

### Spell-Like Abilities (CL 7th):

At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only)

**Abilities** Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16

**Feats** Cleave, Multiattack, Power Attack

**SQ** protective slime

**Skills** Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)

**Protective Slime (Ex)** Any weapon that touches a babau's slimy red skin takes 1d8 points of acid damage (the weapon's hardness does not reduce this damage). A magic weapon can attempt a DC 18 Reflex save to avoid taking this damage. A creature that strikes a babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate it with a DC 18 Reflex save. The save DCs are Constitution-based.

## TRUENAME FEATS

The following feats are of interest to characters who employ truenames, whether they're truenamers, spellcasters who cast truename spells, or members of prestige classes that use truenames to activate their class features.

### EMPOWER UTTERANCE

Your utterances have more powerful effects.

**Prerequisites:** Truespeak 9 ranks, ability to speak utterances.

**Benefit:** If the utterance is successful, all the variable, numeric effects of the utterance are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered utterance has a Truespeak DC 10 higher than normal.

TABLE 3–11: TRUENAME FEATS

General Feats	Prerequisite	Benefit
Empower Utterance	Truespeak 9 ranks, ability to speak utterances	You can deliver more powerful utterances
Enlarge Utterance	Truespeak 6 ranks, ability to speak utterances	You can use utterances at greater range
Extend Utterance	Truespeak 6 ranks, ability to speak utterances	One of your utterances lasts twice as long
Focused Lexicon	Truespeak 6 ranks, ability to speak utterances	Your utterances are more effective against one creature type
Obscure Personal Truename	—	Your personal truename is hard to pronounce and difficult to uncover through research
Personal Truename Backlash	Obscure Personal Truename, 15 HD	Those who fail to say your personal truename might take damage
Quicken Utterance	Truespeak 12 ranks, ability to speak utterances	You can deliver an utterance as a swift action
Truename Rebuttal	Ability to speak utterances	+4 bonus on attempts to counter or dispel utterances
Truename Research	Truespeak 9 ranks	+2 bonus on Knowledge checks to uncover a personal truename
Truename Training	—	Truespeak is always a class skill for you
Minor Utterance of the Evolving Mind	Truespeak 6 ranks	Learn one 1st-level utterance
Utterance of the Evolving Mind	Truespeak 9 ranks, know at least two utterances	Learn one 2nd-level utterance
Utterance of the Crafted Tool	Truespeak 12 ranks, know at least three utterances	Learn one 1st-level utterance from the Lexicon of the Crafted Tool
Utterance of the Perfected Map	Truespeak 15 ranks, know at least four utterances	Learn one 1st-level utterance from the Lexicon of the Perfected Map
Utterance Focus	Ability to speak utterances	+1 bonus on save DCs against specific utterance
<b>Recitation Feats</b>	<b>Prerequisite</b>	<b>Benefit</b>
Recitation of the Fortified State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Gain a natural armor bonus while using the total defense action
Recitation of the Meditative State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Resist fear, rage, and similar effects
Recitation of the Mindful State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Gain a bonus on specific skill checks
Recitation of the Sanguine State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Free your body of poison
Recitation of the Vital State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Rid yourself of disease



## ENLARGE UTTERANCE

You can project the power of an utterance to a greater distance.

**Prerequisites:** Truespeak 6 ranks, ability to speak utterances.

**Benefit:** If the utterance is successful, you can increase its range by 100%. For most utterances, this means the range becomes 120 feet. This feat has no effect on utterances with a range of touch. An enlarged utterance has a Truespeak DC 5 higher than normal.

*"Chenashthri-tenshalemqui'joghenetal!"*

—Reversed utterance of *eldritch attraction*, delivered by Gor'unnaalh to push rivals off the Shrieking Cliffs

## EXTEND UTTERANCE

Your utterances have a more lasting effect on the universe.

**Prerequisites:** Truespeak 6 ranks, ability to speak utterances.

**Benefit:** An extended utterance lasts twice as long as normal. An utterance with a duration of concentration or instantaneous is not affected by this feat. An extended utterance has a Truespeak DC 5 higher than normal.

## FOCUSED LEXICON

Your utterances have greater effect against a certain type of creature.

**Prerequisites:** Truespeak 6 ranks, ability to speak utterances.

**Benefit:** When you take this feat, choose a creature type (such as aberrations or monstrous humanoids). The DCs of your utterances are increased by 1 whenever you use them against creatures of the chosen type.

**Special:** You can take this feat more than once. Its effects do not stack. Each time you take this feat, it applies to a new creature type.

## MINOR UTTERANCE OF THE EVOLVING MIND

Your mastery of Truespeech has led you to the understanding necessary to perform a simple utterance from the Lexicon of the Evolving Mind.

**Prerequisites:** Truespeak 6 ranks.

**Benefit:** You learn one 1st-level utterance from the Lexicon of the Evolving Mind.

**Special:** You can take this feat more than once.

## OBSCURE PERSONAL TRUENAME

Truenames are notoriously difficult to pronounce, but yours is harder than most.

**Benefit:** The DC to speak your personal truename increases by 4 (this stacks with the +2 bonus that normally applies to a DC to speak a personal truename). Your normal truename—the one a truenamer would use if he didn't know your personal truename—is unaffected by this feat. In addition, those attempting to research your personal truename find doing so much more difficult. The DC of any check made to research your personal truename increases by 4.

**Normal:** The Truespeak DC to say a personal truename is  $15 + (2 \times CR) + 2$ .

## PERSONAL TRUENAME BACKLASH

Your personal truename is so charged with magic power that those who fail to speak it properly are warped by reality run amok.

**Prerequisites:** Obscure Personal Truename, 15 Hit Dice.

**Benefit:** Whenever a creature fails by 5 points or more in an attempt to speak your personal truename, it immediately takes 1d6 points of damage for every Hit Die you have.

**Normal:** The consequence for failing a Truespeak check to say someone's personal truename is that the utterance, truename spell, or other ability fails as well.

## TRUENAME REBUTTAL

You are particularly good at negating other truenamers' power with well-chosen truenames.

**Prerequisite:** Ability to speak utterances.

**Benefit:** You gain a +4 bonus on Truespeak checks made to counter or dispel the utterances of other truespeakers.

**Normal:** Countering and dispelling attempts use opposed Truespeak checks between the original truenamer and the one trying to end the utterance.

## TRUENAME RESEARCH

You have a knack for uncovering the personal truenames of friends and foes alike through study and investigation.

**Prerequisite:** Truespeak 9 ranks.

**Benefit:** You gain a +2 bonus on Knowledge checks made to discover a creature's personal truename (as described in Truename Research, page 196). In addition, the cost to research a personal truename is reduced by half.

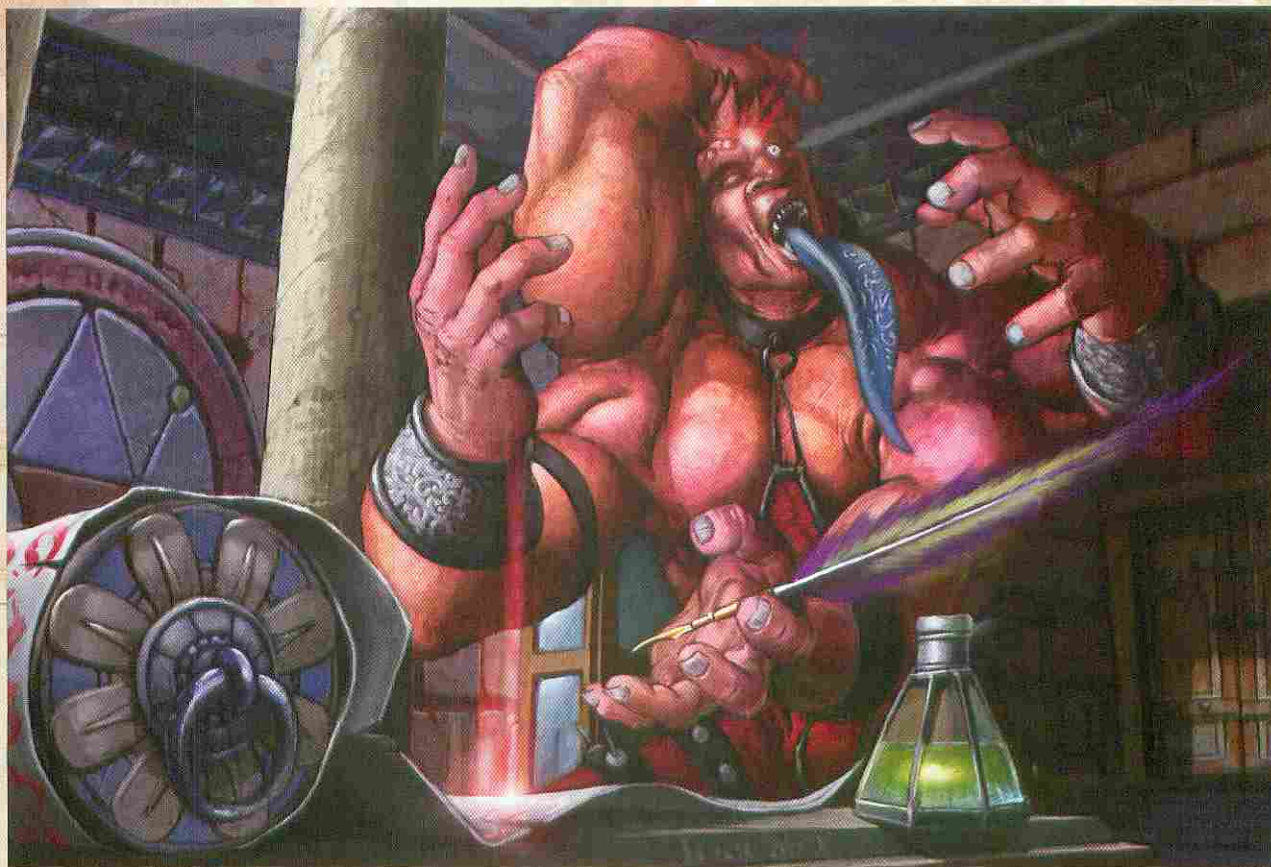
## TRUENAME TRAINING

Unlike most of your peers, you have discovered the secret power of truenames.

**Benefit:** The Truespeak skill is considered a class skill for you, no matter what class you actually choose. If you purchased ranks in Truespeak as a cross-class skill, you immediately gain additional ranks in Truespeak as if it had always been a class skill for you.

**Normal:** The Truespeak skill is a class skill only for truenamers.





*A logokron devil suffers the consequences of researching a foe who has Personal Truename Backlash*

## UTTERANCE OF THE EVOLVING MIND

Your further mastery of Truespeech allows you to wield its power more effectively against creatures.

**Prerequisites:** Truespeak 9 ranks, ability to speak two utterances.

**Benefit:** You learn one 2nd-level utterance from the Lexicon of the Evolving Mind.

**Special:** You can take this feat more than once.

## UTTERANCE OF THE CRAFTED TOOL

As you strive for ever more mastery of Truespeech, you gain more power over the universe around you. You can now use the power of Truespeech to affect objects.

**Prerequisites:** Truespeak 12 ranks, Truename Training, ability to speak three utterances.

**Benefit:** You learn one 1st-level utterance from the Lexicon of the Crafted Tool.

**Special:** You can take this feat more than once.

## UTTERANCE OF THE PERFECTED MAP

The power of the Truespeech can alter the state of reality itself. Reaching toward this great power, you have mastered an utterance from the Lexicon of the Perfected Map.

**Prerequisites:** Truespeak 15 ranks, Truename Training, ability to speak four utterances.

**Benefit:** You learn one 1st-level utterance from the Lexicon of the Perfected Map.

**Special:** You can take this feat more than once.

*“Oveshanakkur’hadachtreo-menuchta’shebbor!”*

—Utterance of shield of the landscape, delivered by Captain Rhee-lavna before her soldiers seized Kranatt Pass

## UTTERANCE FOCUS

You have a particular utterance you favor above others, and your enemies are less able to resist the power of your words.

**Prerequisite:** Ability to speak utterances.

**Benefit:** Add 1 to the Difficulty Class for all saving throws against a specific utterance you know (such as the *eldritch attraction* utterance). This benefit also applies to the reverse of your favored utterance, if applicable.

**Normal:** The DC to resist your utterances is usually  $10 + 1/2$  truenamer level + Cha modifier.

**Special:** You can gain this feat multiple times. Its effect do not stack. Each time you take the feat, it applies to a new utterance.



## QUICKEN UTTERANCE

You can speak an utterance with just a moment's thought.

**Prerequisites:** Truespeak 12 ranks, ability to speak utterances.

**Benefit:** Speaking a quickened utterance is a swift action. You can perform another action, even speaking another utterance, in the same round as you speak a quickened utterance. A quickened utterance has a Truespeak DC 20 higher than normal.

*"Fyurach-trensellete'am-bauraatho!"*

—Utterance of incarnation of angels, which Glanaghria of the Eye had tattooed on herself in a failed attempt to make its effects permanent

## RECITATIONS

Recitations are special feats that allow you to affect yourself with the power of truenames. You must know your own personal truename to use these feats, and you're aware that it uniquely identifies and defines you. By repeating your own truename with a particular inflection, you can redefine yourself in some way.

Most recitations remove harmful changes to you; in a sense you're reminding the universe of how you're "supposed" to be. A few augment you tempo-

rarily; you speak your personal truename and add a little "extra."

All recitations are full-round actions that provoke attacks of opportunity. They require Truespeak checks because you must correctly speak your own personal truename. The DC for the Truespeak check is  $15 + (2 \times \text{your HD}) + 2$ , once you increase the DC by 2 for speaking a personal truename. Because it's your own personal truename, you get a +4 competence bonus on your Truespeak check.

To learn a recitation, you must take the appropriate feat. Truenamers gain a bonus recitation feat at 8th level and again at 15th level.

## RECITATION OF THE FORTIFIED STATE

This recitation allows you to stand unyielding against the blows of your enemies.

**Prerequisites:** Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

**Benefit:** You gain a natural armor bonus equal to one-third your truenamer level. The bonus lasts at least until the beginning of your next turn, and you can extend it for 1 round by taking the total defense action. You can continue taking the total defense action, and gaining the bonus, for up to 1 minute, after which time the effects of the recitation fade unless you repeat the recitation.



*Recitation of Meditative State allows a truenamer to ignore the mummies' fear aura*



## RECITATION OF MEDITATIVE STATE

This recitation gives you an unparalleled sense of serene calm.

**Prerequisites:** Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

**Benefit:** Successfully making the recitation dispels any fear, rage, despair, or other emotion-based effects on you. If you're frightened or panicked, this recitation won't help you because you won't be able to take the full-round action required to make the recitation. But if you're merely shaken, you can return to an unafraid state.

"Reelaka'pothrenekka'endrieakau!"

—Utterance of *mystic rampart*, a debased form of which became a rallying cry for the Wintervein dwarf clan

## RECITATION OF MINDFUL STATE

This recitation narrows and focuses your perception so you can concentrate on a delicate task at hand.

**Prerequisites:** Truespeak 6 ranks, ability to speak utterances, must know your own personal truename.

**Benefit:** You gain a competence bonus equal to one-third your truenamer level on your next skill check using one of the following skills: Craft, Disable Device, Forgery, Open Lock, or Sleight of Hand.

## RECITATION OF THE SANGUINE STATE

This recitation purges all poisons from your body.

**Prerequisites:** Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

**Benefit:** If you succeed on your Truespeak check, your body is purged of all poisons, as if a *neutralize poison* spell had been cast on you.

## RECITATION OF VITAL STATE

This recitation frees your body of disease and sickness.

**Prerequisites:** Truespeak 6 ranks, ability to speak utterances, must know your own personal truename.

**Benefit:** You are rendered free of disease, whether the sickness has an ordinary or a supernatural origin. Both active and incubating diseases are affected.

# UTTERANCES

An utterance is a combination of words in Truespeech that describe a creature, place, or object to be affected and the desired effect (such as "control speed" or "wreathe in fire"). By putting these truenames together in exacting fashion, you create a rudimentary sentence in the true language of the universe—an utterance. As a truenamer, you do not know the truename for every creature and object in the world, but you can describe them in the language of Truespeech. To do so is to speak an utterance. When you speak an utterance properly, reality reshapes itself to conform to the power of your words.

You learn utterances as you progress in level, starting with the simplest creature-oriented utterances and progressing to more powerful and more diverse utterances. Utterances are divided into three lexicons, or groups of related words. As a truenamer, you learn many words in the Truespeech but only a few practiced phrases that you can turn into true utterances that carry the full power of Truespeech—and that power can change reality itself. Utterances can be described as follows.

## SPEAKING AN UTTERANCE

To speak an utterance, you must speak in a clear voice as loud as a spellcaster. Each utterance is a spell-like ability that requires a successful Truespeak check. But because the language of truenames requires such precision of pronunciation and timing, an utterance takes a standard action to perform and provokes attacks of opportunity from threatening enemies.

Utterances are spell-like abilities with verbal components (unlike other spell-like abilities, which have no components) that require a successful Truespeak check; the DC for the check is equal to  $15 + (2 \times \text{target creature's CR})$ . Your effective caster level for your utterances is equal to your truenamer level.

## UTTER DEFENSIVELY

If you're worried about attacks of opportunity, you can "utter defensively" by accepting a  $-5$  penalty on your Truespeak check for each foe who could hit you. In exchange, the utterance no longer provokes attacks of opportunity.

## SPELL RESISTANCE

Spell resistance applies to your utterances, so you must succeed on a caster level check to overcome the spell resistance of creatures you speak utterances on. Because your utterances are spell-like abilities, the Spell Penetration and Greater Spell Penetration feats make those caster level checks easier, just as they do for spellcasters. When you deliver an utterance, it has an effective caster level equal to your truenamer level. In addition, when speaking an utterance, you can voluntarily