

Way of the Spirit - Spirit Folk Sourcebook

New Spirit Folk Types

Bone

Bone spirit folk are pale creatures with teeth that are just a little too pointy in human eyes. They are often associated with vampires but are not undead themselves, instead they are manifestations of death and decay.

While their heritage is ghastly, bone spirits are nevertheless not more inclined towards evil than any other creature. They often display a morbid sense of humour, however.

- +2 on saves vs. spells of the necromantic school.
- +2 on all skill checks that are opposed to those made by undead (e.g. hiding from a vampire, searching for a zombie, etc.)
- *Identify Corpse (su)*: Once per day, a bone spirit can examine a corpse for 1d4 minutes to divine its full name. No information beyond this can be obtained by this ability.

Wind

Wind spirit folk are usually skinny and tall, have untamed long hair, and a very flighty personality. Many of them are the descendants of a dragon which makes some of them arrogant and aloof.

- +2 on jump and balance skill checks due to an almost-flight ability.
- +1 dodge bonus to AC vs. rays (i.e. spells that need a ranged touch attack)
- Once per day a wind spirit folk can use *speak with animals* (caster level 1) to speak with birds.



Shadow

These spirit folk have some shadow creature in their ancestry and most living creatures shun them. While they are not automatically evil, many shadow spirit folk loath other beings for their hateful attitude.

- +2 to hide checks in areas with shadow.
- 1 temporary hitpoint per level while in absolute darkness.
- Darkvision 50 ft.
- +2 on saves vs. spells with the evil descriptor.
- -1 to hit while in bright daylight due to blinding effect.

Jade

These incredibly handsome creatures have a slight greenish or bluish hue to their skin but otherwise look very human. They are said to be noble and wise but most of this is only myth propagated by their charming appearance.

- +2 to diplomacy and bluff skill checks.
- +2 on saves vs. charm spells
- *Jade Touch (ex)*: a jade spirit folk's unarmed attacks have the same effect as those with a jade weapon.



Spirit Folk Feats

These feats are special to spirit folk. While some of them may be learned by other races the ancestral feats are limited to spirit folk and even they may only pick them at first level.

Chameleon Skin [Ancestor]

Prerequisites: Spirit Folk

Benefit: The skin colour (as well as the colour of clothing worn longer than 4 hours) of the spirit folk changes *slightly* according to background after staying in the same area for more than 4 hours. For example a spirit folk who has stayed in a forest for a day will have a slightly greenish hue. In game terms this means that a spirit folk gets a +4 circumstance bonus on hide checks after staying in one terrain type for longer than 4 hours.

Attuned to Wood

Prerequisites: Wis 14+

Benefit: The character is attuned to the nature of wood and can use it like no normal being could. She gains +2 on any skill check involving wood, be it crafting an arrow, searching for a flaw in a wooden wall, or trying to appraise a wooden statue.

Magical Items

Spirit folk have a high affinity towards magic due to their ancestry. Therefore there are a few magical items which are associated with spirit folk of various kind.

Weapons

While the word spirit folk does not necessarily evoke the picture of an armour-clad warrior, there are a few weapons which are typical for this race and few if any are given to outsiders.

Arrow of the Hawk: This blunt arrow turns into a hawk when fired and stays in this form for 2 hours. The bird can be given simple mental commands for a range up to 500 feet. *Caster Level: 5, Prerequisites: craft magic arms and armour, Market Price: 150 gp*

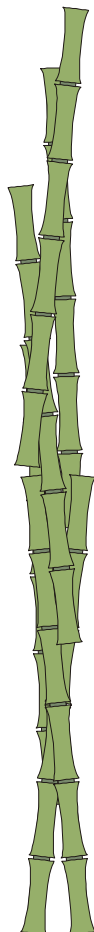
Bamboo Spirit Pole Axe [Halberd]: This +1 halberd is made entirely of bamboo yet is as strong as iron. When in the hands of spirit folk, it moves through

wood as if it was thin air, effectively negating any cover or armour bonus due to wooden obstacles. These pole axes were used by the imperial guardians back in the day of the golden empire. *Caster Level: 5, Prerequisites: craft magic arms and armour, Blink, Market Price: 3500 gp*

Wondrous Items

Twig of Access: This piece of plant takes the shape of a key when activated near a door. It thus helps greatly with picking locks, giving a +10 bonus on a single *pick lock* check. *Caster Level: 3, Prerequisites: Craft wondrous item, 5 ranks of pick lock, wood shape, Market Price: 200 gp for a bundle of 10 twigs.*

Robe of the Bamboo Grove: These green robes are embroidered with a bamboo grove and are handed down in families of grove protecting half-spirits. They grant the wearer several unique powers while within a forest or grove. First of all, she can blend in with her surroundings, giving her a +10 bonus on hide checks. Also, attempts at animal empathy within the grove are enhanced by a +10 competence bonus. Once per day, the wearer can go even further and use *Animal Friendship* as a spell-like ability. *Caster Level: 5, Prerequisites: craft wondrous item, animal friendship, Market Price: 4400 gp*



Spirit Folk in the Empire

General

Spirit Folk are the descendants of lesser spirits that mated with mortals, most often humans. Usually, they have an unearthly beauty, even if their spirit parent was a gnarled tree spirit.

Spirit Folk prefer to dress in simple yet elegant styles and often have little interest in mortal wealth beyond their modest needs. For them the greatest treasures are cosmic insights, philosophical texts, and religious experiences. There are some however, who have taken on the habits of mortals and amassed power and wealth.

Social Standing

Spirit Folk are generally treated with great respect by normal subjects of most provinces. This is part awe and part superstitious fear. As a result, normal humans will never address a spirit folk and grovel if spoken to. This respect only goes to a certain limit though and abusive spirit folk quickly find out where these limits are.

Nobles on the other hand do not see spirit folk as anything special, in fact they consider themselves of divine ancestry as well. In the Northern Empire, many nobles actually are spirit folk but with a very human attitude towards the world.

In the province of the Jade Emperor, spirit folk are watched with suspicion due to their semi-magical powers. Those who seem to oppose the rule of the Lich are quick to disappear, spirit ancestry or not.

The Monastery of the Purple Ascetic is a haven for spirit folk. The monks of the red order hold the greatest respect for spirits of all kinds and will gladly help visitors to a great extent.

The Blademaster, another warlord, is well known for his affinity towards

spirits, in fact he commands an army of spirits, shape changers and other supernatural creatures. His province is probably, the only place, where spirit folk can be considered normal and "at home".

Attitudes towards others

The spirit folk feel close ties towards humans and often strive to live in their societies. Korobokurus and Nezumi are seen as unclean and inferior creatures, even though spirit folk are usually too polite to express these opinions. Hengeyokai are seen as distant relatives, as are other supernatural and spirit creatures.



Prestige Classes

The Grove Guardian

Grove Guardians are spirit folk who protect a certain patch of nature from interlopers. They have a close connection to the land around them and gain some magical abilities connected to nature. A rare few Grove Guardians will not restrict themselves to a certain piece of nature but rather look for unnatural creatures around the empire.

A Grove Guardian will attack those who defile nature and destroy it through either greed or evil demeanour. She will not attack those who live of the land or who cultivate it. Her special enemies are unnatural creatures, especially those from the Shadow World.

Rangers often become Grove Guardians but some rogues also choose this profession, possibly learning some ranger art before.

Requirements

Alignment: any non-evil

Skills: Knowledge (nature) 4 ranks, Move Silently 8 ranks, Hide 8 ranks, Search 8 ranks.

Feat: Track

Special: Must be a spirit folk of any kind other than shadow.



Class Skills

The following skills are class skills for the Grove Guardian:

Animal Empathy (Cha), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis)

Skill points per level: 5 + int modifier.

Class Features

Hit Dice: d6

Armour and Weapon Proficiencies: the character gains proficiency with shields.

Woodland Stride (su): Nonmagical plants do not hinder the movement of the Grove Guardian any more.

Shadow Spirit Slayer (ex): through extensive training, the Grove Guardian improves his fighting prowess against creatures with spirit subtype and evil alignment and against the undead. When fighting such creatures, the Grove Guardian gets a +1 dodge bonus to AC and a +1 morale bonus to attack rolls.

Attuned to Nature (su): The Grove Guardian becomes so attuned to nature, that he get a +2 morale bonus to listen, spot, move silently, and hide checks

Grove Guardian					
Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Woodland Stride
2	+2	+0	+3	+0	Shadow Spirit Slayer
3	+3	+1	+4	+1	
4	+4	+1	+4	+1	Attuned to Nature
5	+5	+2	+5	+2	+1d6 sneak attack
6	+6	+2	+5	+2	
7	+7	+2	+6	+2	Pure Mind
8	+8	+3	+6	+3	+2d6 sneak attack
9	+9	+3	+7	+3	
10	+10	+3	+7	+3	+3d6 sneak attack

while in a natural environment. However, within cities the Guardian is at ill ease, getting a -1 morale penalty on these skills. Small peasant villages do not affect him in either way.

Sneak Attack: The sneak attack of the Grove Guardian does stack with that of any rogue levels he may have.

Pure Mind (su): The Grove Guardian may add her class level to a will save against magical effects that either have the evil descriptor or are cast by evil spirits or undead.

The Guardians of Xue

The Guardians of Xue are elite soldiers whose mission is to guard holy shrines or recover stolen goods. They are excellent fighters but also knowledgeable in the arcane arts. They are masters of divinations and abjuration and many of them have the blood of the spirits in their veins.

Becoming a guardian is not easy, as only those of pure heart are allowed to join after rigid tests. However, those who are admitted will be highly respected by the spirits as well as men. Fighters, barbarians, rangers and rogues are the prime candidates for this class, spellcasters on the other hand have little to gain from it.

Requirements

Alignment: any good

Feat: Iron Will

Base Attack Bonus: +4

Special: Must have been invited and must have passed a test.

Class Skills

The following skills are class skills for the Guardians of Xue:

Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (any), Profession (Wis), Ride (Dex), Scry (wis), Swim (Str), Spellcraft (Int), Skill points per level: 3 + int modifier.



Spells Per Day

Lv.	0	1	2	3	4
1	2	-	-	-	-
2	2	0	-	-	-
3	2	0	-	-	-
4	2	1	-	-	-
5	2	1	0	-	-
6	3	2	1	-	-
7	3	2	1	0	-
8	3	3	2	1	-
9	3	3	2	2	0
10	3	3	2	2	1

Class Features

Hit Dice: d10

Armour and Weapon Proficiencies: the character gains no proficiencies.

Guardian of Xue

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+2	+0	
2	+2	+0	+3	+0	Bonus Feat: Still Spell
3	+3	+1	+4	+1	
4	+4	+1	+4	+1	Ritual Magic (Factor 20)
5	+5	+2	+5	+2	
6	+6	+2	+5	+2	
7	+7	+2	+6	+2	Ritual Magic (Factor 10)
8	+8	+3	+6	+3	
9	+9	+3	+7	+3	
10	+10	+3	+7	+3	

Spells: The guardian casts spells as an arcane spell caster, including spell failure due to armour. The attribute responsible for save DCs and for bonus spells is charisma and spellcasting is handled as with sorcerers or bards. The spell list is far more limited however.

Spells Known					
Lv.	0	1	2	3	4
1	4	-	-	-	-
2	5	1	-	-	-
3	6	2	-	-	-
4	6	3	-	-	-
5	6	3	1	-	-
6	6	3	2	-	-
7	6	4	3	1	-
8	6	4	3	1	-
9	6	4	4	2	1
10	6	4	4	2	2

Spells (level 0): Detect Poison, Detect Magic, Read Magic, Detect Disease, Guidance, Know Direction, Light, Flare

Spells (level 1): Alarm, Hold Portal, Mage Armour, Comprehend Languages, Detect Secret Doors, Detect Undead, Identify, Change Self, Magic Weapon, Charm Person, Magic Missile

Spells (level 2): Detect Thoughts, Locate Object, See Invisibility, Daylight, Bull's Strength, Cat's Grace, Knock, Whispering Wind, Cure Light Wounds, Commune with Lesser Spirit, Invisibility, Flaming Sphere

Spells (level 3): Dispel Magic, Nondetection, Phantom Steed, Clairaudiance/Clairvoyance, Tongues, Fly, Greater Magic Weapon, Keen Edge, Fireball

Spells (level 4): Remove Curse, Minor Creation, Arcane Eye, Detect Scrying, Locate Creature, Scrying, Improved Invisibility, Dimension Door, Ice Storm

Ritual Magic (sp): Guardians of Xue are taught little magical rituals that involve tai chi like patterns of movement. When using twenty times the casting time a spell normally requires, it

can be cast without the chance of arcane spell failure. E.g. a dispel magic that takes 10 rounds to cast (20 actions so to speak) will work regardless of armour worn. At 7th level, the multiplier is reduced to 10 times.

