abilities require additional time to use, and are most useful outside of (or at least a safe distance from) combat. Arcane lithals cast spells to protect themselves, then shatter the battlefield with long-range evocations from behind cover. Divine lithals, particularly those who have begun advancing as a cleric or druid, can use a few spells to enhance their fighting ability before getting into melee, and empower their healing spells afterwards.

Divine lithals typically worship gods of the earth, elements, nature, or magic and sorcery.

Lithals in the World

“It is said that Vesuvius has never run short of spells. It is also said that he has never needed to.”

– Gaius Pax, dwarf paladin

Lithals are almost exclusively adventurers and mercenaries. Although their spellcasting abilities are well-suited to civil use, few have the temperament for it. They would rather be out in the world, exploring and testing themselves and their power against the greatest challenges known. As they advance, they feel less at home in the relatively tight confines of the Material Plane and are quick to venture farther out.

Lithals are more likely than other elekin of earth to join or create organizations for themselves. Arcane lithals often join guilds of elemental wizardry. Perhaps the best known of these is the Delphic Society of Iolkos, built upon the rocky spires of that famed city. Divine lithals, of course, may have ties to the church or temple of their patron deity, or to a local circle of druids.

Lithals get along well with anyone who can keep up with them. Though lithals are slightly more common among gnomes and elves, such individuals have very little in common with their parent race and never fit into their own society for long.

Lithal Lore

Characters with Knowledge (arcana) or Knowledge (the planes) can research lithals to learn more about them.

DC 10: Lithals, like all elekin of earth, are planetouched, descended from a bloodline of elemental earth.

DC 15: The spells of a lithal are amplified by the power of their ancestry. An *acid arrow* cast by a scion of stone might build in power for a dozen seconds before springing forth, and burst against its target in a hail of caustic stone shrapnel.

DC 20: Lithals of full blood, half-breeds or close to it, are true outsiders. Like the mountains themselves, they never seem to age.

Lithals in the Game

Lithals are easily inserted into a campaign. They are wanderers and explorers, and an NPC of this bloodline might enter the party's locale from another kingdom, realm of the deep earth, or another plane entirely. A friendly lithal may be interested in the party's help finding a worthy challenge near their home city, a hostile scion of stone might consider them to be that worthy challenge.

If you have a lithal player character in your game, expect her to seek great challenges at the expense of fitting in. Run adventures on the road, as the party travels towards distant realms to hunt legendary monsters. These adventures may provide sufficient time and encounters for the party to advance a level or two, so that, by the time they reach their final challenge, they're ready for it. A lithal will be happiest if encounter levels are usually higher than the party's level, combats are relatively long, and advancement is relatively fast.

Earth Feats

The following feats may be taken by earthblooded creatures.

Burrow Shot [General]

The earth allows your arrows to pass through to your opponents.

Prerequisites: Str 13, any earthblood lineage feat, base attack bonus +4.

Benefit: You can shoot or throw a ranged weapon at a target and ignore up to 5 feet of earth or stone cover. Your target does not gain a cover bonus to AC against your attack, but if you do not have line of sight then they are considered to have total concealment from you as normal. If you attempt to burrow a shot through a wall more than 5 feet thick, then your weapon becomes permanently embedded within it, dealing no damage. This is a supernatural ability which provokes attacks of opportunity.

Special: A fighter may take Burrow Shot as one of her fighter bonus feats.

Earth Familiar [General]

Your familiar becomes an elemental creature.

Prerequisites: 3rd level lithal, familiar.

Benefit: Your familiar's type changes to elemental (earth). It acquires darkvision out to 60 feet and immunity to poison, sleep effects, paralysis, and stunning. It is no longer subject to extra damage from critical hits or flanking, and does not need to eat, sleep, or breathe.

Earth Mount [General]

Your mount is called from a realm of elemental earth.

Prerequisites: Any earth bloodline class, special mount ability.

Benefit: Your mount's type changes to elemental (earth). It acquires darkvision out to 60 feet and immunity to poison, sleep effects, paralysis, and stunning. It is no longer subject to extra damage from critical hits or flanking, and does not need to eat, sleep, or breathe.

Earth Shape [General]

Your wild shape is particularly attuned to the element of earth.

Prerequisites: Any earth bloodline class, wild shape ability.

Benefit: When you use your wild shape ability, you can change into an earth elemental of at least one size category smaller than the largest animal form you can choose.

For example, a druid normally gains the ability to change into any small or medium animal at 5th level; with this feat she could also change into a small earth elemental. At 8th level, she would gain the ability to change into any large animal, or a small or medium earth elemental.

Earthsense [General]

The earth betrays the location of your opponents to you.

Prerequisite: Any earthblood lineage feat, Listen 8 ranks.

Benefit: You can automatically pinpoint the location of any creature within 10 feet of you, provided that you are both in contact with the same surface of earth or stone.

Earthsong [General]

The music of the deep earth resonates through you.

Prerequisites: Any earth bloodline class, bardic music ability.

Benefit: Your earth bloodline class level stacks with your bard level for the purpose of determining which bardic music abilities you can use, and the power of those abilities. The number of times per day you can use your bardic music remains based on your bard level only.

Escape Tunnel [General]

The earth allows you to pass through it.

Prerequisites: Any earthblood lineage feat, Escape Artist 8 ranks.

Benefit: You can pass through a wall of earth or stone as a spell-like ability once per day. The maximum range of this ability is 25 feet plus 5 feet per two earth bloodline class levels. If you attempt to pass through a wall of greater thickness, the attempt fails, but the ability is still used up for that day. You can bring along objects as long as their weight doesn't exceed your maximum load. You cannot bring along other creatures.

This ability is the equivalent of a 2nd level spell.

Fists of Granite [General]

Your elemental bloodline has given you fists as hard as stone.

Prerequisites: Any earth bloodline class, unarmed strike ability.

Benefit: Your earth bloodline class level stacks with your monk level for the purpose of determining your unarmed strike damage and ki strike ability.



Gem Savant [General]

Your elemental bloodline has given you a perfect, intuitive knowledge of gems.

Prerequisites: Any earthblood lineage feat, Appraise 8 ranks.

Benefit: You automatically succeed on Appraise checks to estimate the value of normal, non-magical gems or precious stones. In addition, you can *identify* magic gems as a spell-like ability three times per day. This ability allows you to determine all magical properties of a single magic gem or other crystalline item (or psionic properties of a psionic crystalline item), including how to activate its functions (if appropriate), and how many charges it has left (if any).

Hide in Stone [General]

Your elemental bloodline has given you the ability to vanish into stone.

Prerequisites: Any earthblood lineage feat, Hide 8 ranks.

Benefit: You can use *meld into stone* as a spell-like ability once per day. Your caster level for this effect is equal to one-half your earth bloodline class level, or 1 if you do not have any levels in an earth bloodline class.

Improved Earthsense [General]

You are more sensitive to contact with the earth.

Prerequisites: Any earthblood lineage feat, Listen 8 ranks, Earthsense.

Benefit: The range of your earthsense ability increases by 10 feet.

Special: You may take this feat multiple times. Its effects stack.

Slatesmith [General]

Your elemental bloodline has given you the ability to work stone like steel.

Prerequisites: Any earthblood lineage feat, Craft (any) 8 ranks.

Benefit: You possess the supernatural ability to forge and temper stone, making it as flexible as steel and stronger. Such stone has hardness 10 and 40 hit points per inch of thickness.

Weapons, armor and shields normally made primarily of steel that are made of stone have one-third more hit points than normal. Because stone armor isn't made of metal, druids can wear it without penalty.

Stone weapons and armor are always of masterwork quality; the masterwork cost is included in the price given below. Thus, stone weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of stone armor is lessened by 1 compared to ordinary armor of its type.

Weapons and armor made of stone cost an additional 1000 gp. Other items made of stone cost an additional 100 gp per pound of weight. For items made of rare or precious stone, multiply the additional cost by 10 (agate, hematite, malachite), 50 (bloodstone, moonstone, sardonyx), or 100 (jade, jet).

Earth Prestige Classes

The following prestige classes may be taken by earthblooded creatures. Earth Gliders master the magical ability of moving through solid earth. Knights of Mohorovic are earthblooded warriors dedicated to a war against elemental fire. Stonecallers are bards and performers specialized in summoning magic, able to call allies out of the earth around them.

Earth Glider

“Gliding through the earth, one gains new appreciation for good maps which indicate where the chasms are.”

– Qendri Venova, earthkin elf sorcerer/earth glider

No depth of earth or wall of stone can stop an earth glider for long. These earthblooded beings seek to master the ability of merging into and moving through solid earth and stone.

Becoming an Earth Glider

Only elekin of full earthblood, half-breeds or close to it, possess the necessary elemental affinity to become earth gliders. Fighters become earth gliders to gain tactical options in combat, and rogues have obvious uses for moving through stone. However, fighters and rogues have a difficult time learning the arcane secrets required. Monks become earth gliders for the same reasons as fighters, and many acquire arcane knowledge as a normal part of their training. Full blooded lithals can qualify for the class easily, but only a few are willing to trade spellcasting progress for the ability to earth glide.

Requirements

Subtype: Earth.

Skills: Knowledge (arcana) 8 ranks.

Advancement

Table 4-1: Earth Glider

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Meld into Earth 1/day
2nd	+1	+3	+0	+3	Earth Glide
3rd	+2	+3	+1	+3	Meld into Earth 3/day
4th	+3	+4	+1	+4	Earth Jaunt 1/day
5th	+3	+4	+1	+4	Meld into Earth at will

Class Skills: The earth glider’s class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (the planes) (Int), and Listen (Wis).

Skill Points at each Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: Earth gliders gain no new proficiency with weapons, armor, or shields.

Meld into Earth (Sp): An earth glider gains the ability to *meld into stone* as a spell-like ability once per day. This improves to three times per day at 3rd level, and an earth glider of 5th level can use this ability at will. The earth glider's caster level for this effect is equal to her earth glider level plus her earth bloodline class level.

Unlike the spell, an earth glider's ability allows her to meld into any volume of earth or stone of appropriate size. When melded into earth, the following spells harm an earth glider if cast upon the earth that she is occupying: *Earthquake* deals her 5d6 points of damage and expels her into the nearest open space. *Move earth* deals her 3d6 points of damage but does not expel her.

Earth Glide (Su): Beginning at 2nd level, an earth glider can move at her normal speed while melded into earth or stone. If her movement causes her to leave the earth or stone that she is occupying, then both her movement and her meld are ended immediately.

Earth Jaunt (Sp): At 4th level and higher, an earth glider can move between planes while melded into earth or stone. She gains the ability to *plane shift* to the Elemental Plane of Earth as a spell-like ability once per day. She can return to the exact location she left from at any time.

If her meld's duration expires or the effect is dispelled while she is on the Elemental Plane of Earth, she must make a DC 18 Fortitude save or be instantly slain. If her save is successful, she still takes 5d6 points of damage and becomes trapped in the Astral Plane.

Playing an Earth Glider

Earth gliders tend to be more daring than other elekin of earth, a necessary trait for those who may find themselves moving blind and alone through unfamiliar ground. They become even more so as they gain experience and confidence in their abilities, and master earth gliders seem as comfortable within the earth as without it.

Some earth gliders become keenly interested in the deep earth, and become great explorers. They seek out inaccessible caverns and lost cities far beneath the surface, and delight in the finding of unknown and unimaginable wonders. Of course, many also find terrible dangers, and a few vanish without a trace, never to be seen or heard from again.

Whether in the familiar walls of their own city or the forgotten foundations of the world itself, earth gliders possess a potent talent, and use it to their best advantage at every opportunity. Fighters and other warriors use their ability to gain tactical options in combat, moving through walls to flank an unsuspecting enemy or retreating into the ground. Rogues sneak through earth and stone defenses, bypassing locked doors and lethal traps entirely. Spellcasters gain access to isolated chambers and secret libraries, or venture into the Elemental Plane of Earth in their search for arcane knowledge.

Earth Gliders in the World

“Quendri, are you in there?”

– Urien, halfling shadowdancer, speaking to a tavern wall

The ability of an earth glider to meld into and move through stone at will is unsettling to some, and provokes undue amounts of suspicion. The wealthy worry about earth gliders strolling through their treasure vaults, and the powerful fear them spying upon their schemes and secrets from within the walls. This paranoia persists despite the reality that a powerful wizard can be capable of doing as much or more, and that mundane defenses exist – simply embedding wooden beams or iron bars into a stone wall is often enough to stop an earth glider.

Earth Glider Lore

Characters with Knowledge (arcana) or Knowledge (the planes) can research earth gliders to learn more about them.

DC 10: Earth gliders are able to meld into earth or stone, vanishing into it.

DC 15: Earth gliders possess the ability to glide through solid earth while melded, moving as easily as a fish swims through water.

DC 20: Master earth gliders are even able to glide between planes while melded, shifting themselves to the Elemental Plane of Earth.

Earth Gliders in the Game

Earth gliders are most likely to be encountered beneath the surface, wandering through gloomy dungeons and deep caverns. They tend to react kindly towards other explorers like themselves, and might be willing to join their company for a time. But rarely for long, and they are certain to flee into the earth at the first sign of hostility or danger.

Earth glider player characters are at home in the caverns and dungeons in which adventuring parties typically find themselves, but can find interesting ways to use their unique abilities in wilderness or city adventures as well. Plan to present varied situations in which the earth glider can be of particular use, but be careful that this doesn't trump the abilities of other player characters. It's fine for an earth glider PC to walk through a few walls to open the door from the other side, but not if the party's rogue ends up with nothing to do on a regular basis.



Knight of Mohorovic

"It's not that I don't appreciate fire, it's just that I really hate it."

– Niamh Nilogyr, mercalil blue dragon Knight of Mohorovic

While classical alchemy describes air as the opposed element to earth, earthblooded creatures more often find themselves at odds with fire. They regard it as dangerously chaotic and destructive; burning flesh, melting stone, and relentlessly vying to spread its ruin across the land. Knights of Mohorovic are earthblooded warriors who turn the strength of their bloodline into both weapon and shield against elemental fire.

Becoming a Knight of Mohorovic

Knights of Mohorovic rely on the strength of earth and stone for their combat abilities, and so must possess the ability of earth mastery. This is typically gained from the earthkin or mercalil bloodline classes, although earth elementals and other earth creatures may also meet this requirement. They must be proven warriors, and have studied elemental fire and its strengths and weaknesses.

Those who have suffered a personal loss to fire often become the fiercest and most steadfast Knights of Mohorovic. Rangers who have already chosen elementals or outsiders (fire) as their favored enemy also make excellent knights.

Requirements

Alignment: Any non-chaotic.

Base Attack Bonus: +5

Skills: Knowledge (the planes) 8 ranks.

Special: Earth mastery ability.

Advancement

Table 4-2: Knight of Mohorovic Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fire Resistance 10, Enemy of Fire +2
2nd	+2	+3	+0	+0	Firewall, Firebreak
3rd	+3	+3	+1	+1	Fire Resistance 20, Enemy of Fire +4
4th	+4	+4	+1	+1	Inspire Allies
5th	+5	+4	+1	+1	Fire Resistance 30, Enemy of Fire +6

Class Skills: The Knight of Mohorovic's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Heal (Wis), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (the planes) (Int), Listen (Wis), Ride (Dex), Survival (Wis), and Tumble (Dex).

Skill Points at each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Knights of Mohorovic gain no new proficiency with weapons, armor, or shields.

Fire Resistance (Ex): At 1st level, a Knight of Mohorovic gains resistance to fire 10. Each time she is subjected to fire damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to her hit points. This resistance increases to 20 points at 3rd level, and 30 points at 5th level.

Enemy of Fire (Ex): At 1st level, a Knight of Mohorovic gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against fire creatures (creatures with the fire subtype). She gets the same bonus on weapon damage rolls against such creatures. At every two levels beyond 1st, this bonus increases by +2. This bonus stacks with any favored enemy bonus gained as a ranger.

Firewall (Su): A Knight of Mohorovic of 2nd level or higher provides cover against bursts of fire, such as a *fireball* spell or a red dragon's breath weapon. A creature given cover by the Knight of Mohorovic against such an effect gains a +2 bonus on Reflex saves against it.

Firebreak (Su): At 2nd level, a Knight of Mohorovic gains the ability to counter fire spells targeted towards her. She can automatically counter any fire spell whose line of effect passes through any square that she threatens, negating the spell's effect. If a spell creates multiple effects (such as the spheres created by a *meteor swarm*), only one of the effects can be countered.

A Knight of Mohorovic must be armed, aware of the spell, and able to make an attack of opportunity to use this ability. Using this ability counts as an attack of opportunity.

Inspire Allies (Su): At 4th level, a Knight of Mohorovic gains the ability to inspire her allies against her enemies. All allies within 30 feet who are able to see the Knight of Mohorovic fighting gain a +4 bonus on weapon damage rolls against fire creatures (creatures with the fire subtype).

Playing a Knight of Mohorovic

Knights of Mohorovic are peerless executors of their own war. Many knights join the ranks to defend their own homelands, perhaps threatened by an army of red dragons or a mad wizard recklessly opening portals into fiery hells. Others journey through the world, ever watchful for creatures of elemental fire which have spread beyond their proper place in nature. And a few, whether zealous or misguided, take the war to the very lines of the enemy within the Elemental Plane of Fire itself.

Knights of Mohorovic pursue any skill or art which might help them in combat. The Lightning Reflexes feat gives a Knight of Mohorovic an improved Reflex save, useful against various fire attacks and spells, and Combat Reflexes enables her to use her Firebreak ability more times per round.

Knights of Mohorovic in the World

“Niamb has saved this realm more times than I care to think. If she wants the Ash Mountains for her own, then they are hers. The dwarves will simply have to move.”

– Duke Hadrian of Hibernia

In lands frequently threatened by fire, a Knight of Mohorovic may found a war guild to organize and train a permanent defense. These guilds train earth elekin warriors in the arts of their order, and tactics and spells which are effective against fire to others. The oldest and largest such guilds may count several knights among their ranks, or several generations of an earth elekin family who have dedicated themselves to their war.

Wherever possible, Knights of Mohorovic construct their mighty keeps and castles atop the peaks and rims of extinct volcanoes, regarded as a powerful symbol of the final victory of earth over fire. The Dragon’s Citadel, located within the caldera of Mount Antrim in the Duchy of Hibernia, is widely regarded as the finest example of such fortresses. Its monolithic structure is natural, formed by hundreds of thousands of tall hexagonal columns of basalt tightly packed together. The columns were excavated from beneath the ash cone of the volcano, and have been further worked into spires, battlements capped with spikes of obsidian, and corridors and living chambers within.

Knight of Mohorovic Lore

Characters with Knowledge (arcana) or Knowledge (the planes) can research Knights of Mohorovic to learn more about them.

DC 10: Knights of Mohorovic are earthblooded warriors who have dedicated their lives to a war against elemental fire.

DC 15: Knights of Mohorovic possess extraordinary defenses against fire, and are able to protect both themselves and the allies around them.

DC 20: Knights of Mohorovic develop great skill at hunting and combating creatures of elemental fire. In battle against such creatures, they inspire strength in their allies as well.

DC 30: In some ancient mythologies, Mohorovic defends the Elemental Plane of Earth in an eternal war against creatures of elemental fire. He is described as an earth elemental of colossal size and immense power, who wields a warhammer forged from a single massive crystal of adamantine.

Knights of Mohorovic in the Game

Encountering a Knight of Mohorovic is much like encountering a paladin – a blessing if you’re on the same side, a nightmare if you’re not. A party preparing to attack the halls of a fire giant king might seek out a Knight of Mohorovic for advice or aid. A Knight of Mohorovic might seek out the party, if they’ve gained a reputation for combating fire creatures, or hunt them down, if they’ve been particularly careless with fire.

A Knight of Mohorovic player character should take the lead whenever fire presents a danger. If a war against elemental fire isn’t the focus of the campaign, it should at least make meaningful guest appearances once in a while.

Stonecaller

“Rise, earth! Stand, stone! Elias calls upon you!”

– Elias of the Knot, human bard/stonecaller

Stonecallers are earthblooded bards and arcane performers who have specialized in summoning magic. A stonecaller can use her magical song to call elemental allies out of the earth around her, and to inspire them to great feats of heroism.

Becoming a Stonecaller

Stonecalling requires a special relationship with the earth, and so a stonecaller must be at least earthblooded if not elekin. They must also be exceptionally talented performers and arcanists in order to rouse the earth from its slumber. Bards meet these requirements most easily, and have the most to gain from the class. Clerics, sorcerers, and wizards can also train to become stonecallers, though at greater cost and with limited benefit.

Requirements

Skills: Perform (any) 8 ranks, Knowledge (arcana) 8 ranks.

Feat: Any earthblood lineage feat.

Spellcasting: Able to cast *summon monster III*.

Advancement

Table 4-3: Stonecaller

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Stonecaller music, Summon Stone (small)
2nd	+1	+3	+0	+3	Inspire Stone (greatness)
3rd	+2	+3	+1	+3	Summon Stone (medium)
4th	+3	+4	+1	+4	Inspire Stone (heroics)
5th	+3	+4	+1	+4	Summon Stone (large), The Hills Are Alive

Class Skills: The stonecaller’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (the planes) (Int), Listen (Wis), Perform (Cha), and Spellcraft (Int).

Skill Points at each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Stonecallers gain no new proficiency with weapons, armor, or shields.

Stonecaller Music: Stonecallers can use music or poetics to produce magical effects. Stonecaller music follows the same rules as bardic music, and a stonecaller gains one daily use of bardic music per class level.

Summon Stone (Sp): A stonecaller can use music or poetics to summon a small earth elemental to aid her. The elemental appears where she designates, within 50 feet. It acts immediately, on her turn, and attacks her opponents to the best of its ability. If the stonecaller can communicate with the elemental, she can direct it not to attack, to attack particular enemies, or to perform other actions. The elemental remains for as long as it can hear the stonecaller sing and for up to 5 rounds thereafter.

A stonecaller of 3rd level or higher with 16 or more ranks in a Perform skill can summon a single medium earth elemental, a single stone swarm (see pg 29), or 1d4+1 small earth elementals. A stonecaller of 5th level with 18 or more ranks in a Perform skill can summon a single large earth elemental, 1d4+1 medium or small earth elementals, or 1d4+1 stone swarms.

Inspire Stone (Su): At 2nd level, a stonecaller gains the ability to inspire her summoned earth elementals in battle. When using her summon stone ability, or at any time thereafter while concentrating on the effect, she may spend an additional use of bardic music to inspire her summoned elementals. Using this ability is a swift action that does not provoke attacks of opportunity. The inspiration affects only a single summons of elementals, and lasts for as long as the elementals themselves remain. Inspire stone is a mind-affecting ability.

A stonecaller of 2nd level or higher with 15 or more ranks in a Perform skill can inspire greatness. An elemental inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the elemental's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant.

A stonecaller of 4th level or higher with 17 or more ranks in a Perform skill can inspire heroics. An elemental so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.

The Hills Are Alive: At 5th level, a stonecaller gains the ability to summon armies of earth elementals. She may spend any number of uses of bardic music to summon or inspire elementals, and at any time while concentrating on the effects. Using the summon stone ability to summon additional elementals does not interrupt her concentration on existing effects, and is a swift action that does not provoke attacks of opportunity.

For example, a stonecaller could spend two uses of bardic music to summon one large and 1d4+1 medium earth elementals, plus an additional two uses to inspire heroics in both groups. While concentrating on her song, she could spend an additional use of bardic music to summon another group of 1d4+1 medium earth elementals. (Note that this third group does not benefit from the inspiration given to the first two groups.)

Playing a Stonecaller

Stonecallers possess a special relationship with the earth, which tends to influence how they relate to the rest of the world. Many are introverted, or at least peculiar, and a stonecaller may seem to identify with the rubble at the side of the road as well as she does to her travelling companions. They speak to rocks at odd times, and some have been known to adopt a favorite rock as a pet. Nevertheless, a stonecaller demonstrates the same steadfast loyalty to her friends as her elemental allies give her.

Stonecallers in the World

“Come back! ... If you break any of my statues, you pay for them!”

– Correl, stonecarver of Bleysmeade

Stonecallers tend to make common people uneasy, at least initially, because of their unusual behavior and mysterious abilities. However, they are also naturally charismatic and highly skilled at the art of performance, and can usually overcome this and make friends quickly. Other adventurers appreciate a stonecaller for their ability to summon sturdy allies at a moment's notice, and even more so if they possess other bardic abilities.

Stonecaller Lore

Characters with Knowledge (arcana) or Knowledge (the planes) can research stonecallers to learn more about them.

DC 10: Stonecallers are earthblooded performers who use their magical songs to summon elemental allies out of the earth around them.

DC 15: The songs and poems of a stonecaller can inspire her summoned elementals to great feats of heroism.

DC 20: Some stonecallers become powerful enough to summon entire armies of earth elementals at a moment's notice.

Stonecallers in the Game

Whether it's a mad hermit singing to his rock garden or a warrior sorcerer striding into battle before a rolling swarm of stones, an encounter with a stonecaller should never be boring. Even in a fantasy world filled with all sorts of magical things, there's something a little bit special and wondrous about them.

Monsters

Stonesingers can summon more than just earth elementals.

Stone Swarm

Tiny Elemental (Earth, Swarm)

Hit Dice: 4d8+3 (21 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 17 (+2 size, +4 natural), touch 12, flat-footed 17

Base Attack/Grapple: +3/-

Attack: Swarm (1d6+1)

Full Attack: Swarm (1d6+1)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, Trip

Special Qualities: Darkvision 60 ft., half damage from slashing and piercing weapons, elemental traits, swarm traits

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 13, Dex 10, Con 11, Int 4, Wis 11, Cha 11

Skills: Listen +4, Spot +3

Feats: Run, Toughness

Environment: Any

Organization: Solitary, slide (2-4 swarms), or avalanche (7-12 swarms)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: -

A stone swarm is a rolling, tumbling mass of rocks and stones. Stone swarms are usually summoned creatures, but can sometimes be encountered wandering in enchanted stony places.

Combat

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Trip (Ex): Any creature damaged by a stone swarm must succeed on a DC 15 Strength or Dexterity check or be tripped and fall prone. The save DC is Strength-based, and includes a +4 size modifier.



Sample Encounters

The following encounters are presented as examples of the bloodline and prestige classes of Lineage of Earth. They are organized by challenge rating, from 1 to 19.

Birgíd Avel Vobrusk

CR 1

Female halfling earthkin 1
CN Small humanoid
Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +0
Languages Common, Halfling, Elf, Gnome

AC 17, touch 14, flat-footed 14
hp 9 (1 HD)
Immune sleep
Resist +2 morale bonus against fear
Fort +4, **Ref** +4, **Will** +1

Speed 20 ft. (4 squares)
Ranged sling +5 (1d3) or
Melee mwk dagger +2 (1d3/19-20)
Base Atk +0; **Grp** -4
Combat Gear 2 *potions of cure light wounds*, *potion of jump*

Abilities Str 11, Dex 17, Con 12, Int 14, Wis 10, Cha 8
SQ tumble at normal speed without penalty
Feats Sand Acrobat
Skills Appraise +6, Climb +6, Hide +7, Jump +2, Listen +6, Move Silently +5, Tumble +9
Possessions combat gear plus mwk studded leather armor, mwk dagger, sling, 10 sling bullets, silver ring (worth 200 gp), 72 gp

Birgíd is a young street urchin making her way in the small northern city of Markovik. She is extraordinarily thin and lithe, with dusty skin, short unkempt hair, and bright hazel eyes. She hides a suit of finely studded leather armor beneath layers of worn and torn clothing, and her weapons and other possessions are carefully stored in various well-padded pockets.

Birgíd is quick and bright, and few individuals tumble past the city guard and guild thugs better than she. Her usual tactics are to simply grab an item from an unwary merchant or traveller on a busy street and make a run for it, relying on her small size and skill at tumbling, climbing, and hiding to escape. But, she carries a potion of jumping and two of curing as well, just in case.

She knows nothing about her family or ancestry, except for a fine silver ring which she is certain once belonged to her mother. She remembers nothing else about the ring, but has always had it. The ring is inscribed with the words “Avel Vobrusk” in gnomish script, which Birgíd assumes to be and has taken as her family name.

Grund

CR 3

Male bugbear mercalil 1
CE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft., scent; Listen +6, Spot +2
Languages Common, Goblin, Giant

AC 17, touch 10, flat-footed 17
hp 31 (4 HD)
Fort +6, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)
Melee +1 *morningstar* +9 (1d8+5) or
Ranged javelin +3 (1d6+4)
Base Atk +3; **Grp** +7
Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 11, Con 16, Int 12, Wis 10, Cha 11
SQ +3 natural armor, create disguise as full-round action at -10 penalty, bludgeoning weapon focus
Feats Clay Guise, Alertness
Skills Disguise +5, Hide +4, Listen +6, Knowledge (dungeoneering) +5, Move Silently +8, Spot +2
Possessions combat gear plus +1 *leather armor*, mwk light dragonhide shield, +1 *morningstar*, 4 javelins, 210 gp

Grund is a wandering monster and murderer. He is considerably taller and stronger than most other bugbears, and might otherwise be an exemplar of his race. But he is also afflicted by a recessive ancestral trait which makes his skin unnaturally pale, smooth, and malleable. He has wiry white hair, bloodshot red eyes, and is slightly farsighted.

Because of his appearance, Grund was given the nickname “ghost” by his tribe, and made an outcast. He has been wandering through other lands ever since, and lost track of his homeland long ago. Most of his days have been spent skulking through savage lands and dark dungeons, hunting down other monsters and venting his anger and frustration upon them.

Grund is driven by a pathological need to fit in somewhere. On several occasions, he has tried to disguise himself in order to join a party of travellers. He tries to be friendly and helpful at first, but usually comes off as obsequious and creepy. His encounters tend to deteriorate quickly from there, and end in resentment, anger, and violence.

Enlil Denech

CR 5

Male elf lithal 5
LG Medium humanoid
Init +2; **Senses** low-light vision; Listen +11, Spot +1
Languages Common, Elven, Draconic, Terran

AC 14, touch 13, flat-footed 12
hp 25 (5 HD)
Immune sleep
Resist +2 racial bonus against enchantment
Fort +5, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)
Melee light mace +2 (1d6)
Base Atk +2; **Grp** +2
Combat Gear *pipes of the sewers*, *potion of cure moderate wounds*, *wand of magic missile* (3rd) (10 charges)
Sorcerer Spells Known (CL 5th):
2nd (5/day) – *acid arrow* (+4 ranged touch), *shatter* (DC 15)
1st (7/day) – *chill touch* (+2 melee touch, DC 14), *jump*, *mage armor*, *magic stone* (+4 ranged)
0 (6/day) – *acid splash* (+4 ranged touch), *detect magic*, *ray of frost* (+4 ranged touch), *read magic*, *resistance*, *virtue*

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 16
SQ +1 natural armor, cavern stride, rockburst spell
Feats Crystal Skin, Eschew Materials
Skills Concentration +9, Knowledge (arcana) +7, Knowledge (the planes) +9, Listen +11, Search +3, Speak Language (Draconic), Spellcraft +11, Spot +1
Possessions combat gear plus *ring of protection* +1, light mace, 35 gp

Cavern Stride (Ex) Enlil may move across any sort of rough or uneven stone floor at his normal speed and without taking damage or suffering any other impairment. Stone floors that have been magically manipulated to impede motion still affect him.

Rockburst Spell (Ex) Enlil can modify any spell that deals energy damage to deal half of its damage as magical bludgeoning damage instead against targets that are touching the ground.

Enlil is a sewer guardian, charged with patrolling the city's sewers and cisterns and keeping them free of vermin and other hazards. He is shorter than average, and thin despite his good appetite. His fair skin sparkles, as if set with a thousand tiny diamonds, but is usually half-covered in grime. He has long silver hair, which is often tied back and matted, and silver eyes as well. Enlil would be a very handsome elf, if he paid more attention to his appearance.

Enlil has been dealt a fair bit of misfortune in his life. His family was slain in the War of the Towers when he was young, and he was forced to find work in the city to survive. Following a nearly-fatal encounter with a corrupt ward official, he was taken in by a kindly old man who took pity on him. The old man trained Enlil in his current job, and he took over when the old man finally succumbed to sewer rot.

Enlil has somehow remained good-hearted, and is certain that he is destined for something greater. He discovered his latent sorcerous ability several months ago, during a desperate fight against a zombie. He has spent every spare moment since practicing his rapidly developing talents, and preparing to leave the sewers and the city for good.

Nadus the Mountain

CR 7

Male human earthkin 4/monk 3
LN Medium humanoid
Init +6; **Senses** darkvision 60 ft.; Listen +9, Spot +7
Languages Common

AC 16, touch 15, flat-footed 14
hp 49 (7 HD); **DR** 1/adamantine
Immune sleep
Resist +4 racial bonus against poison, evasion, +2 bonus against enchantment
Fort +9, **Ref** +6, **Will** +7

Speed 40 ft. (8 squares)
Melee unarmed strike +7 (1d8+1) or
unarmed strike +5/+5 (1d8+1) with flurry of blows or
Ranged mwk shuriken +8 (1d2+1) or
mwk shuriken +6/+6 (1d2+1) with flurry of blows
Base Atk +5; **Grp** +6
Atk Options Combat Reflexes, Stunning Fist (4/day) (DC 16), earth mastery, ki strike (magic)

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 17, Cha 8
SQ +1 natural armor, monk AC bonus, fast movement, still mind
Feats Rock Grip, Combat Reflexes, Fists of Granite, Improved Initiative, Stunning Fist, Weapon Focus (unarmed strike)
Skills Balance +4, Climb +5 (+10 on earth or stone surfaces), Concentration +6, Diplomacy +1, Jump +3, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +9, Sense Motive +9, Spot +7, Tumble +8
Possessions 20 mwk shuriken, 5 mwk adamantine shuriken, *golembane scarab*, *periapt of wisdom* +2, 275 gp

Earth Mastery (Ex) Nadus gains a +1 bonus on attack and damage rolls if both he and his opponent are touching the ground. If his opponent is airborne or waterborne, he takes a -4 penalty on attack and damage rolls instead.

Nadus is a wandering adventurer monk. He is of average height and size, but his arms and hands appear strong and angular, as if chiseled from blocks of stone. Nadus keeps his head shaved, and has a tattoo of a mountain, his totem, behind his left ear. He dresses in simple clothes, with ample folds and layers for his shuriken. Nadus wears a silver periapt and a *golembane scarab* made of adamantine around his neck.

The scarab was given to him by his earthblooded monastic order, which is opposed to such constructs. Nadus has sworn his strength and life to destroying them, and those who enslave elemental spirits to create them. He and his party have had little success so far, but fortunately no casualties, and continue to tune and improve their tactics.

Nadus tends to see the world in black and white. He considers all summoning magic to be a crime against the natural order of the cosmos, the subjugation of one creature's normal existence by the will of another. His stubborn unwillingness to consider summoners as anything but malevolent fiends has burned a few bridges to those who might otherwise be willing to help him.

Anton Venthad

CR 9

Male human werewolf mercalil 7
NE Medium humanoid (shapechanger)
Init +3; **Senses** low-light vision, scent; Listen +11, Spot +0
Languages Common, Terran, wolf empathy

AC 19, touch 13, flat-footed 16
hp 74 (9 HD)
Fort +10, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares)
Melee +2 *heavy flail* +13/+8 (1d10+7/19-20)
Base Atk +8; **Grp** +10
Atk Options Combat Reflexes, Power Attack, earth mastery, break charge, major tremor

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 8
SQ tumble at normal speed without penalty, +2 natural armor, alternate form, +4 racial bonus on Survival checks when tracking by scent, bludgeoning weapon focus, bludgeoning weapon specialization, wall-breaker
Feats Sand Acrobat, Combat Reflexes, Iron Will, Power Attack, Track, Weapon Focus (bite)
Skills Balance +4, Jump +13, Listen +11, Move Silently +6, Survival +10, Tumble +14
Possessions mwk chain shirt, +2 *heavy flail*, *cloak of elvenkind*, 935 gp

Earth Mastery (Ex) Anton gains a +1 bonus on attack and damage rolls if both he and his opponent are touching the ground. If his opponent is airborne or waterborne, he takes a -4 penalty on attack and damage rolls instead.

Break Charge (Ex) Whenever Anton makes a successful attack of opportunity against an opponent moving through his threatened area, his opponent's movement is immediately ended, and any remaining movement of their action is lost.

Major Tremor (Ex) Anton can make a trip attack against a single melee opponent or all creatures within his natural reach by stomping his foot against the ground. He does not need to make a melee touch attack, and does not provoke an attack of opportunity. He rolls his Strength check once, and is opposed by each affected creature in turn. If the attempt fails, his opponent cannot react to trip him.

Wallbreaker (Ex) Whenever he makes a melee attack against an unattended object made of earth or stone, Anton automatically deals the maximum amount of damage.

Wolf Form

Init +5; **AC** 19, touch 15, flat-footed 14; **DR** 10/silver; **Fort** +12, **Ref** +10; **Speed** 50 ft. (10 squares); **Melee** bite +12 (1d6+4); **Grp** +11; **Atk Options** curse of lycanthropy, trip; **Abilities** Str 16, Dex 20, Con 18; **SQ** +4 natural armor; **Skills** Balance +6, Jump +14, Move Silently +8, Tumble +16

Trip (Ex) Whenever he hits with a bite attack, Anton can attempt to trip his opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, his opponent cannot react to trip him.

Hybrid Form

Init +5; **AC** 19, touch 15, flat-footed 14; **DR** 10/silver; **Fort** +12, **Ref** +10; **Melee** 2 claws +11 (1d4+3) and bite +7 (1d6+1); **Grp** +11; **Atk Options** curse of lycanthropy; **Abilities** Str 16, Dex 20, Con 18; **SQ** +4 natural armor; **Skills** Balance +6, Jump +14, Move Silently +8, Tumble +16

Male dwarf lithal 10/cleric 1
 N Medium outsider (native, earth)
Init -1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Dwarven

AC 20, touch 9, flat-footed 20; +4 dodge bonus to AC against giants
hp 75 (11 HD)
Resist stability (+4 bonus against bull rush and trip), +2 racial bonus against poison, +2 racial bonus against spells and spell-like effects
Fort +12, **Ref** +2, **Will** +12

Speed 20 ft. (4 squares)
Melee +1 *morningstar* +7 (1d8+2)
Base Atk +5; **Grp** +6
Atk Options +1 racial bonus on attacks against orcs and goblinoids
Special Actions turn undead (4/day, 1st, +3, 2d6+2), command earth creatures (4/day, 1st, +1, 2d6+2), command fire creatures (4/day, 1st, +1, 2d6+2), turn air creatures (4/day, 1st, +1, 2d6+2), turn water creatures (4/day, 1st, +1, 2d6+2), spontaneous casting (*cure* spells)
Combat Gear *potion of fly*, *wand of acid arrow* (50 charges)
Cleric Spells Prepared (CL 11th, spell pen +13):
 6th – *fire seeds*^D (+4 ranged touch, DC 20), *flesh to stone* (DC 19)
 5th – *fire shield*^D, *flame strike* (DC 18), *summon monster v*
 4th – *divine power*, *spike stones* (DC 17), *stoneskin*^M, *wall of fire*^D
 3rd – *dispel magic*, *invisibility purge*, *meld into stone*, *protection from energy*, *stone shape*^D, *summon monster iii*
 2nd – *augury*^{MF}, *bear's endurance*, *bull's strength*, *hold person* (DC 15), *produce flame*^D (+6 melee touch, +4 ranged touch), *shatter* (DC 15)
 1st – *burning hands*^D (DC 14), *command* (DC 14), *divine favor*, *hold portal* (stone only), *magic stone* (+4 ranged), *sanctuary* (DC 14), *shield of faith*
 0 – *acid splash* (+4 ranged touch), *detect magic* x 2, *read magic*, *resistance*, *virtue*

Cleric Domains Earth, Fire

Abilities Str 12, Dex 8, Con 16, Int 10, Wis 16, Cha 12
SQ stonecunning, +1 natural armor, cavern stride, rockburst spell, tectonic extend, tectonic empower, timeless body
Feats Crystal Skin, Augment Summoning, Spell Focus (conjuration), Spell Penetration
Skills Concentration +15, Heal +5, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Spellcraft +10
Possessions combat gear plus +2 *light fortification full plate*, +1 *morningstar*, carved fire opal holy symbol (worth 1500 gp), 4 sticks incense (worth 25 gp each, for *augury*), gold dice (worth 25 gp, for *augury*), 4 measures granite and diamond dust (worth 250 gp each, for *stoneskin*), 167 gp

Cavern Stride (Ex) Vesuvius may move across any sort of rough or uneven stone floor at his normal speed and without taking damage or suffering any other impairment. Stone floors that have been magically manipulated to impede motion still affect him.
Rockburst Spell (Ex) Vesuvius can modify any spell that deals energy damage to deal half of its damage as magical bludgeoning damage instead against targets that are touching the ground.
Tectonic Extend (Ex) Vesuvius can extend (the duration of the spell is doubled) any spell he casts by spending twice as long casting it.
Tectonic Empower (Ex) Vesuvius can empower (all variable, numeric effects of the spell are increased by one-half) any spell he casts by spending three times as long casting it.
Timeless Body (Ex) Vesuvius no longer takes ability score penalties for aging and cannot be magically aged.

Thod

CR 13

Male ogre mercalil 10
CE Large outsider (native, earth)
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +4
Languages Giant, Common

AC 23, touch 9, flat-footed 23
hp 118 (14 HD)
Fort +17, **Ref** +7, **Will** +6

Speed 40 ft. (8 squares)
Melee +3 *greatclub* +25/+20/+15 (2d8+18)
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +26
Atk Options Power Attack, earth mastery, break charge, stunning critical, petrifying strike, major tremor
Special Actions Awesome Blow
Combat Gear *earth elemental gem*

Abilities Str 29, Dex 10, Con 17, Int 10, Wis 8, Cha 9
SQ +5 natural armor, +2 racial bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks when interacting with earth creatures, bludgeoning weapon focus, bludgeoning weapon specialization, demolitionist, wallbreaker
Feats Earth Affinity, Awesome Blow, Improved Bull Rush, Power Attack, Toughness
Skills Climb +13, Hide -4, Jump +14, Listen +9, Ride +5, Spot +4
Possessions combat gear plus +3 *dragonscale banded mail*, +3 *greatclub*, *belt of giant strength* +4, *boots of striding and springing*, *cloak of resistance* +3, *ring of chameleon power*, 3445 gp

Earth Mastery (Ex) Thod gains a +1 bonus on attack and damage rolls if both he and his opponent are touching the ground. If his opponent is airborne or waterborne, he takes a -4 penalty on attack and damage rolls instead.

Break Charge (Ex) Whenever Thod makes a successful attack of opportunity against an opponent moving through his threatened area, his opponent's movement is immediately ended, and any remaining movement of their action is lost.

Stunning Critical (Ex) Whenever Thod scores a critical hit, his opponent must succeed at a Fortitude saving throw (DC 24) or be stunned for 1 round in addition to taking damage from the critical hit.

Petrifying Strike (Su) Whenever Thod rolls a natural 20 on an attack roll followed by a successful roll to confirm the critical hit, his opponent must succeed at a Fortitude saving throw (DC 20) or be petrified in addition to taking damage from the critical hit.

Major Tremor (Ex) Thod can make a trip attack against a single melee opponent or all creatures within his natural reach by stomping his foot against the ground. He does not need to make a melee touch attack, and does not provoke an attack of opportunity. He rolls his Strength check once, and is opposed by each affected creature in turn. If the attempt fails, his opponent cannot react to trip him.

Demolitionist (Ex) Thod can score critical hits against objects and constructs made of earth or stone.

Wallbreaker (Ex) Whenever he makes a melee attack against an unattended object made of earth or stone, Thod automatically deals the maximum amount of damage.

Thod is a prince and archduke of the ogre kingdom of Rubyeye. He is of noble stature and bearing; taller, stronger, and more astute than other ogres. Thod has ruby eyes, the hallmark of the royal family, and three ridges of ruby crystal grow down the length of each forearm as well. His hair is dreadlocked, and adorned with golden beads which signify his numerous kills. Thod wears a suit of banded armor fashioned from the hide of a copper dragon, and his staff of office is made sturdily enough and enchanted to be used as a greatclub.

Thod is the firstborn of the reigning King Grev. His mother is an earth genie who has been kept enslaved as a concubine to the royal family for generations. She favors him over her other children, and uses her position to help him in the royal court whenever she can.

Female elf earthkin 10/sorcerer 2/earth glider 3
 NG Medium elemental (native, earth)
Init +6; **Senses** darkvision 60 ft., low-light vision, earthsense 10 ft.; Listen +21, Spot +3
Languages Common, Elven, Draconic, Terran

AC 23, touch 18, flat-footed 17
hp 79 (15 HD); **DR** 5/adamantine
Immune sleep, poison, paralysis, stunning, critical hits, flanking
Resist +2 racial bonus against enchantment
Fort +10, **Ref** +10, **Will** +10

Speed 30 ft. (6 squares)
Melee +2 *keen rapier* +18/+13 (1d6+3/15-20) or
Ranged +2 *longbow* +18/+13 (1d8+2/x3)
Base Atk +10; **Grp** +11
Atk Options Blind-Fight, Burrow Shot, Point Blank Shot, earth mastery
Combat Gear 3 *potions of cure moderate wounds*
Sorcerer Spells Known (CL 2nd):
 1st (5/day) – *feather fall*, *true strike*
 0 (6/day) – *acid splash* (+16 ranged touch), *arcane mark*, *dancing lights*, *mending*, *message*
Spell-Like Abilities (CL 13th):
 3/day – *meld into earth*

Abilities Str 13, Dex 22, Con 10, Int 15, Wis 13, Cha 12
SQ tumble at normal speed without penalty, +3 natural armor, does not need to breathe, earth glide
Feats Sand Acrobat, Blind-Fight, Burrow Shot, Earthsense, Point Blank Shot, Weapon Finesse
Skills Concentration +10, Knowledge (arcana) +12, Knowledge (architecture/engineering) +12, Knowledge (dungeoneering) +12, Knowledge (the planes) +4, Listen +21, Profession (map-maker) +9, Search +4, Spot +3, Tumble +12
Possessions combat gear plus leather armor, *ring of protection* +2, +2 *keen rapier*, +2 *longbow*, 20 arrows, 20 +1 *seeking arrows*, *clear spindle ioun stone*, *gloves of dexterity* +4, 54 gp

Earth Mastery (Ex) Qendri gains a +1 bonus on attack and damage rolls if both she and her opponent are touching the ground. If her opponent is airborne or waterborne, she takes a -4 penalty on attack and damage rolls instead.

Meld into Earth (Sp) Qendri can *meld into stone* as a spell-like ability three times per day. Unlike the spell, her ability allows her to meld into any volume of earth or stone of appropriate size.

Earth Glide (Su) Qendri can move at her normal speed while melded into earth or stone. If her movement causes her to leave the earth or stone that she is occupying, then both her movement and her meld are ended immediately.

Qendri is a professional adventurer and map-maker. She has also worked as an entertainer, a model, and advisor to the construction of at least a dozen castles. She is trim and fit, with perfect marble skin, long golden hair, and bright silver eyes. Her armor is unusual, fashioned from overlapping hexagons of hard leather stitched together with golden thread. When not adventuring, she prefers the most provocative items in the latest fashion.

Qendri is generally charming and friendly, but a bit sexist. She doesn't mind the company of men, but considers them to be relatively useless, prominent in society only through a quirk of the gods. She is too polite to debate the issue with men, but will happily trade jests and insights with other women of like mind.

In addition to her ability to meld into and glide through the earth, Qendri has the uncanny ability to stand perfectly still for long periods of time (a number of minutes equal to her Concentration check).

Níamh Nilogyr

CR 17

Female young adult blue dragon mercolil 3/Knight of Mohorovic 3

LE Large dragon (earth)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +29, Spot +23

Aura frightful presence (150 ft. radius, DC 21)

Languages Draconic, Common

AC 26, touch 9, flat-footed 26

hp 270 (24 HD); **DR** 5/magic

Immune sleep, paralysis, electricity

Resist fire 20; **SR** 19

Fort +22, **Ref** +13, **Will** +15

Speed 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (poor)

Melee bite +32 (2d6+8) and

2 claws +29 (1d8+5) and

2 wings +30 (1d6+5) and

tail slap +30 (1d8+5)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +24; **Grp** +34

Atk Options Cleave, Flyby Attack, Power Attack, earth mastery, tremor, enemy of fire +4, firebreak

Special Actions breath weapon (once every 1d4 rounds, 80 ft. line, 10d8, DC 24)

Combat Gear *wand of magic missile* (9th) (49 charges)

Sorcerer Spells Known (CL 3rd):

1st (6/day) – *mage armor*, *magic missile*, *unseen servant*

0 (6/day) – *dancing lights*, *detect magic*, *ghost sound* (DC 12), *ray of frost* (+18 ranged touch), *read magic*

Spell-Like Abilities (CL 5th):

3/day – *create/destroy water* (DC 21)

Abilities Str 23, Dex 11, Con 20, Int 14, Wis 15, Cha 14

SQ sound imitation (DC 21), tumble at normal speed without penalty, bludgeoning weapon focus, fire-wall

Feats Sand Acrobat, Cleave, Eschew Materials, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)

Skills Balance +2, Bluff +23, Concentration +16, Diplomacy +4, Hide +16, Intimidate +25, Jump +8, Knowledge (arcana) +12, Knowledge (the planes) +13, Listen +29, Search +23, Spot +23, Tumble +16, Use Magic Device +23

Possessions combat gear plus *amulet of mighty fists* +2, 9000 gp, 19 gems

Earth Mastery (Ex) Níamh gains a +1 bonus on attack and damage rolls if both she and her opponent are touching the ground. If her opponent is airborne or waterborne, she takes a -4 penalty on attack and damage rolls instead.

Tremor (Ex) Níamh can make a trip attack against a single melee opponent by stomping her foot against the ground. She does not need to make a melee touch attack, and does not provoke an attack of opportunity. If the attempt fails, her opponent cannot react to trip her.

Enemy of Fire (Ex) Níamh gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against fire creatures (creatures with the fire subtype). She gets the same bonus on weapon damage rolls against such creatures.

Firebreak (Su) Níamh can automatically counter any fire spell whose line of effect passes through any square that she threatens, negating the spell's effect. She must be aware of the spell and able to make an attack of opportunity to use this ability. Using this ability counts as an attack of opportunity.

Firewall (Su) Níamh provides cover against bursts of fire, such as a *fireball* spell or a red dragon's breath weapon. A creature given cover against such an effect gains a +2 bonus on Reflex saves against it.

Elias of the Knot

CR 19

Male human bard 14/stonecaller 5
CG Medium humanoid
Init +4; **Senses** Listen +22, Spot +0
Languages Common, Dwarven, Terran

AC 21, touch 17, flat-footed 17; Dodge, Mobility
hp 107 (19 HD)
Resist evasion
Fort +10, **Ref** +14, **Will** +13

Speed 40 ft. (8 squares)
Melee +3 *speed silvered spiked chain* +20/+20/+15/+10 (2d4-1)
Reach 5 ft. or 10 ft. with spiked chain
Base Atk +13; **Grp** +12

Atk Options Combat Reflexes, Spring Attack

Special Actions bardic/stonecaller music (19/day – countersong, *fascinate*, inspire competence, inspire courage +3, *suggestion* (DC 22), inspire greatness, *song of freedom*, summon stone (large), inspire stone (greatness, heroics)), the hills are alive

Bard Spells Known (CL 14th):

5th (1/day) – *persistent image*, *shadow walk*, *summon monster v*
4th (3/day) – *cure critical wounds*, *dimension door*, *greater invisibility*, *shout* (DC 19)
3rd (4/day) – *daylight*, *dispel magic*, *displacement*, *summon monster iii*
2nd (4/day) – *cat's grace*, *cure moderate wounds*, *eagle's splendor*, *whispering wind*
1st (4/day) – *disguise self*, *expeditious retreat*, *hideous laughter* (DC 16), *identify*
0 (4/day) – *detect magic*, *ghost sound* (DC 15), *message*, *open/close*, *read magic*, *summon instrument*

Abilities Str 8, Dex 18, Con 14, Int 14, Wis 10, Cha 20

SQ create disguise as full-round action at -10 penalty, +2 racial bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks when interacting with earth creatures, bardic knowledge +16

Feats Clay Guise, Earth Affinity, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack, Weapon Finesse

Skills Bluff +22, Concentration +19, Diplomacy +24, Disguise +22, Escape Artist +12, Intimidate +7, Jump +4, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (the planes) +15, Listen +22, Move Silently +21, Perform (oratory) +27, Sleight of Hand +6, Spellcraft +14

Possessions +3 *speed silvered spiked chain*, *bracers of armor* +4, *ring of protection* +3, *ring of evasion*, *boots of striding and springing*, *cloak of charisma* +4, *gloves of dexterity* +4, 4 pearls (worth 100 gp each, for *identify*), 95 gp, 5 gems (worth 100 gp each)

Summon Stone (Sp) Elias can use oratory to summon a single large earth elemental, 1d4+1 medium or small earth elementals, or 1d4+1 stone swarms. The elemental appears where he designates, within 50 feet. It acts immediately, on his turn, and follows his directions. The elemental remains for as long as it can hear Elias speak and for up to 5 rounds thereafter.

Inspire Stone (Su) When using his summon stone ability, or at any time thereafter while concentrating on the effect, Elias may spend an additional use of bardic music to inspire his summoned elementals. Using this ability is a swift action that does not provoke attacks of opportunity. The inspiration affects only a single summons of elementals, and lasts for as long as the elementals themselves remain.

Inspire Greatness (Su) An elemental inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points, a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves.

Inspire Heroics (Su) An elemental inspired with heroics gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.

The Hills Are Alive Elias may spend any number of uses of bardic music to summon or inspire elementals, and at any time while concentrating on the effects. Using the summon stone ability to summon additional elementals does not interrupt his concentration on existing effects, and is a swift action that does not provoke attacks of opportunity.



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