

# **THE BANNERMANES HOMEBREW**

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## MAGIC ITEMS

*Cursed or otherwise, some items hold powers and magic that only powerful entities can impart into them. Staves to wands, the land of Astillon has plenty to discover still.*

### STAVE AND WAND RULES INFORMATION

Staves below use the standard staff and wand rules [here](#) and [here](#). This includes information on the definitions of content available in Pathfinder 2 by default.

#### 4TH LEVEL

#### STAFF OF EMPATHY

ITEM 4

UNCOMMON

DIVINATION

MAGICAL

STAFF

**Price** 90 gp

**Activate** Cast a Spell ♦♦

**Effect** You expend a number of charges from the staff to cast a spell from its list.

This fine wood staff with a gold pommel, swirling in design up to a silver top that is decorated at the top by a vial of spinning liquid. When the staff is charged, the liquid fills in the bottle, alluding to how much magic is present within the staff.

Along with the spells the staff can cast using charges, the staff also imbues the power to the user to be able to share a memory between the caster and a willing participant. The memory shared only lasts a number of minutes equal to the amount of charges used for the ability.

#### SPELLS

**Cantrip:** Daze

**1st Level:** Phantom Pain

#### 10TH LEVEL

#### AETHERBLOCK NECKLACE

ITEM 10

RARE

ABJURATION

MAGICAL

INVESTED

**Price** 1000 gp

**Usage** Worn; Activated ♦

This slightly more-eccentric looking necklace sports a cut and refined gem of Aetherstone which gleams ever-so-slightly while charged.

The user can use this necklace once per day to cause any creatures including the user within 5ft of the activator to gain an additional 2 levels of magical inhibition for 2 rounds as a standard action ♦

Spells that enter within the area during the duration of the necklace's usage are unaffected



# HAZARDS

*Whether natural or manufactured, there is no shortage of hazards for an adventurer...*

## HAZARD INFORMATION

Hazards use the normal rulings [here](#). This includes information on the definitions of content available in Pathfinder 2 by default for traits.

### 8TH LEVEL

#### MEMORY MYCENA

HAZARD 8

ENVIRONMENTAL FUNGUS

**HP:** 45

**Fort:** +17

**Ref:** +13

**AC:** 27

This glowing mushroom is common in the caves of dryer landscapes, or in areas where minerals are abundant. It is a good natural indicator of if an area is rich with minerals, though usually spells disaster for mining operations, and needs to be handled with caution. Memory Mycena tends to glow when the presence of magic is abundant in an area, or a source of magic is near it; a reaction that makes it much more prone to spreading its spores.

**Complexity:** Simple

**Disable:** Survival DC 26 (expert) to remove the mold without triggering the spores

**Immunities:** critical hits, object immunities, precision damage

### ☞ SPORE EXPLOSION

**Trigger:** The mushroom is struck by a melee or ranged attack while glowing, or a spell is cast within 10 feet

**Effect:** The mushroom begins to glow, sensing the presence of a magical host. All creatures within 10 feet of the mushroom are exposed to Memory Spores that persist around the mushroom for 3 rounds.

**Memory Spores:** (inhaled, poison) Any stupified condition from the spores persists after the poison's duration ends

**Saving Throw** DC 26 Fortitude; Maximum Duration 6 rounds

**Stage 1** 1d8 poison damage and stupified 1 (1 round)

**Stage 2** 2d8 poison damage and stupified 2 (1 round). Small glowing protrusions sprout from any open wounds of the affected if any.

**Stage 3** 3d8 poison damage and stupified 3 (1 round). If the affected creature has any spell slots or prepared spells, they lose one of their highest prepared spells or spell slots.





# DRUGS

*Whether sold underground, or chemically made for a lucrative study on effects in some mad alchemists lab, drugs are out there, and making the residents of Astillon money in one way or another.*

## DRUG RULES INFORMATION

Drugs take on the effects and rules of drugs found [here](#). This includes information on the definitions of content available in Pathfinder 2 by default. A collection of information on addiction and saving throws still applies from the SRD found [here](#).

### 2ND LEVEL

#### HARLOT SWEETS

ITEM 2

ALCHEMICAL POISON INGESTED DRUG CONSUMABLE

**Price** 3 gp (or more dependant on quality and source)

**Usage** held in 1 hand; Bulk L

**Activate** Single Action Interact ◆

This small sweet is normally hard to pick out against other common candies, though beneath its wrap is a bit of a sneakier alchemical trick. Named for its common use in prostitution rings, this drug enhances the takers physical appearances, and personal appeal, though not without a small cost of its own.

**Saving Throw** DC 18 Fortitude

**Onset** 30 minutes

**Max Addiction** Stage 4

#### STAGES

**Stage 1:** +2 bonus to Charisma and +1 bonus to dexterity (1 hour)

**Stage 2:** +2 bonus to Charisma, +1 bonus to dexterity, and -1 penalty to intelligence (12 hours)

**Stage 3:** sickened 1, +1 bonus to Charisma, and -2 penalty to intelligence (1 day)

**Stage 4:** sickened 2, stupefied 1, and -2 penalty to intelligence (1 day)

**Stage 5:** sickened 2, stupefied 2, and -2 penalty to intelligence (1 day)

**Stage 6:** unconscious, and -2 penalty to intelligence (1 day)

**Stage 7:** death

### 3RD LEVEL

#### KIRIN SPECIAL

ITEM 3

ALCHEMICAL POISON INGESTED DRUG CONSUMABLE MAGICAL ILLUSION

**Price** 6 gp (or more dependant on quality and source)

**Usage** held in 1 hand; Bulk L

**Activate** Single Action Interact ◆

This amber alchohol is a popular tavern special where you can find it. Kirins are the only brewers of this drink, and keep the secret to its making as tightly kept as druids keep Druidic unknown. Spicy in its flavor, this alchohol flames lightly with a cool flame, the color of which depends on the type of brew. Once taken, the imbiber is filled with the inner flames of a kirin, typically causing scales to seemingly appear over their body. You can't recover from the sickened condition from alcohol while affected.

If you fail a saving throw against Kirin Special other than initial saves, the affliction's stage doesn't increase; the only way to increase the stage of alcohol's affliction is to consume more of it.

**Saving Throw** DC 20 Fortitude

**Onset** 10 minutes

**Max Addiction** Stage 3

**Special** Kirin Special gives the drinker the ability to cast firebreath in a 15 ft cone once per drink while the effects of that drink still last. This does not offer that same ability to creatures who already have a breath attack, but instead gives creatures with an existing fire breath attack an additional damage dice during the

same duration. Additionally, if a Kirin drinks this drink, they assume their Nirik form instead of getting illusory scales, looking angry and sheathed in blackened fire.

## STAGES

**Stage 1:** +1 item bonus to saving throws against fear effects and illusory scales appear as they would a kirin on their body (10 minutes)

**Stage 2:** flat-footed, +1 item bonus to saving throws against fear effects and the illusion persists (10 minutes)

**Stage 3:** clumsy 1, flat-footed, stupefied 2 and the illusion persists (10 minutes)

**Stage 4:** clumsy 2 and sickened 2 and the illusion persists (10 minutes)

**Stage 5:** clumsy 2, sickened 2, and stupefied 2 and the illusion persists (10 minutes)

**Stage 6:** unconscious (8 hours)

**Stage 7:** death



# SPELLS

*Powerful and mysterious, magic takes all sorts of strange and unexpected forms. Astillon is host to a variety of these strange and varied forms of magic and magical practice.*

## SPELLS RULES INFORMATION

Drugs take on the effects and rules standard of spells per the SRD

### 2ND LEVEL

### BONESHAKER

**SPELL 2**

#### NECROMANCY

**Traditions** Occult, Divine, Arcane

**Cast** ♦♦ somatic, verbal, material (A small bone)

**Range** 30 feet

**Targets** 1 Creature

**Saving Throw** Fortitude

By using a bone fetish like a marionette, you take control of a target creature's skeleton. This has a variety of effects depending on whether the target is living or undead.

A living creature has its skeleton rattle within its flesh, causing it grievous harm. The target creature makes a basic fortitude save, taking 3d6 damage on a failed save.

An undead creature takes no damage. Instead, the caster manipulates the undead, forcing it to take an immediate action to either move up to its speed (provoking attacks of opportunity as normal) or make a single attack against a creature of your choice in its reach on a failed save. Either of these is the most basic version of the action the creature can take (it doesn't activate any special abilities that it could apply to the movement or attack, such as grab). A successful saving throw negates this effect.

A mindless undead creature doesn't receive a save against this effect, and a creature without a skeletal structure remains unaffected.

**Critical Success** The creature is unaffected

**Success** The creature takes half damage

**Failure** The creature takes full damage and becomes sickened 1

**Critical Failure** As a failure, but the target takes double damage and is forced to move 5 feet in a direction the caster chooses. This movement does not provoke an attack of opportunity.

**Heightened (+2)** Damage increases by 2d6



# CONDITIONS

*Being enfeebled isn't the only thing that can happen to an adventurer, and even within the world of Astillon can conditions still be found in abundance.*

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## CONDITION RULES INFORMATION

Conditions take on the standard condition rules found [here](#)

### INHIBITED

#### INHIBITED

A creature who is inhibited will find any and all magic to be much harder to cast or affect other beings. Being inhibited always comes with a value. When you are inhibited, you take a status penalty equal to the condition value to spell attack rolls, spell damage rolls, and spell DC. The max value a creature can be inhibited is 4. If a creature becomes inhibited 4, they can no longer cast spells successfully.



# BEASTIARY

*In a world of ponies, sometimes creatures need to be creative. When push comes to shove, the world of Astillon has an arsenal of additional actions for creatures to take.*

## MONSTER INFO

Actions for monsters here follow the same rules and descriptions as the Pathfinder 2e actions rules found [here](#), and incorporate standard monster building stats per level.

### SHRIGMA

CREATURE 8

N LARGE FUNGUS

**Perception** +19

**Skills** Acrobatics +18, Athletics +18

**Str** +6, **Dex** +4, **Con** +6, **Int** +3, **Wis** +4, **Cha** +3

**Shrigma Sense** (30 ft) The Shrigma gains imprecise sense within the listed range that enables it to sense any active magic within the range.

**Lifesense** (60 ft) Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

**AC** 26; **Fort** +19, **Ref** +16, **Will** +16

**HP** 169; **Weakness** Fire 5; **Immunity** bleed, fatigued, mental, poison, sleep, unconscious

**Memory Spores** none (inhaled, poison) Memory Spores shed from the Shrigma seek any magic it can feed off of. Any stupified condition from the spores persists after the poison's duration ends

**Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds

**Stage 1** 1d8 poison damage and stupified 1 (1 round)

**Stage 2** 2d8 poison damage and stupified 2 (1 round). Small glowing protrusions sprout from any open wounds of the affected if any.

**Stage 3** 3d8 poison damage and stupified 3 (1 round). If the affected creature has any spell slots or prepared spells, they lose one of their highest prepared spells or spell slots.

**Speed** 25 ft

**Melee** ✦ tentacle +20, **Damage** 2d10+11 bludgeoning plus Improved Grab

**Melee** ✦ root +20, **Damage** 2d10+11 bludgeoning

**Shrigma Spores** ✨ **Trigger** A spell is cast within 20 ft of a Shrigma **Effect** The Shrigma sheds spores in a 20 ft cloud, causing any creatures within the range to have to make a basic fortitude save (DC 26) or suffer the effects of Memory Spores

**Spore Coat** ✦ A Shrigma that has successfully grabbed a creature with a tentacle can use an action to further coat it with memory spores, causing the creature to have to make a basic Fortitude save (DC 26) against the Memory Spore poison





# ANCESTRIES

*More than just ponies, purrsians, and the like, the world of Astillon has a whole host of different and unique ancestries as well!*

## ANCESTRIES INFO

stuff follows the same rules and descriptions as the Pathfinder 2e actions rules found [here](#). Additional wording for ancestries below is directly converted or modified from the Ponyfinder RPG Setting by David Silver

## DRAKEHOOVES

"Is that a pony or a dragon?" might be a question posed by those who haven't been accustomed to being around these more lizard-like horses. The answer, however, isn't one or the other, however, as Drakehooves exhibit traits of both, typically coming from pairings between ponies and dragons.

## KIRINS

Kirin don't appear much like ponies to the discerning viewer, aside from not having a brand of destiny—their limbs are long and slender, their hooves are cloven, their tails are long with a tuft at the end, they have a horn but they are no unicorn. Some even have two horns instead of one but this has no functional difference.

### SOCIETY

Most kirins within the world of Astillon reside within the town of Scaletip. Outside of Scaletip, kirins are typically few and far between, though can be seen in slightly more abundance near larger cities, specifically ones that import a trade special from Scaletip; Kirin Special.

### ALIGNMENT AND RELIGION

Kirins, for the most part, value a quiet lifestyle. Being that most kirins are from or around the Scaletip mesa, they typically find themselves more than happy to help out one-another, offering assistance with the day to day, and typically being good aligned.

Their views on authority can range from Chaotic to Lawful, as the concept of individuality and personal freedom is different for each and every kirin

### NAMING

The first name of a kirin is often associated with a verb describing something the Kirin enjoys, or is rather known for such as "Running", a season such as "Autumn", or a naturally occurring element such as "Fire".

A kirin's last name is often a noun referring to something a kirin likes, grew up with, or familiar with, such as "Heart" or "Blaze"

## KIRIN ANCESTRY

One thing is always for certain when being one of these cute, scaled cloven-hooved cuties; Kirin Special is definitely NOT pee.

### ORIGINS

Kirins in Astillon, while definitely a known entity in most large city settlements and otherwise, are most widely known to be from Scaletip

### 1ST LEVEL

### ILL FORTUNE'S BANE

FEAT 1

KIRIN

#### Prerequisites Kirin

Using a reaction, you may banish unluckiness, causing a creature within 30 feet to reroll a natural 1 on a d20 roll. Once you have used this feature, you cannot do so again until you have taken a long rest

### PURITY

FEAT 1

KIRIN

#### Prerequisites Kirin

### HIT POINTS

6

### SIZE

Medium

### SPEED

30 ft

### ABILITY BOOSTS

Charisma  
Dexterity  
Free

### ABILITY FLAW

Strength

### TRAITS

FEY DRAGON KIRIN PONYKIND

### LANGUAGES

You repel filth and corruption by your very presence. With a touch of your horn(s), you may attempt to remove a disease from the target with counteract check. If the target is not diseased, you may instead cast soothe as a 2nd level heightened spell. Once you have used this feature, you cannot do so again until after you have finished a long rest.

**Special** If you have a spell slot higher than second level through occult spellcasting, you can use a higher level spell slot to further heighten this soothe.

SCALES OF THE KIRIN

FEAT 1

KIRIN

**Prerequisites** Kirin

Those scales are not just for show, as lovely as they are.

Your natural armor increases by +1, and you gain resistance equal to half your level (minimum 1) against acid, fire, or cold damage, chosen at the time the feat is taken. This selection cannot be changed

FEAT 5

UNICORN'S BLESSING

FEAT 5

KIRIN

**Prerequisites** Kirin

Your horn may not appear precisely as that of a unicorn, but it seems to accomplish much of the same magic.

You may select one feat that requires you to be a unicorn to gain. You must still meet all of the feat's other prerequisites. Additionally, you may cast mage hand and light as arcane innate spells at will. The target of your light spell must be your own horn. A cantrip is heightened to a spell level equal to half your level rounded up.

9TH LEVEL

KIRIN BREATH

FEAT 9


KIRIN

**Prerequisites** Kirin

You can use a powerful breath weapon truly displaying your kirin origins. You gain the dragon breath sorcerer bloodline spell and a focus pool of 1 Focus Point. If you already have a focus pool, increase your number of Focus Points by 1.

Common  
Draconic  
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Auran, Celestial, Ignan, Sylvan, Terran, and any other languages to which you have access (such as the languages prevalent in your region).

**LOW-LIGHT VISION**  
Rules for low-light vision can be found [here](#)

**DRACONIC SHAPESHIFTER**  
Drakehooves may, for 1 action , become a specific draconic version of themselves wreathed in harmless flames. This has no statistical impact, but can certainly make an impression.



## PSYCHIC DEDICATION

*Within the mind of any sentient being lies power to rival that of the greatest magical artifact or holy site. By accessing these staggering vaults of mental energy, the psychic can shape the world around her, the minds of others, and pathways across the planes. No place or idea is too secret or remote for a psychic to access, and she can pull from every type of psychic magic. Many methods allow psychics to tap into their mental abilities, and the disciplines they follow affect their abilities.*

### PSYCHIC ARCHETYPE FEATURES

These are not entirely new skills, but rather new uses of existing skills for those trained in the occult arts. A character must be trained in the appropriate skill to use that skill's unlock, even if the skill can normally be used untrained. It's impossible to take 10 for an occult skill unlock.

### DEFINITIONS

There are a few new ways to think about components that are mentioned within the archetype, namely centering around how they are cast and named. Below is information on what it means to be taxing, as well as the definitions for thought components, and emotional components.

### TAXING

#### TAXING

Psychic skill archetype feats require intense concentration and strenuous effort. For further feats that have the taxing category, you are restricted from using another taxing action for 24 hours.

For example, if a Psychic was to use Automatic Writing, they would not also be able to use Prognostication for 24 hours.

### THOUGHT COMPONENTS

Thought components represent mentally demanding constructs necessary for the spell's function. Spells with the Thought component have the Concentrate trait, and if you cast or sustain two or more spells that have this component on the same turn, you become flat-footed until the beginning of your next turn. Spells cast or sustained as a reaction or a free action don't count against this limit.

### EMOTIONAL COMPONENTS

Emotion components represent the desire and willpower channeled to focus and release the spell's energy. Spells with the Emotion components have the Concentrate trait. If you are under the controlled, fascinated, fleeing, frightened or stupefied condition and attempt to cast a spell with this component, make a will save with DC 15 plus the total number of the levels stacked against you. If a condition such as fascinated has no level, it is counted as 1. If you fail, the actions and the spell are wasted. Creatures that lack emotions cannot cast spells with an Emotion component.

For example, if you were frightened 2, your DC would be 17. If you are frightened 1, fascinated 1, and stupefied, your DC is 18.

### 2ND LEVEL

#### PSYCHIC DEDICATION

**FEAT 2**

UNCOMMON

ARCHETYPE

DEDICATION

MULTICLASS

**Archetype** Psychic

**Prerequisite** Cha 14

You cast spells like a psychic and gain the Cast a Spell activity. Add two occult cantrips known to your spell list and become trained in spell attack rolls and spell DCs for occult spells. You additionally become trained in *Occultism* and *Fortune-Telling Lore*. For each of these skills in which you were already trained, you instead become trained in a skill of your choice.

**Special** You cannot select another dedication feat until you have gained two other feats from the Psychic archetype.

### 4TH LEVEL

#### BASIC PSYCHIC SPELLCASTING

**FEAT 4**

ARCHETYPE

#### AUTOMATIC WRITING

**FEAT 4**

ARCHETYPE

TAXING

**Archetype** Psychic

**Prerequisite** Psychic Dedication

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The spells you cast are enhanced with psychic power.

You gain access to the Occult spell list with basic spellcasting and replace all verbal components with thought components and all somatic components with emotion components for occult spells.

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**Archetype** Psychic

**Prerequisite** Psychic Dedication

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You can spend 1 hour posing questions while your hand unconsciously scribbles messages of varying legibility and accuracy.

At the end of this hour, You attempt a Lore (Fortune-Telling) to decipher the meanings of these messages. If successful, you gain information as though you had used augury. If you have 10 or more ranks in Linguistics, you can attempt a higher DC check to instead gain information as though you had used divination.

The chance of successfully producing coherent or meaningful writing from any of these effects equals 60% plus 5% for every 1 by which your check result exceeds the DC (to a maximum of 90%). You must choose which DC you'll try to meet before attempting the check. The GM rolls the check and d% roll secretly, so that you can't tell whether the messages are accurate.

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## 6TH LEVEL

## PROGNOSTICATION

## FEAT 6

ARCHETYPE TAXING

**Archetype** Psychic**Prerequisite** Psychic Dedication

You are skilled in means of folk divination. The most common methods are cartomancy (reading cards), cheiromancy (reading a creature's palms), crystallo-mancy (crystal-gazing), extispicy (reading animal entrails), horoscopy (reading a creature's birth stars), oneiromancy (interpreting dreams), osteomancy (reading cast bones), and pyromancy (reading flames).

You can predict a creature's fortune for the near future. You spend 10 minutes interpreting the divination means at your disposal. The GM then attempts a secret Sense Motive check with a DC modified by the subject's Hit Dice (see the table below). The result of the check can give you basic insight into the subject's nature, including its alignment, class, and levels or Hit Dice, and might reveal clues to the creature's immediate future.

Determining the immediate future as an augury spell has a chance of successfully interpreting meaningful readings equal to 60% plus 5% for every point by which the check result exceeds the DC (to a maximum of 90%). With a single check, you determine all the information whose DC you meet.

For instance, if you had a result of 22 when telling the fortune of a creature with 2 HD, you would learn that creature's alignment and class, but not its level, HD, or fortune.

**Try Again** Yes. You can attempt to read a particular creature's fortune repeatedly, but only once per 24 hours.

**Special** Specially crafted items purchased for the exclusive use of this skill grant a +2 circumstance bonus on Sense Motive checks to prognosticate.

## TABLE 1-1: PROGNOSTICATION TABLE

Task	DC
Determine alignment	15 + creature's HD
Determine class	20 + creature's HD
Determine level or HD	25 + creature's HD
Determine fortune as augury spell	25 + creature's HD
* Some other strange condition	

## SELF-CENTERED ➡

## FEAT 6

ARCHETYPE METAMAGIC

**Archetype** Psychic**Prerequisite** Psychic Dedication and Basic Psychic Spellcasting

You are moreover able to focus inward on yourself, steeling your ability to channel your magic through emotion and thought. In doing so, you substitute the components of the spells cast with a more personal touch. Verbal components are substituted as *Thought* components, and somatic components are substituted as *Emotional* components.

